

725 **20.21 Individual Player Ratings:** Each member association shall rate every player, who has declared that
 726 association as the player's qualifying association, on each of its teams using the Player Rating Guidelines and
 727 report these ratings along with regular season roster in the form and manner as determined by the Board of
 728 Directors. Only a player's qualifying association shall rate that player for the purposes of the NAGAAA database,
 729 and the qualifying association shall be responsible to ensure that the player exists only once in the database with a
 730 single Player ID attributed to the player. The qualifying association bears all responsibility for the accuracy of all
 731 data attributed and attached to the player. A qualifying association, upon discovering a duplicate player entry,
 732 shall notify the Director of Competition to have the duplications merged into one (1) player identity. In the case of
 733 a player who plays in multiple associations, the player shall be listed on a team's regular season roster in the non-
 734 qualifying association, but the non-qualifying association shall not recreate the player with a separate Player ID nor
 735 alter the rating assigned that player by the qualifying association or any data entered by any other association.
 736

737 **20.22 Team Ratings:** A team rating is defined as the sum of the highest ten (10) individual player ratings
 738 rostered on that team.
 739

740 **20.23 Divisional Guidelines:** Teams may compete in the following divisions based on their Player and Team
 741 Ratings.

- 742 a. A Division – There is no maximum team or individual player rating for the A division. No team rated lower
 743 than 170 is allowed to play in the A division, except any B team granted eligibility in or required to move
 744 to A division under the no-repeat rule of this organization shall be exempt from this minimum rating
 745 requirement.
- 746 b. B Division – All teams rated 170 or lower; no players rated over 18 are allowed on a B division team.
- 747 c. C Division – All teams rated 130 or lower; no players rated over 14 are allowed on a C division team.
- 748 d. D Division – All teams rated 95 or lower; no players rated over 10 are allowed on a D division team.
- 749 e. E Division – All teams rated 60 or lower; no players rated over 6 are allowed on an E division team
- 750 f. Legends C Division – All teams rated 130 or lower; no players rated over 14 are allowed on a Legends C
 751 division team
- 752 g. Legends D Division – All teams rated 95 or lower; no players rated over 10 are allowed on a Legends C
 753 division team
 754

755 **20.24 Amendments Affecting Divisional Guidelines:** Prior to adoption of any amendment to alter the divisional
 756 guidelines, the Director of Competition shall report to the council the number of players that will be displaced by
 757 the proposed change and the number of member associations that shall be impacted by the proposed change. No
 758 amendment is in order until such report is received.

759 **20.25 Threshold for Amendments:** Any amendment to divisional guidelines requires a two-thirds (2/3) vote of
 760 the Council for adoption and is effective in the calendar year following the year the amendment was adopted,
 761 except that an amendment to divisional guidelines adopted at a winter meeting of the Council requires a ninety
 762 percent (90%) vote to be effective at a sanctioned iPride Softball Tournament in the same calendar year as the
 763 winter meeting.
 764

765 **20.26 Ratings Workshop:** All new member associations and first-time voting representatives of any member
 766 association are required to attend the ratings workshop held at their first regular meeting.
 767

768 SECTION 3 – ATHLETIC PARTICIPATION AND ELIGIBILITY

769
 770 **20.30 Professional players:** Professional softball or baseball players are ineligible to qualify for any Association
 771 while pursuing their profession.
 772

773 **20.31 Player age:** Players must be at least eighteen (18) years of age prior to roster submission deadline of the
 774 iPride Softball tournament in which they are registered. Legends Division players must be at least 50 years of age
 775 at any time in the calendar year of the iPride Softball tournament.

776
777 **20.32 Participation:** A player must participate in a minimum of fifty percent (50%) of their team's regular season
778 games; except for Legends Division, for which the minimum requirement is five (5) games. Participation is defined
779 as a player included on their team's game lineup card and present in or within close vicinity of their team bench or
780 dugout.

781 a. Players on a tournament roster of a NAGAAA Cup team in "A" or "B" Division may include their
782 participation in the NAGAAA Cup under rule 20.33(b) to meet the fifty percent (50%) participation
783 requirement.

784
785 **20.33 Requirements for Teams:** No team may be considered a regular season roster team nor be eligible
786 for a iPride Softball event unless the team completes at least ten (10) regular-season games against other
787 teams within the member association. This preceding requirement may be waived by the Board of Directors
788 in extraordinary circumstances. The games must be conducted according to the rules of USA Softball (ASA)
789 or a similar sanctioning body.

