

Travel Team Selection Process

Identify potential head coaches prior to tryouts.

To be considered for a head coach position, you must have completed a coach's application, have passed an SYBA background check, and have a current concussion training certificate. If you have not completed an application, passed a background check, and do not have a current concussion training certificate you are ineligible to be selected as a head coach. SYBA uses Trusted Coaches to do the concussion training and conduct the background checks. If you are interested in coaching, after completing the application you must email the SYBA President they can add you to the SYBA Trusted Coaches list.

Travel directors select head coaches based on previous year's coach's evaluations, information from the coach's applications, interviews with coaches, and SYBA Board recommendations.

Attending the pre-tryout practices is important if you want to be a head coach. It allows the travel directors a chance to see you interact with the players. It also allows you a chance to evaluate the players on multiple occasions for any potential draft picks you may have.

15 year old tryouts

15 year olds are evaluated during the first weeks of school baseball and do not go through this tryout process.

Tryouts Day 1

Tryouts will be coordinated by the Shakopee Saber Baseball Coaching Staff. Parents are not allowed to watch tryouts. Evaluators with a son at a certain age group will not participate in evaluations at that level.

Day 1 (Friday and/or Saturday) tryouts consist of five stations – infield, outfield, speed and agility, soft toss hitting and live hitting.

1. Live hitting in cage vs. machine (10's = 40-45MPH, 11's = 45-50MPH, 12's = 50-55MPH, 13's 55- 60MPH, 14's 60-65MPH): one sacrifice bunt, one drag bunt, and 15 swings each worth 0-5 points depending on the contact (0=miss, 1 = foul, 2 = pop up or weak ground ball, 3 = ground ball, 4 = line drive, 5 = crushed). Their bottom five hits/scores will be crossed off.
2. Soft Toss Machine/short toss = hitting against net (machine flips a baseball and coaches will evaluate the swing = athletic stance, trigger/stride, power, contact, balance/follow through)
3. Speed/Agility = speed is timed run from Home to 1st base and 2nd base to Home; agility is timed T Drill
4. Infield = fielding and throwing infield ground balls = ready position, approach/footwork, fielding position, throw/footwork/accuracy, arm strength/delivery
5. Outfield = controlled fly balls and ground balls = catching technique, footwork to the ball in front, back, left, and right; arm strength/delivery

Evaluation cards do not have the player's names on them.

After the tryouts are completed for each age group, two board members will enter the draft scores into a computer, match the scores to the player's names and sort the scores/players highest to lowest. The

board members entering the scores cannot have a player trying out for traveling at the age level they are entering.

Upon completion of an age group, the Travel Directors and the two board members will review the results and the travel directors will identify potential head coaches for all levels. The Travel Directors will review their head coaching candidates with the Board for approval.

Potential head coaches for all levels will be notified on Saturday and asked to attend the pitching and catching tryouts on Sunday as a potential Head Coach. AA and A coaches will not be determined until the AAA coach has selected the AAA team after the Day 2 pitching and catching tryouts.

Tryouts Day 2

Day 2 (Sunday) pitching and catching will be evaluated separately in the West Jr High gym (warm up and pitch off indoor mounds with potential AAA, AA, and A coaches. This is for pitchers and catchers only!

The potential head coaches are asked to observe this part of the tryout process which is run by Day 1 evaluators. Potential head coaches are asked to observe and take notes.

This will help when making their coaches picks. After the completion of each age group, team selection will take place.

Team Selection

Upon completion of an age group (Day 1 and Day 2 tryouts), the Travel Directors will look over the results. They will determine how many players will automatically qualify for the AAA team based on their tryout scores.

The number of players who automatically qualify for a team will be as follows:

AAA:

9 year olds: top 8 players at each level will qualify
10 year olds: top 8 players at each level will qualify
11 year olds: top 7 players at each level will qualify
12 year olds: top 7 players at each level will qualify
13 year olds: top 6 players at each level will qualify
14 year olds: top 4 players at each level will qualify

AA/A:

9 year olds: top 8 players at each level will qualify
10 year olds: top 8 players at each level will qualify
11 year olds: top 7 players at each level will qualify
12 year olds: top 7 players at each level will qualify
13 year olds: top 6 players at each level will qualify
14 year olds: top 6 players at each level will qualify

Coaches will pick the remaining players to fill out their team. The number of coach's pick will be based on whether the team has 11 or 12 players.

At the 9 or 10-year-old level, if there is a tie score within the top 8, 7 players automatically qualify and there will be an extra coach's pick.

At the 11 or 12-year-old level, if there is a tie score within the top 7, 6 players automatically qualify and there will be an extra coach's pick.

At the 13 or 14* year old level, if there is a tie score within the top 6, 5 players automatically qualify and there will be an extra coach's pick.

*For 14AAA it will be within top 4, 3 players automatically qualify and there will be an extra coach's pick.

If you have two teams at a specific level, the following procedure is to be followed:

The top 12-16 players automatically qualify (depending on age group). Two head coaches will be selected from the top 12-16 players. They will each be given their son and then will draft the remaining 10-14 players. In the event of a tie for the last automatic qualifier, an additional player will be added to equalize the number of qualifying players.

First pick will be determined by coin flip. A serpentine draft order will be followed until all 12-16 qualified players have been selected. The head coaches will select their coach's picks from the remaining players on the tryout list continuing to serpentine their picks with the other head coach.

Before showing any coach the results, the qualified players will be listed alphabetically with scores blanked out. The remaining players will be listed in order of their tryout results including their respective scores. The head coach is allowed to select any player from the list, even if they missed tryouts. This applies to all levels – AAA, AA and A.

Assistant Coaches

To be considered for an assistant coach position, you must have completed a coach's application, have passed an SYBA background check, and have a current concussion training certificate. If you have not completed an application, passed a background check, and do not have a current concussion training certificate you are ineligible to be selected as an assistant coach. SYBA uses Trusted Coaches to do the concussion training and conduct the background checks. If you are interested in coaching, after completing the application you must email the SYBA President they can add you to the SYBA Trusted Coaches list. Assistant coaches are picked by the head coach from the list of coaches who have completed the coach's application, passed an SYBA background check and have a current concussion training certificate.