



PEGASUS
SLOWPITCH SOFTBALL ASSOCIATION

Commissioner's Report to league on 2018 NAGAAA Summer meetings

Prepared by Ryan Holdhusen, Commissioner

Submitted to PSSA membership 9/18/18

The 2018 NAGAAA Summer Meetings took place Sept 1-2, 2018 prior to the Tampa GSWS in Tampa, FL.

The minutes from the entire meeting will be available to anyone within the next few weeks. The purpose of this report is to update our PSSA membership of changes/updates that are most critical to our league and to help us get a head start on prepping for 2019.

Overview of significant changes impacting PSSA for 2019 season

1. Implementation of an "E" division

- a. NAGAAA will implement a 5th division for the 2019 GSWS
- b. Each NAGAAA league may send one E division "open roster" team to the GSWS. Open roster teams may include players from multiple teams or cities.

2. Ratings questions approved at 2018 NAGAAA winter meetings were not amended (see attachment)

- a. 2018 PSSA members were assigned preliminary (non-binding) ratings based on the new questions by their 2018 Spring league coach – Please ask your coach for your preliminary rating.
- b. PSSA will hold ratings clinics in the offseason and work with coaches during the pre-season to confirm each player new rating is in accordance with other NAGAAA cities .
- c. Official new ratings will be submitted by 2019 spring league coach prior to season

3. Updates to individual and team ratings thresholds for each division

- a. A Division - Individual player rating 21+, Team rating 181+
- b. B Division - Individual player rating 20; team rating 180
- c. C Division – Individual player rating 15, team rating 140
- d. D Division – Individual player rating 12, team rating 110
- e. E Division – Individual player rating 8, team rating 75

4. GSWS Berth Allotments

- a. Maximum berth allotment will be awarded to leagues with 30+ teams (previously leagues needed 35 teams to be awarded maximum allotment)
- b. If PSSA has a minimum of 30 teams, we will be awarded the following 10 berths:
 - i. A Division - Unlimited
 - ii. B Division – 3
 - iii. C Division – 3
 - iv. D Division – 3
 - v. E Division – 1
 - vi. Masters C – Unlimited
 - vii. Masters D – Unlimited
- c. A bonus bid will be awarded to leagues sending max number of allotted berths. Berths can be used in current or following year only.

5. Masters Division names and ratings revisions

- a. Masters will now align fully with new C and D division individual and team ratings thresholds
- b. Masters divisions are now called “Masters C” and “Masters D”

6. Home Runs

- a. Home runs will now be treated as “hit and sit” for both the batter and those on base. No need to touch the next base.

7. PSSA Updates

- a. PSSA sent a record number (NAGAAA and PSSA records) of 13 teams to 2018 GSWS in Tampa – 1 A Div.; 3 B Div.; 4 C Div.; 3 D Div, 2 Masters (Bonus bid went to C division)
- b. PSSA grew from 6th to 3rd largest league in NAGAAA (tied with Twin Cities) in 2018 with 36 teams! – San Francisco and Chicago have more teams, but didn’t send as many teams to the GSWS as Dallas! NAGAAA is made up of 45 leagues in North America.

Commissioner’s note to league:

Please keep in mind that the B, C, and D divisions will not be what they are today. It is likely that every person and team will be impacted by this realignment of ratings and divisions.

On a personal note:

It has been an honor to serve PSSA as Commissioner over this past year. I thank the membership for their trust in putting me in this important position and will continue to lead in such a way that will encourage membership growth and inclusiveness amongst our community. I thank the rest of the PSSA Board for their leadership and tireless work to make PSSA what it is today.

I’m also honored to act as Membership chair for NAGAAA, as appointed by NAGAAA Commissioner, Chris Balton (Memphis). I always strive to seek out PSSA’s best interest on the international level, and look forward to another record-breaking year in 2019.

If you desire to get involved with PSSA, we always need volunteers to help to offer their talents to keep our association moving forward and growing. Please feel free to reach out to me at commissioner@dallaspssa.org, and I will do my best to help you get involved!

