

DIRECTIONS: Review each of the following questions for every player. Does the player have the ability to perform the listed skill 60% of the time (unless otherwise identified)? If so, the player receives a YES for the question. A YES to any part of a question is a YES to that question.

HITTING		Question 1	Question 2	Question 3	Question 4	Question 5	
	Hits a fair ball with low velocity.	Hits a fair ball with medium velocity.	Hits a fair ball with high velocity.	Hit a fly ball >300 ft OR hit a fly ball >300 ft over a fence. (20% threshold)	Intentionally place hit a ball.	NOTE: Any player who receives a YES to Question 3 is ineligible to compete in the E Division.	
Modified Batting Average →	<i>Batting against</i>		Question 6	Question 7	Question 8	Question 9	NOTE: The following questions are linked: 1-4; 6-9; 10-12; 13-14; 15-22; 23-28. A YES to the highest question in a linked set earns the player all those questions. I.e. A player with YES on Q21, will also be given Q 15-20.
	E Division	≥ .800	≥ .850	≥ .900	≥ .950		
	D Division	≥ .600	≥ .700	≥ .800	≥ .900		
	C Division	≥ .500	≥ .600	≥ .700	≥ .800		
	B Division	≥ .400	≥ .500	≥ .600	≥ .700		
A Division	≥ .300	≥ .400	≥ .500	≥ .600			
RUNNING		Question 10	Question 11	Question 12	Question 13	Question 14	
Speed →	From a stopped standing ready position, runs from home plate to first base, one base to the next, or third base to home plate (70 ft.) in less than 4.5 seconds.	From a stopped standing ready position, runs from home plate to first base, one base to the next, or third base to home plate (70 ft.) in less than 3.75 seconds.	From a stopped standing ready position, runs from home plate to first base, one base to the next, or third base to home plate (70 ft.) in less than 3 seconds.	Base Running →	Runner advances to expected base relative to the Division & game situation.	Runner successfully advances beyond what would be expected relative to the Division & game situation.	NOTE: See below skill demonstrations for Questions 13 & 14
	NOTE: Q 10-12 are assessed based on the player having or not having the ability to perform the listed skill. There is no percentage threshold for these questions; The player can or cannot perform the skill.						

RUNNING SKILL DEMONSTRATIONS BELOW. THESE EXAMPLES ILLUSTRATE THE SKILLS FOR Q 13 & 14

A & B DIVISION		C & D DIVISION		E DIVISION	
QUESTION 13	QUESTION 14	QUESTION 13	QUESTION 14	QUESTION 13	QUESTION 14
On a base hit (high velocity): The runner safely advances one base (Example: An outfielder gets the ball into the infield and time is called, and no play is made at the base).	On a base hit (medium velocity): The runner safely advances one base (Example: An outfielder gets the ball into the infield and time is called, and no play is made at the base).	On a base hit (high velocity): The runner safely advances two bases (Example: An outfielder gets the ball into the infield and time is called, and no play is made at the base).	On a base hit (medium velocity): The runner safely advances two bases (Example: An outfielder gets the ball into the infield and time is called, and no play is made at the base).	On a base hit in front of the runner (medium velocity): The runner safely advances one base <i>despite a defensive attempt</i> to put the runner out (Example: An outfielder fields the ball & throws it to second in an effort to put out the runner advancing from first, but the runner is safe).	On a base hit in front of the runner (medium velocity): The runner safely advances two bases <i>despite a defensive attempt</i> to put the runner out (Example: The left center fields the ball and throws to second in an effort to put out the runner advancing from first, but the runner is safe).
On a base hit (high velocity): The runner safely advances one base despite a defensive attempt to put the runner out (Example: An outfielder fields the ball and throws it to 2nd in an effort to put out the runner advancing from 1st, but the runner is safe).	On a base hit (medium velocity): The runner safely advances one base <i>despite a defensive attempt</i> to put the runner out (Example: An outfielder fields the ball and throws it to 2nd in an effort to put out the runner advancing from 1st, but the runner is safe).	On a base hit (medium velocity): The runner safely advances one base <i>despite a defensive attempt</i> to put the runner out (Example: An outfielder fields the ball and throws it to 2nd in an effort to put out the runner advancing from 1st, but the runner is safe).	On a base hit (high velocity): The runner safely advances two bases <i>despite a defensive attempt</i> to put the runner out (Example: An outfielder fields the ball and throws it to 3rd in an effort to put out the runner advancing from 1st, but the runner is safe).	On a base hit behind the runner (medium velocity): The runner safely advances two bases <i>despite a defensive attempt</i> to put the runner out (Example: On a ball hit to the outfield, a runner starting on 1st advances to 3rd or a runner starting on 2nd advances to home).	On a base hit behind the runner (medium velocity): The runner safely advances three bases <i>despite a defensive attempt</i> to put the runner out (Example: On a ball hit to right field, a runner starting on 1st advances to home).
On a fly ball (high velocity): The runner safely advances one base (Example: The runner appropriately tags up by going far enough to be able to successfully advance on a dropped ball or stays on base and advances safely after the ball is caught).	On a fly ball (medium velocity): The runner safely advances one base (Example: The runner appropriately tags up by going far enough to be able to successfully advance on a dropped ball or stays on base and advances safely after the ball is caught).	On a fly ball (high velocity): The runner safely advances one base (Example: The runner appropriately tags up by going far enough to be able to successfully advance on a dropped ball or stays on base and advances safely after the ball is caught).	On a fly ball (medium velocity): The runner safely advances two bases (Example: The runner appropriately tags up by going far enough to be able to successfully advance on a dropped ball or stays on base and advances safely after the ball is caught).	On a fly ball (medium velocity): The runner safely advances one base (Example: The runner appropriately tags up by going far enough to be able to successfully advance on a dropped ball or stays on base and advances safely after the ball is caught).	On a fly ball (medium velocity): The runner safely advances two bases (Example: The runner appropriately tags up by going far enough to be able to successfully advance on a dropped ball or stays on base and advances safely after the ball is caught).

