

**- GLASA Ratings Workshop Packet -
- NAGAAA Rating Questions and Definitions -
Rev. 01/2020**

RATINGS THRESHOLDS:

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

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

Division - Team Ratings Threshold - Individual Ratings Threshold

E	Up to 75	Up to 8
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.		
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
Masters C	140	15
Masters D	110	12

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 the Open Division. All questions are intended to determine if a player possesses a skill or skills necessary for softball.

DIRECTIONS:

Review each of the following 28 Rating Questions for every player.

Read and understand the definitions of the various terms used in the ratings.

Answer YES or NO for each question.

Many questions have multiple parts. A YES to ANY one Part is a YES to the Question.

All Questions will begin with the phrase:

Does the player have the ability to perform the listed skill 60% of the time (unless otherwise identified)?

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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%.

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

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)

Definitions:

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.

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.

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.

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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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%.

QUESTION #5 - Intentionally place hit a ball.

Definitions:

Intentionally – See “on purpose”

On Purpose – with intent

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.

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 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.

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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%.

Modified Batting Average –

Questions # 6-9 are connected.

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	D Division	C Division	B Division	A Division
QUESTION #6	≥ .800	≥ .600	≥ .500	≥ .400	≥ .300

	E Division	D Division	C Division	B Division	A
QUESTION #7	≥ .850	≥ .700	≥ .600	≥ .500	≥ .400

Definitions:

Modified Batting Average (MBA): 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. See definition for “at- bats” for further clarification.

At-Bat: An at-bat is charged to a player following every plate appearance **except:** 1) when 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 ASA and definition contained therein, the latest version of the ASA rules shall control.

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.

(NOTE: In reference to the modified batting average, a batted ball resulting in a fielder’s choice is not included in the definition of a hit and therefore is not included in the number of hits a player is recorded to calculate the modified batting average. The USA Softball Rules and NAGAAA Governing Manual do not define a fielder’s choice. A Fielder’s Choice is understood to be an outcome of a batted ball where a preceding runner was put-out (or could have been in the judgement

of the scorer) rather than the batter-runner. See 1-4 for these results of a batted ball that do not constitute a hit. This note is explanatory on the definition of modified batting average, and is not considered a governing rule. Added by Board of Directors February 17, 2019)

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.

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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%.

Modified Batting Average

Questions # 6-9 are connected.

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	D Division	C Division	B Division	A Division
QUESTION #8	≥ .900	≥ .800	≥ .700	≥ .600	≥ .500
	E Division	D Division	C Division	B Division	A Division
QUESTION #9	≥ .950	≥ .900	≥ .800	≥ .700	≥ .600

Definitions:

Modified Batting Average (MBA): 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. See definition for "at-bats" for further clarification.

At-Bat: An at-bat is charged to a player following every plate appearance **except:** 1) when 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 ASA and definition contained therein, the latest version of the ASA rules shall control.

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 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.

(NOTE: In reference to the modified batting average, a batted ball resulting in a fielder's choice is not included in the definition of a hit and therefore is not included in the number of hits a player is recorded to calculate the modified batting average. The USA Softball Rules and NAGAAA Governing Manual do not define a fielder's choice. A Fielder's Choice is understood to be an outcome of a batted ball where a preceding runner was put-out (or could have been in the judgement

of the scorer) rather than the batter-runner. See 1-4 for these results of a batted ball that do not constitute a hit. This note is explanatory on the definition of modified batting average, and is not considered a governing rule. Added by Board of Directors February 17, 2019)

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.

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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.

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

NOTE: Q 10-12 are assessed based on the player having or not having the ability to perform the listed skill. There is no percentage threshold for these questions; the player can or cannot perform the skill.

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

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.

Definitions:

Below Average Speed – Not having the ability to run 70 feet from a standing start in 5 seconds or less.

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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.

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

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

Base Running – Questions # 13-14 are connected.

QUESTION #13 - Runner advances to expected base relative to the Division and game situation.