Respectfully submitted,

Ryan D. Holdhusen
Commissioner
Pegasus Slowpitch Softball Association

NAGAAA Player Ratings System
For Implementation in the 2019 Season
Adopted February 4, 2018 (Revised with Summer Meetings Updates)

At the 2018 NAGAAA Winter Meetings, delegates from the 45 member cities approved the implementation of a new 28-question ratings system beginning in 2019. As required by NAGAAA procedures, this system was approved by a two-thirds majority.

As part of the new system, NAGAAA Council also approved individual and team ratings thresholds for five divisions of play. These new divisions of play will also go into effect for 2019.

The NAGAAA Council has not yet established a new procedure to determine World Series berth allocation in 2019, but will do so at the Summer Meetings, which are held the weekend prior to the 2018 World Series. With the adoption of this new system, there are impacts to the Masters Division in 2019 that will also be addressed at the 2018 Summer Meetings.

RATINGS THRESHOLDS

Individual ratings: An individual player's rating is calculated by the number of questions to which they are assigned

Team ratings: A team's rating is calculated by the sum of the ten highest-rated players on its roster

Beginning in 2019, the team and individual ratings thresholds will be as follows:

Division	Team Ratings Threshold	Individual Ratings Threshold
E	Up to 75	Up to 8
D	Up to 110	Up to 12
C	Up to 140	Up to 15
B	Up to 180	Up to 20
A	No less than 170	Not applicable

DIRECTIONS: Review each of the following questions for every player. Does the player have the ability to perform the listed skill 60% of the time (unless otherwise identified)? If so, the player receives a YES for the question.

HITTING – Unless otherwise stated, the threshold for demonstrating the skill is 60%.

Questions # 1-4 are connected.

Question #1	Hits a fair ball with low velocity.
Question #2	Hits a fair ball with medium velocity.
Question #3	Hits a fair ball with high velocity.
Question #4	Hit a fly ball >300 ft. OR Hit a fly ball >300 ft. over a fence. (20% threshold)
Question #5	Intentionally place hit a ball.

Modified Batting Average

Questions # 6-9 are connected.

	E Division	D Division	C Division	B Division	A Division
Question #6	≥ .800	≥ .600	≥ .500	≥ .400	≥ .300
Question #7	≥ .850	≥ .700	≥ .600	≥ .500	≥ .400
Question #8	≥ .900	≥ .800	≥ .700	≥ .600	≥ .500
Question #9	≥ .950	≥ .900	≥ .800	≥ .700	≥ .600

RUNNING – Unless otherwise stated, the threshold for demonstrating the skill is 60%

Speed – Questions # 10-12 are connected.

Question #10	From a stopped standing ready position, runs from home plate to first base, one base to the next or from third base to home plate (70 ft.) in less than 4.5 seconds.
Question #11	From a stopped standing ready position, runs from home plate to first base, one base to the next or from third base to home plate (70 ft.) in less than 3.75 seconds.
Question #12	From a stopped standing ready position, runs from home plate to first base, one base to the next or from third base to home plate (70 ft.) in less than 3 seconds.

Base Running – Questions # 13-14 are connected.

Question #13	Runner advances to expected base relative to the Division and game situation.
Question #14	Runner successfully advances beyond what would be expected relative to the Division and game situation.

