



**BASEBALL EVALUATION CRITERIA | WAVERLY RIPTIDE SELECT BASEBALL**

<b>Time</b>	<b>Activity</b>
5 min 0:00	<b>Opening Remarks:</b> Manager outlines the Riptide purpose and mission as it pertains to the players, parents and community as a whole. Explanation of the format of tryouts, how players will be evaluated, and importance of behavior, hustle and good attitude
(15min) 0:00	<b>Warm Up:</b> 30 minutes prior to start time for warmups. Throwing progression. Hitting T's will be available. Lines for fielding grounders and fly balls will also be possible.
15 min 0:15	<b>Base Running Skills: (1)</b> Cones in RF for 40yd dash. 2 runners/2 timers. <b>(2)</b> Lineup players at home plate. Score players on their ability to go from the batter's box to 1B. Afterwards, have them run from 1B to 3B. Score on ability to cover the bases.
25 min 0:35	<b>Outfield Skills: (1)</b> Lineup players in RF. Each player get two unscored warmups to field/throw to coach at 2B. <b>(2)</b> Lineup players in RF outfield. Coach hits five balls to player in order of stationary fly ball, 1 or 2 hop, and 2 running fly balls to gauge range and ability to catch. Player throws each ball to 2B/3B. Single – throw goes to 3B/cut. Catch – Ball goes to 2B.
25 min 1:00	<b>Infield Skills: (1)</b> Lineup players up in outfield just behind the shortstop. Each player gets two unscored warmups to field/throw to coach at first. <b>(2)</b> Lineup players in outfield just behind SS. Each player rotates through the positions starting with shortstop. Coach hits five balls to shortstop who fields and makes a throw to 1B. Hit balls left and right to evaluate range. Then hit one ball to 2Bman who throws it to the shortstop who then throws to 1B for a double play. Players then rotate from SS to 2B to 1B to home.
0 min	<b>Water Break as rotate to batting. Nets/ T's setup for on-deck/in the hole batters to swing. Batter 1 gets few T swings then begin.</b>
35 min 1:40	<b>Hitting Skills:</b> Have 1/3 players of players in dugout ready to hit. Other players field the batted balls. 11 pitches with the first pitch being a bunt. Prior to starting players will be told to swing at all pitches above the knees and at the hands and below that cross the plate. Don't take on a strike...we are here to hit...and you get 11 pitches.
20 min 2:00	<b>Pitchers &amp; Catchers:</b> Any player that would like to be considered as a pitcher or catcher should tryout. Have pitchers throw 10 pitches. Catchers should catch at least two pitchers.
5 min 2:05	<b>Thank You: Manager thanks all the players and parents for attending. Advise that decisions will be made within ~ 1 week via phone / email.</b>

**Structure for Tryouts & Skills Assessment**

Using the attached form, scorers should score each player according to the listed categories of skills. The evaluation form uses a five point scale to measure the various skills that a player should possess in order to play baseball at a competitive/competent level. A score of five (5) points should be awarded for any skill which the player demonstrates an exceptional level of ability relative to his peers. A score of one (1) should be awarded for any skill which the player demonstrates an extremely poor level of ability relative to his peers. Score two, three or four points for levels of skill in-between the two extremes.

The following are suggestions for a balanced approach: Using the overall score in each of the following defensive categories: infield, outfield, throwing, and catching, there are a maximum of 20 points. For the hitting skills, coaches should count mechanics, power and contact for a maximum of 15 points. Base Running Ability is worth a maximum of 10 points. Coaches may award or deduct points based on a player's demonstrated attitude, focus and hustle. Finally, coaches may add appropriate points for pitching and/or catching skills as these positions are very important to the team.

So that there will be a well-defined structure and opportunities for evaluation, players and parents should plan on tryouts taking between 2 and 2.5 hours to complete. Arrive 30 minutes prior to tryouts in order to register and warmup. There will be ground ball, fly ball, and hitting warmup stations available on an adjacent field.