

CGSL PLAYER AND TEAM RATING GUIDELINES 2007-2008

1. As a guide to those who assign ratings or those who wish to learn more about ratings, please read the following:

Statement of Purpose:

This form is intended to be used as a tool to assist those responsible for rating players so ratings may be fair and consistent across all levels of play and across all leagues in NAGAAA. All questions are intended to determine if a player possesses a skill or skills necessary for softball.

CGSL: As a member of NAGAAA it is our duty and responsibility to rate all our league players and report these ratings, when applicable, to NAGAAA. The purpose of the ratings is to ensure all players are eligible to play in the appropriate NAGAAA division (A, B, C or D) should they attend a NAGAAA World Series or any other sanctioned NAGAAA slo-pitch, softball tournament. The ratings are not intended to forcibly move players into a higher division. Proper ratings protect players and teams - from penalty or expulsion from NAGAAA sanctioned tournaments – by fairly placing them into the division of their true caliber where they may compete against their peers.

2. Circle a YES or NO answer for each question.

3. Many questions have multiple parts. A YES to ANY one part is a YES to the entire question.

4. Consider that ALL questions will begin with the phrase: "Does the player have the ability to..."

5. Questions will be followed by a standardized CGSL interpretation. See Appendices for examples, breakdown of divisional ratings, definitions and case studies.

DEFINITIONS FOR ALL QUESTIONS:

OCCASIONALLY: to be able to perform the particular skill without regularity.
This means the skill can be performed 2 out of 5 times

CONSISTENTLY: to be able to perform the particular skill with regularity or more often than not.
This mean the skill can be performed 4 out of 5 times

Consider the field conditions and weather to be normal when answering these questions. You are not factoring bad field or weather conditions.

Core Questions: ALL players should be rated "YES" for questions 1, 6, 7, 15 and 19, without exception

CGSL: Determining the rating of a player frequently involves more than simply answering "yes" or "no" to the twenty-seven questions which follow. Managers, coaches and anyone else who rates players are well served by observing all facets of a player's game: fielding (catching, throwing, positioning, discipline, knowledge, intuition), baserunning (speed, style, discipline, knowledge, intuition) and hitting (average, power, discipline, knowledge, intuition) – then developing a "feel" for the overall skill level presented.

For example, a "D" player is unlikely to be able to hit a ball over a 280 foot fence. Why? Hitting for such power makes it likely the player is a very good hitter. Logically, he would score several "yes" answers on the Hitting questions – there are nine (9) of them: let's say he totals six (6) – and this would elevate his overall total, meaning he would need to score only six "yes" questions from the other 18 fielding and baserunning questions to be rated a "C" player and only nine "yes" questions from the other 18 fielding and baserunning questions to be rated a "B" player. Note the difference between a high rated "D" player and a low rated "B" player is a total of four responses!

<u>Division</u>	<u>Player Rating</u>	<u>Overall Team Rating (cannot exceed total below)</u>
A	1 – 27	270
B	1 – 20	170
C	1 – 14	130
D	1 – 11	100

CGSL PLAYER AND TEAM RATING GUIDELINES 2007-2008

FIELDING

YES or NO **1.** throw a catchable ball through the air in the vicinity of another player?

CGSL **Throwing:** All physically abled softball players should be able to throw a ball. The question does not state a distance associated with the throw: it could be 90 feet, it could be five feet. So, Answer "yes" for all of your players.

YES or NO **2.** throw a catchable ball through the air with a rainbow arc 90 feet or better? (90 feet is the approximate distance between 3rd to 1st)

CGSL The question states the throw may have a rainbow arc (see definitions, Appendix B). If the player can throw the ball 90 feet (also the distance from 2nd base to where the outfielder plays defense against an average hitter) regardless as to whether the throw is a bullet (see definitions) or a lob (see definitions), then answer "yes".

Note! [a "YES" to question #2 automatically results in a "YES" to question #1]

YES or NO **3.** throw a catchable ball through the air 90 feet or better without a rainbow arc?

CGSL See question 2. If the player can throw the ball "on a line"(see definitions), with accuracy, answer "yes"

Note! [a "YES" to question #3 automatically results in a "YES" to questions #1, #2]

YES or NO **4.** throw consistently to the proper place turning quick and accurate infield plays (including double plays) against runners with average base running knowledge and speed?

