# Special Olympics Missouri

## Softball Skills Assessment

Name: _____    Athlete      Partner

Jersey Number: _____    Coach's Name: _____

Team Name: _____    Evaluator's Name: _____

Delegation: _____    Date of Evaluation: _____

### DO NOT COMPARE ATHLETES TO EACH OTHER

0-1 Low Motor/Individual Skills/Team Skills      2-3 Grade School level player (Modified)

4-5 Junior High School level player (Reg/Mod)      6-7 High School level player (Regulation)

8 College level player (Unified/Regulation)

## Individual Assessment for Team Play

**A. HITTING** (one choice should be the most representative of the athlete's ability)

Athlete cannot hit a pitched ball (0)

Athlete needs direction on proper stance, grip, and place to stand (1)

Athlete will not swing at a pitched ball (2)

Athlete exhibits proper stance and grip, knows place to stand, but does not usually make contact with the ball (3)

Athlete occasionally makes contact, but is not familiar with what is a strike pitch (4)

Athlete regularly makes contact, but does not hit the ball out of the infield (5)

Athlete regularly makes contact and occasionally hits the ball to outfield (6)

Athlete regularly makes contact and hits the ball with power and velocity (7)

Athlete has the ability to place hit balls in opposite fields (8)

Score: _____

**B. FIELDING** (one choice should be the most representative of the athlete's ability)

Athlete makes no attempt to field  ball (0)

Athlete can stop a ground ball but cannot catch a fly ball (1)

Athlete is unable to make basic fielding plays (catching fly balls and/or grounders)  (2)

Athlete occasionally cleanly fields balls hit directly to them (3)

Athlete cleanly fields balls hit directly to them three out of five times and attempts to field balls hit within three to four feet of them (4)

Athlete occasionally fields balls hit within three to four feet of them (5)

Athlete fields balls four out of five times when hit within three to four feet of them (6)

Athlete routinely makes all basic plays (7)

Athlete makes difficult plays (i.e. turning double plays, tracking deep fly balls, and fielding hard grounders (8)

Score: _____

**C. BASE RUNNING** (one choice should be the most representative of the athlete's ability)

Athlete does not run (0)

Athlete does not run in proper direction without instruction (1)

Athlete needs direction on when to run (2)

Athlete understands when to run, but will only move forward one base without coaching (3)

Athlete has a basic understanding of when to take more than one base (4)

Athlete has a fair understanding of when to run, sometimes looks to the coach for cues and direction (5)

Athlete has a good understanding of when to run, knows when to tag up and run (6)

Athlete has a complete understanding of when to run, how many bases to take, and how to slide effectively (7)

Athlete consistently able to pick-up and use the coach's direction (8)

Score: _____

## Softball Skills Assessment

**D. GAME AWARENESS** (one choice should be the most representative of the athlete's ability)

Athlete has no concept of the game (0)

Athlete needs direct assistance in all facets of the game (1)

Athlete needs frequent coaching in offense and defense (2)

Athlete has understanding of the most basic game situations (3)

Athlete has a fair understanding of what to do in most game situations, but still requires coaching (4)

Athlete has a clear understanding of what to do in most game situations, requires little or no coaching (5)

Athlete is able to make the play at hand, also recognizing other action occurring which may require attention-backing up other players, run down situations, etc (6)

Athlete has a complete understanding of their role and teammates' roles (7)

Athlete shows leadership by directing play on the field (8)

Score: 

**E. THROWING** (one choice should be the most representative of the athlete's ability)

Athlete is unable to throw (0)

Athlete has difficulty throwing the ball from a stationary position (1)

Athlete has difficulty throwing the ball on the run for any distance (2)

Athlete can throw at least 10 feet from a stationary position (3)

Athlete is able to throw the ball on the run a distance of at least ten feet (4)

Athlete regularly make throws of at least 25 feet (5)

Athlete regularly makes accurate throws of up to 25 feet (6)

Athlete regularly makes accurate throws within infield or from the outfield to a cut-off (7)

Athlete regularly throws the ball accurately to any other position or player on the field, with speed and velocity (8)

Score: 

**F. PITCHING** (one choice should be the most representative of the athlete's ability)

Athlete cannot pitch a ball (0)

Athlete cannot pitch a ball the proper distance (at least 39 feet) (1)

Athlete has the right distance, but is consistently unable to get the ball over the plate for a strike (2)

Athlete throws more balls than strikes (3)

Athlete occasionally throws the ball in the strike zone, but without the correct arch (4)

Athlete frequently throws the ball in the strike zone, but without the correct arch (5)

Athlete occasionally throws quality pitches for strikes showing the proper technique and delivery (6)

Athlete frequently throws quality pitches for strikes showing the proper technique and delivery (7)

Athlete consistently throws quality pitches for strikes showing the proper technique and delivery, mixing pitches to adjust to batter and count (8)

Score: 

**G. CATCHING** (one choice should be the most representative of the athlete's ability)

Athlete cannot catch a ball (0)

Athlete does not attempt to catch a ball (1)

Athlete has difficulty catching most thrown balls (2)

Athlete is able to catch balls thrown or hit directly to them (3)

Athlete can catch some off target balls (5)

Athlete can occasionally catch thrown or hit within two to three feet of their starting position (6)

Athlete frequently catches hit or thrown balls requiring movement from their original fielding position (7)

Athlete regularly catches balls requiring movement, with exceptional speed to track balls and the ability to leap high to catch rising line drives (8)

Score: 

Total Score: 

(Maximum Score = 56)

DIVIDE **TOTAL SCORE** BY 7 TO DETERMINE OVERALL RATING (round off to the nearest tenth i.e. 4.97 = 5.0)     **OVERALL RATING:**_____