790 a. An "A" or "B" Division team may meet its ten (10) game requirement by playing scheduled games
791 against teams from other Associations, except for games played in any tournament.

792 b. Notwithstanding any other rule, any team competing at the NAGAAA Cup in a "A" or "B" Division shall be
793 credited four (4) games towards this ten (10) game requirement.

794
795 **20.34 Ratings Changes Affecting Players:** Should a player's rating change during the member association's
796 iPride Softball qualifying season and the rating change force the player to move to a new division or a different
797 team, the games played on either team or in either division in the same member association qualify towards the
798 participation requirement.

799
800 **20.35 Ineligible Players for the E Division:** Any player who receives a YES answer to Question 3 of the Player
801 Ratings Guidelines is not eligible to be rostered on a team in or compete with a team in the E Division. Any player
802 who receives a YES answer to Question 5 of the Player Ratings Guidelines is not eligible to be rostered on a team in
803 or compete with a team in the E Division nor the D Division.

CHAPTER 25 – PLAYER RATING GUIDELINES

25.01 Jurisdiction: This chapter shall be the jurisdiction of the Council and amended at any meeting. Any amendment to this chapter requires a two-thirds (2/3) vote of the Council for adoption and is effective in the calendar year following the year the amendment was adopted, except that an amendment adopted at a winter meeting of the Council requires a ninety percent (90%) vote to be effective at a sanctioned iPride Softball Tournament in the same calendar year as the winter meeting.

SECTION 1 – DEFINITIONS

25.10 Definitions: The following definitions apply to this chapter:

- a. Accuracy – A throw that is within one to two steps of the intended target.
- b. At-bat – An at-bat is charged to a player following every plate appearance except when: 1) the player hits a sacrifice fly that scores a runner, 2) the player is awarded a base on balls, or 3) the third out occurs and the batter is not entitled to run to first base. Exception #3 shall not be considered if the batter is out due to a strike being a foul ball which ends the at-bat. In the event of any discrepancy between this definition and the official scoring rules of the USA Softball (ASA) and definition contained therein, the latest version of the USA Softball (ASA) rules shall control.
- c. 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.
- d. 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.
- e. 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).
- f. 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.
- g. 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.
- h. Fly Ball – Any batted ball that is in the air for more than three (3) seconds but less than five (5) seconds
- i. 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.
- j. High Velocity – a ball hit greater than 250 feet (76.2m) in the air or a ground ball that would roll to a distance greater than 250 feet (76.2m), if not impeded
- k. Hit – A batted ball that allows the batter to reach base safely: 1) on a fair ball which settles on the ground, clears the fence, or strikes the fence before being touched by a fielder, 2) on a fair ball which is hit with such force or such slowness or which takes an unnatural bounce that it is impossible to field with ordinary effort in time to make an out, 3) when a fair ball which has not been touched by a fielder becomes dead because of touching the person or clothing of an umpire, or 4) when a fielder unsuccessfully attempts to retire a previous runner and in the scorer's judgement, the batter-runner would not have been retired at first base by perfect fielding. A hit shall not be scored: 1) when a runner is forced out on a batted ball or would have been forced out except for a defensive 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.

- 854 l. 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
855 the play.
- 856 m. Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal
857 distance it travels, or in the case of a throw, a ball that from the point of release rises vertically less than
858 5% of the total horizontal distance it travels.
- 859 n. Low Velocity – a ball hit up to 150 feet (45.7m) or less in the air or a ground ball that would roll to a
860 distance of less than 150 feet (45.7m), if not impeded.
- 861 o. Medium Velocity – a ball hit 150 to 250 feet (45.7 to 76.2 meters) in the air or a ground ball that would
862 roll to a distance of 150 to 250 feet (45.7 to 76.2 meters), if not impeded.
- 863 p. Modified batting average – The percentage resulting from the sum of a player’s: 1) hits and 2) bases safely
864 reached on error divided by the player’s at-bats.
- 865 q. Off center of gravity – The player fields the ball from his/her knees, off one foot, while moving the
866 opposite direction from the throw or while in the air.
- 867 r. Stopping the ball – The player prevents the ball from continuing beyond the player and causes it to
868 remain in the vicinity of the player. The player is not able, however, to make the next play without delay.
- 869 s. Vicinity – within a step in any direction laterally of the player receiving the throw
- 870 t. 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
871 order to make the play.
872

