



Saskatoon Cardinals Baseball

Standardized Player Evaluation

Player evaluations are conducted to balance teams and ensure players are playing in a level commensurate with their ability.

The kids will be rusty, nervous, and anxious. This is not a tryout with the Toronto Blue Jays or New York Yankees. Please remind them of that, support your child, and be positive.

Criteria for a successful evaluation system and why it is important

1. Is the same **PROCESS**:

- ① All players have the same evaluation
- ① Allows a player to be properly evaluated against their peers.

2. Is **DATA DRIVEN**:

- ① Quantifies evaluation and streamlines varying opinions of evaluators (good, ok, great, bad) to a single number.
- ① It's easier to explain and is harder to argue with numbers.

3. It **MINIMIZES SUBJECTIVITY**:

- ① Allows for opinions but from the same language.
- ① A comprehensive evaluation makes the difficult conversations easier to have.

4. It is **CLEARLY COMMUNICATED**:

- ① Everyone knows what to expect.
- ① Permits zone to properly communicate with players and their parents.

5. It is **EASILY ACCESSIBLE**:

- ① Able to quickly and privately be shared with others.
- ① Provides coaches with the best insights.

Requirements

- ① Registration fees must be paid in full BEFORE evaluations in order to be evaluated.
- ① Baseball evaluations are limited to those divisions that have live (player pitch) pitching.
- ① Players are not permitted to wear previous years traveling team uniforms or any clothing with their name printed on it.
- ① Player must wear proper footwear, turf shoes or runners are acceptable.
- ① Players must have their own glove.
- ① Players should bring their own bat/batting helmet, there will be limited equipment available.
- ① Parents are not allowed in the evaluation area during the evaluation process.
- ① Players will be assigned a number and will be required to wear this number throughout all evaluation sessions.
- ① All players requesting to play up a division must attend the evaluations – no exceptions.

Evaluation Process

Evaluations primarily are based upon the 5 Tools:

1. Hitting for Average
2. Hitting with Power
3. Arm Strength (including pitching accuracy)
4. Fielding Ability
5. Speed

Scoring rubrics are located in **Appendix A – Rubrics**

At the evaluation your player will be called out in turns to the practice area and will warm up and play catch with other players. Depending on the evaluation night they will then have an opportunity to pitch from a mound, hit off both pitching machine and a live pitcher, field balls, or run.

Additional areas of evaluation may be, but are not limited to: following directions, attitude and effort, game knowledge, and athletic ability.

Hitter Evaluation:

Two separate sessions, each session will consist of:

- ① T-work warmup.
- ① Rotate through 2 Iron Mike batting cages.
- ① Finally into a Live Arm cage.
- ① Each batter will get **8 pitches** in the strike zone in each cage.
- ① **24 total pitches** evaluated.
- ① Live arm pitcher will be the same for an entire age group.

Pitcher Evaluation:

Two separate sessions, each session will consist of:

- ① Groups of 8
- ① Throw from 2 separate pitcher's mounds at the appropriate division distance.
- ① Mosquitos get **5 pitches**, PeeWee & Bantam get **7 pitches** from each mound.
- ① Throw to a catcher / evaluator tandem behind each plate.
- ① First mound – all fastballs
- ① Second mound – 2 FB, 3 OS, 2FB (Mosquito\PeeWee players do all FBs)

Infielders Evaluation:

A single session fielding the 3 infield positions; second base, short stop and third base, consisting of:

- ① Groups of 9, 3 players at each infield position.
- ① **9 balls hit** to each player.
- ① 3 consecutive at each position.
- ① Rotate to the group to the right. 2B->SS->3B->2B.
- ① Balls will be hit to their right, their left, or slow rollers.
- ① All throws to 1B.

Outfielders Evaluation:

A single session consisting of:

- ① **6 balls hit to each player.**
- ① All outfielders in RF
- ① combination of all scenarios (fly balls; left, right, back, short, and grounders)
- ① All throws to 3B, division appropriate distance.

