



Major League Baseball European Academy 2006 Try-out Sessions

The 2006 MLB European Academy Try-out Sessions will take place at seven venues throughout Europe. To ensure that every player is evaluated thoroughly, sessions will be limited to a maximum of 50 players. As such, only a select number of players

each nation will be invited to the sessions.

Players attending the tryouts must fulfill at least two of the following three criteria:

- Be between 15-18 years old,
- Be members of their nation's cadet, junior or senior national teams,
- Have been participants in the 2005 MLB European Academy in Tirrenia.

Players who attended the 2005 MLB European Academy will be strongly considered for the 2006 Academy if they will be under 20 years old on August 31, 2006 and if they have shown continued improvement from last year. However, these players will not be guaranteed a place at the Academy and will have to try out for a roster spot like the other players.

Date	Time	City	Venue
15 April	15:00	Barcelona, Spain	Montjuich, Olympic Training Centre
17 April	12:00	Skövde, Sweden	Arena Skövde
18 April	15:00	Paris, France	Stade Pershing, INSEP
19 April	18:00	Amsterdam, Netherlands	Amsterdam Pirates Stadium
21 April	15:00	Regensburg, Germany	Regensburg Legionaires Club
22 April	12:00	Karlovac, Croatia	Kelteks Baseball Club
23 April	12:00 *	Prague, Czech Republic	Krc Altron Baseball Club
23 April	15:00 **	Prague, Czech Republic	Krc Altron Baseball Club

* 12:00 Prague session will be for select players from Czech Republic, Slovakia, Poland, Ukraine, and Lithuania.

** 15:00 session will be run as an open session run only if there are additional players from Eastern Europe who could not attend the earlier select session.



Major League Baseball Scouting Bureau Invitational Try-out Session Procedures

Try-out sessions will be run by members of the Major League Baseball Scouting Bureau with assistance from MLBI staff. The schedule at each venue may vary based on the time available and the conditions during each session.

Players who have been officially invited to the try-out session should show up one-half hour before the scheduled starting time. Players who have not been officially invited and thus do not appear on the pre-registration list will not be allowed to participate in the session. All invited players must bring a signed MLBSB Tryout Waiver form to the session – players under 18 must have this form signed by a parent or guardian.

Major League Baseball will provide all baseballs, wood bats (32-34 inch) and batting helmets necessary for the session. MLB will also provide each player with a numbered MLB t-shirt to be worn on the field. Each player will be responsible for bringing the following to their session:

- Glove
- Spikes or cleats
- Running shoes
- Batting gloves, if necessary
- Baseball uniform pants
- Baseball hat
- Catchers must bring their own catchers gear

A player should feel free to bring his own wood bat to use in the tryout if he prefers. Aluminum bats and composite (i.e. "Baum") bats will not be permitted.

Try-outs will run for between 2-3 hours. The primary purpose of the session is to evaluate the players in the basic skills (throwing, batting and running) and instruction will be limited. If weather and space allow, intra-squad games will be played after skill testing has been completed.

Federation and club coaches will be permitted on the field during the session and may be required to act as a translator if players require one. MLB scouts and staff will run the sessions in English and it is essential that every player is clearly communicated with at all times.

Each session will be a player's sole chance to be evaluated for the Academy, and as such each player should prepare themselves to give their best performance during the day. Pitchers who have pitched within 24 hours prior to the try-out will not be allowed to throw during the session. Therefore, pitchers interested in attending the Academy should have an off day before the try-out.

After the try-out schedule has been completed, a selection committee will meet to determine the top 50 European players who have been selected to attend the Academy. In addition, a short list of reserves will be chosen at this time. Players and their corresponding federations will be notified about their selection to the European Academy or the reserve list by May 1, 2006.



Tryout Session Outline

1. Welcome all players and coaches. The basics of the try-out session and the MLB Academy will be introduced.
2. Following opening remarks, each player will complete a Registration Card. Players will be assigned a number for the tryout. Each player will read and sign a waiver (a coach should sign when necessary).
3. MLSB scouts will then collect all cards and waivers, reminding each player to remember their number.
4. Players will line up numerically according to their best position. Players will be grouped by the following position groups: 3B, SS, 2B, 1B, C, OF and P.
5. All players, including pitchers, will then prepare to run the 60 yard sprint (55 meters).
6. Players should loosen up their legs prior to running the 60 yard sprint. Players will run two at a time with their position groups (3B, SS, etc). There will be two timers at the finish line. All runners must start with their right foot on the line and then use a cross-over step to begin running.
7. Once each player has been timed, the fastest players may be asked to run a second time. In this case, the best runners will be paired up for a head-to-head match.
8. Following the timed sprint, all outfielders will loosen up their arms. Outfielders will throw from right field, approximately 260-280 feet from home plate. Each player will throw two balls to 3B and two balls to home plate. If additional throws are needed, the scout may ask the player to repeat. Each player will finish their four throws before moving on to the next player. Balls will be rolled and tossed to each outfielder by a scout in order to see each player's approach to the ball. A first baseman must be available to line up throws, but that player should not cut throw off any throws.
9. All infielders will then loosen up their arms. Infielders will field ground balls at deep third base, starting with all 3B, then SS, followed by 2B. Each fielder will get at least four ground balls: one to each side, one at the player, and a slow roller. After fielding each ground ball, infielders will make a throw across the diamond to first base. All 1B will take ground balls and throw to 3B.
10. All catchers will then loosen up their arms. Catchers will throw four balls to 2B. Catchers must have on full gear. A scout will pitch to each catcher.
11. While outfielders and infielders are doing their drills, the pitchers will be in the bullpen area. Each pitcher will loosen up their arm before throwing for the MLSB scout off a mound. Catchers will be asked to catch the pitching sessions in the bullpen.
12. It may be necessary to cut some players after this testing session, prior to the game activity.



13. After the field testing there will be a short break. The scouts will pair remaining players into two teams for a game. Each pitcher will throw one inning in the game. The game length will be determined by several factors, most importantly the number of pitchers that are asked to pitch in the game. For example: if there are 10 pitchers asked to play in the game, the game will be five innings long.
14. There will be live batting practice prior to the game.
15. If there are not enough players for two teams, the pitchers will throw to hitters in a simulated game situation.
16. After the game, players will cool down and return home from the session.