CGSL This question does not tell us if the player is a good fielder. It tells us he is strong and accurate thrower, and knowledgeable – these are separate skills. Generally, most "D" players cannot do this. Some "C" players can, and many "B" players can while most "A" players can. Remember, your answer to this part of the question also applies to the second part of this question, below.

Or

throw from the outfield directly and accurately to any base completing proper plays (including double plays) against runners with average base running knowledge and speed?

CGSL This question does not tell us if the player is a good fielder. It tells us he is strong and accurate thrower, and knowledgeable – these are separate skills. Generally, most "D" players cannot do this. Some "C" players can, many "B" players can, and most "A" players can.

Note! [a "YES" to question #4 automatically results in a "YES" to questions #1, #2, #3]

YES or NO **5.** throw consistently without a rainbow arc to the proper place turning quick and accurate infield plays (including double plays) against aggressive runners with above average speed?

CGSL While this question does not tell us the player is a good fielder, it readily implies he is. Simply put, "D" and "C" players cannot do this. Some "B" players can, while most "A" players can. Remember, your answer to this part of the question also applies to the second part of this question, below.

Or

make long throws without a rainbow arc from the outfield to any base completing proper plays (including double plays) against aggressive runners with above average speed?

CGSL While this question does not tell us the player is a good fielder, it readily implies he is. Simply put, "D" and "C" players cannot do this. Some "B" players can, while most "A" players can.

Note! [a "YES" to question #5 automatically results in a "YES" to questions #1, #2, #3, #4]

CGSL PLAYER AND TEAM RATING GUIDELINES 2007-2008

YES or NO **6.** occasionally on purpose catch balls that are thrown to the player in a rainbow arc?

CGSL **Catching:** All physically abled softball players should be able to catch a thrown ball. The question does not state a distance associated with the throw: it could be 90 feet, but it could be five feet. So, answer "yes" for all of your players since "occasionally" means two out of five attempts and this is a basic softball skill. Remember, your answer to this part of the question also applies to the second and third parts of this question, below.

Or

occasionally on purpose field slow hit balls that are hit directly to player?

CGSL **Catching:** All physically abled softball players should be able to catch a dribbler (see definitions). The question states the hit is "slow" which gives even the weakest fielder ample opportunity to position himself to receive the ball in his glove. So, answer "yes" for all of your players. Remember, your answer to this part of the question also applies to the third part of this question, below.

Or

occasionally on purpose catch pop fly balls that are hit directly to player?

CGSL **Catching:** Most physically abled softball players should be able to catch a pop fly ball. This type of hit allows the fielder ample time to position himself and the softness of the hit makes it such that a player could catch the ball with bare hands. So, answer "yes" for all of your players.

YES or NO **7.** occasionally on purpose catch balls that are thrown to the player in a straight line?

CGSL The question does not indicate the distance of a throw. It implies the throw is in a straight line as opposed to a rainbow arc or lob. Occasionally means successful catches every two out of five attempts. Answer "yes" for all your players. Remember, your answer to this part of the question also applies to the second and third parts of this question, below.

Or

occasionally on purpose field slow hit balls that are within a few steps?

CGSL The question describes a weak hit on the ground where the defensive player has to move only a few steps to make the play, and has to do it every two out of five times. Answer "yes" for all of your players. Remember, your answer to this part of the question also applies to the third part of this question, below.

Or

occasionally on purpose catch routine fly balls that are hit within a few steps?

CGSL Routine fly balls are the easiest fly balls to catch and in this case the player has only to do it twice in five attempts to guide the rater to answer "yes", for all your players.

Note! [a "YES" to question #7 automatically results in a "YES" to question #6]

CGSL PLAYER AND TEAM RATING GUIDELINES 2007-2008

YES or NO **8**. consistently on purpose catch balls that are thrown in a straight line?