873 *(NOTE: In reference to the modified batting average, a batted ball resulting in a fielder’s choice is not included in*
874 *the definition of a hit and therefore is not included in the number of hits a player is recorded to calculate the*
875 *modified batting average. The USA Softball Rules and iPride Softball Governing Manual do not define a fielder’s*
876 *choice. A Fielder’s Choice is understood to be an outcome of a batted ball where a preceding runner was put-*
877 *out (or could have been in the judgement of the scorer) rather than the batter-runner. See lines 806-813 for these*
878 *results of a batted ball that do not constitute a hit. This note is explanatory on the definition of modified batting*
879 *average and is not considered a governing rule. Added by Board of Directors February 17, 2019)*
880

881 SECTION 2 – PLAYER RATING GUIDELINES

882

883 **25.20 Rating Guidelines:** The following are the official rating guidelines of this organization:
884

885 *Directions:*

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

DIRECTIONS: Review each of the following questions for every player.

Does the player have the ability to perform the listed skill at the specified threshold for that question? If so, the player receives a YES for the question. A YES to any part of a question is a YES to that question.

HITTING	Question 1	Question 2	Question 3	Question 4	Question 5	
	Hits a fair or foul ball with low velocity. (60% threshold)	Hits a fair or foul ball with medium velocity. (60% threshold)	Hits a fair or foul ball with high velocity. (20% threshold)	Hits a fair or foul ball with high velocity. (60% threshold)	Hits a fly ball 300' (91.4m) or more. (5% threshold)	<i>NOTE:</i> Players with a YES to Question 3 cannot participate in the E Division. Players with a YES to Question 5 cannot participate in the D or E Divisions. See Governing Manual Section 20.35.
Modified Batting Average	Batting against	Question 6	Question 7	Question 8	Question 9	<i>NOTE:</i> The following questions are linked: 1 – 4, 6 – 9, 10 – 12, 13 – 20, and 21 – 26. A YES to the highest question in a linked set earns the player all those questions (i.e., a player with YES on Q20, will also be given Q13 – Q20)
	E Division	≥ .700	≥ .800	≥ .900	≥ .950	
	D Division	≥ .600	≥ .700	≥ .800	≥ .900	
	C Division	≥ .500	≥ .600	≥ .700	≥ .800	
	B Division	≥ .400	≥ .500	≥ .600	≥ .700	
	A Division	≥ .300	≥ .400	≥ .500	≥ .600	

RUNNING SPEED

(No Threshold; Ability to do it one time qualifies for a YES)

DIRECTIONS: Ability to run from a stopped and standing ready position, runs from home plate to first base, one base to the next, or third base to home plate (i.e., 70 feet or 21.3 meters) in less than:

Question 10	Question 11	Question 12
4.5 Seconds	4.0 seconds	3.5 seconds

FIELDING (Questions 13 – 20 are a 60% Threshold)

FIELDING (INFIELD)	Question 13	Question 14	Question 15	Question 16	Question 17	Question 18	Question 19	Question 20
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 feet or 2.7-3 meters) 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 feet (3.7 meters) 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 feet or 2.7-3 meters) 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 feet (3.7 meters) 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 a ball hit with high velocity within a few steps (9-10 feet or 2.7-3 meters) 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 feet or 2.7-3 meters) of the player.	Stops a ball hit with high velocity in the hole (>12 feet (3.7 meters) or 4-5 steps) away from the player.	Cleanly fields a ball hit with high velocity in the hole (>12 feet (3.7 meters) or 4-5 steps) away from the player.
Fly Ball	Catches a fly ball hit directly at the player.	Catches a fly ball hit zero feet up to 15 feet (4.6 meters) to the sides/front of the player.	Catches a fly ball hit >15 feet up to 30 feet (>4.6 meters up to 9.1 meters) to the sides/front of or 15 feet (4.6 meters) behind the player.	Catches a fly ball hit >30 feet up to 45 feet (>9.1 meters up to 13.7 meters) to the sides/front of or 30 feet (9.1 meters) behind the player.	Catches a fly ball hit >45 feet up to 60 feet (>13.7 meters up to 18.3 meters) to the sides/front of or 45 feet (13.7 meters) behind the player.	Catches a fly ball hit 60 feet up to 75 feet (>18.3 meters up to 22.9 meters) to the sides/front of or 60 feet (18.3 meters) behind of the player.	Catches a fly ball hit >75 feet up to 90 feet (>22.9 meters up to 27.4 meters) to the sides/front of or 75 feet (22.9 meters) behind of the player.	Catches a fly ball hit >90 feet (27.4 meters) to the sides/front of or >75 feet (22.9 meters) behind of the player.

