

INDIVIDUAL RATINGS GUIDELINES

HITTING					
Question 1	Question 2	Question 3	Question 4	Question 5	Notes
Hits a fair ball with low velocity (60%)	Hits a fair ball with medium velocity (60%)	Hits a fair ball with high velocity (20%)	Hits a fair ball with high velocity (60%)	Hits a fly ball 300 feet or more (5%)	<p>Players with a yes to Question 3 cannot participate in the E division.</p> <p>Players with a yes to Question 5 cannot participate in the D or E division.</p>

*Note Questions 1-4 are linked but Question 5 is a stand-alone question. Example if you have a yes to Question 4 then you would automatically have a yes to Questions 1, 2 and 3.

HITTING DEFINITIONS:

- **LOW 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.
- **MEDIUM VELOCITY:** A ball hit 150 to 250 feet in the air or a ground ball that would roll to a distance of 150 to 250 feet, if not impeded.
- **HIGH 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.
- **FLY BALL:** Any batted ball that is in the air for more than three (3) seconds but less than five (5) seconds
- **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 player fielding a batted ball retires a preceding runner with ordinary effort,
 3. When a fielder 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.

MODIFIED BATTING AVERAGE	Division	Question 6	Question 7	Question 8	Question 9
	E	>.800	>.850	>.900	>.950
	D	>.600	>.700	>.800	>.900
	C	>.500	>.600	>.700	>.800
	B	>.400	>.500	>.600	>.700
	A	>.300	>.400	>.500	>.600

NOTE: Questions 6-9 are all linked.

BATTING AVERAGE DEFINITIONS:

- **MODIFIED BATTING AVERAGE:** The percentage resulting from the sum of a player's:
 - 1) Hits and 2) bases safely reached on error divided by the player's at-bats.
- **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.
- **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; *SACRIFICE FLY: A fly ball that is caught by a defensive player, which allows a base runner to safely tag-up and score a run.
 - 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 and definition contained therein, the latest version of the USA Softball rules shall control.

	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 feet) in less than:				BASE RUNNING	Runner successfully advances beyond what would be expected relative to the division & game situation, measured as shown below.
	4.5 Seconds	4 Seconds	3.5 Seconds	3 Seconds		1. Batter reaches first; runner goes from 1 st to 3 rd , 1 st to home or 2 nd to home.
	No percentage threshold					2. Batter reaches second; runner goes from 1 st to home.

*REMINDER: There is no percentage threshold for speed questions, if a player demonstrates the skill set just one time, they are awarded that question.

*NOTE: Questions 10-13 are linked; Question 14 is a stand-alone

FIELDING DEFINITIONS

- **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).
- **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.
- **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.
- **FLY BALL** – Any batted ball that is in the air for more than three (3) seconds but less than five (5) seconds
- **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.
- **HIGH FLY BALL** – Any batted ball that is in the air for five (5) seconds or more.
- **IN THE HOLE** – A ball hit that requires a player to take 4-5 steps (12 feet (3.7m) or greater) in order to make the play.
- **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.
- **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.
- **VICINITY** – within a step in any direction laterally of the player receiving the throw
- **WITHIN A FEW STEPS** – A ball hit that requires a player to take 2 – 3 steps (9 – 10 feet or 2.7 – 3 meters) in order to make the play.

FIELDING

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 OR 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 OR 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 OR 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 OR 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 OR Stops the ball hit with high velocity directly at the pitcher	Stops the 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	Cleanly fields a ball hit with high velocity within a few steps (9-10 ft) of the player	Stops the 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 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 the player.	Catches a fly ball hit within 90 ft to the sides/front of or 75 ft behind the player	Catches a fly ball hit >90 ft to the sides/front of or >75 ft behind 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 a player.	Cleanly fields a ball hit with medium velocity within 30 ft of a player.	Cleanly fields a ball hit with medium velocity within 45 ft of a player.	Cleanly fields a ball hit with medium velocity within 60 ft of a player.	Cleanly fields a ball hit with medium velocity within 75 ft of a player	Cleanly fields a ball hit with medium velocity within 90 ft of a 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 a player.	Cleanly fields a ball hit with high velocity within 30 ft of a player.	Cleanly fields a ball hit with high velocity within 45 ft of a player.	Cleanly fields a ball hit with high velocity within 60 ft of a player.	Cleanly fields a ball hit with high velocity within 75 ft of a player.	Cleanly fields a ball hit with high velocity within 90 ft of a 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 the player.	Catches a fly ball hit within 90 ft to the sides/front of or 75 ft behind the player.	Catches a fly ball hit >90 ft to the sides/front of or >75 ft behind the player.

*NOTE: Questions 15-22 are linked

THROWING & 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 and accuracy.	Throw 70 ft with line drive and accuracy	Throw 100 ft with line drive and accuracy	Throw 150 ft with line drive and accuracy	Throw >200 ft with line drive and 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 and 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 and accuracy)	Throw 150 ft (regardless of arc and accuracy)	Throw >200 ft (regardless of arc and accuracy)	Throw 100 ft with line drive and accuracy while off center of gravity (e.g., from knees, from one foot, etc.)	

*NOTE: Questions 23-28 are Linked

THROWING & PITCHING DEFINITIONS

- **LINE DRIVE** – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels, or in the case of a throw, a ball that from the point of release rises vertically less than 5% of the total horizontal distance it travels.
- **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.

NAGAAA TEAM RATINGS GUIDELINES

Team Ratings: A team rating is defined as the sum of the highest ten (10) individual player ratings rostered on that team.

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

- **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.
- **B division** - All teams rated 180 or lower; no players rated over 20 are allowed on a B division team.
- **C division** - All teams rated 140 or lower; no players rated over 15 are allowed on a C division team.
- **D division** - All teams rated 110 or lower; no players rated over 12 are allowed on a D division team.
- **E division** – All teams rated 75 or lower; no players rated over 8 are allowed on a E division team

