

PLAYER RATING GUIDELINES

This paper is to help new raters and existing raters on how to rate players. This should make the rating of players equivalent between a new rater and a more experienced rater.

1. Rate conservatively, we can always move a player up.
2. Rate your mind, not someone else's influence.
3. Its hard to always be right but let's try.

Below are some suggestions to take into consideration:

Hitting with Consistency

- Makes contact with power, can hit to all fields (1.0 - 1.99)
- Makes hard contact consistently, can hit to all fields (2.0 - 2.5)
- Makes hard contact occasionally. (2.6 – 3.0)
- Makes contact some of the time (3.1 - 3.4)
- Difficulty making contact (3.5 – 3.99)

Hitting with Power

- Hits the ball out of the infield consistently, line drives with authority, home run power. (1.0 – 1.99)
- Hits the ball out of the infield most of the time, line drives. (2.0 – 2.5)
- Hits the ball out of the infield sometimes. (2.6 – 3.4)
- Difficulty hitting the ball out of the infield. (3.5 – 3.99)

Fielding

- Number of fly balls caught.
- Number of ground balls caught.
- Competence and confidence in fielding balls:
 1. Can play multiple positions, makes running catches or exceptional at one position and can play other positions. (1.0 – 1.99)
 2. Can catch a ball if hit to them, plays multiple positions on average. (2.0 – 2.5)
 3. Can catch a ball if hit to them occasionally. (2.6 – 3.5)
 4. Difficulty catching anything, fielding can be dangerous. 3.6 – 3.99)

Throwing

- Fields balls at 2nd and throws accurately to 1st.
- Fields balls at SS and throws accurately to 1st. This step is for players that have shown from the previous step they may be able to throw this distance.
- Competence and confidence in fielding balls:
 1. Strong arm, no issues throwing across the infield, mostly accurate. (1.0 – 1.99)
 2. Throws more than 90 feet, throws with accuracy most of the time. (2.0 – 2.5)
 3. Throws 70 feet with accuracy. (2.6 – 2.99)

4. Difficulty throwing with accuracy and distance but can play. (3.0 – 3.5)
5. Can't throw more than 15 feet, no accuracy, needs improvement. (3.6 – 3.99)

Running

- Judge coordination (smoothness & balance), the runner's gait (long strides or short choppy steps). Speed is not judged as we tell the player not to run full out.