

MCPB Player Evaluation Guidelines

Coaches: Here are some guidelines for you to use as you evaluate your players. You will rate each player from 1 to 10 on each of the categories listed (note: you can rate a player as zero for pitching and catching if they have no desire to do those). Below are just examples on how to rate the players – the numbers are just guidelines and you can use a number that isn't listed (for example, you could give a player a 2, 4, 6, 7, or 8 on batting, even though those numbers aren't specifically listed below). In general, a "10" rating should be an exception...especially at the younger age groups.

Hitting:

- 1 - Seldom makes contact or does not even swing
- 3 - Some contact, primarily weak ground balls
- 5 - Makes contact half the time, some solid contact.
- 7 - Regularly makes contact and hits several line drives
- 9 - Almost always makes contact and hits line drives
- 10 - Never strikes out and hit the ball hard.

Infield:

- 1 - Does not pay attention. Did not field routine ground balls and cannot catch ball when thrown to him.
- 3 - Fielded some routine ground balls; will occasionally catch a thrown ball.
- 5 - Fielded most routine ground balls; will usually catch a thrown ball.
- 7 - Fielded nearly all routine ground balls; moved well to left and right to make plays. Will catch nearly all thrown balls.
- 9 - Made several outstanding plays; moved well to left and right utilizing appropriate glove position (i.e. backhand). Catches all thrown balls.
- 10 - Made outstanding plays look routine.

Outfield:

- 1 - Cannot catch fly balls hit right to him.
- 3 - Can catch some of the fly balls hit right to him, but cannot move much to left, right, back or forward to catch them. 5 - Can catch most fly balls hit right to him and some to the left or right.
- 7 - Can catch fly balls hit right to him, sideways and some back and forward. May still tend to "drift" to make catch rather than "getting to the spot".
- 9 - Can catch fly balls hit right to him, sideways and most back and forward. "Gets to spot", then adjusts rather than "drifting" to make catch.
- 10 - Can catch fly balls hit right to him, sideways and can go back and forward to catch them. Is ready and makes first move back, then adjusts as needed.

Throwing:

- 1 - Hard time throwing from 3rd to 1st and not very accurate.
- 3 - Can throw from 3rd to 1st sometimes, but not very hard; questionable accuracy.
- 5 - Can throw from 3rd to 1st sometimes, but not very hard; some accuracy.
- 7 - Can throw from 3rd to 1st most of the time, fairly hard; some accuracy.
- 9 - Can throw from 3rd to 1st most of the time on a line with pace and accuracy.
- 10 - Can throw from 3rd to 1st every time, on a line with pace and accuracy; can also make the throw when moving left, right, in and back

Pitching:

- 0 - Does not want to pitch
- 1 - Cannot get the ball to the plate
- 3 - Throws strikes less than 1/3 of the time; minimal velocity
- 5 - Throws strikes half the time, moderate velocity
- 7 - Throws mostly strikes (approx 2/3); moderate velocity.
- 9 - Throws mostly strikes (approx 2/3); above average velocity
- 10 - Throws mostly strikes (approx 2/3); above average velocity and can move ball to inside/outside/high/low target

Catching:

- 0 - Does not want to catch
- 1 - Cannot catch balls pitched right to him
- 3 - Can catch ball pitched right to him, but none in dirt; CANNOT throw accurately to second
- 5 - Can catch ball pitched right to him and stop some in the dirt, does not drop to knees to block low pitches; can throw to second, but not real hard with some accuracy
- 7 - Can catch ball pitched right to him and stop some in the dirt, may occasionally drop to knees to block low pitches; can throw accurately to second, fairly hard
- 9 - Can catch ball pitched right to him, shifts and drops to knees to block most balls in dirt; can throw accurately to second on a line
- 10 - Can catch or stop all balls close to plate or in the dirt, shifts and drops to knees to block ball in dirt and can throw accurately to second on a line