

# PLAYER TRYOUT / EVALUATION PROCESS

The following player evaluation process was developed by a local youth coach, Chris Pappas, for the Monterey Bronco league, as a means to quickly and efficiently evaluate a large number of players. This process has had some revisions for PG Pony usage.

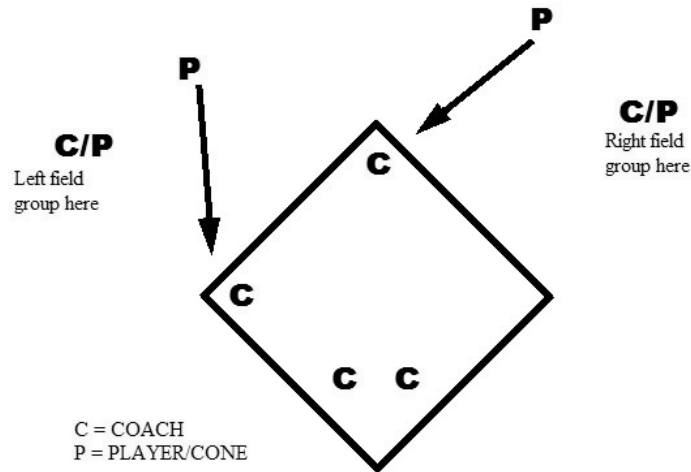
## Schedule:

- Limit each tryout session to no more than 16 players
- Players should arrive at least 10 minutes prior to their reporting time
- As players arrive they should report to the check in table near concessions, receive a numbered tryout jersey, and then proceed to the RF foul line for warm-ups (stretching and playing catch).
- Leave all player equipment along the RF fence, NOT in the 1B dugout. When players move from infield to hitting evaluation they will quickly move all gear to 3B dugout.
- All players must be fully warmed up and ready by their tryout time (15 minutes after report time)
- Players will rotate through three evaluations and finish along the 3B dugout.
- There is an overlap of player times. While one group is finishing their evaluation the next group will be reporting and warming up down the RF foul line

## Coaching hints:

- Parents must remain in the stands and ideally limited/no parent-player conversation
- Evaluating coaches should stand inside the fence lines but out of the players way (e.g. ideally along the CF fence). Best is to stay clear from any parents, as well as give the players a chance to relax and perform without a coach standing over them.
- Each team will ideally have two coaches to evaluate the players. As players move from the infield evaluation to hitting, one coach should go to the RF foul area to watch the next group play catch and warm up.
- Evaluation #1 – Outfield fly balls with throws to 2B/3B. Evaluate arm strength during this step since during infield portion players will be making shorter throws.
- Evaluation #2 – Infield ground balls with throws to 2B/1B.
- Evaluation #3 – Hitting (roughly 8-10 pitches) and base running (Home->3B)
- Watch the players, can they follow directions?
- At each evaluation the field coach will try to vary the pace and difficulty of the ball to the player's ability. For example, if during the first rotation the player can't catch a fly ball, give them a ground ball and watch them make a play/throw. The focus is to "see what the kids can do, not what they can't".

# EVAL #1 – OUTFIELD FLY BALLS / THROWS



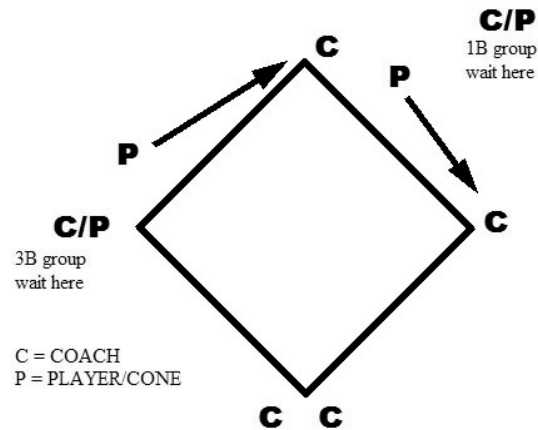
## Field preparation:

- Players will be split into LF and RF groups. Ideally separate the groups far enough apart so a coach can hit more difficult balls to the advanced players to evaluate their range and quickness
- Setup cones/disk near LF and RF foul lines where players will “line up” for this drill. Setup an additional cone/disk closer to LC/RC where player whose turn it is will start their fielding. Make sure cones are far enough apart so fielding player has plenty of space from those waiting in line.
- Place an empty bucket at both 2B and 3B, as well as a field coach or older player to receive outfield throws. Coach/player should receive the outfield thrown ball and drop in bucket.
- Field coaches will be hitting fly balls in front of home plate. Ideal would be to have two buckets, one filled with balls sitting on top of a second turned upside down. Simply makes it easier for coach reaching for another ball.

