

OSA Evaluations Summary

Hitting: Overall Hitting Score 20-80 Score

Goal: 3 stations with 3 evaluators

- Station 1: Live Hitting in the Cage (Machine for consistency); 12 Pitches with 3 bunts (15 total).
 - Mechanics: 20 – 80
 - Contact: 20 - 80
 - Power: 20 - 80
- Station 2: Bunting: 5 Bunts from Evaluator; Evaluating Bunting Mechanics and Results
 - Bunting: 20 - 80; Some girls may slap - if so, please ask and incorporate into evals
- Station 3: Tee Work: 10 swings off of the tee; 3 for Exit Velocity and 7 for Evaluation.
 - Mechanics: 20 - 80
 - Power: 20 -80; Record Exit Velocity

Fielding: 20 - 80 Score

Goal: 1 Infield & 1 Outfield Station

- Infield – 7 Groundballs – 2 at ‘em, 2 left, 2 right, 1 charge; Evaluating form, range, and throwing
 - Form/Range: 20 - 80
 - Throwing Mechanics, Accuracy, Speed: 20 - 80
- Outfield – 5 Flyballs – 1 at at ‘em, 2 over shoulder & 2 charging; Evaluating form, range, and throwing
 - Form/Range: 20 - 80
 - Throwing Mechanics, Accuracy, Speed: 20 - 80

Quantitative Metrics

- 60 sprint – 2 attempts
 - Record each time
- Throwing Velocity – 3 throws into the net
 - Record velocity of each throw

Pitching and Catching: 20 - 80 Score

Goal: 1 station pitching to a catcher; 1 pitching velo station

- Station 1: Pitching Evaluation; 6 fastballs, 4 location (corners), 5 alternative pitches
 - Mechanics: 20 - 80
 - Control: 20 - 80
 - Velocity: 20 - 80
- Station 2: 3 fastballs for velo into net
 - Record Pitching Velocity Catching: 20 – 80

Goal: 1 station for Catcher Pop-Time; 1 Station for Evaluation

- Station 1 - Evaluation
 - Blocking: 20 - 80
 - Receiving: 20 - 80
- Station 2 - Pop-time
 - Throwing: 20 - 80
 - Pop-Time: 20 - 80; Record Pop-time

