

Hamlin Park Baseball Association  
Travel Team Try Out Schedule & Rules

Frozen Ropes - 6000 W Touhy

**February 28**

8U, 9U, 10U: 3:30-5:15pm\*

11U, 12U: 5:15-7pm\*

**March 7**

8U, 9U, 10U: 1:00-3:00pm\*

11U, 12U: 3-5pm\*

*\*time windows may change based on the number of pre-registered players in each age group. We will send an email to parents of pre-registered users if this time changes, but parents should **check the HPBA website the day before tryouts** to confirm that your window has not changed!*

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**Try Out Rules**

- All players should arrive at least a half hour before their designated try-out time for registration and administrative issues.
- All players must be registered for tryouts by a parent or legal guardian. Registration includes payment of a \$20 try out fee. An online registration form will be available on the HPBA website; parents are strongly encourages register in advance. In person registration will be available on the day of try outs **with an additional \$5 in person registration fee.**
- Only confirmed Hamlin Park evaluators, travel team managers and selected coaches and selected Hamlin Park Board members are allowed to attend the try outs. No house coaches, parents, etc. are allowed to attend the try-out. **Once a player is dropped off, parent(s) must leave and return at the designated time to pick up their player.** If players are not registered in advance, a parent or legal guardian must register their player (including payment of try out fees) before leaving.
- Only registered Hamlin Park players are allowed to try out.
- The travel program try-outs will be held over 2 separate days - February 28, 2010 and March 7, 2010 - at Frozen Ropes (6000 Touhy Avenue). The purpose of the try outs is to evaluate a player's fundamental baseball skills and knowledge. The first try-out session on February 28 will be a more structured format to evaluate those skills, as discussed more fully below. The manager of each team is free to conduct the second session as he deems best for his team, but must still evaluate the fundamental skills outlined below, in addition to any other criteria that the manager deems necessary and appropriate for his team that are consistent with the Mission Statement of the Hamlin Park Travel Program. A player needs to attend both tryout sessions. Any player who cannot attend the first day of try-outs should immediately contact the manager of that team.
- Players will be assigned a try-out number and that number will be written on a piece of tape to be affixed to the player's hat/shirt. The use of numbers is how Hamlin Park Baseball Association will attempt to keep the try-out process anonymous; however, players and parents must understand that the Hamlin Park

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Travel Program is a league-based travel program and therefore the possibility remains that evaluators may know the player by name.

- A player must wear a protective cup to the try-out sessions. Exceptions will **not** be made. Any player that is not wearing a protective cup will not be allowed to try out.
- Each team manager is free to devise drills to assess the below-identified skills as the manager deems necessary and appropriate consistent with the Mission Statement of the Hamlin Park Travel Program. There is a possibility of 100 objective points during the try out session broken down as follows: 20 from fielding ground balls, 20 from fielding flyballs, 20 from speed, 20 from hitting, 15 from pitching and 5 from the catcher position (for 10u and above players). The team manager may assign points based on the skills for the second try out session as the manager deems necessary and appropriate for his team. The 7 highest rated players following **both** days of try outs are guaranteed a spot on the team. The remaining 6 roster positions are left to the team manager's discretion.
- Players will be scored in each skill set on a scale of 1-5. 1 is poor, 2 is below average, 3 is average for player of that age, 4 is above average (*i.e.*, good) and 5 is great. The assessed skills on the first try-out session are as follows:
  - **Fielding Groundballs:** There is a total of 20 points associated with ground balls
    - Technique: How does player approach ball, foot work to get to the ball, position of player's body at time of fielding, use of hands, ability to release ball quickly
    - Range: player's ability to move left and right to field ball
    - Strength of arm: – in addition to naturally strong arm, throwing mechanics should be observed (player with poor throwing mechanics requires far more individual coaching to break poor throwing habits)
    - Accuracy of throws: - does the player deliver a catchable ball
  - **Fielding Flyballs:** Players will be scored in each skill set on a scale of 1-5. 1 is poor, 2 is below average, 3 is average for player of that age, 4 is above average (*i.e.*, good) and 5 is great. There is a total of 20 points associated with the flyballs
    - Technique: First step back, how does player track fly ball in flight (drift versus run), does player catch ball coming forward, foot work to catch ball over head
    - Range: Player's ability to cover space to track fly ball – left, right, in and back
    - Strength of arm: in addition to naturally strong arm, throwing mechanics should be observed (player with poor throwing mechanics requires far more individual coaching to break poor throwing habits)
  - **Speed** – Players will be asked to run two distances, home to first and first to third, running each distance twice. Players will be ranked according to the average time for each distance. The top 10% for a distance will be given 5 points for that distance. The top 20-11% will be awarded 4 points for that distance. The bottom 10% will be awarded 1 point, the bottom 11-20% will be awarded 2 points. All other players will be awarded 3 points. Once a player's total for the two distances (a maximum score available is 10 points) is determined, the score will be converted to a 20 point scale, rounding up each player to the nearest half a point. For example, a player who earns 3 points in the home to first and 4 points in the first to third has scored 7 out of 10 points for the skill, or 14 out of 20 on a 20 point scale ( $.7 \times 20 = 14$ )

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- **Hitting** – Players will be evaluated according to 2 skills – for a maximum of 10 points that will again be converted to a 20 point scale
  - Mechanics: does the player hit with his body, rotating hips and extending hands/arms with his weight back
  - Contact/Power: Does the player make contact with the ball to put the ball in play, and if so, is it power contact (e.g., line drives versus pop flies).
  
- **Pitching** – Players will be evaluated according to 3 skills for a maximum of 15 points. This will not be converted to a 20 point scale.
  - Mechanics: Balanced with a weighted delivery, arm slot (arm up)
  - Velocity
  - Control
  - Players will be given 3 warm up pitches, then be asked to pitch to an imaginary batter. Player can either strike the batter out or walk him. A radar gun will then be used for 2 pitches. Because it is early in the season, mechanics is the most important factor, and no player will be asked to throw more than 10 pitches. Players who score a 2 or below on mechanics will not be evaluated.
  
- **Catchers** – Players will be evaluated on overall catching technique for possible of 5 total points. Players who have never caught in a game will not be evaluated.