Additional Guidance for Applying Running Questions

	Question #13	Question #14
E Division	On a base hit in front of the runner (medium velocity): The runner safely advances one base <i>despite a defensive attempt</i> to put the runner out (Example: An outfielder fields the ball and throws it to second in an effort to put out the runner advancing from first, but the runner is safe).	On a base hit in front of the runner (medium velocity): The runner safely advances two bases <i>despite a defensive attempt</i> to put the runner out (Example: The left center fields the ball and throws to second in an effort to put out the runner advancing from first, but the runner is safe).
	On a base hit behind the runner (medium velocity): The runner safely advances two bases <i>despite a defensive attempt</i> to put the runner out (Example: On a ball hit to the outfield, a runner starting on 1st advances to 3rd or a runner starting on 2nd advances to home).	On a base hit behind the runner (medium velocity): The runner safely advances three bases <i>despite a defensive attempt</i> to put the runner out (Example: On a ball hit to right field, a runner starting on 1st advances to home).
	On a fly ball (medium velocity): The runner safely advances one base (Example: The runner appropriately tags up by going far enough to be able to successfully advance on a dropped ball, or stays on base and advances safely after the ball is caught).	On a fly ball (medium velocity): The runner safely advances two bases (Example: The runner appropriately tags up by going far enough to be able to successfully advance on a dropped ball, or stays on base and advances safely after the ball is caught).
C & D Divisions	On a base hit (high velocity): The runner safely advances two bases (Example: An outfielder gets the ball into the infield and time is called, and no play is made at the base).	On a base hit (medium velocity): The runner safely advances two bases (Example: An outfielder gets the ball into the infield and time is called, and no play is made at the base).
	On a base hit (medium velocity): The runner safely advances one base <i>despite a defensive attempt</i> to put the runner out (Example: An outfielder fields the ball and throws it to 2nd in an effort to put out the runner advancing from 1st, but the runner is safe).	On a base hit (high velocity): The runner safely advances two bases <i>despite a defensive attempt</i> to put the runner out (Example: An outfielder fields the ball and throws it to 3rd in an effort to put out the runner advancing from 1st, but the runner is safe).
	On a fly ball (high velocity): The runner safely advances one base (Example: The runner appropriately tags up by going far enough to be able to successfully advance on a dropped ball, or stays on base and advances safely after the ball is caught).	On a fly ball (medium velocity): The runner safely advances two bases (Example: The runner appropriately tags up by going far enough to be able to successfully advance on a dropped ball, or stays on base and advances safely after the ball is caught).
A & B Division	On a base hit (high velocity): The runner safely advances one base (Example: An outfielder gets the ball into the infield and time is called, and no play is made at the base).	On a base hit (medium velocity): The runner safely advances one base (Example: An outfielder gets the ball into the infield and time is called, and no play is made at the base).
	On a base hit (high velocity): The runner safely advances one base <i>despite a defensive attempt</i> to put the runner out (Example: An outfielder fields the ball and throws it to 2nd in an effort to put out the runner advancing from 1st, but the runner is safe).	On a base hit (medium velocity): The runner safely advances one base <i>despite a defensive attempt</i> to put the runner out (Example: An outfielder fields the ball and throws it to 2nd in an effort to put out the runner advancing from 1st, but the runner is safe).
	On a fly ball (high velocity): The runner safely advances one base (Example: The runner appropriately tags up by going far enough to be able to successfully advance on a dropped ball, or stays on base and advances safely after the ball is caught).	On a fly ball (medium velocity): The runner safely advances one base (Example: The runner appropriately tags up by going far enough to be able to successfully advance on a dropped ball, or stays on base and advances safely after the ball is caught).

FIELDING QUESTIONS: Under this system, guidance on fielding questions is provided for both infield and outfield players. If evaluating a player on both sets of questions, the player receives the higher set of ratings.

FIELDING: INFIELD – Unless otherwise stated, the threshold for demonstrating the skill is 60%

If a player can perform any part of the question, they get a YES to the question. Questions # 15-22 are linked.