Evaluation Summary

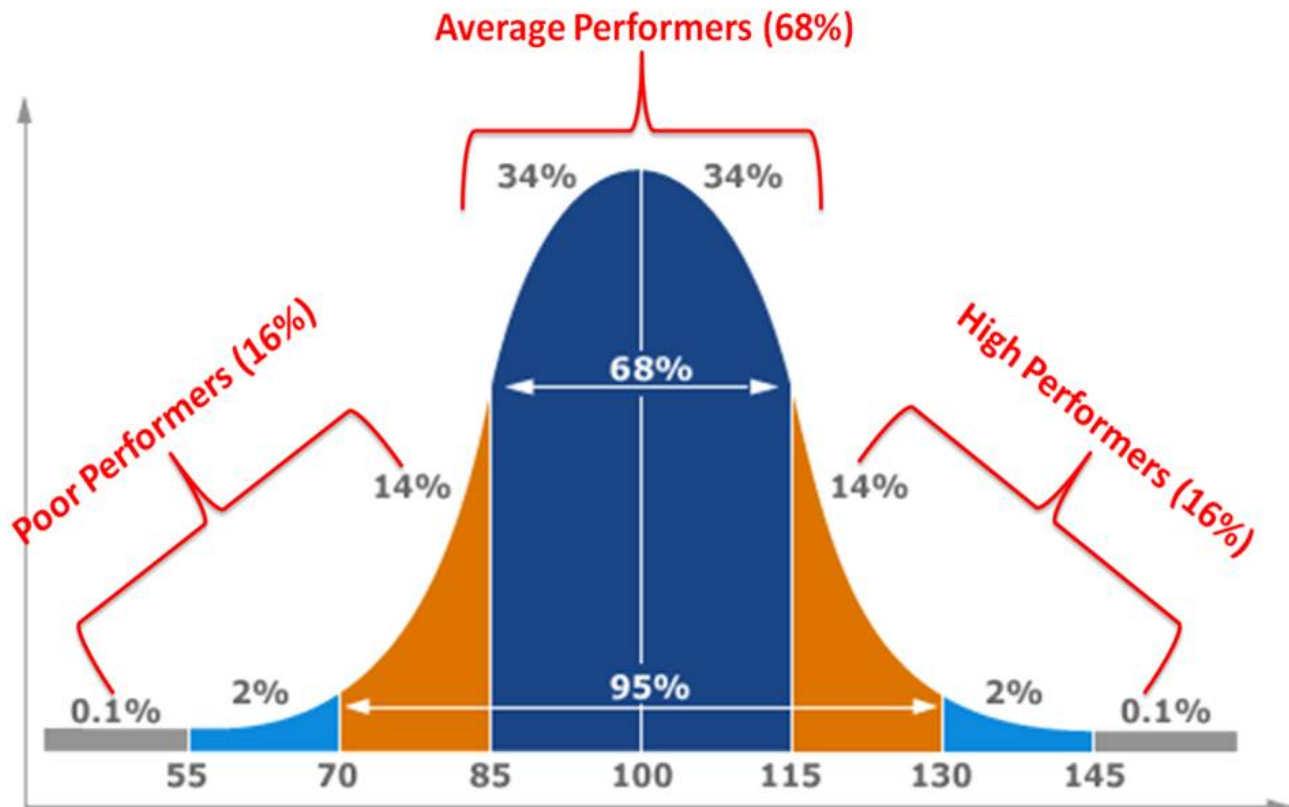
Total Scores

- Hitting Composite Score: 80
- Fielding Composite Score: 80
- Speed Top Score: 20
- Throwing Velocity Top Score: 20
- Top Player Score: 240
- Top Pitching Score: 80
- Top Pitching Velocity Score: 20
- Top Catching Score: 80
- Top Catcher Pop Score: 20

20 – 80 Scale

- ~1/3 should be below average (40 – 50)
- ~1/3 should be above average (50 – 60)
- ~1/10 should be plus (61 – 79)
- ~1/10 should be negative (21 – 39)
- ~1/30 should be 80
- ~1/30 should be 20

Example – 30 players tryout to form 3 teams; 10 out of 30 would be the top team with one of those players posting the top score. This would consist of the top player, the 3 “plus players”, 6 of the above average players



Total Ranking System

- I. Total Hitting Score would be done on the 100 scale to increase weighting. Example, top hitter is an 80 they would receive a 100. A 70 would receive a 87.5.
- II. The Scores for Sprint Time, Exit Velo, Throwing Velo, Pitching Velo, and Pop-Time would be on a Bell Curve to get their score for that skill
- III. The top overall players will form the top player list. Additionally, OSA will utilize the composite rank for hitting and fielding to confirm player ranking. This will balance out the player who was extraordinary at one skill but below average on the others. Example - A player has the 6th highest hitting score and 6th highest fielding score and has a total player score ranked 6th. Their average rank is 6th. A player who is the top hitter but has the 20th fielding score would have a composite rank of 10.5. Their total player score is 5th. In this case, the 6th player score would have a better collective composite skill and overall player score.
- IV. Hitting Composite is based off of composite for live hitting (average of skills measured), tee mechanics, exit velocity, and bunting
- V. Offensive score includes the scoring for speed
- VI. Fielding composite is average of infield and outfield
- VII. Throwing composite is average of throwing Velo, infield throwing, and outfield throwing
- VIII. Defensive score is average of throwing and fielding composite
- IX. Pitching Composite is 40% control, 30% mechanics, 20% Velocity, and 10% alt. Pitches
- X. Catching is composite of blocking, receiving, throwing, pop-time score