

BASEBALL. DRAFT SECRETS

Did you know?

1,500 players get drafted a year. Roughly 20 ever make it to the BIGS and only one on average becomes a HALL of FAMER



THE DRAFT PROCESS DOESN'T HAVE TO BE A MYSTERY!

The Draft can be a crap-shoot for many players but I'm a firm believer that a player creates his own luck!

So we know how to separate ourselves from the pack as an overall baseball player by establishing leadership qualities and by proving to the coaching staff that you play and compete with a purpose and sense of contribution.

You have also learned how to showcase and demonstrate successfully what scouts are looking for in potential professional athletes.

You have mastered the concepts of bat speed, are able to demonstrate plate discipline and patience. You learned how to hit advanced pitching and make the essential adjustments to hitting effective secondary pitches.



Now let's get a little familiar with the draft process and find out exactly what other areas of opportunities there are that you can pursue to give yourself the best shot of getting PAID to play a kid's game.

What is the grading scale for pro scouts?

So let's start by getting a few things clear in regards to how scouts formulate the projection of a player by exploring specific concepts and lingo that they use to do their job.

Ceiling/floor- this is a scouting term that's used to reflect the player's potential from his peak to his bottom level performance. The general consensus is that the ceiling is as high as a *hall of famer* while the floor can be as low as *“does not belong in professional ball”* but in the most practical sense the ceiling and floor is used as a means to represent best and worst case scenarios.

For example: his ceiling is occasional power but if he doesn't learn how to use his lower half better his floor is an average gap hitter.

Projection- this is essentially pretty self explanatory. Projection is the overall prediction of what a player could be in the future.

This can be applied to both skills and physical/emotional makeup.

A hitter who is 6'2 but only weighs 160 with a natural smooth swing might be projected as a future power hitter after putting on an extra 20 or 30 pounds of muscle while a player that is 5'7 but weighs 180 might have a less projection to offer for a scout.

The projection aspect can also be arbitrary or relative to each player simply because each player develops differently and it's even more difficult to project the mental processes of a hitter as he gets older.

On the other hand if a player showcases tools but lacks consistency, scouts tend to project these players as raw with skills that can improve in time.

Raw- this term normally represents a player whose athletic ability stands out much more than his specific skill sets. Normally these players are called *toolsy*.

The 20-80 scale- this is the ultimate standard for prospect evaluation. Scouts generally assess position players on 5 different aspects.

- 🏆 Hitting
- 🏆 Hitting for power
- 🏆 Speed
- 🏆 Arm strength
- 🏆 Defense capability

***Pitchers are graded differently but that would be for a different product:)**

SCOUT GRADES AND DRAFT PROJECTIONS

80 or plus plus(++). Elite: These grades are very rarely used. They would be like Barry Bond's power, Ricky Henderson' speed or Stephen Strasburg's' arm strength.

70 or well above average. This reflects a players tool on par with an all star. Not exactly the cream of the crop at the big league level but very close.

60 or above average(+). This represents the strength of a player but not quite setting him apart from everyone else.

50. This implies the major league average.

50 = average: Just what it says. Major League average.

40 = below average: The tool is not consistently an average offering.

30 = well below average: This is a glaring weakness in a player's game

20 = poor: One of the worst in baseball: Examples include Bengie Molina's speed, Juan Pierre's power, and Mark Reynolds' ability to make contact

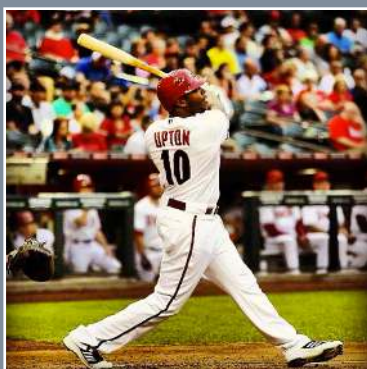
WHAT'S YOUR GRADE?



Honesty is key!

“Honesty is going to be a **VERY** important factor in your development as a baseball player.”

WHAT KIND OF HITTER ARE YOU?



“The whole point of this PDF is to help educate you so that you can quickly and effectively position yourself as a valuable prospect who can one day play at the Major League.”

FOR HITTERS

3 SLASH LINE – The basic quantification of a player’s batting average/on base percentage/slugging percentage batting line.

CONTACT RATE – The hitter’s ability to make contact with a pitch. This is typically measured as an inverse of K%. To be more specific, it measures strikeouts as a percentage total plate appearances minus (BB + HBP).

PLATE DISCIPLINE – The ability to swing at pitches in the strike-zone and ignore pitches out of the zone. Measured most commonly by BB%, that is, the percentage of plate appearances which end in a walk.

RAW POWER V.S PRESENT POWER - Inexperienced or raw hitters could possess excellent power in batting practice, but not be able to translate that power to live pitching. A player with big raw power, but very few extra base hits could have other factors limiting him from translating his power to game situations such as the ability to pick up pitches effectively enough and so on.

