

SFGSL 2012
San Francisco Gay Softball League



Ratings Definition Terminology

- A. Average/Above Average speed –**
1. Below Average Speed – a batter, at the point of contact, being able to run home to first in 5 + seconds or slower.
 2. Average Speed – a batter, at the point of contact, being able to run home to first in 4 – 5 seconds.
 3. Above Average Speed – a batter, at the point of contact, being able to run home to first in less than 4 seconds or faster.
- B. 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.
- C. Defense definitions**
- a) A limited level of defense is a theoretical set of players having the following skills: 1,2,3,6,7,8
 - b) An intermediate level of defense is a theoretical set of players having skills greater than a limited level of defense but less than an exceptional level of defense
 - 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
- D. Fly Ball –** any batted ball that is higher than a line drive but is in the air less than five (5) seconds.
- E. Hard Hit Ball –** described as a ball hit at a minimum of 80 mph or greater than 250 feet in the air.
- F. High Fly Ball –** any batted ball that is in the air for 5 seconds or more.
- G. In the Gap –**a ball that is hit at a distance that is more than 30 foot radius from the outfield defender.
- H. In the Hole -** a ball that is hit at a distance that is more than 12 foot radius from the infield defender.
- I. Line Drive –** a ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels.
- J. Long Fly Ball –** any batted ball that travels further than 250 feet in the air
- K. Long Throw –** a throw that travels 150 feet or more
- L. Medium Hit Ball –** a ball hit 55 to 80 mph or hit 150 to 250 feet in the air.
- M. Medium Velocity –** a ball hit 55 to 80 mph or hit 150 to 250 feet in the air.
- N. On Purpose –** with intent
- O. Proper Place –** appropriate base or fielder
- P. Quick lateral motion – No definition required**
- Q. Rainbow Arc –** a ball that from the point of release rises vertically 10% or more of the total distance that it travels
- R. Rudimentary Knowledge –** no definition required
- S. Slide to be safe –** is defined as demonstrating the understanding of sliding mechanics.
- T. Slow Hit Ball –** a ball hit up to 55 mph or hit 150 feet or less in the air.
- U. Spectacular catch –** when a player catches the ball while leaving his center of gravity or is able to overcome obstructions.
- V. Take Extra Bases –** advance at least one base beyond what the opportunity would typically provide a base runner with average speed.
- W. Vicinity –** within a step in any direction laterally of the player receiving the throw
- X. Within A Few Steps –** includes balls hit to the player as well as balls hit within a few steps of the player

Rosters and Ratings

A. Team Ratings -

a) A Team Rating is calculated by totaling the ratings of the ten top-rated players on each team.

B. 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.