

CHAPTER 25 – PLAYER RATING GUIDELINES

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25.01 Jurisdiction: This chapter shall be the jurisdiction of the Council and amended at any meeting. Any amendment to this chapter requires a two-thirds (2/3) vote of the Council for adoption and is effective in the calendar year following the year the amendment was adopted, except that an amendment adopted at a winter meeting of the Council requires a ninety-percent (90%) vote to be effective at a sanctioned NAGAAA Tournament in the same calendar year as the winter meeting.

SECTION 1 – DEFINITIONS

25.10 Definitions: The following definitions apply to this chapter:

- a. Above Average Speed – Having the ability to run 70 feet from a standing start in less than 4 seconds but not having the ability to do it in less than 3 seconds.
- b. At-bat – An at-bat is charged to a player following every plate appearance except when: 1) the player hits a sacrifice fly that scores a runner, 2) the player is awarded a base on balls, or 3) the third out occurs and the batter is not entitled to run to first base. Exception #3 shall not be considered if the batter is out due to a strike being a foul ball which ends the at-bat. In the event of any discrepancy between this definition and the official scoring rules of the ASA and definition contained therein, the latest version of the ASA rules shall control.
- c. Average Speed – Having the ability to run 70 feet from a standing start in less than 5 seconds but not having the ability to do it in less than 4 seconds.
- d. Base Safely Reached on Error – A batter shall be credited with a base safely reached on error on the part of a defensive player(s) who is charged with an error by the scorekeeper.
- e. Below Average Speed – Not having the ability to run 70 feet from a standing start in 5 seconds or less.
- f. Consistently – to be able to perform the particular skill with great regularity. For the purposes of throwing and fielding questions, the skill can be performed 4 out of 5 times. For the purposes of the hitting questions, the skill can be performed 3 out of 5 times.
- g. Defense definitions - a) A limited level of defense is a theoretical set of players having the following skills: Questions 1, 2, 3, 6, 7, & 8. b) An intermediate level of defense is a theoretical set of players having skills greater than a limited level of defense but less than an exceptional level of defense. c) An exceptional level of defense is a theoretical set of players having greater skills than: Questions 1, 2, 3, 4, 6, 7, 8, 9, & 10
- h. Exceptional Speed – Having the ability to run 70 feet from a standing start in less than 3 seconds.
- i. Fly Ball – any batted ball that is higher than a line drive but is in the air less than five (5) seconds.
- j. Hard Hit Ball – described as a ball hit at a minimum of 80 mph or greater than 250 feet in the air or a ground ball that would roll to a distance greater than 250 feet, if not impeded.
- k. High Fly Ball – Any batted ball that is in the air for five (5) seconds or more.
- l. Hit – A batted ball that allows the batter to reach base safely: 1) on a fair ball which settles on the ground, clears the fence, or strikes the fence before being touched by a fielder, 2) on a fair ball which is hit with such force or such slowness or which takes an unnatural bounce that it is impossible to field with ordinary effort in time to make an out, 3) when a fair ball which has not been touched by a fielder becomes dead because of touching the person or clothing of an umpire, or 4) when a fielder unsuccessfully attempts to retire a previous runner and in the scorer’s judgement, the batter-runner would not have been retired at first base by perfect fielding. A hit shall not be scored: 1) when a runner is forced out on a batted ball or would have been forced out except for a fielding error, 2) when a pleyer fielding a batted ball retires a preceding runner with ordinary effort, 3) when a field fails in an attempt to retire a preceding runner, and in the scorer’s judgement, the batter-runner could have been retired at first base, or 4) when a batter reaches first base safely as a result of a preceding runner being called out for interfering with a batted or

