



HPP IDENTIFIER ON FIELD PROGRAM

TESTING PROCEDURES WILL INCLUDE THE FOLLOWING CATEGORIES:

- ★ HITTING**
- ★ OUTFIELD THROWING AND FIELDING**
- ★ INFIELD THROWING AND FIELDING**
- ★ PITCHING**
- ★ CATCHING**
- ★ THROWING**
- ★ RUNNING**

TIME SCHEDULE

Registration: 2 people

- ★ Available to answer any questions about the HPP, provide great customer service, provide excitement for the athlete's involvement in our program.

8:00am – athletes arrive / check in process

- ★ Athletes will be responsible for warming themselves up and being ready to go by 9am
- ★ Athletes will be given a location to meet at 9am based on position/last name/number of athletes

9:00am –

Field/Area 1:
Infield Drills
Outfield Drills

Field/Area 2:
Timed Running
Throwing

Field/Area 3:
Pitching/Catching
Hitting

Identifiers & Coaches

Field/Area 1:

- ★ 2 Coaches for fungo/ball collector
- ★ Minimum of 2 Identifiers with defensive knowledge

Field/Area 2:

- ★ Running/Throwing: 1 coach and 1 identifier working together to collect time/mph and evaluate

Field/Area 3:

- ★ 2 coaches with ability to throw front toss
- ★ 2 identifiers with hitting/slapping knowledge

We will do Primary Positions first except for Pitchers and Catchers then we will move to Secondary Positions

Once all the fielding, running/throwing, and hitting is done Pitchers/Catchers will be evaluated

*These numbers are at minimum! The more hands the smoother the event will go.

EQUIPMENT

- ★ 9 Buckets of Balls (228 Balls)
- ★ 19 Dozen Balls
- ★ 4+ Pocket Radars with Tripods
- ★ 2+ Stopwatch
- ★ 4 Bow-nets - 4 pitch screens and 4 catch nets
- ★ 2+ tee's
- ★ 6 cones
- ★ Tape Measure
- ★ Speed Sensors

GENERAL PLAYER INFORMATION

- 1) All players need to pick their primary and secondary positions:
 - ★ Pitchers
 - ★ Catchers
 - ★ Outfield
 - ★ First base, Second base, Third base, or Shortstop
- 2) **THEY CAN BE IDENTIFIED FOR ONLY ONE (2) POSITIONS**
- 3) You can only be identified for the positions you signed up for!

HITTING

FIELD LOCATION:

- ★ On field

EQUIPMENT:

- ★ Tee's, 2 Pitch Net, 2 Catch Net, Pocket Radar with Tripod
- ★ Bat/Helmet – Players bring their own

DIRECTIONS:

- ★ Soft Toss Pitcher at 35 ft.
- ★ Pitch belt high and down the middle
- ★ Each player receives 8 swings and/or slap swings, and 3 bunts
- ★ Each player will get 4 swings off the tee for exit speed into net
- ★ During hitting, place fielders in outfield to shag balls

RECOVERY TIME:

- ★ Between tee work and soft toss hitting.

SCORES:

- ★ **1= developmental, 2= average, 3= great hitter, Best Score for exit speed off tee**

OUTFIELD TEST

FIELD LOCATION:

- ★ On Infield

EQUIPMENT:

- ★ Fungo Hitter
- ★ Buckets
- ★ Balls

DIRECTIONS:

- ★ Outfielders to go to center field

- ★ Players will receive 6 balls
 - 2 Ground balls right at them – throw to home
 - 1 Ground ball to LF gap – Throw to 3b
 - 2 Fly ball to right at them – Throw home
 - 1 Fly ball in RF gap – throw to 2b.

- ★ Players will throw to fielders at bases.

SCORING:

- ★ Rate each player 1 – 4 with 4 being the best on overall outfield ability.
 - **1 = Developmental**
 - **2 = Below average accuracy, velocity, range coverage**
 - **3 = Average accuracy, velocity, range coverage**
 - **4 = Great accuracy, velocity, range coverage, one-hop, on-line**

INFIELD TEST

FIELD LOCATION:

- ★ On field

EQUIPMENT:

- ★ Balls
- ★ Fungo Hitter

LAYOUT:

- ★ Players choose the position they signed up to try out for.

