

NORTH DELTA BASEBALL ASSOCIATION

Building Champions Since 1962



Evaluation/Tryout Procedures

All tryouts and evaluations will be conducted using the Targeted Assessment Areas described in Appendix 1. Ballplayer Assessment Tool for Youth Baseball. The Evaluation Scales are available as a guideline. Spring evaluations and tryouts won't include categories: General Basic Instincts and Coachability. Spring coaches are required to submit end of season evaluations that will include all evaluation categories.

All players are offered at least two different dates for all tryouts and evaluations. There should be at least one week of elapsed time between the first and last dates offered. Tryout and evaluation dates must be communicated to all current members via email and web postings.

A minimum of five evaluators should be present at each tryout/evaluation session. When possible, the Division Representative shall be the Lead Evaluator. Should they not be available due, another member of the executive shall be appointed in their place. The Lead Evaluator is responsible for coordinating the sessions and providing the Executive with all completed Evaluation Forms (Appendix 2. BAT Evaluation Forms).

The final scores for each player are tallied and recorded as average scores (minus the polar extremes) carried out to two decimal points.

Any team that holds tryouts (e.g. summer ball) requires roster approval of the President. Team Managers are to submit their preliminary rosters to the President for approval.

Players participating in tryouts may request feedback on their evaluations.

Appendix 1. Ballplayer Assessment Tool for Youth Baseball

Evaluation Scales for Targeted Assessment Areas

I. Hitting for Average

One of 5 basic tools of competency generally accepted in evaluating baseball players. Hitting for average is viewed a bit differently at the youth level in that more than 50% of balls put in play result in the batter reaching base, making it critical that solid contact is achieved.

1. Struggles with basic skills of hitting - seldom makes solid contact in putting ball in play
2. Generally competent at plate - makes solid contact in putting ball in play at least 25% of at bats
3. Average hitter for age group - makes solid contact in putting ball in play at least 40% of at bats
4. Better than average hitter for age group - makes solid contact in putting ball in play at least 60% of at bats
5. Exceptional talent for age group - makes solid contact in putting ball in play at least 80% of at bats
6. Universally viewed as one of the best hitters for average in age group

II. Hitting for Power

One of 5 basic tools of competency generally accepted in evaluating baseball players. While an important tool at the adult level, hitting for power at the youth level is generally most associated with physical size of players and less with developed skills related to driving the ball.

1. Will have occasional extra base hit
2. At least 20% of hits go for extra bases
3. At least 40% of hits go for extra bases
4. At least 60% of hits go for extra bases
5. At least 80% of hits go for extra bases
6. Universally viewed as one of the top power hitters in age group

III. Speed & Quickness

One of 5 basic tools of competency generally accepted in evaluating baseball players. The qualities of speed and quickness are generally the most determining factor of team success and excellence at this level of play.

1. Generally perceived as station-to-station player
2. Will occasionally advance bases on passed balls / limited range at positions on defense
3. Average speed for player of age group / regularly steals bases and gets to balls in field
4. Better than average speed / generally has green light to steal on own and covers positions with ease
5. Very disruptive on bases / Exceptional defensive prowess
6. Universally viewed as one of swiftest players in age group

IV. Arm Strength & Throwing Accuracy

One of 5 basic tools of competency generally accepted in evaluating baseball players. Easily the most significant skill level for young players, and the easiest to develop. The best players are regularly playing catch and always throwing to targets.

1. Struggles to make throws in all game situations
2. Adequately makes throws, but not always in timely way
3. Average arm for player in age group - can be counted on to most often make plays in infield
4. Better than average arm for age group - can be counted on to most often make plays in outfield
5. Much better than average skills
6. Always makes solid throws and often throws out runners trying to advance extra bases

V. Pitching

Considered one of the most important factors in determining team success.

1. Player has no history of pitching / little potential to be a pitcher
2. Has potential to develop into an average pitcher
3. Average pitcher for the age group
4. Better than average pitcher for age group
5. Much better than average skills / has the mental toughness to be a closer
6. Universally viewed as one of the top pitchers in age group

VI. Fielding Competency

One of 5 basic tools of competency generally accepted in evaluating baseball players. Regardless of coaching philosophy - whether playing ballplayers at a few positions or many positions - development of skills and building confidence in the field is critical to success at the youth level. With very few exceptions, teams that make plays win games.

1. Struggles to make basic plays at all positions assigned
2. Makes routine plays at a single position
3. Makes routine plays at multiple positions
4. Average player in field for age group - can play 1-2 positions with confidence / nice range at positions
5. Plays most all positions assigned with confidence / better than average range
6. Exceptional defensive talents - competent at numerous positions / seemingly always make the play

VII. General Baseball Instincts

Given the complexity of the game, young baseball players benefit greatly from watching games and learning from game situations as they develop their own general instincts.

1. Cannot make plays without constant coaching reminders
2. Can make some plays with regular prompting
3. Average understanding of game for player in age group - requires some prompting
4. Better than average - requires little or no prompting
5. Solid understanding of game / can be counted on to make good decisions without prompting
6. Clearly knows all aspects of game and fully understands roles and responsibilities

VIII. Coachability

During this critical developmental phase of a young ballplayer's life, it is imperative that he conduct himself in a mature manner and take direction from coaches toward continuous improvement of skills.

1. Immature for age / constant challenge for coaches
2. Somewhat immature for age / occasional challenge
3. Attentive and committed, though often struggles to carry out directions
4. Average player for age group - generally takes direction well
5. Mature player / listens, hears, and learns from coaching direction
6. Very mature player / quick study / a true student of the game