TRIGGER – Also called a timing mechanism, its the little piece of movement a hitter does right before he starts his swing. Common triggers include a toe tap or cocking the hands. Excessive movement pre-swing can lead to timing issues, but removing them all together could cause a player to lose his rhythm and get out of sync.

Generally, scouts are looking for a little rhythm and some sort of separation with the hands from the hitter’s center of gravity.

HOW DOES THE DRAFT PROCESS WORK?

The MLB's first-year player draft is held every June-- normally the first Tuesday of that month-- by conference call with all 30 major league clubs while providing live footage and audio on the internet and radio.

Each club takes turns selecting the most valued players in the reverse order of the win-loss record of the previous season.

This past year was the first year that they will do so while disregarding league. The American and National leagues alternated picks in the previous drafts.

Though the draft could be shorter in theory, the process lasts no more than 50 rounds. Each team is allowed 50 picks but is not required to do so. There have been very few teams in the history of the draft that have opted to pick less than 50 players.

The draft is conducted in the conference room in the commissioner's office in New York.

The draft will end after two days even though a third day is scheduled as a fail safe.

Picks are announced just after 1 p.m eastern on the 7th of June and concludes until roughly 6 p.m. Normally, organizations get through around 20 rounds before the day is over. The second day begins on June 8th.

The scout responsible for a player's selection will generally contact the player by phone soon after the pick is made.

No team may draft a player unless it has registered the player's name with the commissioner's office.

The team that has selected a player has sole negotiating rights to the player and must submit a written minor league



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contract within 15 days of selection.

Major League Rule 5 governs which players are eligible for selection in the draft.

Generally, a player is eligible for the draft if he is a resident of the U.S or Canada and has never signed a major or minor league contract before.

Residents of Puerto Rico and other territories of the United States are also eligible for the draft. Players are also eligible for the draft if they have enrolled in high school or college in the U.S, regardless of where they are from originally.

If a player attends a four year college, he is unable to be drafted until after his Jr year or after he has turned 21 years old.

Certain players are ineligible for the draft, generally because they are still in school or have lost their draft status. Here are some basic categories for players that **are eligible**.

-If a player attends a four year college and has become a Jr, Sr or has turned 21.

-High school players that have graduated and have yet to attended a college.

-Junior college players

-Any one who is 21 within 45 days of the first year player draft.

A baseball organization retains the rights to sign a Jr college player until one week prior to the following draft or until a player enters a four year college. A Jr college player can not be signed until after the conclusion of the baseball season.

A player who is eligible for the draft but is passed over by all Major League teams officially becomes a free agent and may sign with any club until one week before the next draft r enters school.

WHAT ARE SCOUTS LOOKING FOR?

The whole point of this PDF is to help educate you so that you can quickly and effectively position yourself as a valuable prospect who can one day earn the opportunity to receive that coveted call from a major league baseball team come draft day.

Important: Scouts will not only be comparing you to the pool of talent that serves as your competition. They will also be comparing you to actual major leaguers that are competing at the highest level of baseball in the world, and are also comparing you to where they were when they were your age.

Don't assume since you hit .400 at your local high-school that you've just earned yourself a ticket to pro ball. Probably not.

Take note of an email that was sent to me by a notable professional baseball scout who has been in the game for a very long time.....

I have been in professional baseball for 27 years. Started as a minor league coach and manager in 1986 and by 2001, I was an extra coach in the Major Leagues for the Reds. In 2002 I became a Major League scout and from there went on to be a National Cross-checker evaluating amateur players. In 2009 I joined the Orioles as their Major League advance scout. I have been scouting now for over 10 years on all levels.

*I enjoy the evaluation process on all levels, finding the next talent and trying to determine who has the best make up to play in the big leagues. **The first thing I notice about a position player is his athleticism, this can be seen. I watch for speed, strength , power and balance.***

*I look for the same in pitchers. **I then study the players dedication, work ethic and most importantly his desire to achieve, because this will separate him in times of adversity. Many achieve on talent, only those with desire stay.***

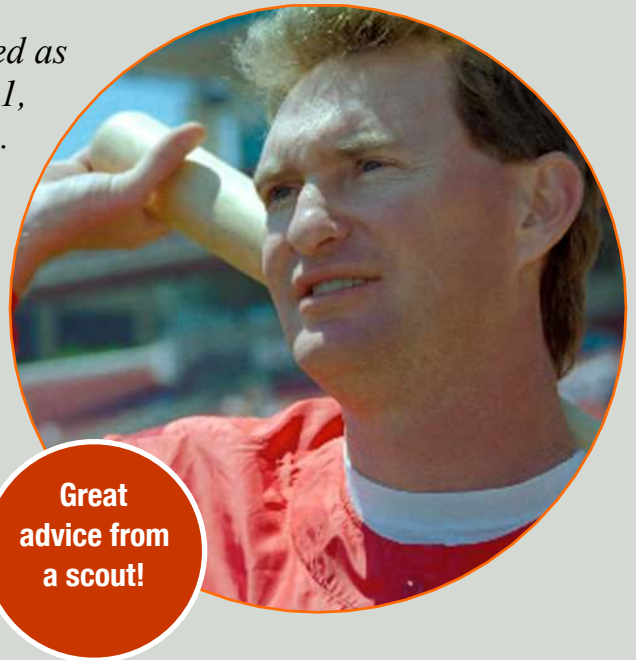
*It's important for young players to play at a level just above their current level of talent, **they need to be challenged once they have proven they can dominate their current level. They also must maintain a solid work ethic and develop all the tools needed to play at the next level, offense, defense, base running, and finally, learn and understand how to play the game properly.***

