

Updated Ratings Guidelines

General

Contact

- 1 (Poor): Seldom makes contact; poor pitch selection; strikes out most at bats
- 2 (Below Average): Occasionally makes solid contact; below average pitch selection; strikes out a lot
- 3 (Average): Consistently makes contact; sometimes contact is solid; puts ball into play; understands strike zone
- 4 (Above Average): Good pitch selection; almost always makes solid contact; high on-base percentage
- 5 (Excellent): Great pitch selection; gets hits with regularity; difficult to strike out

Power

- 1 (Poor): Produces weak hits when contact is made; hits rarely leave infield grass
- 2 (Below Average): Can pop ball up; hits rarely go into outfield
- 3 (Average): Can hit hard grounders and will occasionally put balls into outfield
- 4 (Above Average): Can put ball into outfield; hits line drives
- 5 (Excellent): Can put ball deep into outfield; hits hard line drives

Fielding

- 1 (Poor): Weak fielder; occasionally makes plays
- 2 (Below Average): Usually makes simple plays; rarely makes harder plays
- 3 (Average): Always makes simple plays; occasionally makes harder plays; sometimes covers proper base/backs up plays
- 4 (Above Average): Always makes routine plays; usually makes harder plays; always covers bases/backs up; usually catches fly balls as well as grounders
- 5 (Excellent): Superior fielder; always makes difficult plays; usually makes outstanding plays; always in the proper position; consistently catches fly balls as well as grounders; demonstrates knowledge of fielding at all times

Throwing

- 1 (Poor): Poor technique; weak throws
- 2 (Below Average): Pushes rather than throws; can throw from 2B to 1B but not from SS or 3B
- 3 (Average): Good technique; can throw from 3B to 1B
- 4 (Above Average): Proper technique; can make throws from anywhere on the field; knows where to throw
- 5 (Excellent): Superior arm strength and technique; all throws strong and accurate; consistent knowledge of where to throw

Running

- 1 (Poor): Slow; poor base runner
- 2 (Below Average): Slow; does not always know when to run
- 3 (Average): Average speed; steals bases; can slide

- 4 (Above Average): Fast; runs well; steals bases; makes proper turns; slides well
- 5 (Excellent): Superior speed and base running ability; rarely thrown out; always able to take an extra base; proper sliding technique

Presence

- 1 (Poor): No real knowledge of the game
- 2 (Below Average): Below average knowledge of the game; usually does not know which base to throw to or run to; does not think 'what do I do if...'
- 3 (Average): Knows where to throw the ball; covers bases; sometimes thinks 'what do I do if...'
- 4 (Above Average): Throws to the proper bases, covers bases; runs aggressively; backs up properly; always thinks 'what do I do if...'
- 5 (Excellent): Superior knowledge of the game; always is in the correct position; always thinking ahead; a leader on the field

Pitching

Note: There are two groups of pitching ratings - use the groups to create the total number

Ex: To give a player a 3 rating in Velocity or Control, either select Average (3) from Velocity/Control 1 and leave Velocity/Control 2 unchecked or select Poor (1) from Velocity/Control 1 and select Below Avg (2) from Velocity/Control 2

Velocity - in two parts*

- 1-2 (Poor): Usually does not reach the plate
- 3-4 (Below Average): Reaches plate with little speed; players often make contact
- 5-6 (Average): Fair velocity; only above average players usually make contact
- 7-8 (Above Average): High velocity; ball usually not hit solidly except by superior players
- 9-10 (Excellent): Superior velocity; ball almost never hit solidly even by superior opponents

Control - in two parts*

- 1-2 (Poor): Usually walks many batters
- 3-4 (Below Average): Often walks many batters
- 5-6 (Average): Can get through innings without walking in multiple runs; average strike/ball ratio
- 7-8 (Above Average): Rarely walks batters; usually stays within pitch counts; high strike/ball ratio
- 9-10 (Excellent): Rarely walks batters; can mix speeds and locations; uses a minimum of pitches; very high strike/ball ratio

Mechanics (Baseball)

- 1 (Poor): Does not show any sign of good pitching form.
- 2 (Below Average): May be able to pitch from the stretch. Shows signs of being able to leg lift, stride, and break. Timing is poor and release point is erratic.
- 3 (Average): Pitches from the stretch. Has good leg lift. Stride and break are generally on target line. Timing and release point is adequate.

4 (Above Average): Good form pitching from the stretch. May be able to pitch from the windup. Timing and release point are fairly consistent. Has good follow through.

5 (Excellent): Can pitch from the stretch or windup with confidence. Stride is long, breaks into a strong power position, timing, release point and follow through are very consistent.

Mechanics (Softball)

1 (Poor): no understanding of pitching form, improper technique, pitches illegally (taking steps toward batter), cannot reach home plate

2 (Below Average): Can pitch underhand, but not windmill. Poor form and inconsistent release point

3 (Average): Able to pitch windmill but poor mechanics and technique, has potential but lacks formal training, can throw strikes on occasion

4 (Above Average): Able to pitch windmill with proper technique and consistent release point, good control

5 (Excellent): same as #4 but more consistent and has more than one pitch. Confident and strong understanding of pitching