PLAYER RATING GUIDELINES

Category	Outstanding 4 Pts	Good 3 Pts	Acceptable 2 Pts	Needs Improvement 1 Pts
Throwing 1	Consistently demonstrates angling the throwing arms side of the body from the target, transfers weight towards target with the foot opposite throwing arm, angles arm behind head, follows through by having throwing arrm come across opposite side of the body, and throws accurately 80% of the time.	Demonstrates proper throwing stance, raises are behind head, steps towards target with opposite foot, rotates hips while throwing, and throws accurately 70% of the time.	Demonstrates proper body stance, raises arm behind head, steps toward the target with the opposite foot, and throws accurately to target 60% of the time.	Attemps to step towards the target, attempts to angle throwing away from target, throws accurately to the target less than 40%.
Catching 2	ball is below the waist. Thumbs together if the ball is	Demonstrates and applies ready position, watches ball, gets a good jump, uses correct footwork to chase the ball down and catches the ball on the throwing side of the body 70% of the time.	Demonstrates to move into the path of the ball sometimes uses correct footwork to chase the ball down, catches the ball 50% of the time.	Attempts to be in ready position, attempts to follow the ball to catch 40 of the time.
Fielding Grounders 2	Consistently demonstrates ready position, glove is down, keeps the head down and watches the ball move in the glove, weight is on ball of the feet or toes, moves in line and forward toward the ball and bends forward, knee down, fingers spread, pinkies close together or crossed.	Demonstrates and appapplies ready position, watches ball, moves towards ball buut not forward, feet are spread out but not on balls of the feet or toes, butt is low, but not fielding out front the body.	Demonstrates to move into the path of the ball, glove is down, watches the ball sometimes, feet are spready and butt slightly low.	Attempts to be in ready position, limited movements to the ball, no bending at the knees, doesn't watch the ball in, field the ball between the legs.
Batting 3	Consistently stands parallel to the plate, bat is gripped with middle knuckles lined up, dominant hand is on top, feet are staggered, knees are flexed, weight is on back leg, keeps elbow away from body, bat is held off the shoulder, eye is on ball, transfer weight from back to front, and swings level wit the ground at the height of the pitch, and hits balls in the strike zone 80% of the time.	Demonstrates and applies propeer body stance, keeps hands together when gripping the bat, swings hoizontally, attempts to hold the bat off of tshoulder, keeps eye on ball, and swings throughtly 70% of the time.	Demonstrates proper body stance, dominate hand is on top, keeps bat off shoulder, keeps eye on ball, and swings throught the ball 60% of the time.	Attempts to stand with the left side of the body toward the pitcher, attempts to face the plate and attempts to swing through the ball 40% of the time.
Base Running 4	Uses all the proper body mechanics involved in base running. Understand the proper way to run the bases. Knows the proper way to lead off, tag up, and turn the bases.	Stays on base until ball hit. The runner touches every bag when running to another base. They never slide, or dives to the base. Tries to run past the base and does not touch it when running to a a single base.	•	Attempts to run to the base instead left or right of it. Stays on the base when needs to run. Doesn't tag up when ball caught. Doesn't understand when to leave the base.
Game Knowledge 5	Consistently aware of what is happening in the game. Knows what to do when the ball is hit and where to best throw the ball. Always aware that the game is live except when the Umpire calls time-out.	Demonstrates an awarness of what is happening in the game. Mostly knows what action to take on any hit ball.	While on base demonstrates somewhat the action that they should take when the ball is hit. Tales short lead off on fly balls to allow quick return to base if caught.	Limited knowledge as to where the ball is best thrown to prevent additional scoring. Does not move to their position when the ball is hit to be available for catching/throwing for a possible additional outs.