

Player Performance Rating

(Approved 7/11/07)

Managers of teams in the Pinto division or higher are to complete and submit a player performance rating (PPR) for each member of their current team no later than August 1st. The PPR should be submitted to the League Coordinator, and it will then be used the following year to assign the player to their next team.

Key points to remember:

1. Players are to be rated for their performance in the division they have just completed. Please note one exception for second year Pinto players – assign a rating in regards to the player's potential to pitch at the Mustang level.
2. Each player should be assigned a numeric rating for each of the skills identified for the division. One unique PPR Skill Criteria exists for Pinto, whereas Mustang & above used an identical one.
3. Your best hitter (or any other skill being evaluated) should not necessarily be assigned the highest numeric rating. A player should be assigned a PPR based on their performance as it matches the description assigned to each numeric rating.
4. Only whole numbers for each skill set can be assigned. Do not assign a numeric rating of 3.5, or 4.2.
5. Do not only provide one overall rating for a player, but provide the numeric rating for each skill being evaluated.
6. Please use the form as provided.

The skills being evaluated and the potential numeric ratings are:

Pinto

Hitting - 1 through 5

Instincts - 1 through 3

Fielding - 1 through 5

Pitching - 0 through 2 (second year players being advanced to Mustang only)

Mustang & above

Hitting - 1 through 5

Pitching - 1 through 5

Instincts - 1 through 3

Catcher - 1 through 4

Fielding - 1 through 5

Following the blank form is a completed form as an example

PPR Skill Criteria for Pinto

Hitting:

Mechanics – stance, stride, power position (“load”), swing, hip rotation, follow through

1. Limited knowledge and demonstration of the proper mechanics – none or infrequent contact
2. Some knowledge and demonstration of the proper mechanics – limited contact
3. Basic knowledge and demonstration of the proper mechanics – frequent contact
4. Advanced knowledge and demonstration of the proper mechanics – consistent contact and generally hard hit
5. Advanced knowledge and demonstration of the proper mechanics – consistent contact, generally hard hit, with several extra base hits

Instincts:

Examples being; the knowledge to know what base to throw the ball to, when to hold the ball, when to take an extra base, understands pitch count and how it advantages the hitter or pitcher, awareness of the next play.

1. Still learning
2. Generally understands and is beginning to apply
3. Learned and consistently applied in game situations

Fielding:

Encompassing – throwing, ground balls, fly balls, receipt of ball etc. (exclude their performance when pitching or catching)

1. Still learning the fundamentals – limited number of positions they can play, generally does not make the play even the easier ones
2. Demonstrates some of the fundamentals – still limited to the number of positions they can play, but is able to make some of the easier ones
3. Knowledge and demonstration of the fundamentals – able to play most positions, and generally makes the routine play
4. Advance knowledge and demonstration of the fundamentals – able to play all positions, makes the routine play, and at times the more difficult one
5. Advance knowledge and demonstration of the fundamentals – able to play all positions, can be counted on to make the difficult play, and processes a strong accurate arm

Pitching (only for second year players being advance to Mustang)

0. Player does not appear at this time to have the skills necessary to pitch at the Mustang level
1. Player may have the skills necessary to pitch at the Mustang level
2. Player without doubt has the skills necessary to pitch at the Mustang level

PPR Skill Criteria for Mustang & above

Hitting:

Mechanics – stance, stride, power position (“load”), swing, hip rotation, follow through

1. Limited knowledge and demonstration of the proper mechanics – none or infrequent contact
2. Some knowledge and demonstration of the proper mechanics – limited contact
3. Basic knowledge and demonstration of the proper mechanics – frequent contact
4. Advanced knowledge and demonstration of the proper mechanics – consistent contact and generally hard hit
5. Advanced knowledge and demonstration of the proper mechanics – consistent contact, generally hard hit, with several extra base hits

Pitching:

Mechanics – proper footwork, balance, arm positioning, release point, follow through

1. Limited knowledge - player did not pitch, or limited innings
2. Some knowledge & demonstration of the proper mechanics – the player did pitch, but is still learning the basic skills in order to be consistent and effective
3. Basic knowledge & demonstration of the proper mechanics – the player was expected to pitch, their performance tended to be consistent and effective, but at times they were challenged because of their control and/or velocity
4. Advanced knowledge & demonstration of the proper mechanics – the player was expected to pitch, their performance was generally consistent and effective
5. Advanced knowledge & demonstration of the proper mechanics – the player was expected to pitch, their performance is consistent and effective, and they tend to dominate hitters

Instincts:

Examples being; the knowledge to know what base to throw the ball to, when to hold the ball, when to take an extra base, understands pitch count and how it advantages the hitter or pitcher, awareness of the next play.

1. Still learning
2. Generally understands and is beginning to apply
3. Learned and consistently applied in game situations

PPR Skill Criteria for Mustang & above - continued

Catcher:

1. Player did not play the position, or limited innings
2. Player is capable and did play the position, but needs to learn some of the basic skills in order to become a regular
3. Player was expected to play the position, demonstrated the necessary skills to be effective, but may need to develop further in some areas (e.g., throwing, or blocking) in order to excel
4. Player excels in all the skills necessary to play the position

Fielding:

Encompassing – throwing, ground balls, fly balls, receipt of ball etc. (exclude their performance when pitching or catching)

1. Still learning the fundamentals – limited number of positions they can play, generally does not make the play even the easier ones
2. Demonstrates some of the fundamentals – still limited to the number of positions they can play, but is able to make some of the easier ones
3. Knowledge and demonstration of the fundamentals – able to play most positions, and generally makes the routine play
4. Advance knowledge and demonstration of the fundamentals – able to play all positions, makes the routine play, and at times the more difficult one
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