	Ground Ball / Line Drive Low Velocity	Ground Ball / Line Drive Medium Velocity	Ground Ball / Line Drive High Velocity	Fly Ball
Question #15	Cleanly fields a ball hit with low velocity directly at the player. OR Stops the ball hit with low velocity directly at the pitcher.			Catches a fly ball hit directly at the player.
Question #16	Cleanly fields a ball hit with low velocity within a few steps (9-10 ft) of the player. OR Cleanly fields a ball hit with low velocity directly at the pitcher.			Catches a fly ball hit within 15 ft to the sides/front of the player.
Question #17	Cleanly fields a ball hit with low velocity in the hole (>12 ft or 4-5 steps) away from the player.	Cleanly fields a ball hit with medium velocity directly at the player. OR Stops the ball hit with medium velocity directly at the pitcher.	Stops the ball hit with high velocity directly at the player.	Catches a fly ball hit within 30 ft to the sides/front of or 15 ft behind the player.
Question #18		Cleanly fields a ball hit with medium velocity within a few steps (9-10 ft) of the player. OR Cleanly fields a ball hit with medium velocity directly at the pitcher.	Cleanly fields a ball hit with high velocity directly at the player. OR Stops the ball hit with high velocity directly at the pitcher.	Catches a fly ball hit within 45 ft to the sides/front of or 30 ft behind the player.
Question #19		Cleanly fields a ball hit with medium velocity in the hole (>12 ft or 4-5 steps) away from the player.	Stops a ball hit with high velocity within a few steps (9-10 ft) of the player. OR Cleanly fields a ball hit with high velocity directly at the pitcher.	Catches a fly ball hit within 60 ft to the sides/front of or 45 ft behind the player.
Question #20			Cleanly fields a ball hit with high velocity within a few steps (9-10 ft) of the player.	Catches a fly ball hit within 75 ft to the sides/front of or 60 ft behind of the player.
Question #21			Stops a ball hit with high velocity in the hole (>12 ft or 4-5 steps) away from the player.	Catches a fly ball hit within 90 ft to the sides/front of or 75 ft behind of the player.
Question #22			Cleanly fields a ball hit with high velocity in the hole (>12 ft or 4-5 steps) away from the player.	Catches a fly ball hit >90 ft to the sides/ front of or >75 ft behind of the player.

FIELDING: OUTFIELD – Unless otherwise stated, the threshold for demonstrating the skill is 60%

If a player can perform any part of the question, they get a YES to the question. Questions # 15-22 are linked.

	Ground Ball / Medium Velocity	Ground Ball / High Velocity	Fly Ball
Question #15	Cleanly fields a ball hit with medium velocity directly at the player.		Catches a fly ball hit directly at the player.
Question #16	Cleanly fields a ball hit with medium velocity within 15 ft of the player	Cleanly fields a ball hit with high velocity directly at the player.	Catches a fly ball hit within 15 ft to the sides/front of the player.
Question #17	Cleanly fields a ball hit with medium velocity within 30 ft of the player	Cleanly fields a ball hit with high velocity within 15 ft of the player	Catches a fly ball hit within 30 ft to the sides/front of or 15 ft behind the player.
Question #18	Cleanly fields a ball hit with medium velocity within 45 ft of the player	Cleanly fields a ball hit with high velocity within 30 ft of the player	Catches a fly ball hit within 45 ft to the sides/front of or 30 ft behind the player.
Question #19	Cleanly fields a ball hit with medium velocity within 60 ft of the player	Cleanly fields a ball hit with high velocity within 45 ft of the player	Catches a fly ball hit within 60 ft to the sides/front of or 45 ft behind the player.
Question #20	Cleanly fields a ball hit with medium velocity within 75 ft of the player	Cleanly fields a ball hit with high velocity within 60 ft of the player	Catches a fly ball hit within 75 ft to the sides/front of or 60 ft behind of the player.
Question #21	Cleanly fields a ball hit with medium velocity within 90 ft of the player	Cleanly fields a ball hit with high velocity within 75 ft of the player	Catches a fly ball hit within 90 ft to the sides/front of or 75 ft behind of the player.
Question #22		Cleanly fields a ball hit with high velocity within 90 ft of the player	Catches a fly ball hit >90 ft to the sides/front of or >75 ft behind of the player.

THROWING & PITCHING – Unless otherwise stated, the threshold for demonstrating the skill is 60%

If a player can perform any part of the question, they get a YES to the question. Questions # 23-28 are linked.

