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: Field/Area 2: Field/Area 3:
Infield Drills Timed Running Pitching/Catching
Outfield Drills Throwing 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.
  o 1 = Developmental
  o 2 = Below average accuracy, velocity, range coverage
  o 3 = Average accuracy, velocity, range coverage
  o 4 = Great accuracy, velocity, range coverage, one-hop, on-line

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.
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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.