



OPERATIONS MANUAL

USA SOFTBALL HIGH PERFORMANCE PROGRAM IDENTIFIERS

TABLE OF CONTENTS

GENERAL OVERVIEW & EQUIPMENT..... 3
SUPPORT & VOLUNTEER NEEDS 4

EVALUATION PROCEDURES

HITTING 5
OUTFIELD THROWING & FIELDING 6
INFIELD THROWING & FIELDING 7
PITCHING 8
CATCHING 9
THROWING..... 10
RUNNING 11

THIS DOCUMENT IS A GUIDELINE FOR THE IDENTIFIER. EVERY ATTEMPT WILL BE MADE TO FOLLOW THIS FORMAT, SHOULD CIRCUMSTANCES MAKE IT NECESSARY TO ALTER THE FORMAT EACH ATHLETE WILL BE TESTED THE EXACT SAME WAY.

IDENTIFIER FORMAT

PROPOSED TIMELINE

8:00 AM — ATHLETES ARRIVE / CHECK IN PROCESS

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

9:00 AM — EVALUATIONS

Field/Area 1

Infield Drills
Outfield Drills

Field/Area 2

Timed Running
Throwing

Field/Area 3

Pitching/Catching
Hitting

GENERAL PLAYER INFORMATION

Athletes can only be identified for TWO POSITIONS.

Athletes can only be identified for the positions in which they signed up for.

EQUIPMENT NEEDED:

- 5-6 Full Buckets of Balls (100+ Balls)
- 4 Bownets
- 4 Pitch Screens
- 4 Catch Nets
- 2+ Tees
- Throwdown Bases (Indoor)

EQUIPMENT PROVIDED BY NATIONAL OFFICE:

- Pocket Radars
- Cones
- Stopwatches
- Running Lasers
- Tape Measure



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IDENTIFIER FORMAT

SUPPORT & VOLUNTEER NEEDS

Registration & Check-in: 2 Volunteers

Volunteers are available to answer any questions about the HPP, provide great customer service and provide excitement for the athlete's involvement in our program.

Duties:

- Verify registration
- Provide T-Shirt, Number, Safety Pins, etc. (Numbers on the front)
- Confirm Primary and Secondary positions while reminding athletes they may only participate in evaluations at those positions.
- Direct athletes to warm up location.

**National Office to send 3-5 Evaluators to each Identifier.
Host to provide 8-10 volunteers.**

Primary Positions to be evaluated first — with the exception of Pitchers and Catchers — before proceeding to Secondary Positions.

Field/Area 1 — Defense:

- **2 Volunteers** for fungo/ball collector
- 1-2 Evaluators with defensive knowledge

Field/Area 2 — Running/Throwing:

- **2-3 Volunteers** working together to collect time/MPH and evaluate

Field/Area 3 — Hitting:

- **2 Volunteers** with ability to throw front toss
- 2 Evaluators with hitting/slapping knowledge

Pitching/Catching:

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

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

HITTING EVALUATIONS

EVALUATIONS

- Soft Toss Hitting
- Exit Velocity

LOCATION: On-field or Cages

EQUIPMENT NEEDED:

- Tees, Pitch Net (2) , Catch Net (2), Pocket Radar
- Players bring their own bats & helmets

DIRECTIONS:

Soft Toss

Soft Toss Pitcher at 20–25 ft. (*Comfortable soft toss distance*)

- Pitch belt-high and down the middle
- Each player receives 8 swings and/or slap swings

During hitting, place fielders in outfield to shag balls

Exit Velocity

Tee with catch net in front

- Each player receives 4 swings and/or slap swings (use 4–6 softballs)
- Pocket Radar behind the catch net

SCORING:

Soft Toss:

Athletes are being evaluated based on mechanics, power and timing.

Rate each player 1 – 3 with 3 being the best on overall hitting ability.

- **1 = DEVELOPMENTAL** — This athlete is still in the developmental stage.
- **2 = AVERAGE** — This athlete displays average mechanics and power.
- **3 = ABOVE AVERAGE** — This athlete displays above average mechanics and power. This athlete consistently delivers above average hits.

Exit Velocity:

Volunteers to record all four speeds off tee.

OUTFIELD EVALUATIONS

LOCATION: On-field

EQUIPMENT NEEDED:

- Fungo Hitter, Buckets, Balls

DIRECTIONS:

Outfielders to go to center field.

Players will receive 6 balls.

- 2 Ground balls right at them – Throw 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:

Athletes are being evaluated based on combination of accuracy, velocity and range coverage.

Rate each player 1 – 4 with 4 being the best on overall outfield ability.

- **1 = DEVELOPMENTAL** — This athlete is still in the **developmental** stage.
- **2 = BELOW AVERAGE** — This athlete displays **below average** accuracy, velocity, and range coverage.
- **3 = AVERAGE** — This athlete displays **average** accuracy, velocity and range coverage
- **4 = ABOVE AVERAGE** — This athlete displays **above average** accuracy, velocity and range coverage. They are able to throw an above average one-hop on a line.

INFIELD EVALUATIONS

LOCATION: On-field

EQUIPMENT NEEDED:

- Fungo Hitter, Buckets, Balls

LAYOUT: Players choose the position they signed up to try out for.

