

Name: \_\_\_\_\_

Jersey Number: \_\_\_\_\_

Team Name: \_\_\_\_\_

Local Program: \_\_\_\_\_

Coach's Name: \_\_\_\_\_

Evaluator's Name: \_\_\_\_\_

Date of Evaluation: \_\_\_\_\_

## Individual Assessment for Team Play

### A. Hitting

(one choice- the most representative of the athlete's skill level)

Athlete needs direction on proper stance, grip, and place to stand (2)

Athlete exhibits proper stance and grip, knows place to stand, but does not usually make contact with the ball (3)

Athlete occasionally makes contact, but is not familiar with what is a strike pitch (4)

Athlete regularly makes contact, but does not hit the ball out of the infield (5)

Athlete regularly makes contact and occasionally hits the ball to outfield (6)

Athlete regularly makes contact and hits the ball with power and velocity (7)

Athlete has the ability to place hit balls in opposite fields (8)

SCORE:

### B. Fielding

(one choice- the most representative of the athlete's skill level)

Athlete is unable to make basic fielding plays (catching fly balls and/or grounders) (2)

Athlete occasionally cleanly fields balls hit directly to them (3)

Athlete cleanly fields balls hit directly to them three out of five times and attempts to field balls hit within three to four feet of them (4)

Athlete occasionally fields balls hit within three to four feet of them (5)

Athlete fields balls four out of five times when hit within three to four feet of them (6)

Athlete routinely makes all basic plays and some difficult plays such as turning double plays, tracking deep fly balls and fielding hard grounders (8)

SCORE:

### C. Base Running

(one choice- the most representative of the athlete's skill level)

Athlete needs direction on when to run (2)

Athlete understands when to run, but will only move forward one base without coaching (3)

Athlete has a basic understanding of when to take more than one base (4)

Athlete has a fair understanding of when to run, sometimes looks to the coach for cues and direction

Athlete has a good understanding of when to run, knows when to tag up and run (6)

SCORE: