

BGSL Ratings Guidelines

Ratings are from 1 to 5. 5 is the highest rating.

Throwing

- 5: One of the best arms you've seen – exceptional.
- 4: Strong accurate arm with proper form and footwork.
- 3: Either proper form and footwork with not that strong an arm or a strong arm without proper form/footwork.
- 2: Can consistently reach the target, but the throw is weak.
- 1: Can't consistently reach the target.

Catching

- 5: Textbook catching. Catches the ball always in the right position and quickly gets rid of the ball.
- 4: Catches consistently with two hands, feet are in a good position. Moves to the ball while it is in the air.
- 3: Is able to catch the majority of balls thrown to her. Does not stab at the ball.
- 2: Catches the balls, but usually stabs at it. Shows some fear of the ball.
- 1: Does not consistently catch the ball.

Fielding Grounders

- 5: Excellent form. Always has the proper stance. Can easily backhand a ball. Has a very quick release.
- 4: Fields the ball in the middle of her stance. Moves well side to side to get to a ball. Goes quickly from a fielding position to a throwing position.
- 3: Is able to get to most balls and cleanly fields them, but her positioning and footwork need improvement.
- 2: Fields many of the ground balls. Form is not very good.
- 1: Misses many balls and has poor form.

Fielding Fly Balls

- 5: Great at tracking a fly ball. The player easily goes back on a ball in either direction and can cut off a line drive. Quickly release the ball after a catch. Uses a crow hop.
- 4: Is able to move to the ball. Catches the ball with two hands and the glove in the correct position.
- 3: Catches most of the ball. The position of the glove may not always be correct. Is able to move to catch the ball.
- 2: Catches some the balls. Glove is usually in the wrong position.
- 1: Only catches a few of the balls. Glove is always in the wrong position. Afraid of the ball.

Hitting

- 5: Excellent stance and balance. Has strong power and rarely misses a ball.
- 4: Good stance, proper balance, hands in correct position and holds the bat correctly. Makes good contact with the majority of the balls.
- 3: Has a good swing but her form may be off. Still makes contact with many of the balls. Or, has very good form, but is not consistently hitting the center of the ball.
- 2: Does not have good form but is still able to make contact with the ball.
- 1: Poor swing and rarely makes contact with the ball.

Base Running

- 5: Very fast and aggressive. Always takes the extra base when possible. Does an excellent job rounding the bases.
- 4: Fast. Runs all the way through first base. When rounding first, makes a good turn and takes a direct path to 2nd base. Doesn't need to be told when to run and when to stay.
- 3: Either fast and they need to work on being more heads up on the base path, or they are not fast, but they round the meet the rest of the 4 requirements.
- 2: Not very fast and needs a lot of coaching on the base path.
- 1: Slow runner and is never sure where to go.

Softball IQ

- 5: Like a coach on the field. They always know the situation and take leadership in telling the other players what needs to be done. For example, they are telling the infield where the play should go before the ball is pitched. Most teams will not have a player that would be rated a 5.
- 4: Knows where to throw the ball on all plays. You can tell the player something once and they remember and use it in games. Helps the other players on the team by telling them where to be and what play to make. Rarely makes a base running mistake.
- 3: Makes the right play most of the time. They are paying attention during a game.
- 2: Often needs help on where to make a play. Has a lot of lapses of attention during the game.
- 1: Rarely knows where to make a play. Needs to be reminded where the positions are on the field. Often is not paying attention during a game.

Pitching

- n/a Not applicable players does not pitch.
5. Utilizes windmill technique, consistently throws strikes with high velocity.
 4. Utilizes windmill or basic underhand style, throws more strikes than balls with decent velocity, walks very few batters.
 3. Utilizes windmill or basic underhand style and throws about the same number of strikes as balls, walks one or two batters per inning.
 2. Utilizes windmill or basic underhand style and throws more balls than strikes, walks several batters per inning.
 1. Utilizes windmill or basic underhand style and rarely throws strikes, walks or hits almost every batter faced.