DIRECTIONS:

Hit to one player at a time – use another player at every position to receive throws (Alternate)
Each position throws as follows:

- **First Base:** 2 throws to 2B (complete double play), 2 throws to 3B, 1 ball received through the gap (to identify range), 1 chopper received down line with throw to 1B
- **Second Base & Shortstop:** 2 throws to 1B, 2 throws to 2B (complete double play), 2 balls received through the gaps (to identify range)
- **Third Base:** 2 throws to 1B, 2 throws to 2B (complete double play), 1 ball received through the gap (to identify range), 1 chopper received down line with throw to 1B

SCORING:

Athletes are being evaluated based on combination of accuracy, velocity and range coverage.

Rate each player 1 – 4 with 4 being the best on overall infield ability.

- **1 = DEVELOPMENTAL** — This athlete is still in the **developmental** stage.
- **2 = BELOW AVERAGE** — This athlete displays **below average** accuracy, velocity, and range coverage.
- **3 = AVERAGE** — This athlete displays **average** accuracy, velocity and range coverage
- **4 = ABOVE AVERAGE** — This athlete displays **above average** accuracy, velocity and range coverage. They are able to field the ball at an above average level.

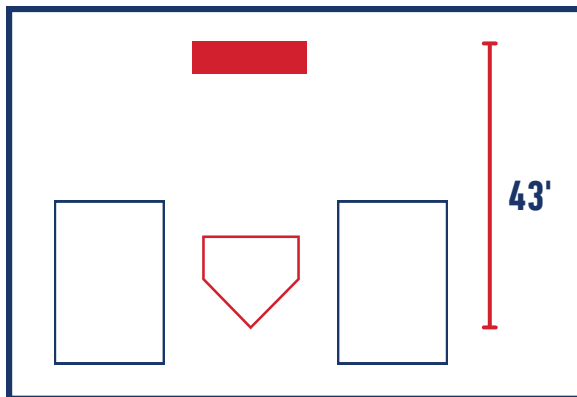
PITCHING EVALUATIONS

LOCATION: Bullpen Area or On-Field

EQUIPMENT NEEDED:

- Pitching Rubber set 43' from home plate, Home Plate, Balls, Pocket Radar

LAYOUT: Distance — 43'



DIRECTIONS:

- Pitchers throw to a catcher attending the tryout.
- Each pitcher will throw fastball and 2 of their best pitches (5 of each)
- Ask the pitcher what pitches they throw and record them on the evaluation form.
- Pitchers will throw five pitches of each type, identifying the intended location beforehand.

SCORING:

Athletes are being evaluated based on combination of speed, location and movement.

Rate each player 1 – 3 with 3 being the best on overall pitching ability.

For each pitch thrown record the following:

- **Speed:** Record speeds for all 5 pitches thrown.
- **Location:** 1=missed location, 2=right side of plate to high/low, 3=hit spot
- **Movement:** 1=no movement, 2=average movement, 3=great movement

CATCHING EVALUATIONS

EVALUATIONS

- Defensive Evaluations
- Pop Times

LOCATION: Bullpen Area or On-Field

EQUIPMENT NEEDED:

- Balls, Stopwatch
- Players to bring their own catching gear

DIRECTIONS:

Defensive Evaluations:

Catchers to be evaluated on Receiving & Framing while catching pitchers.

Pop Times:

Catchers will get 4 throws to 2B for pop time.

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

SCORING:

Defensive Evaluations:

Athletes are being evaluated based on combination of receiving and framing.

Rate each player 1 – 3 with 3 being the best on overall catching ability.

- **1 = DEVELOPMENTAL** — This athlete is still in the developmental stage.
- **2 = AVERAGE** — This athlete displays average receiving and framing.
- **3 = ABOVE AVERAGE** — This athlete displays above average receiving and framing.

Pop Times:

Volunteers to record all four pop times.

THROWING EVALUATIONS

LOCATION: On-field

EQUIPMENT NEEDED:

- Balls, Pocket Radar, Tape Measure, Catch Net

LAYOUT: Throw line will be marked at 10 yards with a cone, with Catch Net as target.

DIRECTIONS:

Use one side of the field to evaluate 4 throws into the catch net. The player will throw all 4 balls consecutively, with each velocity recorded.

- **Distance:** 10 yards from the catch net
- **Equipment:** Pocket Radar positioned behind the net

**Accuracy will be evaluated during the defense portion.*

SCORING:

Volunteers to record all four throws.

RUNNING EVALUATIONS

EVALUATIONS

- 40-yard dash (total of 2 runs recorded)
- 5-10-5 Shuttle (total of 2 runs recorded)

LOCATION: On-field

EQUIPMENT NEEDED:

- Speed Lasers, Tape Measure, Cones, Stopwatch

DIRECTIONS:

40-Yard Dash

Place Lasers at starting line and at 40 yards.

- The player runs from start line through the 40-yard Laser

5-10-5 Shuttle

Start line with cones at 5 yards and 10 yards.

- Place three cones in a straight line, each five yards apart. The player starts at the middle cone. Player starts on their own, with timer to be started on first movement. At the start, the player runs to either the right or left cone, then sprints to the opposite cone (10 yards away), and finishes by running back through the middle cone.



The player must wait until everyone in her group has run one trial before running their second trial at each station.

**Note: Players must start with front toe behind the line*

SCORING:

Volunteers to record all times.