

Brighton Little League - Travel Baseball Evaluations

Our goal in establishing travel baseball is to provide a venue for our more confident players to enhance their individual and team baseball skills by playing and competing with other confident and skilled players from across Little League District 4. We will form teams to accommodate as many skilled players as possible. Teams of 11-player rosters will be picked from the pool of acceptable candidates based on their evaluation performance and their prior reputations as players. This is not a competitive ranking exercise; the goal of evaluations is to make sure that every candidate player has the necessary skills to play at the travel level. If your player is clearly one of the top four-to six players on their house team they probably have the skills needed to play travel ball. If they are not on the top half of their house team they will likely not be a good candidate for travel baseball.

The travel program is open to all Brighton Little League Baseball players including those who have never played travel ball before. Travel players are expected to have a high level of baseball competency. They can routinely catch outfield fly balls, field grounders and line drives, and quickly and accurately make flat direct throws (no “rainbow throws”) to first base. They understand the rules of baseball and generally have experience playing at every position including catcher and pitcher. They seldom strike out “looking” and usually bat near the top of their house teams batting order.

In our house programs we make every effort to make players at all levels feel good about their performance. Before considering your child for travel baseball please make a candid assessment of whether or not you believe your child can play at this level. If you believe your player has the necessary skills please come to the evaluations. We hold these evaluations expressly for the purpose of “finding” new players to bring into our travel programs.

The rubric below will help you evaluate your players’ likely success in travel baseball. Travel players will score a level 5 or greater in all three areas – Hitting, Fielding, and Throwing.

Hitting and Power	
Level	Explanation
8	Contact is always made with line drives being hit to all fields .
7	Contact is always made with line drives and groundballs being hit to all fields .
6	Contact is always made with flyballs, groundballs and an occasional line drive to all fields .
5	Contact is always made with flyballs, groundballs and an occasional line drive to the middle or pull side .
4	Contact is usually made with groundballs and an occasional pulled flyball or lazy line drive .
3	Contact is usually made but the ball rarely travels out of the infield area and is often popped up .
2	Contact is seldom made and the ball is often foul or rarely travels beyond where the pitcher is .
1	Contact is never made.
Fielding	
Level	Explanation
8	Ball is always fielded cleanly and proper technique is always used with an occasional great play.
7	Ball is always fielded cleanly and proper technique is always used.
6	Ball is always fielded cleanly and proper technique is usually used.
5	Ball is usually fielded cleanly and proper technique is usually used.
4	Ball is usually fielded cleanly and proper technique is seldom used.
3	Ball is seldom fielded cleanly and proper technique is seldom used.
2	Ball is seldom fielded cleanly and proper technique is never used.
1	Ball is never fielded cleanly and proper technique is never used.
Throwing	
Level	Explanation
8	Ball always reaches target in the air, on a line , with excellent velocity.
7	Ball always reaches target in the air, on a line , with good velocity.
6	Ball always reaches target in the air, on a line , with adequate velocity.
5	Ball usually reaches its target in the air, on a line , with adequate velocity.
4	Ball usually reaches its target in the air , but often does so with a hump in it.
3	Ball sometimes reaches its target in the air , but often does so with a hump in it.
2	Ball never reaches its target in the air .
1	Ball never reaches halfway to its target.