



North American Gay Amateur Athletic Alliance - Open Division

Directions:

1. Read the following Statement of Purpose:

Statement of Purpose: This form is intended to be used as a tool to assist those responsible for rating players so ratings may be fair and consistent across all levels of play and across all leagues in the Open Division. All questions are intended to determine if a player possesses a skill or skills necessary for softball

2. Circle a YES or NO answer for each question.

3. Many questions have multiple parts. A YES to ANY one part is a YES to the question.

4. Questions: All questions will begin with the phrase: **DOES THE PLAYER HAVE THE ABILITY TO...**

FIELDING:

DEFINITIONS FOR FIELDING QUESTIONS

OCCASIONALLY: to be able to perform the particular skill with some regularity or more often than not. (i.e. the skill can be performed 3 out of 5 times)

CONSISTENTLY: to be able to perform the particular skill with great regularity. (i.e. the skill can be performed 4 out of 5 times)

Questions 1-5 are intended to identify THROWING ability, and have nothing to do with the player's ability to field the ball.

YES or NO

1. occasionally throw a ball through the air 65 feet or better in the vicinity of another player?
(65 feet is the distance between bases)

YES or NO

2. consistently throw a ball through the air 90 feet or better in the vicinity of another player?
(90 feet is the distance between 3rd and 1st)
OR

occasionally throw to the proper place turning accurate infield plays against runners with average base running speed?

[a "YES" to Q#2 automatically results in a "YES" to Q#1]

YES or NO

3. occasionally throw a ball through the air 90 feet or better without a rainbow arc in the vicinity of another player?
OR

consistently throw to the proper place turning accurate infield plays against runner with average base running speed?

[a "YES" to Q#3 automatically results in a "YES" to Q#1, #2]

YES or NO

4. consistently throw a ball through the air 90 feet or better without a rainbow arc in the vicinity of another player?

[a "YES" to Q#4 automatically results in a "YES" to Q#1, #2, #3]

YES or NO

5. consistently throw without a rainbow arc to the proper place turning accurate infield plays against aggressive runners with above average speed?
OR

consistently make long throws without a rainbow arc from the outfield directly and accurately to the proper base completing proper plays against aggressive runners with above average speed?

[a "YES" to Q#5 automatically results in a "YES" to Q#1, #2, #3, #4]

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Questions 6-14 are intended to identify FIELDING ability, and have nothing to do with the player's ability to throw the ball.

- YES or NO 6. occasionally on purpose catch balls that are thrown to the player with a rainbow arc?
YES or NO 7. occasionally on purpose catch balls that are thrown to the player without a rainbow arc?
[a "YES" to Q#7 automatically results in a "YES" to Q#6]
- YES or NO 8. consistently on purpose field slow hit balls that are within a few steps?
OR
consistently on purpose catch routine fly balls that are within 15 feet?
[a "YES" to Q#8 automatically results in a "YES" to Q#6, #7]
- YES or NO 9. consistently on purpose field medium hit balls that are within a few steps?
OR
consistently on purpose catch routine fly balls that are more than 15 feet away?
[a "YES" to Q#9 automatically results in a "YES" to Q#6, #7, #8]
- YES or NO 10. occasionally on purpose field medium hit balls that are in the hole?
OR
occasionally on purpose catch fly balls that are more than 30 feet away?
[a "YES" to Q#10 automatically results in a "YES" to Q#6, #7, #8, #9]
- YES or NO 11. consistently on purpose field medium hit balls that are in the hole?
OR
consistently on purpose catch fly balls that are more than 30 feet away?
[a "YES" to Q#11 automatically results in a "YES" to Q#6, #7, #8, #9, #10]
- YES or NO 12. occasionally on purpose field hard hit balls that are in the hole?
OR
occasionally on purpose stop line drives in the gaps from getting by the outfielders?
[a "YES" to Q#12 automatically results in a "YES" to Q#6, #7, #8, #9, #10, #11]
- YES or NO 13. consistently on purpose field hard hit balls that are in the hole?
OR
consistently on purpose stop line drives in the gaps from getting by the outfielders?
[a "YES" to Q#13 automatically results in a "YES" to Q#6, #7, #8, #9, #10, #11, #12]
- YES or NO 14. occasionally on purpose make spectacular catches?

BASE RUNNING:

DEFINITIONS FOR BASE RUNNING QUESTIONS

OCCASIONALLY: to be able to perform the particular skill with some regularity or more often than not. (i.e. the skill can be performed 3 out of 5 times)

- YES or NO 15. go from base to base utilizing rudimentary knowledge of the rules?
YES or NO 16. run with average speed and occasionally take extra bases on good hits or errors against a limited level of defense?
[a "YES" to Q#16 automatically results in a "YES" to Q#15]
- YES or NO 17. run aggressively with average or better speed and occasionally take extra bases on good hits or errors against an intermediate level of defense?
[a "YES" to Q#17 automatically results in a "YES" to Q#15, #16]
- YES or NO 18. run very aggressively and occasionally take extra bases on good hits or errors against an exceptional level of defense?
[a "YES" to Q#18 automatically results in a "YES" to Q#15, #16, #17]

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HITTING:

DEFINITIONS FOR HITTING QUESTIONS

OCCASIONALLY: to be able to perform the particular skill, but without regularity. (i.e. the skill can be performed 2 out of 5 times)

CONSISTENTLY: to be able to perform the particular skill with some regularity or more often than not. (i.e. the skill can be performed 3 out of 5 times)

Questions 19-27 are intended to be answered based on the outcome – not counting walks – of each completed at bat (whether the batter reaches base or is out on the final pitch of the at bat), not based on the outcome of each swing during an at bat.

