WSSA Player Assessment Sheet										
	Player	Age	# Jersey	Bat	Field	Throw	Run	Intang	Total	Comments
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2										
3 4										
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POSITION RATINGS

5- Impact Player 4-Outstanding 3-Above Ave 2-Average 1-Below Averag					
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Batting

- 1. Inconsistent at the plate, typically hits grounders or into DPs or force outs. Does not have power in swing.
- 2. Hits occasionally into outfield, mostlysingles but less than .500 hitter.
- 3. Bats around .500 mostly singles but solid hits and line drives, swings with power but can't hit to all fields.
- 4. Bats between .500 .600, gets on base more than 50% of the timewith solid power strokes and occassionally can hit all fields.
- 5. Better than .600 average; hits consistently with power to all fields.

Fielding

- 1. Has difficulty fielding ground or fly balls, is error prone
- 2. Fields well about 50% of the time, makes occassional errors, needs direction from others where to throw.
- 3. Is a dependable fielder most of the time; covers terriority well but makes a few errors.
- 4. Play position well, moves and reacts quickly, relatively error free.
- 5. Can field well in all positions, moves and reacts instinctively and thinks ahead, takes command of defense, plays error free most of the time.

Throwing

- 1. Has difficulty throwing sometimes has to throw underhand.
- 2. Can throw but not accurately or for distance.
- 3. Throwing is average, but not quick and sometimes short or in the dirt.
- 4. Throwing is quick and on target most of the time, range is above average. Knows where to throw.
- 5. Throws with quickness, accuracy and distance consistently. With runners on base knows where to throw.

Running

- 1. Cannot run well, is often thrown out at first base, does not think about tagging up or advancing when possible.
- 2. Is a labored runner and is often replaced on base with faster teammates.
- 3. Runs well to first, but may be overly cautious about advancing or tagging up
- 4. Has average speed and knows when to ru, tag or remain on base.
- 5. Runs fast in all situations, knows defensive weakness and advances successfully, has head in game on all bases; is aware of outs, force plays, etc.

Intangibles

Up to **2** points may be added or subtracted before totaling final score. Consider individual qualities as sportsmanship, team interaction and guidance, positive or negative comments, reliability, encourages others, volunteers to coach or help others, takes direction from manages, adds to team's reputation, etc.