CGSL *The question does not indicate the distance of the throw. Based upon the sport we are playing, the question likely implies a throw of approximately 65 feet (distance between bases). A "yes" to this question means successful catches every four out of five attempts. Your weakest "D" players may not be able to do this so use your judgment when answering "yes" or "no". Remember, your answer to this part of the question also applies to the second and third parts of this question.*

Or

consistently on purpose field slow hit balls that are within a few steps?

CGSL *The question describes a weak hit on the ground where the defensive player has to move only a few steps to make the play, but has to do it every four out of five times. Your weakest "D" players may not be able to do this. Remember, your answer to this part of the question also applies to the third part of this question, below.*

Or

consistently on purpose catch routine fly balls that are within 15 feet?

CGSL *Routine fly balls are the easiest fly balls to catch and in this case the player has to succeed four in five attempts. Your weakest "D" players may not be able to do this.*

Note! [a "YES" to question #8 automatically results in a "YES" to questions #6, #7]

YES or NO **9**. consistently on purpose catch balls that are thrown and make a tag?

CGSL *This skill generally applies to "C" players and above, though your weakest "C" players may have difficulty succeeding in four out of five attempts. Remember, a "yes" to this part of the question applies to the entire question.*

Or

consistently on purpose field medium hit balls that are within a few steps?

CGSL *The question describes an average "grounder" the defensive player has to move only a few steps to field, but has to do it every four out of five times. Not for most "D" players and some of your weaker "C" players may struggle with this. Remember, your answer to this part of the question also applies to the third part of this question, below.*

Or

consistently on purpose catch routine fly balls while running that are more than 15 feet away?

CGSL *Again, this applies to "C" rated players and above. "C" players who have difficulty running or unsuited for playing in the outfield would rate a "no".*

Note! [a "YES" to question #9 automatically results in a "YES" to questions #6, #7, #8]

YES or NO **10**. occasionally on purpose field hard hit balls that are within a few steps requiring quick lateral motion?

CGSL *Not for "D" or average "C" players, the skills required – range, hand/eye coordination, footwork – apply to your better "B" players and most "A" players. Remember, your answer to this part of the question also applies to the second part of the question.*

Or

occasionally on purpose catch line drives on a full run?

CGSL *Players who have difficulty running or unsuited for the outfield will not be able to make this type of catch. Again, better "B" players and most "A" players should receive a "yes".*

Note! [a "YES" to question #10 automatically results in a "YES" to questions #6, #7, #8, #9]

CGSL PLAYER AND TEAM RATING GUIDELINES 2007-2008

YES or NO **11** . consistently on purpose field medium hit balls that are in the hole?

CGSL *"In the hole" describes a ground ball that has medium velocity at minimum and requires the infielder to be able to quickly turn and hustle to the hit. Generally, only your best "B" players and average "A" players can do this, considering it must be done four out of five times to receive a "yes". Remember, your answer to this part of the question also applies to the second part of the question.*

Or

consistently on purpose catch long or high fly balls while running that are more than 15 feet?

CGSL *"Consistently" refers to four of five successful attempts. Long, high flies are difficult to catch, since they are frequently affected by topspin or underspin and are usually stroked by power hitters. Your best "B" players and average "A" players can normally make this catch.*

Note! [a "YES" to question #11 automatically results in a "YES" to questions #6, #7, #8, #9, #10]

YES or NO **12** . consistently on purpose field hard hit balls that are within a few steps requiring quick lateral motion?

CGSL *"No" for all "D", "C" and the vast majority of "B" players. Some "A" players may struggle with this considering that consistently refers to four out of five successful attempts.*

Or

consistently on purpose catch fly balls or line drives on a full run?

CGSL *"No" for all "D", "C" and the vast majority of "B" players. Some "A" players may struggle with this considering that consistently refers to four out of five successful attempts.*

Note! [a "YES" to question #12 automatically results in a "YES" to questions #6, #7, #8, #9, #10, #11]

YES or NO **13** . consistently on purpose field infield balls that are hit hard into the holes?

CGSL *Only good to excellent "A" players can consistently (four out of five attempts) make this play.*

Or

consistently on purpose stop base hits in the gaps from getting by the outfielders?

CGSL *Only good to excellent "A" players can consistently (four out of five attempts) make this play.*

Note! [a "YES" to question #13 automatically results in a "YES" to questions #6, #7, #8, #9, #10, #11, #12]

YES or NO **14** . occasionally on purpose make spectacular catches?

