

Softball Tryouts Scoring Rubric

FIELDING/ HITTING SKILLS

- Glove:
 - 0-1.5 Player has no glove usage fundamentals. Palm up or Palm down fielding regardless of ball position.
 - 2-2.5 Player exhibits some footwork to get the glove into the proper fielding position range is below average.
 - 3-3.5 Player exhibits the ability to move to the ball forehand or backhand depending on ball position over 50% of the time. Range is average.
 - 4-4.5 Player is able to execute proper fielding technique 80% of the time forehand or back hand. Player brings glove up to throwing position and has a smooth quick transfer. Range is above average and can dive for balls.
 - 5.0 Player has flawless fielding glove work. Range is above average and smooth quick transfers with each fielding attempt standing or diving.
- Arm Strength:
 - 0-1.5 Player has no technique for throwing. No distance, velocity or accuracy.
 - 2-2.5 Player has some ability to get a ball from point A to point B with a bounce or looping throw. Technique lacks grip, arm angle or lower body follow through.
 - 3-3.5 Player has average arm strength can make throws up to 60 feet with good fundamentals and accuracy.
 - 4-4.5 Player has above average arm strength and can make throws from a variety of throwing positions beyond 90 feet.
 - 5.0 Above average velocity and accuracy. Player can deliver the ball from a variety of arm angles to the proper location with excellent velocity and accuracy 95% of the time.
- Outfield skills:
 - 0-1.5 Player has no read off of bat, lacks ability to drop step or get behind ball to make a proper catch.
 - 2.2.5 Player can catch balls hit to them but struggles with footwork to catch balls left/right or behind them.
 - 3-3.5 Player has average flyball skills. Player can turn correctly and track the ball to catch over 50% of the balls in their range.
 - 4-4.5 Above average tracking ability. Great range on balls in- out or to the side. Great first step instincts and can position body to make a quality throw over 80% of the time.
 - 5.0 Runs like a deer! Player is able to get to 95% of balls outside of average range. Great arm strength and can deliver the ball with 95% accuracy regardless of fielding position.
- Hitting skills:
 - 0-1.5 player lack hitting foundations, slow bat and low contact %.
 - 2-2.5 Player can make some contact but lacks proper technique-poor bunting ability
 - 3-3.5 Player exhibits proper hitting foundations. Good leg foundation hand path and tracking. Player can make strong contact over 50% of the time bunting, slapping or hitting.
 - 4-4.5 above average foundation and strength. Player can make strong contact and handle the bat bunting, slapping or hitting.
 - 5.0 95% contact hitter. Can hit for power or average. Has the ability to spray the ball to all areas of the field. Slapper with great speed and can bunt, drag slap or hit at will...

Scoring Rubric for pitchers and catchers

PITCHERS:

0-1.5 No formal training or technique. Struggles with proper pitch delivery from pitching plate to home plate.

2-2.5 No formal instruction, low velocity for age group (under 49mph). No accuracy or spin

3-3.5 some formal training. Average velocity for age (HS lower 50s mph) and has decent change up to compliment fastball. Strike to ball ratio over 50%

4-4.5 Better than average velocity (HS upper 50s low 60s mph). Good spin on pitches and is able to locate pitches in and out up / down. Has a minimum of 3 pitches they can locate consistently for strikes.

5 Established pitcher velocity is above average for age (HS mid 60s MPH). Has above average movement on pitches and can locate all pitches with over 80% accuracy.

CATCHERS:

0-1.5 No formal training, cannot frame, block or properly set up to receive pitches. Footwork is poor and slow to get to wild pitch / pass balls. Unable to throw to bases.

2-2.5 Beginner catcher, Player has some idea of the work involved in catching. Can set up and receive pitches 50% of the time. Struggles with framing, throws to bases.

3-3.5 Intermediate to average skill level. Player is starting to understand catching IQ. Can set up, frame, receive, drop and block and throw to bases over 50% of the time with decent velocity 50+ mph and accuracy.

4-4.5 Above average catching skills and IQ. Can frame, block, receive in a variety of positions. Strong throws to all bags with overhand over 55 mph, pop times 2.0 to second. Starting to call games and exhibits leadership ability.

5 Exceptional catching IQ and athleticism. Receives, Frames, Blocks Throws to bases well above average with exceptional overhand velocity over 60mph, pop times under 2.0. Ability to call pitches and recognize batter strength and weakness. Team leadership ability, vocal leader