Additional Guidance for Applying Running Questions

E Division –

On a base hit in front of the runner (medium velocity): The runner safely advances one base despite a defensive attempt 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 behind the runner (medium velocity): The runner safely advances two bases despite a defensive attempt 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):

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).

Definitions:

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.

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.

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.

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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.

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

Base Running – Questions # 13-14 are connected.

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

QUESTION #14 - Runner successfully advances beyond what would be expected relative to the Division and game situation.

Additional Guidance for Applying Running Questions

E Division –

On a base hit in front of the runner (medium velocity): The runner safely advances two bases despite a defensive attempt 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 three bases despite a defensive attempt 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 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).

Definitions:

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.

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.

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.

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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.

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

Base Running – Questions # 13-14 are connected.

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

QUESTION #13 - Runner advances to expected base relative to the Division and game situation.

Additional Guidance for Applying Running Questions

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 one 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).

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).

Definitions:

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.

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.

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.

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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.

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

Base Running – Questions # 13-14 are connected.

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

QUESTION #14 - Runner successfully advances beyond what would be expected relative to the Division and game situation.

Additional Guidance for Applying Running Questions

C&D Divisions –

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 (high velocity): The runner safely advances two bases despite a defensive attempt 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 base hit (high velocity): The runner safely advances two bases despite a defensive attempt 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).

Definitions:

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.

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.

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.

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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.

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

Base Running – Questions # 13-14 are connected.

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

QUESTION #13 - Runner advances to expected base relative to the Division and game situation.

Additional Guidance for Applying Running Questions

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 (high velocity): The runner safely advances one 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).

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).

Definitions:

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.

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.

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.

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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.

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

Base Running – Questions # 13-14 are connected.

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

QUESTION #14 - Runner successfully advances beyond what would be expected relative to the Division and game situation.

Additional Guidance for Applying Running Questions**A&B Division –**

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 (medium velocity): The runner safely advances one 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).

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).

Definitions:

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.

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.

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.

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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.

FIELDING QUESTIONS: - Unless otherwise stated, the threshold for demonstrating the skill is 60%

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.

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

QUESTION #15 -

**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.

**Ground Ball / Line Drive
Medium Velocity**

**Ground Ball / Line Drive
High Velocity**

Fly Ball

Catches a fly ball hit directly at the player.

Definitions:

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

Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels,

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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.

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.

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.

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).

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.

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.

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.

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.

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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.

FIELDING QUESTIONS: - Unless otherwise stated, the threshold for demonstrating the skill is 60%

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.

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

QUESTION #16 -

**Ground Ball / Line Drive
Low Velocity**

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.

**Ground Ball / Line Drive
Medium Velocity**

**Ground Ball / Line Drive
High Velocity**

Fly Ball

Cleanly fields a ball hit within 15 feet to the sides /front of the player.

Definitions:

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

Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels,

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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.

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.

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.

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).

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.

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.

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.

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.

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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.

FIELDING QUESTIONS: - Unless otherwise stated, the threshold for demonstrating the skill is 60%

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.

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

QUESTION #17 -

Ground Ball / Line Drive Low Velocity	Ground Ball / Line Drive Medium Velocity	Ground Ball / Line Drive High Velocity	Fly Ball
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 a ball hit with Med Velocity at the pitcher.	Stops the ball hit with high velocity directly at the player.	Catches a fly ball hit within 30 ft. to the side/front of Or 15 ft. behind the player.

Definitions:

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

Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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.

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.

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.

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).

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.

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.

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.

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.

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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.

FIELDING QUESTIONS: - Unless otherwise stated, the threshold for demonstrating the skill is 60%

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.

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

QUESTION #18 -

**Ground Ball / Line Drive
Low Velocity**

**Ground Ball / Line Drive
Medium Velocity**

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.

**Ground Ball / Line Drive
High Velocity**

Cleanly fields a ball hit with high velocity directly at the player.

OR

Stops the ball hit with high velocity directly at the pitcher.

Fly Ball

Catches a fly ball hit within 45 ft. to the sides /front of or 30 ft. behind the player.