CGSL *In softball "spectacular" refers to diving catches – both infield and outfield, turning and catching balls hit over your head in the outfield, snagging very hard hit ground balls in the infield. Generally, only the best players make these plays and they belong in the "A" division.*

CGSL PLAYER AND TEAM RATING GUIDELINES 2007-2008

BASE RUNNING

Note! (No definitions required. Answer YES or NO.)

YES or NO **15**. go from base to base utilizing rudimentary knowledge of the rules?

CGSL *A basic skill all softball players possess. Answer "yes" for all of your players, every time.*

YES or NO **16**. run with average speed using a good knowledge of the base running rules and take extra bases on good hits or errors against a limited level of defense or slide to be safe?

CGSL *Note the term "limited level of defense". This refers to average "D" and "C" defenses. Answer "yes" except for your players who have difficulty running or cannot slide.*

Note! [a "YES" to question #16 automatically results in a "YES" to question #15]

YES or NO **17**. run aggressively with average or better speed and take extra bases on good hits or errors against an intermediate level of defense, aggressively sliding feet or head first to be safe whenever necessary?

CGSL *Superior players possess the skills described in this question, but only the very best "B" players and "A" players are able to aggressively slide head first.*

Note! [a "YES" to question #17 automatically results in a "YES" to questions #15, #16]

YES or NO **18**. run very aggressively and take extra bases on good hits or errors against an exceptional level defense?

CGSL *This question pertains to "A" players only. For all other divisions, answer "no".*

Note! [a "YES" to question #18 automatically results in a "YES" to questions #15, #16, #17]

CGSL PLAYER AND TEAM RATING GUIDELINES 2007-2008

HITTING

YES or NO **19** . occasionally hit a fair ball?

CGSL *A basic skill all softball players possess. Answer "yes" for all of your players, every time.*

YES or NO **20** . consistently hit a fair ball?

CGSL *A basic skill all softball players possess. Answer "yes" for all of your players, unless extraordinary circumstances prevent a player from being able to hit a ball.*

Note! [a "YES" to question #20 automatically results in a "YES" to question #19]

YES or NO **21** . occasionally hit a fair ball with at least medium velocity?

CGSL *Your better "D" players rate a "yes" to this question. All "C", "B" and "A" players rate a "yes". Remember, occasionally means only two out of five successful attempts*

Note! [a "YES" to question #21 automatically results in a "YES" to questions #19, #20]

YES or NO **22** . consistently hit a fair ball with at least medium velocity?

CGSL *Because "consistently" refers to four out of five successful attempts, "D" players and your weaker "C" players will likely be rated "no". High "C's", "B" and "A" players should receive a "yes" answer.*

Note! [a "YES" to question #22 automatically results in a "YES" to questions #19, #20, #21]

YES or NO **23** . occasionally reach base safely on a hit with high velocity?

CGSL *High velocity refers to a hard hit ball, either a line drive, deep fly, or hard grounder. Because of this, even though the question states "occasionally", you should rate your "D" and "C" players as "no", while "B" and "A" players rate a "yes".*

Note! [a "YES" to question #23 automatically results in a "YES" to questions #19, #20, #21, #22]

YES or NO **24** . consistently reach base safely on a hit against an intermediate level of defense?

CGSL *Only your best "B" players and most "A" players are able to consistently (four out of five attempts) reach base against a better than average defense. Rate "D" and "C" players as "no" to this question.*

Note! [a "YES" to question #24 automatically results in a "YES" to questions #19, #20, #21, #22, #23]

YES or NO **25** . consistently reach base safely on a hit with high velocity?

CGSL *Questions 25 to 27 belong to "A" players due to the exceptional skills required to successfully execute this type of hitting. All other divisions require a "no" rating.*

Note! [a "YES" to question #25 automatically results in a "YES" to questions #19, #20, #21, #22, #23, #24]

YES or NO **26** . consistently reach base safely against an exceptional level of defense?

