

2011 KMGSA Player Evaluation Guidelines

Offense (possible 89 pts):

1. Cage Hitting (possible 34 pts)
 - a. Batters will hit from batting tee inside of cage.
 - b. Mechanics (1-10 pts)
 - i. Level swing through the zone
 - ii. Head/Eyes focused on target
 - iii. Bat gripped in fingers and not palms
 - iv. Proper rotation of pivot foot and hips
 - v. Compact swing with good bat speed, arms not too extended
 - vi. Under control through swing with balance at end
 - c. Bat Speed/Contact/Power (possible 18 pts)
 - i. Seven total swings though target on tee scored with numeric results up to 3 pts each.
 1. Scoring range targets will be clearly marked on floor and recorded for each individual hit
2. Bunt Hitting (Possible 22 pts)
 - a. Batter will receive live pitching until they receive up to 5 strikes.
 - b. Mechanics (1-10 pts)
 - i. Proper set-up facing pitcher
 - ii. Bat position started at top of strike zone
 - iii. Batter lowers in zone with legs rather than hands/arms
 - iv. Batter tracks ball with eyes/nose focused on target and close to the barrel of the bat (approx. 6")
 - v. Batter pulls back for poor pitches out of the strike zone, especially high pitches
 - c. Bunting Placement (possible 12 pts)
 - i. Targets with point values will be clearly marked on imaginary first and third base lines in front of batter
 - ii. Score will be accumulated similar to hitting. (4 bunts up to 3 pts ea.)
 1. Players will receive 0 pts for each subsequent strike after one taken strike if they do not offer
3. Speed and Agility (possible 30 pts)
 - a. Base Running (possible 20 pts)
 - i. Players will be timed with a stop watch by two time keepers with average times recorded
 - ii. Players will run two timed segments
 1. Home to First after striking ball from tee
 2. First to Third taking a jump on the pitcher's motion
 - iii. Recorded times will be put on a statistical distribution and points awarded accordingly
 - b. Form and Mechanics (1-10 pts)
 - i. Player runs through first base not slowing down

- ii. Player is conscious of contacting each base using their inside foot when making the corner
 - 1. Score for runner consistently missing bases should reflect a severe penalty
- iii. Player properly rounds marked bases not losing momentum
 - 1. Runner does not over run third base
 - a. Unfortunately players will not have the opportunity to slide, but the ability to stop quickly will incorporate a measure of agility

Defense (possible 75 pts)

- 4. Infield (possible 35 pts)
 - a. Throwing Accuracy (1-10 pts)
 - i. Accuracy will be evaluated at the infield and outfield station
 - ii. In conjunction with fielding players will be instructed to throw to a teammate who will be playing the position of first base
 - iii. Points will be awarded as follows
 - 1. Consistently direct throws to small area encompassing the face and glove hand shoulder for best score
 - 2. Direct throw to area encompassing Divinci's arms reach acceptable at lower score
 - b. Fielding Success (1-10 pts)
 - i. Each Player will field 6 attempts (2 ranging right, 2 ranging left, 1 direct, and 1 weak dribbler) in random order.
 - c. Form and Mechanics (1-10 pts)
 - i. Fielder makes an effort to be in position behind the ball in order to at least knock it down
 - ii. Fielder displays smoothness moving left and right
 - iii. Fielder displays quickness in moving left or right in good position for all attempts
 - iv. Fielder has glove and throwing hand in proper position
 - 1. Throwing hand should be in close proximity above the glove if possible to protect face
 - 2. Glove should start low or even at ground and be moving up for the hop, not down
 - 3. Backhand should be fielded properly with thumb down
 - 4. Dribbler should be fielded to back of glove with the bear hand if possible
 - v. Fielder should display quickness transitioning ball from glove to hand for all fielding attempts
 - d. Catching/Fielding (1-5 pts)
 - i. Catching will be evaluated at both infield and outfield stations
 - 1. Player should present a good target to thrower positioning glove near face and shoulder
 - 2. Player should react to poor throw by moving position and attempt to make the catch for best scores

3. Each player will be instructed to catch from a different thrower at outfield and infield stations or rotate within each station
5. Outfield (possible 35 pts)
 - a. Fielding (1-10 pts)
 - i. Each Player will field 5 attempts (2 ranging right, 2 ranging left and 1 direct) in random order.
 - ii. Trajectory should also vary from high fly to low line drive.
 - b. Throwing Accuracy (1-10 pts)
 - i. Accuracy will be evaluated at the infield and outfield station
 - ii. In conjunction with fielding players will be instructed to throw to a teammate who will be playing the position of second base
 - iii. Points will be awarded as follows
 - a. Consistently direct throws to small area encompassing the face and glove hand shoulder for best score
 - b. Direct throw to area encompassing Divinci's arms reach acceptable at lower score
 - c. Form and Mechanics (1-10 pts)
 - i. Player consistently moves directly under ball to make catch
 - ii. Throw hand should be in close proximity of the glove and ball should be secured with both hand on catch
 - iii. Fielder display quickness in moving left or right and is in good position for each attempt
 - iv. Throws to player shagging balls are direct, accurate and with limited arch
 - d. Catching/Fielding (1-5 pts)
 - i. Catching will be evaluated at both infield and outfield stations
 1. Player should present a good target to thrower positioning glove near face and shoulder
 2. Player should react to poor throw by moving position and attempt to make the catch for best scores
 3. Each player will be instructed to catch from a different thrower at outfield and infield stations or rotate within each station
6. Quiz (0-20 pts)
 - a. Each player will take a quiz with 10 questions
 - b. Correct answers will be worth 2 pts each

Pitchers and Catchers

7. Pitchers and Catchers will be evaluated separately at the end of tryouts
8. Pitchers and catchers will all work out together and one or the other will be rotated during observation
 - a. Pitchers
 - i. Pitchers will have three pitches clocked with the speed gun
 - b. Catchers
 - i. Catchers will have three throw downs timed from glove to glove.

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