Definitions:

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

Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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.

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.

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.

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).

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.

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.

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.

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.

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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.

FIELDING QUESTIONS: - Unless otherwise stated, the threshold for demonstrating the skill is 60%

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.

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

QUESTION #19 -

**Ground Ball / Line Drive
Low Velocity**

**Ground Ball / Line Drive
Medium Velocity**

Cleanly fields a ball hit with medium velocity the hole (>12 ft. or 4-5 steps) away from the player.

**Ground Ball / Line Drive
High Velocity**

Stop fields 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.

Fly Ball

Catches a fly ball hit within 60 ft. to the sides /front of or 45 ft. behind the player.

Definitions:

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

Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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.

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.

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.

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).

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.

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.

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.

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.

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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.

FIELDING QUESTIONS: - Unless otherwise stated, the threshold for demonstrating the skill is 60%

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.

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

QUESTION #20 –

**Ground Ball / Line Drive
Low Velocity**

**Ground Ball / Line Drive
Medium Velocity**

**Ground Ball / Line Drive
High Velocity**

Fly Ball

Cleanly fields a ball hit with high velocity within a few steps (9-10 ft.) the player.

Catches a fly ball hit within 75 ft. to the sides of /front of or 60 ft. behind of the player.

Definitions:

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

Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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.

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.

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.

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).

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.

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.

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.

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.

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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.

FIELDING QUESTIONS: - Unless otherwise stated, the threshold for demonstrating the skill is 60%

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QUESTION #21 -

**Ground Ball / Line Drive
Low Velocity**

**Ground Ball / Line Drive
Medium Velocity**

**Ground Ball / Line Drive
High Velocity**

Fly Ball

Stops a ball hit with high velocity in the hole (>12 ft. or 4-steps) away from the player.

Catches a fly ball hit within 90 ft. to the sides 5 /front of or 75 ft. behind of the player.

Definitions:

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

Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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.

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.

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.

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).

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.

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.

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.

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.

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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.

FIELDING QUESTIONS: - Unless otherwise stated, the threshold for demonstrating the skill is 60%

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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

QUESTION #22 -

**Ground Ball / Line Drive
Low Velocity**

**Ground Ball / Line Drive
Medium Velocity**

**Ground Ball / Line Drive
High Velocity**

Fly Ball

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 or >75 ft. behind of the player.

Definitions:

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

Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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.

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.

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.

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).

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.

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.

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.

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.

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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.

FIELDING QUESTIONS: - Unless otherwise stated, the threshold for demonstrating the skill is 60%

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.

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

QUESTION #15 -

Ground Ball / Medium Velocity

Cleanly fields a ball hit with medium velocity ball hit directly at the player.

Ground Ball / High Velocity

Fly Ball

Catches a fly ball hit directly at the player.

Definitions:

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

Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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.

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.

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.

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).

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.

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.

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.

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.

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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.

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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

QUESTION #16 -

Ground Ball / Medium Velocity

Cleanly fields a ball hit with medium velocity within 15 ft. of the player.

Ground Ball / High Velocity

Cleanly fields a ball hit with high velocity directly at the player

Fly Ball

Catches a fly ball within 15 ft. to the side/front of the player,

Definitions:

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

Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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.

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.

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.

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).

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.

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.

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.

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.

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.

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.

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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.

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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

QUESTION #17 -

Ground Ball / Medium Velocity

Cleanly fields a ball hit with medium velocity within 30 ft. of the player

Ground Ball / High Velocity

Cleanly fields a ball hit with high velocity within 15 ft. of the player

Fly Ball

Catches a fly ball within 30 ft. to the sides/front of or 15 ft. behind the player.

Definitions:

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

Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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.

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.

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.

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).

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.

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.

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.

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.

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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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

QUESTION #18 -

Ground Ball / Medium Velocity

Cleanly fields a ball hit with medium velocity within 45 ft. of the player

Ground Ball / High Velocity

Cleanly fields a ball hit with high velocity within 30 ft. of the player

Fly Ball

Catches a fly ball within 45 ft. to the sides/front of or 30 ft. behind the player.