CGSL *Questions 25 to 27 belong to "A" players due to the exceptional skills required to successfully execute this type of hitting. All other divisions require a "no" rating.*

Note! [a "YES" to question #26 automatically results in a "YES" to questions #19, #20, #21, #22, #23, #24, #25]

CGSL PLAYER AND TEAM RATING GUIDELINES 2007-2008

YES or NO **27** . consistently reach base on an intentional hit, with the ability to use all fields?

CGSL	<i>Questions 25 to 27 belong to "A" players due to the exceptional skills required to successfully execute this type of hitting. All other divisions require a "no" rating.</i>
------	---

Or

occasionally hit a ball over a 300' fence?

CGSL	<i>Questions 25 to 27 belong to "A" players due to the exceptional skills required to successfully execute this type of hitting. All other divisions require a "no" rating.</i>
------	---

CGSL PLAYER AND TEAM RATING GUIDELINES 2007-2008

Division Criteria

Instruments of Governance: Softball Division Code section 5.08

<http://www.nagaaasoftball.org/DivisionCriteria.html>

A) CALCULATING TEAM DESIGNATION:

1. All players must be rated.
2. The ten (10) top rated players will be added together to give the team rating.

B) DIVISION GUIDELINES:

1. D Division

- i. All teams rated 0-100. ([Click Here for Player Ratings Guide & Form](#))
- ii. ***No players rated over 11 allowed on a D division team.***

2. C Division

- i. All teams rated 101-130. ([Click Here for Player Ratings Guide & Form](#))
- ii. ***No players rated over 14 allowed on a C division team.***

3. B Division

- i. All teams rated 131-170. ([Click Here for Player Ratings Guide & Form](#))
- ii. ***No players over 20 allowed on a B division team.***

4. A Division

- i. All teams rated 171-270. ([Click Here for Player Ratings Guide & Form](#))
- ii. ***Players may be rated from 1 to 27.***

5. Team Roster Form (link)

<http://www.nagaaasoftball.org/Documents/TeamsRosterForm.xls>

C) DEADLINES

Team rosters must be electronically submitted to the Assistant Commissioner no later than *July 15*. Leagues that submit team rosters electronically from July 16 through July 23 will be fined \$100. Rosters submitted after July 23 will not be accepted. (NOTE: It is suggested that each association establish a roster deadline in advance of June 15.)

D) SUBMISSION OF ROSTERS

A properly submitted roster shall include a list of every player on every team of a Softball Division member association. The player's full names must be included. This roster must be verified by the member association coach and commissioner that all previously stated player eligibility requirements (Softball Division Code 2.0 in its entirety) have been adhered to.

CGSL PLAYER AND TEAM RATING GUIDELINES 2007-2008

E) PENALTIES

If determined by protest that a violation of the Player Ratings Guidelines has occurred the following shall be the immediate penalty:

1. The team shall be barred from participating in the remainder of that World Series.
2. The coach shall be barred from participating in the remainder of that World Series.

The following penalties may be imposed, individually or in total, by NAGAAA after a review has been completed at the following winter meeting:

1. The commissioner of that league shall be barred from participating in the remainder of that World Series.
2. All members and the coach of that team suspended from the next World Series.
3. Any individual determined to be involved suspended from the next World Series.
4. No team from that league allowed in that division in the next World Series.
5. Suspension of voting privileges, and/or commissioner for the next World Series, and/or any future World Series.
6. Permanent expulsion of the coach.
7. Permanent expulsion of the player(s) involved.
8. Permanent expulsion of the commissioner of the league.
9. Permanent expulsion of the league.
10. Fine of up to \$2,500.