FIELDING (OUTFIELD)	Question 13	Question 14	Question 15	Question 16	Question 17	Question 18	Question 19	Question 20
Ground Ball Medium Velocity	Cleanly fields a ball hit with medium velocity directly at the player.	Cleanly fields a ball hit with medium velocity zero feet up to 15 feet (4.6 meters) of the player	Cleanly fields a ball hit with medium velocity >15 feet up to 30 feet (>4.6 meters up to 9.1 meters) of the player	Cleanly fields a ball hit with medium velocity >30 feet up to 45 feet (>9.1 meters up to 13.7 meters) of the player	Cleanly fields a ball hit with medium velocity >45 feet up to 60 feet (>13.7 meters up to 18.3 meters) of the player	Cleanly fields a ball hit with medium velocity 60 feet up to 75 feet (>18.3 meters up to 22.9 meters) of the player	Cleanly fields a ball hit with medium velocity >75 feet up to 90 feet (>22.9 meters up to 27.4 meters) of the player	
Ground Ball High Velocity		Cleanly fields a ball hit with high velocity directly at the player.	Cleanly fields a ball hit with high velocity zero up to 15 feet (4.6 meters) of the player	Cleanly fields a ball hit with high velocity >15 feet up to 30 feet (>4.6 meters up to 9.1 meters) of the player	Cleanly fields a ball hit with high velocity >30 feet up to 45 feet (>9.1 meters up to 13.7 meters) of the player	Cleanly fields a ball hit with high velocity >45 feet up to 60 feet (>13.7 meters up to 18.3 meters) of the player	Cleanly fields a ball hit with high velocity >60 feet up to 75 feet (>18.3 meters up to 22.9 meters) of the player	Cleanly fields a ball hit with high velocity >75 feet up to 90 feet (>22.9 meters up to 27.4 meters) of the player
Fly Ball	Catches a fly ball hit directly at the player.	Catches a fly ball hit zero feet up to 15 feet (4.6 meters) to the sides/front of the player.	Catches a fly ball hit >15 feet up to 30 feet (>4.6 meters up to 9.1 meters) to the sides/front of or 15 feet (4.6 meters) behind the player.	Catches a fly ball hit >30 feet up to 45 feet (>9.1 meters up to 13.7 meters) to the sides/front of or 30 feet (9.1 meters) behind the player.	Catches a fly ball hit >45 feet up to 60 feet (>13.7 meters up to 18.3 meters) to the sides/front of or 45 feet (13.7 meters) behind the player.	Catches a fly ball hit 60 feet up to 75 feet (>18.3 meters up to 22.9 meters) to the sides/front of or 60 feet (18.3 meters) behind the player.	Catches a fly ball hit >75 feet up to 90 feet (>22.9 meters up to 27.4 meters) to the sides/front of or 75 feet (22.9 meters) behind the player.	Catches a fly ball hit >90 feet (27.4 meters) to the sides/front of or >75 feet (22.9 meters) behind the player.

THROWING AND PITCHING (Questions 21 – 26 are a 60% Threshold)

Question 21	Question 22	Question 23	Question 24	Question 25	Question 26
Throw 50 feet (15.2 meters) with line drive (regardless of accuracy)	Throw 50 feet (15.2 meters) with line drive <i>and</i> accuracy	Throw 70 feet (21.3 meters) with line drive <i>and</i> accuracy	Throw 100 feet (30.5 meters) with line drive <i>and</i> accuracy	Throw 150 feet (45.7 meters) with line drive <i>and</i> accuracy	Throw >200 feet (61 meters) with line drive <i>and</i> accuracy
	Pitch a strike and/or cause the batter to swing	Vary the height, depth and location of the pitch while pitching a strike and/or causing the batter to swing	Deliver multiple pitch techniques while pitching a strike and/or causing the batter to swing		
Throw 70 feet (21.3 meters) (regardless of arc or accuracy)	Throw 70 feet (21.3 meters) with line drive (regardless of accuracy)	Throw 100 feet (30.5 meters) with line drive (regardless of accuracy)	Throw 150 feet (45.7 meters) with line drive (regardless of accuracy)	Throw >200 feet (61 meters) with line drive (regardless of accuracy)	Throw 150 feet (45.7 meters) with line drive and accuracy while off center of gravity (e.g., from knees, from one foot)
	Throw 100 feet (30.5 meters) (regardless of arc or accuracy)	Throw 150 feet (45.7 meters) (regardless of arc or accuracy)	Throw >200 feet (61 meters) (regardless of arc or accuracy)	Throw 100 feet (30.5 meters) with line drive and accuracy while off center of gravity (e.g., from knees, from one foot)	