DIRECTIONS:

- ★ Hit to one player at a time – use other player at each position to receive throws (Alternate)
- ★ Each position throws as follows:
 - First base:** 2 throws to 2B (complete double play), 2 balls received through the gaps with throw to 3B (to identify range), 2 bunted balls received down line with throw to 1B
 - Second base & Shortstop:** 2 throws to 1B, 2 throws to 2B (complete double play), 2 balls received playing in with throw to home and on the run to 1B
 - Third base:** 2 throws to 1B, 2 throws to 2B (complete double play), 2 bunted balls received down line with throw to 1B

SCORING:

- ★ Rate each player 1 – 4 with 4 being the best on overall infield ability.
 - **1 = Developmental**
 - **2 = Below average accuracy, velocity, range coverage**
 - **3 = Average accuracy, velocity, range coverage**
 - **4 = Great accuracy, velocity, range coverage, one-hop, on-line**

PITCHING TEST

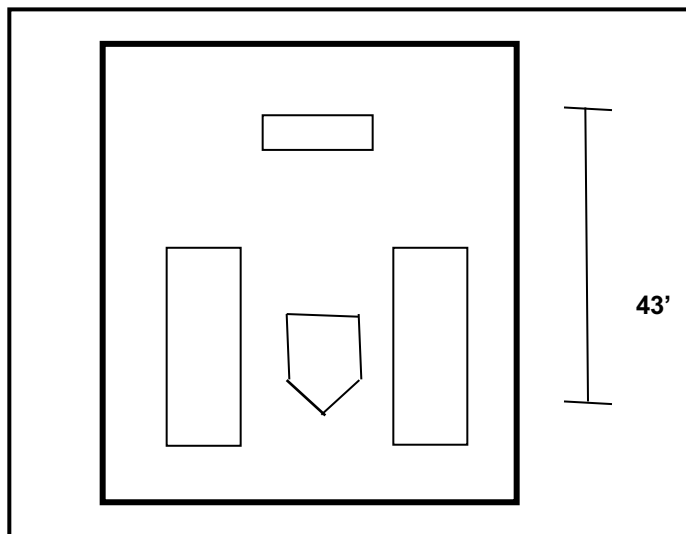
FIELD LOCATION:

- ★ Bullpen Area

EQUIPMENT:

- ★ Pitching Rubber set 43 ft from home plate
- ★ Home Plate
- ★ Balls
- ★ Pocket Radar

LAYOUT:



DIRECTIONS:

- ★ Pitchers throw to a catcher that is at the tryout
- ★ Will throw 3-5 of their best pitches (5 of each)
- ★ Ask the pitcher what they throw and record on their evaluation – note best pitch.
- ★ Pitcher throws 5 balls of each pitch – identifying the location before each pitch.

SCORING:

- ★ **For each pitch thrown record the following:**
 - **Speed**
 - **Hit locations**
 - **Movement**
- ★ **Overall Ranking of 1 – 3; 3 being the BEST**
- ★ **1= missed location, 2= right side of plate to high/low, 3=hit spot**
- ★ **1=no movement, 2=average movement, 3=great movement**

CATCHING TEST

FIELD LOCATION:

- ★ Catchers will be evaluated while catching pitchers
 - 1) Fielding
 - 2) Blocking and receiving

Note: Catchers will do their pop times once the pitcher they catch is done throwing to them

EQUIPMENT:

- ★ Balls
- ★ Stopwatch
- ★ Pocket Radar
- ★ Catching Gear (Players will bring their own)

LAYOUT:

- ★ Catchers will get 4 throws to second for pop time

SCORING:

- ★ **Overall Ranking of 1 – 3; 3 being the *BEST***
- ★ ***1= developmental, 2= average, 3=top skill***
- ★ ***Best Pop-Time Score***

THROWING TEST

DIRECTIONS:

- ★ Use one side of the field to evaluate 4 throws to targets from predetermined distance.
- ★ 5-10 Yards from Catch Net
- ★ They will throw into the net with a Pocket Radar on Tripod behind it
- ★ Pop Time will be Recorded

FIELD LOCATION:

- ★ On Field

EQUIPMENT:

- ★ Pocket Radar
- ★ Tape measure

LAYOUT:

- ★ Throw line will be marked with a set target at the distance listed above.

DIRECTIONS:

- ★ Player will throw all 4 balls in a row with Best Time Recorded

SCORE:

- ★ **Recorded speeds**

*Accuracy will be evaluated during the defense portion

RUNNING TEST

40-yard timed run (total of 2 runs recorded)

5-10-5-yard shuttle time (total of 2 runs will be recorded)

FIELD LOCATION:

- ★ On Field

EQUIPMENT:

- ★ Speed Sensors
- ★ Tape measure
- ★ Cones

LAYOUT:

- ★ Starting line, Speed Sensors at start and at 40 yards. For shuttle run: start line with cones at 5 yards and 10 yards.

NOTE:

- ★ Players must start with front toe behind the line

DIRECTIONS:

- ★ The player runs from start line through the 40-yard Speed Sensor
- ★ The player runs from the start line to the 5-yard cone, back to the start line, back to the 10-yard cone, then to the start line, then to the 5 yard cone, and then finish by running back through the start line.
- ★ Player waits until everyone in her group has run one trial before running each additional distance.

SCORE:

- ★ **Recorded times.**