



SBR Subjective Player Evaluations – Guidance

	1	2	3	4	5	6	7	8	9	10
THROWING ACCURACY										
Technique	Each throw is different; no consistency	Arm action and footwork lack consistency	Consistent arm action, but no footwork	Consistent arm action, limited footwork	Consistent arm action and footwork are both consistent	Combines aggressive footwork and strong-arm action				
Accuracy	Cannot hit the target	Hits target with little accuracy	Hits target some of the time	Hits target most of the time	Hits target on consistent basis	Hits target consistently in all situations (off ground ball, playing catch, etc.)				
Arm Strength	Can throw short distances with arc.	Can throw short distances with no arc.	Can throw medium distances with arc.	Can throw medium distances with no arc.	Can throw long distances with slight arc.	Can throw long distances with no arc.				
FLY BALLS										
Reaction and Tracking	Reacts slowly to the ball; does not move in direction of the ball	Reacts slowly to the ball and comes up short of fielding position.	Reacts slowly to the ball; takes slow and deliberate route to fielding position.	Reacts to the ball; takes direct route but adjusts many times.	Reacts quickly; takes quick route to ball but requires many steps to adjust to fielding position.	Reacts quickly to the ball; moves in short, direct routes to fielding position.				
Catching Fly Balls	Does not catch any balls	Catches a few balls; but away from body	Catches some balls; good fielding position	Catches most balls but away from body	Catches most balls in good fielding position, but flat-footed	Consistently catches in good fielding position and moving towards target.				
BATTING										
Contact	Unable to make contact	Has difficulty making consistent contact	Makes contact some of the time	Makes contact most of the time	Consistently makes contact. Some line drives	Hits mostly line drives				
Swing Mechanics	Each swing is different, no consistency	Base and hand path lack consistency and effectiveness	Base and hand path consistent, but ineffective to produce power	Base and hand path are consistent and effective	Base is strong and hand path short; consistently swings to pitches in the middle of the zone.	Base is strong and bat path short; can adjust to pitches in different locations with ease.				
Power	Lacks bat speed to make consistent contact	Difficulty hitting out of infield	Hits some out of infield	Hits most out of the infield.	Consistently hit the ball out of the infield	Can drive ball to outfield				
GROUNDERS - FIELDING										
Fielding	Does not field any balls	Fields a few balls; poor body position/glove work	Fields some balls; body position/glove work is inconsistent	Fields most balls; body position is adequate.	Consistently fields the ball in balanced position, but flat-footed.	Consistently fields ball in balanced position; momentum going to target.				
Footwork	Feet are not in position to field; body is to the side of the ball	Body is behind a few balls; shies away from ball when fielding	Body behind some balls; inconsistent fielding ball right at them.	Body is behind most balls; difficulty fielding at edge of range.	Body is behind each ball; difficulty fielding on the backhand.	Body is behind each ball and moving towards the target; can field the ball on the backhand.				
GROUNDERS - THROWING										
Technique	Each throw is different; no consistency	Arm action and footwork lack consistency	Consistent arm action, but no footwork	Consistent arm action, limited footwork	Arm action and footwork are both consistent	Combines aggressive footwork and strong-arm action				
Accuracy	Cannot hit the target	Hits target with little accuracy	Hits target some of the time	Hits target most of the time	Hits target on consistent basis	Hits target consistently in all situations (off ground ball, playing catch, etc.)				
Arm Strength	Can throw short distances with arc.	Can throw short distances with no arc.	Can throw medium distances with arc.	Can throw medium distances with no arc.	Can throw long distances with slight arc.	Can throw long distances with no arc.				