

CONSIDERATIONS FOR RATINGS

This document is designed to serve as an aid to coaches/managers to help interpret the questions and assess players' skills accordingly. While we believe it is a great tool to assist, it is not intended to serve as an independent guide for rating players. Player ratings are the responsibility of each league designee (Commissioner/Coach/Ratings Committee, etc.). Refer to the Ratings Guidance FDG for more information.

Questions 1-4

- The definition for these questions relates to the distance a ball is hit, either in the air or on the ground if it went unimpeded. If you hit a ball 200 feet and it rolls to a distance greater than 250 feet, it would be considered a high velocity hit. For example, if you hit a ball that is fielded by an infielder, the velocity depends on how far the ball would have travelled if the fielder had not touched the ball.
- As most fields are not marked at the distances established in these questions it can be difficult to determine the true distance of a hit ball. During regular league season games, a league might want to use cones or spray paint a demarcation line to help determine where these distances are on the field to help with who gets these questions.
- For hitting questions, we have determined the 20% rule or 60% rule applies to cumulative skill of this question for a player in all World Series Qualifying Games (league and iPride Cup) plus World Series games. Teams may provide their league, iPride Cup and World Series scorebooks when defending this question—providing summaries of batting stats will not be sufficient to defend this question.
- To protest this question, you would generally have to see this skill performed more than one time. As the distance a ball is hit is usually something that is not recorded in a scorebook, the protested team may provide justification on how the player did not perform this 20% or 60% of the time. Possible measures that could be looked at are the numbers of singles, doubles, triples or home runs but this may not completely justify this question.

Question 5

- On fields with 300-foot fences, this definition would apply if the ball hits the fence or goes over the fence.
- If in your leagues you do not play on fields with fences or you play on fields with fences greater than 300 feet you should try to use cones or a demarcation line to judge where 300 feet would be on your fields. If you play on fields with fences less than 300 feet use cones or a demarcation line beyond the fence to determine where 300 feet is.
- 5% threshold. The 5% rule applies to a player's performance in all World Series Qualifying Games (league and iPride Cup) plus World Series games. Teams may provide their league, iPride Cup and World Series scorebooks when defending this question—providing summaries of batting stats will not be sufficient to defend this question.

Questions 6-9

- The modified batting average of a player should be determined over all the World Series Qualifying Games (league and iPride Cup) plus World Series games the player has plate appearances. Teams may provide their league, iPride Cup and World Series scorebooks when defending modified batting average questions—providing summaries of modified batting averages will not be sufficient to defend this question.
- Some leagues do not play in the same Division format as they do at the World Series. For these leagues you may want to consider looking at just the stats from games against teams that are within the same Division guidelines. You may want to use iPride Softball tournament stats for the Division they play in. If a league only has one B team, for that team you may want to just use the games against the higher-level C teams. This same philosophy could be used for any interdivision league play.

Questions 10-12

- The 60% rule DOES NOT APPLY to these questions, and a player must only do this once to get the question. The speed for this question is determined running from any of the 4 bases to the next base. It is not just from home to 1st or 3rd to home. It also includes runs from 1st to 2nd or from 2nd to 3rd. They must only do it at this speed one time in any of these situations to get this question.
- Good evidence of this could be a video so a protest committee could judge effort and speed.

Questions 13-20

- The 60% rule applies to a player's performance in all World Series Qualifying Games (league and iPride Cup) plus World Series games.
- Please use as guidance the map on the next page that shows the approximate distance between fielders and the distance they would have to move to catch balls not directly hit at them.
- The 60% rule would be calculated looking at all the balls that the defender had to travel that distance to field. So, if a player had 10 balls hit toward them over a season that they had to move 45 feet to attempt to catch, the 60% would be applied to just those 10 balls. If they cleanly fielded 6 or more of them then they would get this question.

Questions 21-26

- The 40% rule applies to a player's performance in all World Series Qualifying Games (league and iPride Cup) plus World Series games.
- For all of the places in these questions related to throwing a distance regardless of arc or accuracy: If you are able to do this one time it could be deemed you have the ability to do it 40% of the time. However, the protested team may present evidence to demonstrate how they are not able to perform the skill 40% of the time.
- In general, the distance of a throw from 3rd base to first is 100 feet or more. Depending on how deep the shortstop is playing that distance can be deemed to be 100 feet. Because of this we would expect most players playing in these positions have the capability to throw the ball 100 feet.
- For all the parts of this question that require throwing with accuracy: Throwing errors should be recorded as such in the scorebook. For example, the shortstop making a throwing error to 1st base could be marked in the book as E6 (T). If these are marked in the scorebook you could calculate how many times they made the throw and how many were throwing errors to determine the 40%.