Definitions:

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

Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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.

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.

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.

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).

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.

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.

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.

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.

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.

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.

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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.

FIELDING QUESTIONS: - Unless otherwise stated, the threshold for demonstrating the skill is 60%

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.

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

QUESTION #19 -

Ground Ball / Medium Velocity

Cleanly fields a ball hit with medium velocity within 60 ft. of the player

Ground Ball / High Velocity

Cleanly fields a ball hit with high velocity within 45 ft. of the player

Fly Ball

Catches a fly ball within 60 ft. to the sides/front of or 45 ft. behind the player.

Definitions:

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

Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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.

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.

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.

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).

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.

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.

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.

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.

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.

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.

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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)?

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FIELDING QUESTIONS: - Unless otherwise stated, the threshold for demonstrating the skill is 60%

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.

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

QUESTION #20 -

Ground Ball / Medium Velocity

Cleanly fields a ball hit with medium velocity within 75 ft. of the player

Ground Ball / High Velocity

Cleanly fields a ball hit with high velocity within 60 ft. of the player

Fly Ball

Catches a fly ball within 75 ft. to the sides/front of or 60 ft. behind the player.

Definitions:

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

Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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.

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.

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.

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).

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.

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.

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.

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.

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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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)?

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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.

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

QUESTION #21 -

Ground Ball / Medium Velocity

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 within 75 ft. of the player

Fly Ball

Catches a fly ball within 90 ft. to the sides/front of or 75 ft. behind the player.

Definitions:

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

Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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.

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.

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.

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).

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.

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.

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.

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.

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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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.

FIELDING QUESTIONS: - Unless otherwise stated, the threshold for demonstrating the skill is 60%

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.

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

QUESTION #22 -

Ground Ball / Medium Velocity

Ground Ball / High Velocity

Cleanly fields a ball hit
with high velocity
within 90 ft. of the player

Fly Ball

Catches a fly ball
90 ft. to the
sides/front of or
75 ft. behind the player.

Definitions:

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

Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.

Fly Ball - Any batted ball that is in the air for more than 3 seconds but less than 5 second.

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.

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.

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.

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).

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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.

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.

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.

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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.

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.

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

QUESTION #23 -

Throw 50 ft. with line drive (regardless of accuracy)

Or

Throw 70 ft. (regardless of arc or accuracy)

QUESTION #24 -

Pitch a strike.

Or

Throw 50 ft. with line drive and accuracy

Or

Throw 70 ft. with line drive (regardless of accuracy)

Or

Throw 100 ft. (regardless of arc or accuracy)

QUESTION #25 -

Vary the height, depth or location of the pitch while maintaining accuracy.

Or

Throw 70 ft. with line drive and accuracy

Or

Throw 100 ft. with line drive (regardless of accuracy)

Or

Throw 150 ft. (regardless of arc or accuracy)

Definitions:

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.

Line Drive –in the case of a throw, a ball from the point of release rises vertically not more than 5% of the total horizontal distance it travels (rather than the 10% in the previous definition).

Vicinity – within a step in any direction laterally of the player receiving the throw

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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.

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.

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

QUESTION #26 -

Deliver multiple pitch techniques while maintaining accuracy.

Or

Throw 100 ft. with line drive and accuracy

Or

Throw 150 ft. with line drive (regardless of accuracy)

Or

Throw 200 ft. (regardless of arc or accuracy)

QUESTION #27 -

Throw 150 ft. with line drive and accuracy

Or

Throw >200 ft. with line drive (regardless of accuracy)

Or

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

Or

Throw 150 ft. with line drive and accuracy while off center of gravity (e.g., from knees, from one foot, etc.)

Definitions:

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.

Line Drive –in the case of a throw, a ball from the point of release rises vertically not more than 5% of the total horizontal distance it travels (rather than the 10% in the previous definition).

Vicinity – within a step in any direction laterally of the player receiving the throw

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.