- 636 thrown ball, or with a defensive player. In the event of any discrepancy between this definition and the
 637 official scoring rules of the ASA and the definition contained therein, the latest version of the ASA rules
 638 shall control.
- 639 m. In the Gap – a ball that is hit at a distance that is more than 30-foot radius (about 10-12 steps) from the
 640 outfield defender.
 - 641 n. In the Hole - a ball that is hit at a distance that is more than 12-foot radius (4-5 steps) from the infield
 642 defender.
 - 643 o. Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal
 644 distance it travels.
 - 645 p. Long Fly Ball – any batted ball that travels further than 250 feet in the air
 - 646 q. Long Throw – a throw that travels 150 feet or more in the air.
 - 647 r. Modified batting average – The percentage resulting from the sum of a player’s: 1) hits and 2) bases safely
 648 reached on error divided by the player’s at-bats.
 - 649 s. Medium Hit Ball – a ball hit 55 to 80 mph or hit 150 to 250 feet in the air or a ground ball that would roll
 650 to a distance of 150-250 feet, if not impeded.
 - 651 t. Medium Velocity – a ball hit 55 to 80 mph or hit 150 to 250 feet in the air or a ground ball that would roll
 652 to a distance of 150-250 feet, if not impeded.
 - 653 u. Occasionally – to be able to perform the particular skill with some regularity. For the purposes of throwing
 654 and fielding questions, the skill can be performed 3 out of 5 times. For the purposes of the hitting
 655 questions, the skill can be performed 2 out of 5 times.
 - 656 v. On Purpose – with intent
 - 657 w. Proper Place – appropriate base or fielder
 - 658 x. Rainbow Arc – a ball that from the point of release rises vertically 10% or more of the total distance that it
 659 travels
 - 660 y. Slow Hit Ball – a ball hit up to 55 mph or hit 150 feet or less in the air or a ground ball that would roll to a
 661 distance of less than 150 feet, if not impeded.
 - 662 z. Spectacular Catch – when a player catches the ball while leaving his center of gravity or is able to
 663 overcome obstructions.
 - 664 aa. Take Extra Bases – advance at least one (1) base beyond what the opportunity would typically provide a
 665 base runner with average speed.
 - 666 bb. Vicinity – within a step in any direction laterally of the player receiving the throw
 - 667 cc. Within a few steps – includes balls hit to the player as well as balls hit within a few steps of the player.

668 SECTION 2 – PLAYER RATING GUIDELINES

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 671 **25.20 Rating Guidelines:** The following are the official rating guidelines of this organization:

672 *Directions:*

- 673 1. Read the following Statement of Purpose: *This form is intended to be used as a tool to assist those*
 674 *responsible for rating players so ratings may be fair and consistent across all levels of play and across*
 675 *all leagues in the Open Division. All questions are intended to determine if a player possesses a skill or*
 676 *skills necessary for softball.*
- 677 2. Read & understand the definitions of the various terms used in ratings in the definitions section of
 678 this chapter
- 679 3. Answer YES or NO for each question.
- 680 4. Many questions have multiple parts. A YES to ANY one part is a YES to the question.
- 681 5. Questions: All questions will begin with the phrase: DOES THE PLAYER HAVE THE ABILITY TO...
- 682