## Player evaluation/process:

- Put all 15-16 players in jersey number order and split into two groups. One group along the LF foul line, one along the RF foul line. Each group should remain in order based on their jersey number.
- One player at a time will be taking fly balls, the rest in line near the foul line. Left field players field and throw to 3B; right field players field and throw to 2B.
- Each player fields **3 balls** to him/her and then goes to the back of the line.
- Likely no more than two complete rotations (6 fly balls total) depending on number of players and allotted time.
- Each rotation should be a combination of flies and/or ground balls depending on the player’s ability

## EVAL #2 – INFIELD GROUND BALLS / THROWS



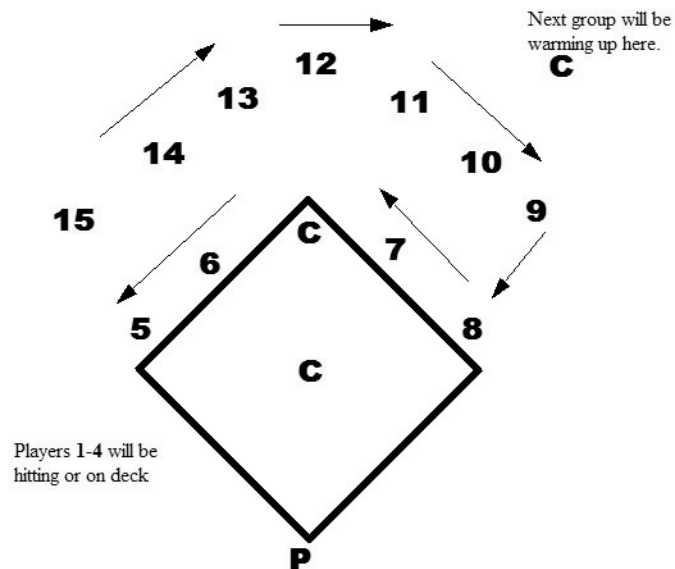
### Field preparation:

- Setup cones/disk near 3B foul line and shallow RC where players will “line up” for this drill. Setup an additional cone/disk closer to 3B and 2B fielding positions where player whose turn it is will start their fielding. Make sure cones are far enough apart so fielding player has plenty of space from those waiting in line.
- Place an empty bucket at both 2B and 1B, as well as a field coach or older player to receive infield throws. Coach/player should receive the infield thrown ball and drop in bucket.
- Field coaches will be hitting ground balls behind home plate. Ideal would be to have two buckets, one filled with balls sitting on top of a second turned upside down. Simply makes it easier for coach reaching for another ball.

### Player evaluation/process:

- LF group moves to 3B group; RF group moves to 2B group. Same jersey order
- One player at a time will be taking ground balls, the rest in line. 3B players field and throw to 2B; 2B players field and throw to 1B.
- Each player fields **3 balls** to him/her and then goes to the back of the line. Have player chase any missed balls AFTER receiving all three ground balls.
- Likely no more than two complete rotations (6 ground balls total) depending on number of players and allotted time.

## EVAL #3 – HITTING / BASE RUNNING



### Field preparation:

- Setup pitching machine or L-screen to protect pitcher. Two buckets, one full of balls sitting on top of another upside down
- One bucket at 2B for any outfield throws; one at 1B for infield throws
- Temporary fencing or caution tape behind 3B dugout, blue pop-up screen and hitting T for warm up swings. Coach should be in this area to protect others from swings. Safer to just hit wiffle balls into the pop-up screen.

### Player evaluation/process:

- Players 1-4 are up to bat; the balance are at defensive positions.
- Each player gets 8-10 pitches, whether they swing or not
- The player runs out the last pitch, going from Home -> 3B
- All players rotate one position, following the numbered player in front of them, e.g. 6 moves to 5, 5 moves to a hitting position. Player who just hit and ran the bases gets glove and moves to the 15 position.
- Players should make a play on every hit ball. OF throws to 2B; IF throws to 1B
- Note that next evaluation group will be warming up in RF so a coach should be watching for any stray hit balls.
- After last runner reaches 3B, field coach debriefs the players just completing their evaluation, and next group should already be warmed up to start theirs.