

## APPENDIX B

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NOTE: At the 2018 NAGAAA Winter Meetings, delegates from the member association 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.

**AMEND 20.22 TO READ AS FOLLOWS:**

**20.22 Divisional Guidelines:** Teams may compete in the following divisions based on their Player and Team Ratings.

- g. A division – There is no maximum team or individual player rating for the A division. No team rated lower than 170 is allowed to play in the A division, except any B team granted eligibility in or required to move to A Division under the berth allocations and no-repeat rule of this organization shall be exempt from this minimum rating requirement.
- h. B division - All teams rated 180 or lower; no players rated over 20 are allowed on a B division team.
- i. C division - All teams rated 150 or lower; no players rated over 16 are allowed on a C division team.
- j. D division - All teams rated 120 or lower; no players rated over 13 are allowed on a D division team.
- k. E division – All teams rated 85 or lower; no players rated over 9 are allowed on a E division team.
- l. Masters Division - Classics Division - All teams rated 135 or lower; no players rated over 16 are allowed on a Classics Division team.
- m. Masters Division - Legends Division - All teams rated 115 or lower; no players rated over 12 are allowed on a Legends Division team.

**CREATE 20.35 AS FOLLOWS:**

**20.35 Ineligible Players for the E Division:** Any player who receives “YES” answer to Question 3 of the Player Ratings Guidelines is not eligible to be rostered on a team in or compete with a team in the E Division.

**AMEND 25.10 & 25.20 TO READ AS FOLLOWS:**

**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 USA Softball (ASA) and definition contained therein, the latest version of the USA Softball (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. 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.
- f. Below Average Speed – Not having the ability to run 70 feet from a standing start in 5 seconds or less.
- g. 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

- 2720 the next play (e.g., tags the runner, steps on the base, throws the ball to the appropriate place on the  
2721 field).
- 2722 h. Deliver multiple pitch techniques with accuracy – The ability to use arc, spin, location and movement of  
2723 the ball to deliver various pitches (e.g. curve, change up, cutter / reverse curve, knuckle ball) that are  
2724 called strikes or cause the batter to swing.
- 2725 i. Directly at the Player – A ball hit at a player that does not require the player to move his/her feet,  
2726 although it may cause the player to reach in any direction to make the play.
- 2727 j. Exceptional Speed – Having the ability to run 70 feet from a standing start in less than 3 seconds.
- 2728 k. Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 seconds
- 2729 l. Ground Ball – Ball hit with a downward trajectory that makes contact with the ground in front of the  
2730 player when hit directly at a player or in front of the bases when hit between players.
- 2731 m. Hard Hit Ball / Hard Velocity – a ball hit greater than 250 feet in the air or a ground ball that would roll to  
2732 a distance greater than 250 feet, if not impeded
- 2733 n. High Fly Ball – Any batted ball that is in the air for five (5) seconds or more.
- 2734 o. Hit – A batted ball that allows the batter to reach base safely: 1) on a fair ball which settles on the ground,  
2735 clears the fence, or strikes the fence before being touched by a fielder, 2) on a fair ball which is hit with  
2736 such force or such slowness or which takes an unnatural bounce that it is impossible to field with ordinary  
2737 effort in time to make an out, 3) when a fair ball which has not been touched by a fielder becomes dead  
2738 because of touching the person or clothing of an umpire, or 4) when a fielder unsuccessfully attempts to  
2739 retire a previous runner and in the scorer’s judgement, the batter-runner would not have been retired at  
2740 first base by perfect fielding. A hit shall not be scored: 1) when a runner is forced out on a batted ball or  
2741 would have been forced out except for a fielding error, 2) when a pleyer fielding a batted ball retires a  
2742 preceding runner with ordinary effort, 3) when a field fails in an attempt to retire a preceding runner, and  
2743 in the scorer’s judgement, the batter-runner could have been retired at first base, or 4) when a batter  
2744 reaches first base safely as a result of a preceding runner being called out for interfering with a batted or  
2745 thrown ball, or with a defensive player. In the event of any discrepancy between this definition and the  
2746 official scoring rules of the USA Softball (ASA) and the definition contained therein, the latest version of  
2747 the USA Softball (ASA) rules shall control.
- 2748 p. In the Hole – A ball hit that requires a player to take 4-5 steps (12-foot or greater) in order to make the  
2749 play.
- 2750 q. Intentionally – See “on purpose”
- 2751 r. Intentionally Place Hit a Ball – The batter executes getting on base and/or moving base runners for an  
2752 advantage by hitting the ball to a specific place within their field of choice with at least medium velocity; A  
2753 player can drive the ball down the baseline of the side on which they bat (e.g., right handed batter can hit  
2754 down the 3rd base line); a player can drive the ball down the baseline of the opposite side on which they  
2755 bat (e.g., right handed batter can hit down the 1st base line); A player can adjust footing, stance, swing or  
2756 timing to cause the ball to move in a direction that is advantageous to their game or runners (e.g., hitting  
2757 behind a runner, intentionally not hitting towards where the lead runner is advancing as his goal, hitting  
2758 to a specific player that has struggled to field well during the game, etc.), or; this is a manufactured hit.
- 2759 s. Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal  
2760 distance it travels.
- 2761 t. Medium Hit Ball / Medium Velocity – a ball hit 150 to 250 feet in the air or a ground ball that would roll to  
2762 a distance of 150-250 feet, if not impeded.
- 2763 u. Modified batting average – The percentage resulting from the sum of a player’s: 1) hits and 2) bases safely  
2764 reached on error divided by the player’s at-bats.
- 2765 v. 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  
2766 to a distance of 150-250 feet, if not impeded.
- 2767 w. Off center of gravity – The player fields the ball from his/her knees, off one foot, while moving the  
2768 opposite direction from the throw or while in the air.
- 2769 x. On Purpose – with intent

