

**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. 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 USA Softball (ASA) and definition contained therein, the latest version of the USA Softball (ASA) rules shall control.
- b. 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.
- c. 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.
- d. 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).
- e. Deliver multiple pitch techniques with accuracy – The ability to use arc, spin, location and 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.
- f. 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.
- g. Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 seconds
- h. 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.
- i. 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
- j. High Fly Ball – Any batted ball that is in the air for five (5) seconds or more.
- k. 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 thrown ball, or with a defensive player. In the event of any discrepancy between this definition and the official scoring rules of the USA Softball (ASA) and the definition contained therein, the latest version of the USA Softball (ASA) rules shall control.

- 743 l. In the Hole – A ball hit that requires a player to take 4-5 steps (12-foot or greater) in order to make the  
744 play.
- 745 m. Intentionally – See “on purpose”
- 746 n. Intentionally Place Hit a Ball – The batter executes getting on base and/or moving base runners for an  
747 advantage by hitting the ball to a specific place within their field of choice with at least medium velocity; A  
748 player can drive the ball down the baseline of the side on which they bat (e.g., right handed batter can hit  
749 down the 3rd base line); a player can drive the ball down the baseline of the opposite side on which they  
750 bat (e.g., right handed batter can hit down the 1st base line); A player can adjust footing, stance, swing or  
751 timing to cause the ball to move in a direction that is advantageous to their game or runners (e.g., hitting  
752 behind a runner, intentionally not hitting towards where the lead runner is advancing as his goal, hitting  
753 to a specific player that has struggled to field well during the game, etc.), or; this is a manufactured hit.
- 754 o. Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal  
755 distance it travels.
- 756 p. Medium Hit Ball / Medium Velocity – a ball hit 150 to 250 feet in the air or a ground ball that would roll to  
757 a distance of 150-250 feet, if not impeded.
- 758 q. Modified batting average – The percentage resulting from the sum of a player’s: 1) hits and 2) bases safely  
759 reached on error divided by the player’s at-bats.
- 760 r. 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  
761 to a distance of 150-250 feet, if not impeded.
- 762 s. Off center of gravity – The player fields the ball from his/her knees, off one foot, while moving the  
763 opposite direction from the throw or while in the air.
- 764 t. On Purpose – with intent
- 765 u. 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  
766 distance of less than 150 feet, if not impeded.
- 767 v. Stopping the ball – The player prevents the ball from continuing beyond the player and causes it to  
768 remain in the vicinity of the player. The player is not able, however, to make the next play without delay.
- 769 w. Vicinity – within a step in any direction laterally of the player receiving the throw
- 770 x. 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.
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## 772 SECTION 2 – PLAYER RATING GUIDELINES

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774 **25.20 Rating Guidelines:** The following are the official rating guidelines of this organization:

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776 *Directions:*

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