CGSL PLAYER AND TEAM RATING GUIDELINES 2007-2008

APPENDIX A

General Ratings: Guide to Approximate Minimums and Maximums by Division

Question	D Minimum	D Maximum	C Minimum	C Maximum	B Minimum	B Maximum	A Minimum	A Maximum
1	✓	✓	✓	✓	✓	✓	✓	✓
2		✓	✓	✓	✓	✓	✓	✓
3		✓	✓	✓	✓	✓	✓	✓
4					✓	✓	✓	✓
5								✓
6	✓	✓	✓	✓	✓	✓	✓	✓
7	✓	✓	✓	✓	✓	✓	✓	✓
8		✓	✓	✓	✓	✓	✓	✓
9			✓	✓	✓	✓	✓	✓
10				✓	✓	✓	✓	✓
11				✓	✓	✓	✓	✓
12						✓	✓	✓
13								✓
14						✓	✓	✓
15	✓	✓	✓	✓	✓	✓	✓	✓
16		✓	✓	✓	✓	✓	✓	✓
17							✓	✓
18								✓
19	✓	✓	✓	✓	✓	✓	✓	✓
20		✓	✓	✓	✓	✓	✓	✓
21		✓	✓	✓	✓	✓	✓	✓
22						✓	✓	✓
23						✓	✓	✓
24						✓	✓	✓
25								✓
26								✓
27								✓
Totals	5	11	12	14	15	20	21	27
Score Range	1 to 11	1 to 11	12 to 14	12 to 14	15 to 20	15 to 20	21 to 27	21 to 27

CGSL PLAYER AND TEAM RATING GUIDELINES 2007-2008

APPENDIX B

Definitions

Bad Hop – Inconsistent playing turf (eg: pebbles, ruts, etc.) may cause a hit ball to bounce in an erratic fashion and each hop may be different.

Dribbler – Usually a weakly hit groundball, a dribbler has little velocity and is very easy to catch. It might “spin”.

Consistently – In ratings terms, “consistently” equals four out of five successful attempts.

Grounder – A hit or thrown ball which bounces along the playing surface.

In the hole – The hole usually refers to the space between the third baseman and the shortstop, or the space between the second baseman and the first baseman. A ball hit into the hole requires the fielder to move laterally very quickly when attempting to catch the ball.

In the gap - The gap usually refers to the space between outfielders, eg: the gap between left-center and right-center field. Hard hit line drives frequently find the gap and sometimes end up as homeruns.

Limited to exceptional level of defense – Team defense in terms of the weakest to the strongest where “limited” generally refers to new teams of “D” rated players and “exceptional” generally refers to experienced teams of “B” or “A” players.

Lob – Slo-pitch softball is sometimes referred to as lob ball. A lob ball is thrown in a gentle arc.

Low to high velocity – This refers to a thrown or hit ball – ranging from weak to very hard - which gives the fielder ample time to catch the ball, using the most basic skills or forces a superior fielder, with little time, to catch the ball while employing excellent skills.

NAGAAA – North American Gay Amateur Athletic Alliance, a nonprofit international organization comprised of men and women dedicated to promoting amateur athletics for the gay, lesbian, bisexual and transgender (GLBT) community.

Occasionally – In ratings terms, “occasionally” equals two out of five successful attempts.

Pop fly ball – A “pop up”, usually a very weakly hit fly ball, may be hit over the infield or gently into the outfield.

Rainbow arc - Imagine a rainbow in the sky. Then imagine a softball traveling along this arc. Pitched balls must travel in an arc (six to twelve feet). Any thrown ball might travel in an arc.

Routine fly ball – A softball which is hit into the air and consistently caught by a defensive player using ordinary effort.

Slide – This occurs when a runner leaves his feet, drops down and skids into a base to avoid being put out. He can slide feet first, or head first, the latter requiring great skill to avoid injury.

Straight line or “on a line” – A ball thrown with intermediate to high velocity, not in an arc. For instance, throwing out a fast runner who hits the ball to third base requires a ball to be thrown in a straight line, like a bullet.

Tag – This occurs when the defensive player touches an offensive player with the ball, whether it is held in the fielder’s glove or bare hand.

Topspin – During the swing a player may contact the softball in a brushing motion, high to low, causing the ball to “tumble” in the air. A ball which subsequently hits the ground will bounce forward more vigorously than normal.

Underspin - During the swing a player may contact the softball in a brushing motion, low to high, causing the ball to “float” in the air. A ball which subsequently hits the ground will bounce erratically. Many home run hitters hit with underspin.

CGSL PLAYER AND TEAM RATING GUIDELINES 2007-2008

APPENDIX C

Preamble

CGSL: Determining the rating of a player frequently involves more than simply answering “yes” or “no” to the twenty-seven questions which follow. Managers, coaches and anyone else who rates players are well served by observing all facets of a player’s game: fielding (catching, throwing, positioning, discipline, knowledge, intuition), baserunning (speed, style, discipline, knowledge, intuition) and hitting (average, power, discipline, knowledge, intuition) – then developing a “feel” for the overall skill level presented.