- 2770 y. 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  
2771 distance of less than 150 feet, if not impeded.
- 2772 z. Stopping the ball – The player prevents the ball from continuing beyond the player and causes it to  
2773 remain in the vicinity of the player. The player is not able, however, to make the next play without delay.
- 2774 aa. Vicinity – within a step in any direction laterally of the player receiving the throw
- 2775 bb. 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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2777 **SECTION 2 – PLAYER RATING GUIDELINES**

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2779 **25.20 Rating Guidelines:** The following are the official rating guidelines of this organization:

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2781 *Directions:*

- 2782 1. Read the following Statement of Purpose: *This form is intended to be used as a tool to assist those*  
2783 *responsible for rating players so ratings may be fair and consistent across all levels of play and across*  
2784 *all leagues in the Open Division. All questions are intended to determine if a player possesses a skill or*  
2785 *skills necessary for softball.*
- 2786 2. Read & understand the definitions of the various terms used in ratings in the definitions section of this  
2787 chapter.
- 2788 3. Answer YES or NO for each question.
- 2789 4. Many questions have multiple parts. A YES to ANY one part is a YES to the question.
- 2790 5. Questions: All questions will begin with the phrase: DOES THE PLAYER HAVE THE ABILITY TO...
- 2791

<b>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)?</b> <b>If so, the player receives a YES for the question. A YES to any part of a question is a YES to that question.</b>						
HITTING	Question 1	Question 2	Question 3	Question 4	Question 5	
	Hits a fair ball with low velocity.	Hits a fair ball with medium velocity.	Hits a fair ball with high velocity.	Hit a fly ball >300 ft <b>OR</b> hit a fly ball >300 ft over a fence. <b>(20% threshold)</b>	Intentionally place hit a ball.	NOTE: Any player who receives a YES to Question 3 is ineligible to compete in the E Division.
Modified Batting Average	Batting against	Question 6	Question 7	Question 8	Question 9	NOTE: The following questions are linked: 1-4; 6-9; 10-12; 13-14; 15-22; 23-28. A YES to the highest question in a linked set earns the player all those questions. I.e. A player with YES on Q21, will also be given Q 15-20.
→	E Division	≥ .800	≥ .850	≥ .900	≥ .950	
	D Division	≥ .600	≥ .700	≥ .800	≥ .900	
	C Division	≥ .500	≥ .600	≥ .700	≥ .800	
	B Division	≥ .400	≥ .500	≥ .600	≥ .700	
	A Division	≥ .300	≥ .400	≥ .500	≥ .600	
RUNNING	Question 10	Question 11	Question 12	Question 13	Question 14	
Speed →	From a stopped standing ready position, runs from home plate to first base, one base to the next, or third base to home plate (70 ft.) in less than 4.5 seconds.	From a stopped standing ready position, runs from home plate to first base, one base to the next, or third base to home plate (70 ft.) in less than 3.75 seconds.	From a stopped standing ready position, runs from home plate to first base, one base to the next, or third base to home plate (70 ft.) in less than 3 seconds.	Base Running → Runner advances to expected base relative to the Division & game situation.	Runner successfully advances beyond what would be expected relative to the Division & game situation.	NOTE: See below skill demonstrations for Questions 13 & 14