Speed Evaluation:

A single session consisting of:

- ① **40 yard dash.**
- ① Only need to run once.
- ① Timing to begin on movement of runner.

Appendix A - Rubrics

Hitting and Power Rubric

15 total points; 5 each for contact, mechanics and power

Score	Contact	Mechanics	Location
5	Hard / Always made	Always composed, great form	Line drives to all fields.
4	Always made	Exhibits good mechanics	Line drives and groundballs being hit to all fields.
3	Usually made	Exhibits proper mechanics, some flaws	Flyballs, groundballs, and an occasional line drive to middle / pull side.
2	Seldom made	Basic mechanics	Groundballs and an occasional pulled flyball or lazy line drive.
1	Never made	Not aware of proper mechanics	Often foul or rarely travels beyond pitcher.

Pitching Rubric

15 total points, 5 for control, 5 for mechanics and 5 for velocity.

Score	Control	Mechanics
5	85-100% Strikes	Always composed, great form
4	70-85% Strikes	Exhibits good mechanics
3	55-70% Strikes	Exhibits proper mechanics, some issues
2	40-55% Strikes	Basic mechanics
1	20-40% Strikes	Not aware of any mechanics
0	No Strikes	Bounces the ball towards homeplate

Velocity

Score	Mosquito	PeeWee	Bantam
5	45+	49+	63+
3	39-45	42-49	56-63
1	39-	42-	56-

Infielder Rubric

10 points for fielding, 5 for accuracy and strength of throw. Total of 15 points

Score	Explanation - Fielding
10	Ball is always fielded cleanly and proper technique is always used with an occasional great play.
9	Ball is always fielded cleanly and proper technique is always used.
8	Ball is always fielded cleanly and proper technique is usually used.
7	Ball is usually fielded cleanly and proper technique is always used.
6	Ball is usually fielded cleanly and proper technique is usually used.
5	Ball is usually fielded cleanly and proper technique is seldom used.
4	Ball is seldom fielded cleanly and proper technique is usually 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.

Score Explanation - Throwing

5	Ball always reaches target in the air, on a line , with excellent velocity.
4	Ball always reaches target in the air, on a line , with adequate velocity.
3	Ball usually reaches its target in the air, on a line , with adequate velocity.
2	Ball sometimes reaches its target in the air , but often does so with a hump in it.
1	Ball rarely reaches its target in the air .

Outfielder Rubric

10 points for fielding, 5 for accuracy and strength of throw. Total of 15 points.

Score Explanation - Fielding

10	Ball is always received cleanly, correct route always taken, quick transfer, with an occasional great play.
9	Ball is always received cleanly, correct route always taken, a quick transfer.
8	Ball is always received cleanly, correct route usually taken, a quick transfer.
7	Ball is usually received cleanly, correct route usually taken, a quick transfer.
6	Ball is usually received cleanly, correct route usually taken, an adequate transfer.
5	Ball is usually received cleanly, correct route seldom taken, an adequate transfer.
4	Ball is usually received cleanly, correct route usually taken, and an adequate transfer.
3	Ball is seldom received cleanly, correct route usually taken, and a poor transfer.
2	Ball is seldom received cleanly, correct route seldom taken, and a poor transfer.
1	Ball is never received cleanly, correct route never taken, and no transfer.

Score Explanation - Throwing

5	Ball always reaches target in the air, on a line , with excellent velocity.
4	Ball always reaches target in the air, on a line , with adequate velocity.
3	Ball usually reaches its target in the air, on a line , with adequate velocity.
2	Ball sometimes reaches its target in the air , but often does so with a hump in it.
1	Ball rarely reaches its target in the air .

Speed Rubric

3 points for speed

Score Explanation

5	Finish in top 1/3 of age group.
3	Finish in middle 1/3 of age group.
1	Finish in bottom 1/3 of age group.

Final Weighting

Discipline	Value
Hitting	15
Pitching	15
Infield	13
Outfield	12
Speed	5
Total	60