For example, a “D” player is unlikely to be able to hit a ball over a 280 foot fence. Why? Hitting for such power makes it likely the player is a very good hitter. Logically, he would score several “yes” answers on the Hitting questions – there are nine (9) of them: let’s say he totals six (6) – and this would elevate his overall total, meaning he would need to score only six “yes” questions from the other 18 fielding and baserunning questions to be rated a “C” player and only nine “yes” questions from the other 18 fielding and baserunning questions to be rated a “B” player. Note the difference between a high rated “D” player and a low rated “B” player is a total of four responses!

Breakdown of Questions:

Question	Fielding and/or Catching	Throwing	Fielding + Throwing (Infield)	Fielding + Throwing (Outfield)	Base Running	Hitting
1		✓				
2		✓				
3		✓				
4			✓	✓		
5			✓	✓		
6	✓					
7	✓					
8	✓					
9	✓					
10	✓					
11	✓					
12	✓					
13	✓					
14	✓					
15					✓	
16					✓	
17					✓	
18					✓	
19						✓
20						✓
21						✓
22						✓
23						✓
24						✓
25						✓
26						✓
27						✓

CGSL PLAYER AND TEAM RATING GUIDELINES 2007-2008

Case Study

Player 1 (new player, weak fielder, weak hitter, average runner, "social" player)

--Field + Throw--					-----Field and/or Catch-----									--Baserunning--				-----Hitting-----								
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Y	Y	N	N	N	Y	Y	N	N	N	N	N	N	N	Y	N	N	N	Y	Y	N	N	N	N	N	N	N

Player 1 scores 7 and is rated a low "D" player. In very broad terms this player is out to have fun, meet new friends, is not athletically inclined, and in many cases, has priorities other than excelling at softball.

Player 2 (strong hitter, weak fielder, slow runner)

--Field + Throw--					-----Field and/or Catch-----									--Baserunning--				-----Hitting-----								
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Y	Y	N	N	N	Y	Y	Y	N	N	N	N	N	N	Y	N	N	N	Y	Y	Y	Y	Y	Y	N	N	N

Player 2 scores 12 and is rated a low "C" player. Though he is not very good at catching balls hit or thrown, and may be a weaker than average thrower, he is a very good hitter. Notice the six "yes" answers in the hitting category and how this makes him – overall – a "C" player.

Player 3 (average hitter, average fielder, average runner)

--Field + Throw--					-----Field and/or Catch-----									--Baserunning--				-----Hitting-----								
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Y	Y	Y	N	N	Y	Y	Y	Y	Y	N	N	N	N	Y	Y	N	N	Y	Y	Y	Y	N	N	N	N	N

Player 3 scores 14 and is rated a high "C" player. He is consistent at all skills (fielding, running, hitting) but not spectacular. Notice that he is on the cusp of becoming a low "B" player, and that he is the type of player who should be carefully rated each season to ensure he is playing in the division most closely associated with his skill set.

Player 4 (weak hitter, good fielder, fast runner)

--Field + Throw--					-----Field and/or Catch-----									--Baserunning--				-----Hitting-----								
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	N	N	Y	Y	Y	N	Y	N	N	N	N	N	N	N	N

Player 4 scores 15 and is rated a low "B" player. He is a very weak hitter, but because he scored very well on fielding, catching, throwing and baserunning questions, his overall rating moves him into the "B" division.

Player 5 (good hitter, good fielder, slow runner)

--Field + Throw--					-----Field and/or Catch-----									--Baserunning--				-----Hitting-----								
1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27
Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	Y	N	N	N	Y	Y	Y	N	Y	Y	Y	Y	Y	Y	N	N	N

Player 5 scores 19 and is rated a high "B" player. He consistently hits well against a good defense and is a good fielder. His only weakness is that he does not have great foot speed which prevents him from reaching hard hit balls "in the hole" or in the outfield "gaps". Overall, he is a very good B player.