RUNNING SKILL DEMONSTRATIONS BELOW. THESE EXAMPLES ILLUSTRATE THE SKILLS FOR Q 13 & 14						
A & B DIVISION		C & D DIVISION		E DIVISION		
QUESTION 13	QUESTION 14	QUESTION 13	QUESTION 14	QUESTION 13	QUESTION 14	
<b>On a base hit (high velocity):</b> The runner safely advances <b>one</b> base (Example: An outfielder gets the ball into the infield and time is called, and no play is made at the base).	<b>On a base hit (medium velocity):</b> The runner safely advances <b>one</b> base (Example: An outfielder gets the ball into the infield and time is called, and no play is made at the base).	<b>On a base hit (high velocity):</b> The runner safely advances <b>two</b> bases (Example: An outfielder gets the ball into the infield and time is called, and no play is made at the base).	<b>On a base hit (medium velocity):</b> The runner safely advances <b>two</b> bases (Example: An outfielder gets the ball into the infield and time is called, and no play is made at the base).	<b>On a base hit in front of the runner (medium velocity):</b> The runner safely advances <b>one</b> base <u>despite a defensive attempt</u> to put the runner out (Example: An outfielder fields the ball & throws it to second in an effort to put out the runner advancing from first, but the runner is safe).	<b>On a base hit in front of the runner (medium velocity):</b> The runner safely advances <b>two</b> bases <u>despite a defensive attempt</u> 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).	
<b>On a base hit (high velocity):</b> The runner safely advances <b>one</b> base despite a defensive attempt 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).	<b>On a base hit (medium velocity):</b> The runner safely advances <b>one</b> base <u>despite a defensive attempt</u> 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).	<b>On a base hit (medium velocity):</b> The runner safely advances <b>one</b> base <u>despite a defensive attempt</u> 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).	<b>On a base hit (high velocity):</b> The runner safely advances <b>two</b> bases <u>despite a defensive attempt</u> 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).	<b>On a base hit behind the runner (medium velocity):</b> The runner safely advances <b>two</b> bases <u>despite a defensive attempt</u> 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).	<b>On a base hit behind the runner (medium velocity):</b> The runner safely advances <b>three</b> bases <u>despite a defensive attempt</u> to put the runner out (Example: On a ball hit to right field, a runner starting on 1st advances to home).	
<b>On a fly ball (high velocity):</b> The runner safely advances <b>one</b> 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).	<b>On a fly ball (medium velocity):</b> The runner safely advances <b>one</b> 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).	<b>On a fly ball (high velocity):</b> The runner safely advances <b>one</b> 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).	<b>On a fly ball (medium velocity):</b> The runner safely advances <b>two</b> 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).	<b>On a fly ball (medium velocity):</b> The runner safely advances <b>one</b> 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).	<b>On a fly ball (medium velocity):</b> The runner safely advances <b>two</b> 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).	

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

## THROWING &amp; PITCHING

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