FIELDING (INFIELD)								
	Question 15	Question 16	Question 17	Question 18	Question 19	Question 20	Question 21	Question 22
Ground Ball/Line Drive Low Velocity	Cleanly fields a ball hit with low velocity directly at the player. OR Stops the ball hit with low velocity directly at the pitcher.	Cleanly fields a ball hit with low velocity within a few steps (9-10 ft) of the player. OR Cleanly fields a ball hit with low velocity directly at the pitcher	Cleanly fields a ball hit with low velocity in the hole (>12 ft or 4-5 steps) away from the player.					
Ground Ball/Line Drive Medium Velocity			Cleanly fields a ball hit with medium velocity directly at the player. OR Stops the ball hit with medium velocity directly at the pitcher.	Cleanly fields a ball hit with medium velocity within a few steps (9-10 ft) of the player. OR Cleanly fields a ball hit with medium velocity directly at the pitcher.	Cleanly fields a ball hit with medium velocity in the hole (>12 ft or 4-5 steps) away from the player.			
Ground Ball/Line Drive High Velocity			Stops the ball hit with high velocity directly at the player.	Cleanly fields a ball hit with high velocity directly at the player. OR Stops the ball hit with high velocity directly at the pitcher.	Stops a ball hit with high velocity within a few steps (9-10 ft) of the player. OR Cleanly fields a ball hit with high velocity directly at the pitcher.	Cleanly fields a ball hit with high velocity within a few steps (9-10 ft) of the player.	Stops a ball hit with high velocity in the hole (>12 ft or 4-5 steps) away from the player.	Cleanly fields a ball hit with high velocity in the hole (>12 ft or 4-5 steps) away from the player.
Fly Ball	Catches a fly ball hit directly at the player.	Catches a fly ball hit within 15 ft to the sides/front of the player.	Catches a fly ball hit within 30 ft to the sides/front of or 15 ft behind the player.	Catches a fly ball hit within 45 ft to the sides/front of or 30 ft behind the player.	Catches a fly ball hit within 60 ft to the sides/front of or 45 ft behind the player.	Catches a fly ball hit within 75 ft to the sides/front of or 60 ft behind the player.	Catches a fly ball hit within 90 ft to the sides/front of or 75 ft behind of the player.	Catches a fly ball hit >90 ft to the sides/front of or >75 ft behind of the player.
FIELDING (OUTFIELD)								
	Question 15	Question 16	Question 17	Question 18	Question 19	Question 20	Question 21	Question 22
Ground Ball Medium Velocity	Cleanly fields a ball hit with medium velocity directly at the player.	Cleanly fields a ball hit with medium velocity within 15 ft of the player	Cleanly fields a ball hit with medium velocity within 30 ft of the player	Cleanly fields a ball hit with medium velocity within 45 ft of the player	Cleanly fields a ball hit with medium velocity within 60 ft of the player	Cleanly fields a ball hit with medium velocity within 75 ft of the player	Cleanly fields a ball hit with medium velocity within 90 ft of the player	
Ground Ball High Velocity		Cleanly fields a ball hit with high velocity directly at the player.	Cleanly fields a ball hit with high velocity within 15 ft of the player	Cleanly fields a ball hit with high velocity within 30 ft of the player	Cleanly fields a ball hit with high velocity within 45 ft of the player	Cleanly fields a ball hit with high velocity within 60 ft of the player	Cleanly fields a ball hit with high velocity within 75 ft of the player	Cleanly fields a ball hit with high velocity within 90 ft of the player
Fly Ball	Catches a fly ball hit directly at the player.	Catches a fly ball hit within 15 ft to the sides/front of the player.	Catches a fly ball hit within 30 ft to the sides/front of or 15 ft behind the player.	Catches a fly ball hit within 45 ft to the sides/front of or 30 ft behind the player.	Catches a fly ball hit within 60 ft to the sides/front of or 45 ft behind the player.	Catches a fly ball hit within 75 ft to the sides/front of or 60 ft behind of the player.	Catches a fly ball hit within 90 ft to the sides/front of or 75 ft behind of the player.	Catches a fly ball hit >90 ft to the sides/front of or >75 ft behind of the player.

THROWING & PITCHING					
Question 23	Question 24	Question 25	Question 26	Question 27	Question 28
Throw 50 ft with line drive (regardless of accuracy)	Throw 50 ft with line drive <i>and</i> accuracy	Throw 70 ft with line drive <i>and</i> accuracy	Throw 100 ft with line drive <i>and</i> accuracy	Throw 150 ft with line drive <i>and</i> accuracy	Throw >200 with line drive <i>and</i> accuracy
	Pitch a strike.	Vary the height, depth and location of the pitch while maintaining accuracy.	Deliver multiple pitch techniques while maintaining accuracy.		
Throw 70 ft (regardless of arc or accuracy)	Throw 70 ft with line drive (regardless of accuracy)	Throw 100 ft with line drive (regardless of accuracy)	Throw 150 ft with line drive (regardless of accuracy)	Throw >200 ft with line drive (regardless of accuracy)	Throw 150 ft with line drive and accuracy while off center of gravity (e.g., from knees, from one foot, etc.)
	Throw 100 ft (regardless of arc or accuracy)	Throw 150 ft (regardless of arc or accuracy)	Throw >200 ft (regardless of arc or accuracy)	Throw 100 ft with line drive and accuracy while off center of gravity (e.g., from knees, from one foot, etc.)	