# BASEBALL TRYOUT STRUCTURE | Warhawks Baseball Club

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| **Time** | **Activity** |
| 5 min0:05 | **Opening Remarks:** Manager outlines the Warhawks purpose and mission as it pertains to the players, parents, and community. Explanation of the format of tryouts, how players will be evaluated, and importance of behavior, hustle, and good attitude |
| 10 min 0:15 | **Warm Up:** Lineup players and perform a light jog, high knee, lunge, and sprint to limber up. |
| 10 min 0:25 | **Base Running Skills:** Lineup players at home plate. Time players on their ability to go from the batter’s box to 1B. Afterwards, have them run from 1B to 3B. Allow them to overrun 3B as you don’t want them to slide into 3B. |
| 20 min 0:45 | **Infield Skills:** Lineup players in outfield just behind the shortstop. 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. |
| 5 min | **Water Break** |
| 25 min 1:15 | **Outfield Skills:** Lineup players in deep outfield. Coach hits five balls to player in order of stationary fly ball, 1 or 2 hops, and 2 running fly balls to gauge range and ability to catch. Player throws each ball to 2B who throws to 3B who throws home. Players rotate from OF to 2B to 3B to home. |
| 5 min | **Water Break** |
| 35 min 1:55 | **Hitting Skills:** Have 1/3 players of players in dugout ready to hit. Other players field the batted balls. 10-12 pitches with the first pitch being a bunt. |
| 5 min 2:00 | **Thank You:** Manager thanks all the players and parents for attending. Advise that decisions will be made within 1 week via email. Anyone not interested in trying out as a pitcher or catcher may be dismissed. |
| 20 min 2:20 | **Pitchers & Catchers:** Any player that would like to be considered as a pitcher or catcher should tryout. Have pitchers throw 12 pitches. Catchers should catch at least two pitchers. |

**Structure for Tryouts & Skills Assessment**

This structure is designed for evaluating players for All-Star travel teams, but can also be used to evaluate players for draft purposes within house leagues.

Using the attached form, coaches 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 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 14 points.

Coaches should add 1 or 2 points to the players with the fastest times during base running assessment and deduct 1 or 2 points to the slowest players. Coaches may award or deduct points based on a player’s demonstrated attitude, focus and hustle. Finally, coaches may wish to add between 1 and 5 points for pitching 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.

# BASEBALL EVALUATION CRITERIA | Warhawks Baseball Club

**Criteria for Tryouts & Skills Assessment**

This structure is designed for evaluating players for All-Star travel teams, but can also be used to evaluate players for draft purposes within house leagues.

## Fielding/Throw & Catch

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

## Arm Strength & Throwing Accuracy

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 an accurate/timely way
3. Average arm for player in age group - can be counted on to make plays in infield most often
4. Better than average arm for age group - can be counted on to make plays in outfield most often
5. Much better than average skills / can pitch successfully for age group

## Hitting

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

## Hitting for Power

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

## Speed & Quickness

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 aggressive on bases / Exceptional defensive prowess