THROWING				
<i>Questions 1-5 are intended to identify THROWING ability, and have nothing to do with the player's ability to field the ball.</i>		<i>Questions #1-5 are linked. A player who gets Question #4, for example, automatically gets #1-3.</i>		
Question 1	Question 2	Question 3	Question 4	Question 5
occasionally throw a ball through the air 70 feet or better in the vicinity of another player?	consistently throw a ball through the air 100 feet or better in the vicinity of another player? OR occasionally throw to the proper place turning accurate infield plays against runners with average base running speed?	occasionally throw a ball through the air 100 feet or better without a rainbow arc in the vicinity of another player? OR consistently throw to the proper place turning accurate infield plays against runners with average base running speed?	consistently throw a ball through the air 100 feet or better without a rainbow arc in the vicinity of another player?	consistently throw without a rainbow arc to the proper place turning accurate infield plays against aggressive runners with above average speed? OR consistently make long throws without a rainbow arc from the outfield directly and accurately to the proper base completing proper plays against runners with above average speed?
FIELDING				
<i>Questions 6-14 are intended to identify FIELDING ability, and have nothing to do with the player's ability to throw the ball.</i>		<i>Questions #6-13 are linked. A player who gets Question #11, for example, automatically gets #6-10. Question #14 is not automatically linked to any other question.</i>		
Question 6	Question 7	Question 8	Question 9	Question 10
occasionally on purpose catch balls that are thrown to the player with a rainbow arc?	occasionally on purpose catch balls that are thrown to the player without a rainbow arc?	consistently on purpose field slow hit balls that are within a few steps? OR consistently on purpose catch fly balls that are within 15 feet?	consistently on purpose field medium hit balls that are within a few steps? OR consistently on purpose catch fly balls that are more than 15 feet away?	occasionally on purpose field medium hit balls that are in the hole? OR occasionally on purpose catch fly balls that are more than 30 feet away?
Question 11	Question 12	Question 13	Question 14	
consistently on purpose field medium hit balls that are in the hole? OR consistently on purpose catch fly balls that are more than 30 feet away?	occasionally on purpose field hard hit balls that are in the hole? OR occasionally on purpose stop line drives in the gaps from getting by the outfielders?	consistently on purpose field hard hit balls that are in the hole? OR consistently on purpose stop line drives in the gaps from getting by the outfielders?	occasionally on purpose make spectacular catches?	

BASE RUNNING		<i>Questions #15-18 are linked. A player who gets Questions #17, for example, automatically gets #15 & #16</i>		<i>Rating is to be determined by answering the speed element and one additional element</i>
SKILL ELEMENT ↓	Question 15	Question 16	Question 17	Question 18
SPEED	below average speed <i>(unable to run 70' from standing start in 5 seconds or less)</i>	average speed <i>(Able to run 70' from standing start in less than 5 sec. but not less than 4 sec.)</i>	above average speed <i>(Able to run 70' from a standing start in less than 4 sec. but not less than 3 sec.)</i>	exceptional speed <i>(Able to run 70' from a standing start in less than 3 sec.)</i>
BASE RUNNING KNOWLEDGE	runs past first base, but doesn't run past other bases	gets solid jump start out of the batter's box; doesn't lead off; tags up; goes half way to next base on a fly ball; rounds bases with "question mark" technique	aggressive jump out of the box, makes a turn at first and goes about half way to second base on an outfield base hit; advances on a slightly bobbled ball	makes an attempt to turn a routine base hit into a double on a ball hit to a player who is adept at fielding and throwing.
SLIDING	does not slide	sometimes slides to be safe	executes several different slides to avoid tags; slides with a deliberate attempt to break up a double play	similar skills to the above average player but achieves greater frequency of success
HITTING		<i>Questions 19-27 are intended to be answered based on the outcome – not counting walks – of each completed at bat (whether the batter reaches base or is out on the final pitch of the at bat), not based on the outcome of each swing during an at bat.</i>		<i>Questions #19-22 are linked. A player who gets Question #22, for example, automatically gets #19-21. Questions #23-26 are linked. A player who gets Question #26, for example, automatically gets #23-25.</i>
Question 19	Question 20	Question 21	Question 22	<i>For questions #23-26 use the modified batting average</i>
occasionally hit a fair ball?	Consistently hit a fair ball?	occasionally hit a fair ball with at least medium velocity?	consistently hit a fair ball with at least medium velocity?	
Batting Against ↓	Question 23	Question 24	Question 25	Question 26
D Division	.800 or better	.900 or better	.975 or better	1.000
C Division	.600 or better	.700 or better	.800 or better	.875 or better
B Division	.400 or better	.500 or better	.600 or better	.750 or better
A Division	.200 or better	.300 or better	.400 or better	.600 or better
<i>Question #27 is not automatically linked to any other question.</i>		Question 27 →		occasionally hit a ball over a 300' fence?