



Detailed Skills That Will Be Evaluated

8U, 10U, 12U, 14U Players

1. Hitting – Off Pitching Machine and Front Toss

a. 10 Total Evaluated Pitches

What Evaluators will be looking for:

- Setup – Stance, hands, ready, grip, head on ball, position in box
- Mechanics – Timing, balance, pivot, rotation, stride, bat speed
- Swing – Quick hands, hands thru zone, eyes on ball, contact, power, extension and follow through
- Ability to hit pitches in different locations
- A player may take a pitch and not count, unless it's a strike. Bad pitches will be repeated

2. Bunting (8U will not be evaluated)

a. 3 Total Evaluated Bunt attempts (2 practice bunts)

What Evaluators will be looking for:

- Good bunting mechanics, squaring up, hand position, bat position, eyes on pitcher and ball tracking. Bunting contact point and placement of the bunt is important.

3. Throwing – Will be evaluated during fly balls and ground balls

What evaluators will be looking for:

- Mechanics – Aligns body to target, throws over the shoulder, elbow up, follows through across body. Players should demonstrate strength, and velocity of throw, accuracy, consistency, and natural fluid motion.

4. Fly Balls

a. 5 total Evaluated Fly balls

What evaluators will be looking for:

- Player needs to show quickness to the ball. Align their body underneath the ball, catch ball with proper use of two hands.
- Fielding position – throw after the catch
- Catch should be 2-handed and approximately shoulder high.
- Player should make proper set up to transfer ball and make the throw to the target with a strong arm.



5. Fielding Ground Balls

- a. 5 total Evaluated ground balls

What evaluators will be looking for:

- Player needs to show quickness to the ball, then field the ball to center of body and in front, funnel to body, and complete the play with a strong throw.
- Fielding position – Attack the ball, knees bent, feet apart, bottom down, field ball in front and center of body
- Fielding the ball should be 2-handed, head down, with the ball funneled in to the glove. Throw to target should be strong, accurate, quick, and fluid to complete the play.

6. Base Running

- a. Players will be timed – From Home Plate to First Base, & from Home plate to 2nd Base.
- b. Runners will slide into 2nd on run to 2nd. Sliding will be scored.

Pitcher Skills

Pitchers will be evaluated on:

- i. Control: Low/inside, Low/outside, High/inside, High/outside. They will get 3 attempts at each location. One point for each location spot hit.
- ii. Speed: Each pitcher will get 5 pitches
- iii. Types of pitches: the pitcher will be allowed to throw and be evaluated on any pitch they want to throw. They will be evaluated on a scale of 1-5 for ball movement of each pitch chosen. Points will be totaled for an overall score.