



Batting Rubric



This rubric will help to grade skill level of students in batting mechanics. To achieve a skill number, students must demonstrate all of the skills in that scoring level. Emphasis is on the process and mechanics of the sports skill and not the end product.

Skill
Number

Mechanics and Cues of Skill

Basic Skill Level

1

- Student has non-dominant hand-on-top and hands are not close together
- Students legs are not shoulder width apart
- Bat is not brought back away from the students body
- Student does not take a step before swinging
- Student brings hands and bat all the way through in one motion but does not fully use their power
- Student does not use their lower body while swinging

Elementary Skill Level

2

- Student has dominant hand-on-top grip but hands may not be close together
- Students legs are not shoulder width apart
- Bat is up-and-back away from students body but not back far enough
- Student takes a small step with their front foot or no step before they swing
- Student brings hands and bat all the way through in one motion but does not fully use their power
- Student does not fully rotate hips through & does not fully use their lower body

Intermediate Skill Level

3

- Student has dominant hand-on-top grip and hands are close together
- Students legs are shoulder width apart
- Bat is up-and-back away from students body but not back far enough
- Student takes a small step with their front foot before they swing
- Student brings hands and bat all the way through in one motion while swinging
- Student does not fully rotate hips through & does not fully use their lower body

Exemplar Skill Level

4

- Student has dominant hand-on-top grip and hands are close together
- Students legs are shoulder width apart
- Bat is up-and-back away from students body and shoulders
- Student takes a large step with their front foot before they swing
- Student brings hands and bat all the way through in one motion while swinging
- Student fully rotates hips through to use lower legs

