



2020 Viper Green Open Tryout

OPERATING MANUAL

TESTING PROCEDURES WILL INCLUDE THE FOLLOWING CATEGORIES:

Hitting

Bunting

Outfield Throwing and Fielding

Infield Throwing and Fielding

Base Running

Pitching

Catching

GENERAL PLAYER INFORMATION

- 1) **All players will bring a bat, glove and helmet. They shall be dressed in a manner such that they are prepared to play a game of softball**

- 2) **Players shall be responsible for their own warm up. Areas will be made available for throwing and for batting (tees, soft toss). Each player shall also perform their own conditioning warm up. All warm up should be done prior to the start time of the tryout.**

- 3) **Depending upon the number of competitors the tryout duration may be quite lengthy. Please come prepared with water and/or food and a way to quietly entertain yourself during down time.**

- 4) **Please feel free to cheer on the other players.**

HITTING TEST

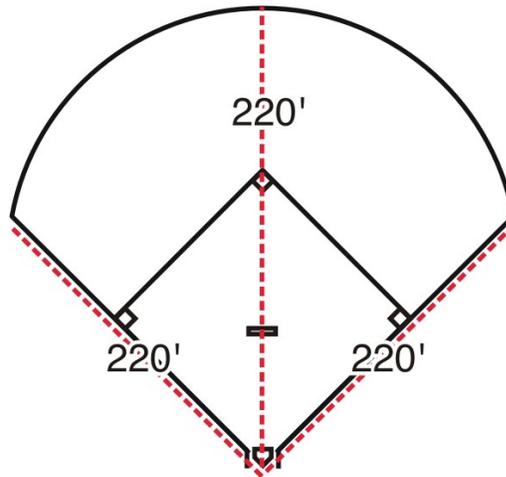
FIELD LOCATION:

On field

EQUIPMENT:

Pitching Machine
Bats – Players bring their own

LAYOUT:



DIRECTIONS:

- ⇩ Set Pitching Machine at one of the following distance and speed:
1) 50 mph at 40 ft. 2) 38 mph at 30 ft. 3) 34 mph at 27 ft.
- ⇩ Pitch belt high and down the middle
- ⇩ Each player receives 8 pitches
- ⇩

- ⇩ During hitting place fielders at all positions **except pitcher**; let them make plays.

RECOVERY TIME:

SCORES:

- 1) Record Point value for each ball as follows:

Line Drive or Home Run (over 220 ft.)	5 points
Ground ball – Hard Hit	4 points
Ground ball – Weak Hit	3 points
Fly Ball	2 points
Pop Up or Foul Ball	1 point
Miss	0 points

2) Record Hit or Out by circling Point Value number if hit (1 point for each hit)

3) Record 1 – 5 scale as a hitter (5 = great hitter, 1 = poor hitter)

Scoring 1: possible points = 40

Scoring 2: possible points = 8

Scoring 3: possible points = 5

Total points possible = 53

BUNTING TEST

FIELD LOCATION:

On Infield

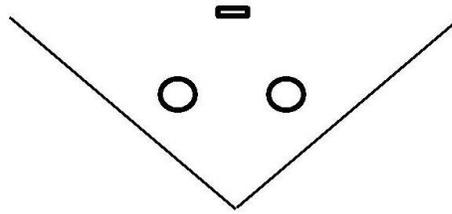
EQUIPMENT:

Pitching Machine

Bat - Players bring their own

LAYOUT:

DIAGRAM OF INFIELD



DIRECTIONS:

Set Pitching Machine at appropriate distance and speed:

1) 50 mph at 40 ft. 2) 38 mph at 30 ft. 3) 34 mph at 27 ft.

↓ Pitch should be straight, belt high, and down middle of the plate.

↓ Each player receives 3 pitches

SCORING: see below

Points:

In the Circle = 3 points

Fair Ball = 1 points

Foul balls = 0 points

Pop – Ups over 6 ft = 0 points

Total points possible = 9 points

OUTFIELD TEST

FIELD LOCATION:

On Infield

EQUIPMENT:

Pitching Machine

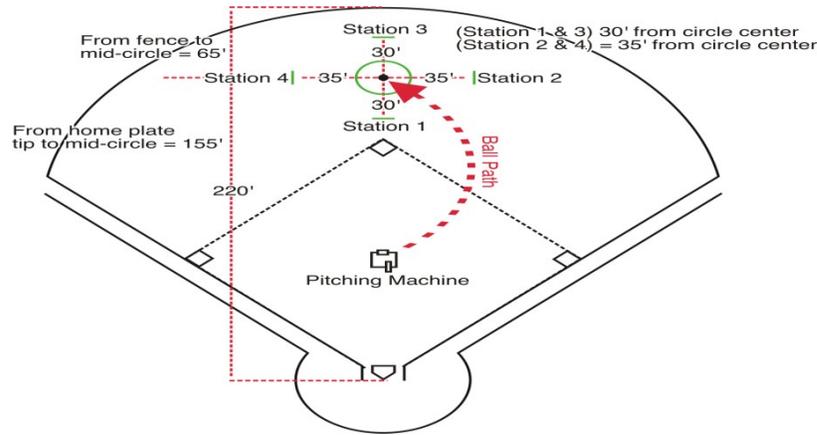
Set on pitchers mound

Balls

Speed Gun

LAYOUT:

DIAGRAM OF INFIELD AND OUTFIELD



DIRECTIONS:

- ↓ Set Machine to throw fly balls to Centerfield circle. Measurements of lines are as follows: 220' Centerfield fence to middle of circle = 45'
Home plate to middle of circle = 155'
Front and Back lines = 25' from middle of circle
Left and Right lines = 30' from middle of circle
- ↓ The fly ball will take 3.2 seconds from the time it leaves the machine to the time it hits the ground in the center of the circle. Adjust the machine accordingly.
- ↓ Outfielders will start on line 1 facing home plate and break when ball is released
- ↓ Players will throw: 4 to 3rd, and 4 to home (one throw per station). All players will throw to 3B starting from line 1 and proceeding to line 2, then line 3 and finally line 4 completing 4 throws. When all players have completed throws to 3B the same procedure is followed for throws to Home.
- ↓ Players will throw to fielders at bases. It is likely that no player will be able to make the throws requested. Judges will note the distance thrown to evaluate the players arm. Accuracy can still be judged based on incomplete distance..

SCORING:

- ↓ For throws to 3B and Home circle if throw is accurate
- ↓ Rate each player 1 – 5 with 5 being the best on overall outfield ability.
- ↓ Record "E" for Error if ball is dropped or not caught

INFIELD TEST

FIELD LOCATION: On field

EQUIPMENT: Balls
Fungo Hitter

LAYOUT: Players shall be tested as if they were trying out for the short stop position.

DIRECTIONS:

- ↳ Each player takes 8 ground balls.
- ↳ Fungo hitter should hit the following to each player (mixing the order)
 - 2 balls at the player
 - 2 balls to their right
 - 2 balls to their left
 - 2 balls they have to charge
- ↳ Hit to one player at a time – use other player at each position to receive throws (Alternate)

↳ Each player throws as follows:

4 throws to 1B
2 throws to 2B (complete double play)
2 throws to Home

SCORING:

- Record for each throw a \checkmark if accurate.
- Record E for any ball bobbled
- Record overall ranking (1 – 5); 5 = BEST

PITCHING TEST

FIELD LOCATION: Field Rubber

EQUIPMENT: Pitching Rubber (set 35' from home plate)
Home Plate
Balls
Radar Gun

LAYOUT:**DIRECTIONS:**

- ↓ Pitchers throw to coaches with no batter in the batters box.
- ↓ Pitchers throw 8 pitches (fastballs) – record info.
- ↓ If pitcher has other pitches, they may throw two of each.

SCORING:

- For each pitch thrown record the following:
 - 1) Speed
 - 2) Hit locations
 - 3) Movement (+ = Great movement
↻ = Movement
✓ - = No movement.)

- Over all Ranking of 1 – 5; 5 being the *BEST*

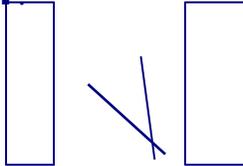
CATCHING TEST

FIELD LOCATION:

Catchers will be evaluated at three different times

- 1) Catching for pitchers in Bullpen
- 2) Throwing to 2B on Infield
- 3) Fielding Bunts on Infield

EQUIPMENT:

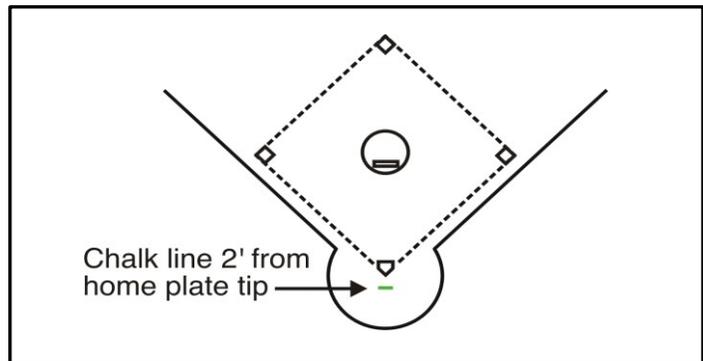
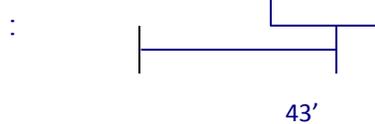


Fungo Hitter
Balls
Stopwatch
Radar Gun

Catching Gear (Players will bring their own)

LAYOUT:

DIRECTIONS



- Player will be catching 6 pitches
- Player will be evaluated on basic positioning, blocks and receiving the pitch.
- Player will be ranked 1 – 5; = BEST

2) Throw to Second:

- Player will catch live pitching, (2 throws).
- Catcher positions herself in normal squat behind the chalk line drawn 2 feet from the point of home plate.
- Stopwatch starts when ball hits catcher's glove.
- Stopwatch stops when ball touches 2nd base player's glove.
- Record stopwatch time and the MPH on each throw.
- Throws are also judged for accuracy.

3) Fielding bunts:

- Catcher starts in catching position
- Fungo from home plate bunts in front of the plate.
- Catcher throws 2 to 1B.

RUNNING TEST

Home to 2nd – 1 time

EQUIPMENT:

Stopwatch
Bases 60' apart

FIELD

LOCATION:

On Infield

DIRECTIONS

:

LAYOUT:

- ® The bases should be 60' apart
- ® Player starts with one foot touching Home plate
- ® Time starts when foot leaves Home plate
- ® Time stops when foot hits 2nd base
- ® One time is recorded
- ®

® The player runs from
Home to 2nd