YES or NO 19. occasionally hit a fair ball?

YES or NO 20. consistently hit a fair ball?

[a “YES” to Q#20 automatically results in a “YES” to Q#19]

YES or NO 21. occasionally hit a fair ball with at least medium velocity?

[a “YES” to Q#21 automatically results in a “YES” to Q#19, #20]

YES or NO 22. consistently hit a fair ball with at least medium velocity?

[a “YES” to Q#22 automatically results in a “YES” to Q#19, #20, #21]

YES or NO 23. consistently reach base safely on a batted ball against a limited level of defense?

OR

occasionally reach base safely on a batted ball against an intermediate level of defense?

[a “YES” to Q#23 automatically results in a “YES” to Q#19, #20, #21, #22]

YES or NO 24. consistently reach base safely on a batted ball against an intermediate level of defense?

OR

occasionally reach base safely on a batted ball against an exceptional level of defense?

[a “YES” to Q#24 automatically results in a “YES” to Q#19, #20, #21, #22, #23]

YES or NO 25. consistently reach base safely on a batted ball with high velocity against an intermediate level of defense:

OR

consistently reach base safely on a batted ball against an exceptional level of defense?

[a “YES” to Q#25 automatically results in a “YES” to Q#19, #20, #21, #22, #23, #24]

YES or NO 26. consistently reach base safely on a batted ball with high velocity against an exceptional level of defense?

[a “YES” to Q#26 automatically results in a “YES” to Q#19, #20, #21, #22, #23, #24, #25]

YES or NO 27. consistently reach base on an intentional hit with the ability to use all fields against an intermediate level of defense?

OR

occasionally hit a ball over a 300’ fence?

SOFTBALL CODE (Partial Listing of Entire Section)

1.00 Definitions (Partial Listing of Entire Section)

- 1.06** Average/Above Average speed –
1. Below Average Speed – a runner being able to run home to first in 5 + seconds or slower.
 2. Average Speed – a runner being able to run home to first in 4 – 5 seconds.
 3. Above Average Speed – a runner being able to run home to first in less than 4 seconds or faster.
- 1.07** Average base running knowledge – is described as knowing what a force is, when to tag up from a base, and knowing when to take the turn around a base.
- 1.12** Defense definitions
- a) A limited level of defense is a theoretical set of players having the following skills: 1,2,3,6,7,8,9
 - b) An intermediate level of defense is a theoretical set of players having the following skills: 1,2,3,4,,6,7,8,9,10,11
 - c) An exceptional level of defense is a theoretical set of players having greater skills than: 1,2,3,4,6,7,8,9,10,11
- 1.17** Hard Hit Ball – described as a ball hit at a minimum of 80 mph or greater than 250 feet in the air.
- 1.20** High Fly Ball – any batted ball that is in the air for 5 seconds or more.
- 1.22** In the Gap – a ball that is hit at a distance that is more than 30 foot radius from the outfield defender.
- 1.23** In the Hole - a ball that is hit at a distance that is more than 12 foot radius from the infield defender.
- 1.27** Line Drive – a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.
- 1.28** Long Fly Ball – any batted ball that travels further than 250 feet in the air
- 1.29** Long Throw – a throw that travels 150 feet or more
- 1.31** Medium Hit Ball – a ball hit 55 to 80 mph or hit 150 to 250 feet in the air.
- 1.32** Medium Velocity – a ball hit 55 to 80 mph or hit 150 to 250 feet in the air.
- 1.40** Quick lateral motion – no definition required
- 1.41** Rainbow Arc – a ball that from the point of release rises vertically 10% or more of the total distance that it travels
- 1.44** Rudimentary Knowledge – no definition required
- 1.45** Slow Hit Ball – a ball hit up to 55 mph or hit 150 feet or less in the air.
- 1.48** Spectacular catch – when a player catches the ball while leaving his center of gravity or is able to overcome obstructions..
- 1.50** Take Extra Bases – advance at least one base beyond what the opportunity would provide a base runner with average speed.
- 1.54** Vicinity – within a step in any direction laterally of the player receiving the throw
- 1.56** Within A Few Steps – includes balls hit to the player as well as balls hit within a few steps of the player

5.00 Rosters and Ratings (Partial Listing of Entire Section)

- 5.03** Team Ratings -
- a) A Team Rating is calculated by totaling the ratings of the ten top-rated players on each team.
- 5.04** GSWS Division Guidelines –
- a) Teams may compete in the following GSWS divisions based on their Player and Team Ratings.
 - 1) A division
 - A) All teams rated 270 or lower.
 - B) No open rostered team rated lower than 180 is allowed to play in the A division.
 - 2) B division
 - A) All teams rated 185 or lower.
 - B) No players rated over 22 are allowed on a B division team.
 - 3) C division
 - A) All teams rated 145 or lower.
 - B) No players rated over 15 are allowed on a C division team.
 - 4) D division
 - A) All teams rated 105 or lower.
 - B) No players rated over 11 are allowed on a D division team.