



BURNSVILLE TRAVELING BASEBALL

Tryout Evaluation Key

Players are randomly divided into tryout groups. Three (internal) coach evaluators and two (external) independent evaluators from outside the program, or from a different age-level, will evaluate the players.

Day 1: Players are Evaluated and Scored in Three Areas Over Two Sessions

- Session 1: Hitting: short toss & machine pitch
- Session 2: Fielding and throwing: infield & outfield

Day 2: Second Look

- One 90-minute session – players are evaluated, but not scored, on a variety of baseball situations, i.e., defense (infield/outfield), base running, overall baseball knowledge, and hitting off a live arm.
- Pitching and catching is evaluated – players are not required to participate, but it is recommended.
- Coaches may choose to use other drills or activities to further evaluate players, such as, indoor scrimmage, 40-yard dash, pitching/throwing velocity, etc.

The Second Look may be used to further differentiate two or more players that are close in the overall rankings.

*****The Age Level Director is responsible for running the tryout for their age group. *****



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HITTING

Warm-Up: Each player will receive THE SAME NUMBER of warm-up pitches at the warm-up nets prior to going into the evaluation cage. Warm-ups will consist of hitting tees and/or side toss. The player will receive 3 warm up pitches in the evaluation cage prior to live/scored pitches.

Evaluation: The player will move from the warm-up nets to the evaluation cage. In the evaluation cage, each player will have his batting skills evaluated utilizing the short toss and then the hitting machine. The hitting machine speed will be set to a maximum of the number listed below for each age group.

10s – 40 MPH @ 46 ft	13s – 55 MPH @ 54 ft
11s – 45 MPH @ 46 ft	14s – 60 MPH @ 60' 6"
12s – 50 MPH @ 52 ft	15s – 65 MPH @ 60' 6"

Short Toss: Each player will receive 3 warm-up pitches in the evaluation cage and 6 live pitches in the strike zone. Live pitches will be evaluated on the following:

How Hitting is Scored:

Mechanics (Load, Foot & Hip Rotation, Follow-Through/Finish)	8	7	6	5	4	3	2	1	0
Bat Speed/Hands Through the Zone	8	7	6	5	4	3	2	1	0
Contact/Hard Hits	8	7	6	5	4	3	2	1	0

A player will receive one score for Mechanics/Bat Speed/Contact after all 6 pitches are completed.

The scoring is not done per pitch.

Scoring range: 0-24 points.

Batting Machine: Each player will move from the warm-up nets to the evaluation cage. The player will receive 3 warm up pitches in the evaluation cage prior to live/scored pitches. The player will receive 9 live pitches in the strike zone.



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Players will be evaluated per pitch on the following:

How Hitting is Scored:

8 pts	Line drive/good mechanics
6 pts	Hard ground ball/good mechanics
4 pts	Made contact/poor mechanics, popup/good mechanics
2 pts	Missed pitch/good mechanics
0 pts	Missed pitch/poor mechanics, did not swing at strike

Note: Odd numbers can be used to further differentiate plays.

Scoring is done per pitch.

Scoring range: 0-72 points.

FIELDING & THROWING

Outfield: The player will take 2 practice fly balls and throws, then 6 live fly balls at the designated outfield positions and will make 3 throws to each of the following positions: 3rd, and Home. Each fly ball will require the player to move forward, backward and/or laterally.

How Fielding is Scored:

8 pts	Play nicely completed (proper footwork and body/arm/hand position).
6 pts	Play completed without bobbling ball.
4 pts	Play is completed, but with great difficulty.
2 pts	Bobbles ball, ball remains near player and play is then completed.
0 pts	Play is not completed, ball continues to the outfield.

Note: Odd numbers can be used to further differentiate plays.



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How Throwing is Scored:

8 pts	Strong throw straight to the target (max 1 bounce)
6 pts	Strong throw to the target area.
4 pts	Rainbow throw or several bounces to the player catching the ball.
2 pts	Throw is a rainbow to the target area.
0 pts	Throw is not completed, wild, or inaccurate

Note: Odd numbers can be used to further differentiate plays.

Scoring is done per fly ball and throw.

Scoring range: 0-96 points.

Infield: The player will take 2 practice ground balls and throws, then 6 live ground balls at the Short Stop position and will make throws to 1st base. Each ground ball will require the player to move forward, backward and/or laterally.

How Fielding is Scored:

8 pts	Excellent form (feet and hands), play nicely completed
6 pts	Play completed without bobbling ball
4 pts	Bobbles ball, ball remains in front of player and play is completed
2 pts	Play is completed, but with great difficulty
0 pts	Play is not completed, ball continues to the outfield

Note: Odd numbers can be used to further differentiate plays.

How Throws Are Scored:

8 pts	Strong throw straight to the 1 st baseman's chest.
6 pts	Strong throw to 1 st baseman without pulling off base.
4 pts	Rainbow throw to the first baseman's area.
2 pts	Strong throw but pulls first baseman off base.
0 pts	Throw is not completed.

Note: Odd numbers can be used to further differentiate plays.

Scoring is done per ground ball and throw.

Scoring range: 0-96 points.



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SECOND LOOK

The activities and drills in this session are determined by the (internal) coach evaluators. It is intended to provide coach evaluators the opportunity to further differentiate players in an uncontrolled environment. Players are evaluated but not scored during this session.

Possible Drills and Activities:

Pitching/Catching – Pitching mounds and catcher's gear will be available for pitching and catching evaluations. All players are not required to pitch/catch, but it is highly recommended.

Hitting – One cage will be available per age group for additional hitting evaluation. Hitting in the cage may consist of short toss, machine pitch or live pitching.

Infielding/outfielding – One field will be available per age group for infielding or outfielding drills and evaluation. Coaches may put players in baseball situations at game speed.

Other Activities/Drills – 40-yard dash, base running times, mock scrimmage, throwing accuracy/velocity.

Attitude, effort, and competitiveness are also factors that coaches may use to evaluate players.

TEAM SELECTIONS

Internal evaluators from each age level will meet with the Tryout Committee to determine team selections. Parents will be notified of team selections when these meetings have concluded.