

Prior Lake Athletics For Youth (P.L.A.Y.)

Travel Baseball Tryout Process



2026 Season

v. 03.06.2026

Tryout Process Overview

P.L.A.Y. Travel Baseball believes that all players should be evaluated fairly and unbiased on their baseball skills. This process document provides an overview of the P.L.A.Y. Travel Baseball tryout process to help parents, families and players better understand the process as well as the evaluation and scoring criteria. Additional information on the tryout process can be found in the PLAY Travel Baseball Handbook.

Tryout Information

Check-in

- Each player must bring to check-in the following as required to participate in the tryout process:
 1. Completed and signed Player Commitment Agreement form
 - This is located on the last page of the Travel Baseball Guide
 2. A volunteer deposit check made out to P.L.A.Y in the amount of \$500.
 - These checks are only cashed in situations where a Travel Baseball family does not complete the required volunteer hours.
- Please do not attempt to check-in **prior** to the player's designated check-in time. If you arrive early, please wait in the parking lot until the listed check-in time.
- Parents **are not** allowed to watch the tryouts. Parents may help their player get checked into any tryout location but must then exit the lobby area.
- Players will get their photo taken and be given a number when they check in for the tryout.

Attire/Equipment

- Players **are not** permitted to wear travel team/club uniforms (including hats) or any clothing with their name on it. Baseball pants, a t-shirt and a hat are recommended.
- Each player will be provided with a tryout number sticker to wear on the chest of their t-shirt for Identification purposes during tryouts. They will get a new number for each session.
- Players need to bring their own equipment for tryouts: fielding glove, bat and batting helmet, batting gloves, protective equipment, etc.
 - Age appropriate Metro Baseball League (MBL) compliant bats need to be used during the hitting portion. (see www.mbl.bz for bat regulations)

Locations

<u>Hitting</u>	<u>Fielding, Pitching, Catching & Running</u>	<u>Callbacks</u>
The Cages 1353 Larc Industrial Blvd Burnsville, MN 55337	Savage Sports Dome 13450 Dakota Ave Savage, MN 55378	MASH Campus 6510 W 130th St Savage, MN 55378

Volunteering

- Volunteers from our program will be used during the check-in process and in various tryout stations, but aren't involved in the evaluation of players.
- Any coach, volunteer or board member is prohibited from the tryout area when their player's age group is being evaluated and will be asked to leave the facility or be in an isolated closed door area during these times.

Evaluation Stations and Scoring

General Information

- All players at each age will be independently evaluated by contracted 3rd party youth baseball evaluators.
- Board members, coaches or other program volunteers do not contribute to the tryout evaluations.
- Each player will have time to warm up before each tryout session.
- Bases for all evaluated stations will be set at age-appropriate distances. (per MBL rules)
- Players in ages **9U-14U** will be evaluated on the following baseball skills:
 - Hitting
 - Running
 - Infield
 - Outfield
 - Pitching
 - Catching

Hitting Stations

- Set-Up
 - Hitting will consist of **four** evaluated hitting stations:
 - **Station #1** - Underhand soft toss
 - **Station #2** - Simulated pitch from a pitching machine (average speed)
 - **Station #3** - Underhand soft toss
 - **Station #4** - Simulated pitch from a pitching machine (higher speed)
 - Each player will be able to warm up with tee work and soft toss before the evaluated hitting stations.
 - Each player will receive **4-6** evaluated pitches to swing at each hitting station.
 - For each age level, the pitching machine speed/distance will be adjusted to age appropriate speeds.
- Scoring
 - For each hitting station, the evaluated score will be composed of the following criteria: **Contact** and **Mechanics**.

Running Station

- Setup
 - Each player will be evaluated against **two** different running drills:
 - Home to 1B
 - 1B to 3B
 - Each player is timed on a stopwatch and will have 1 attempt per drill.
- Scoring
 - For each running drill, the evaluated score will be composed of the following criteria: **Speed**.

Fielding Stations

- Setup
 - **Middle Infield (All):**
 - Players will be positioned at **2B** and/or **SS**. Each player will receive **4-6** evaluated ground balls in total.
 - **Corner Infield (3B):**

- Players will be positioned at **3B** and will receive **4-6** evaluated ground balls in total.
 - **Outfield Fly Balls (All):**
 - The player will be positioned at a selected cone and will receive **1** warm-up fly ball and **4-6** evaluated fly balls.
 - No throwback will be required.
 - **Outfield Ground Balls (All):**
 - The player will be positioned at a selected cone and will receive **1** warm-up ground ball and **2-4** evaluated ground balls.
 - All ground balls will require a throwback to a target.
- Scoring
 - For these fielding stations, the evaluated scores will be composed of the following criteria: **Mechanics, Range, Throwing Strength and Throwing Accuracy.**

Pitching Station

- Setup
 - Pitching will consist of **two** evaluated pitching stations:
 - Players will receive **4-6** evaluated pitches per station.
 - Fastballs only for 9U-12U.
 - 13U-14U players can elect to 2-3 off-speed pitches instead of fastballs. Before each pitch, the player needs to declare to the tryout evaluator what pitch will be thrown.
 - Each player will be able to warm up before the evaluated pitching stations begin.
 - Players will be throwing to a target and can throw from either the wind-up or the stretch.
- Scoring
 - For the Pitching station, the evaluated score will be composed of the following criteria: **Mechanics, Throwing Strength and Throwing Accuracy.**

Catching Station

- Setup
 - Each player will complete **two** different evaluation drills: receiving and blocking.
 - Receiving: 2-3 pitches without a throw.
 - Blocking: 2-3 pitches without a throw.
 - **Required only** for 9U & 10U players with no P.L.A.Y. travel coach eval from previous season
 - This is a key position used for team balance during the team selection process.
 - PLAY will have catcher's equipment available, though players can bring their own if available.
- Scoring
 - For this station, the evaluated score will be composed of the following criteria: **Mechanics.**