Many thanks to Jim Thrift for providing us with some great insights about the level of expectations that professional baseball scouts have for players that dream of one day getting paid to play a kids game!

THE FIRST STEP

Honesty is going to be a VERY important factor in your development as a baseball player. The problem that I have seen is that a lot of players have delusions of grandeur about their own athletic capabilities. They either assume that since they have always dominated their competition that they will continue to do so at the next level. Or that because of impressive statistics, that have earned the right to be looked at as a valuable prospect.....

WRONG.....WRONG.....WRONG.....WRONG.....!!!!



Stats are VERY rarely ever a factor in the projection of a player simply because stats have absolutely no indication of how a player will perform next year let alone a whole career. The most important quality that a scout has is his ability to predict how a player will develop in the near future.

This is why an honest assessment of what your strengths and weakness are is so important so that you can learn to leverage your strengths and showcase them to the professionals that are evaluating you and develop your weaknesses or find a way to compensate for them so that they don't become a liability.

You can't do that if you think you're a "shoe in" first rounder when your not even close. You have to be humble. You have to be honest. And you have to take immediate effective action. There is a finite amount of time, so making sure you are doing things that will help you is absolutely essential. **That goes for you to baseball parents! :)**



ARE YOU HONEST WITH YOURSELF?



“This is why an honest assessment of what your strengths and weakness are is so important”

TOOLS

To become a legitimate prospect in the eyes of a baseball scout you need to have at least **2 tools that truly stand out** and fall under the label of:

“70 or well above average. This reflects a players tool on par with an all star. Not exactly the cream of the crop at the big league level but very close.”

Sometimes players can get away with only one tool such as a “70 arm strength” or “70 hitting” but that usually is coupled with impressive physical make-up that provided room for even more projection.

HERE IS WHAT YOU NEED TO DO!

Take a day to do an honest assessment of where you stand in comparison to professional players. Don't be prideful.....be very humble because this is the only way you're going to be able to discover certain areas of opportunity that could possibly change your baseball career for the better.

After you have taken the time to assess yourself, take your two greatest strengths and find a way to get those tools at the “70” grade.

Having a “70” of one tool will probably already get you on the map but to could very well open the door for possibly opening up a dialogue with a professional organization if not now, further down the road.

If your arm strength is your bread and butter, read everything you can about developing arm strength and velocity and become an expert on shoulder and elbow injuries. **Eric Cressy** is an expert on throwing mechanics and specializes in arm development and injury prevention. You can find his resource at ericcressy.com

If speed is your weapon then master the 60 Yard Dash. There is a reason why running is the first thing you do at a showcase and try out. It's a great way to quantify athleticism.



The Rebel 60 Yard Dash is a product that has been in development for some time by **Art of Baseball**, so if you're a player that is trying to develop speed, this is a great place to start.

If you're a natural born hitter than master your mental approach and develop a swing that does these three things.

- Has proper extension
- Bat head stays in the zone for as long as possible
- Minimal head movement

There is a TON of free information in the **Art of Baseball** resource concerning proper hitting approach as well as in the **Hitting Machine Academy** so now there is now excuse to becoming an educated hitter!!

Understand that scouts aren't concerned with your daily performance in regards to results. Instead they are evaluating your approach to the game, observing how you deal with failure, recording how you communicate on the field with your team, and evaluating your overall baseball I.Q.

They could care less if you get 2 cheap hits over the 2nd base man's head. They want to see you hit the ball hard somewhere or showcase plate discipline and strike-zone awareness. If you fail to get on base, they will be observing your response to failure.

They're searching for a professional quality in your performance.

HERE IS THE TRUTH

Not everyone is going to play pro-ball. If there is one thing that you're able to get out of this PDF, I hope that it's this.....

If you can:

change your goals from, "having great statistics, and one day playing pro-ball" and transform it to "getting the most out of your abilities, and focusing on things you can control" then things will fall into place for you. Many players never find their hidden potentials that can elevate their game above any and all competition because they play only for themselves, compete with only the results on their minds, take for granted the fact that this sport is a privilege, and never learn the ultimate lesson which is that the only way to get better is incredible insane work-ethic and consistent faith in ones ability.

Be the best player who is able to demonstrate these qualities and you'll find your name being called in the first year player draft some day