Question #23		Throw 50 ft with line drive (regardless of accuracy)	Throw 70 ft (regardless of arc or accuracy)	
Question #24	Pitch a strike.	Throw 50 ft with line drive and accuracy	Throw 70 ft with line drive (regardless of accuracy)	Throw 100 ft (regardless of arc or accuracy)
Question #25	Vary the height, depth or location of the pitch while maintaining accuracy.	Throw 70 ft with line drive and accuracy	Throw 100 ft with line drive (regardless of accuracy)	Throw 150 ft (regardless of arc or accuracy)
Question #26	Deliver multiple pitch techniques while maintaining accuracy.	Throw 100 ft with line drive and accuracy	Throw 150 ft with line drive (regardless of accuracy)	Throw >200 ft (regardless of arc or accuracy)
Question #27		Throw 150 ft with line drive and accuracy	Throw >200 ft with line drive (regardless of accuracy)	Throw 100 ft with line drive and accuracy while off center of gravity (e.g., from knees, from one foot, etc.)
Question #28		Throw >200 ft with line drive and accuracy	Throw 150 ft with line drive and accuracy while off center of gravity (e.g., from knees, from one foot, etc.)	

New or Amended Definitions:

- 1) **Intentionally Place Hit a Ball** – The batter executes getting on base and/or moving base runners for an advantage by hitting the ball to a specific place within their field of choice with at least medium velocity.

Player can drive the ball down the baseline of the side on which they bat (e.g., right handed batter can hit down the 3rd base line).

Player can drive the ball down the baseline of the opposite side on which they bat (e.g., right handed batter can hit down the 1st base line).

Player can adjust footing, stance, swing or timing to cause the ball to move in a direction that is advantageous to their game or runners (e.g., hitting behind a runner, intentionally not hitting towards where the lead runner is advancing as his goal, hitting to a specific player that has struggled to field well during the game, etc.)

This is a manufactured hit.

- 2) **Cleanly fielding the ball** – The player receives and controls the ball immediately while over his/her center of gravity (i.e. not on their knees, on the ground or off-balance) and does not cause any delay in making the next play (e.g., tags the runner, steps on the base, throws the ball to the appropriate place on the field).
- 3) **Stopping the ball** – The player prevents the ball from continuing beyond the player and causes it to remain in the vicinity of the player. The player is not able, however, to make the next play without delay.
- 4) **Behind the player (for fly balls)** – The area on the field starting directly to the right of the player, proceeding in a 180 degree arc behind the player and ending directly to the left of the player.
- 5) **Off center of gravity** – The player fields the ball from his/her knees, off one foot, while moving the opposite direction from the throw or while in the air.
- 6) **Deliver multiple pitch techniques with accuracy** – The ability to use arc, spin, location or movement of the ball to deliver various pitches (e.g. curve, change up, cutter / reverse curve, knuckle ball) that are called strikes or cause the batter to swing.
- 7) **Directly at the Player** – A ball hit at a player that does not require the player to move his/her feet, although it may cause the player to reach in any direction to make the play.
- 8) **Within a few steps** - A ball hit that requires a player to take 2-3 steps (9-10 feet) in order to make the play.
- 9) **In the Hole** – A ball hit that requires a player to take 4-5 steps (12-foot or greater) in order to make the play.
- 10) **Intentionally** – See on purpose
- 11) **Ground Ball** – Ball hit with a downward trajectory that makes contact with the ground in front of the player when hit directly at a player or in front of the bases when hit between players.
- 12) **Line Drive** – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.
- 13) **Fly Ball** - Any batted ball that is in the air for more than 3 seconds but less than 5 seconds
- 14) **Slow Hit Ball / Slow Velocity** – a ball hit up to 150 feet or less in the air or a ground ball that would roll to a distance of less than 150 feet, if not impeded.
- 15) **Medium Hit Ball / Medium Velocity** – a ball hit 150 to 250 feet in the air or a ground ball that would roll to a distance of 150-250 feet, if not impeded.
- 16) **Hard Hit Ball / Hard Velocity** – a ball hit greater than 250 feet in the air or a ground ball that would roll to a distance greater than 250 feet, if not impeded.