

Please use these guidelines to rate your TEAM. On the entry form, your overall team level will be placed on the right hand side while each player will receive a rating from below as well – no need to total anything!

Level 1

General: Fast pace game.

Athletes: Have a good knowledge of the rules.

High skill level. Batting: Athlete regularly makes contact with a pitched ball and can hit to outfield. Fielding: Athlete fields ball at least 80% of time when hit within 3 feet of them/can make all basic plays.

Partners: Partners and athletes should complement each other and participate equally. Partners may tag people out; however, try to include an athlete on most plays.

Officials: Start with 0 count. Should call the game as it is. Safety base utilized. Safety home plate utilized. No Tee's used in this division.

Level 2

General: Fast pace game; a bit slower than Level 1 teams.

Athletes: Have a good knowledge of the rules.

Medium skill level. Batting: Athlete regularly makes contact with a pitched ball and can hit to outfield. Fielding: Athlete fields ball at least 70% of time when hit within 3 feet of them/can make all basic plays.

Partners: Partners and athletes should complement each other and participate equally. Partners may tag people out; however, try to include an athlete on most plays.

Officials: Start with 0 count. Should call the game as it is. Safety base utilized. Safety home plate utilized. No Tee's used in this division.

Level 3

General: Slower paced game, with a few fast plays.

Athletes: Still learning the game and understanding the rules. However, they might forget during the excitement of the game.

Medium to low skill level. Batting: Athlete occasionally makes contact but may not hit the ball out of the infield. Fielding: Athlete occasionally fields the ball hit directly to them.

Partners: A lot of mentoring is happening at this level while playing. They help athletes improve basic in-field positioning, who to throw to or tag, etc... Partners should not be making all the plays in the field or scoring all the points. They help teach athletes to tag opponents' base runners and/or bases. It is okay if an athlete misses a catch...they will learn only if we give them the opportunities and the chance. Try to avoid partner to partner plays if possible. Partners should direct the game, not control the game.

Officials: Start with 0 count. Should call the game as it is. Safety base utilized. Safety home plate utilized. No Tee's used in this division.

Level 4

General: Slow paced game. A lot of coaching/teaching should be happening at this level. Great opportunity for lesser skilled athletes to be involved.

Athletes: Still learning the basic rules, feeling comfortable on the field, and being part of a team.

Low skill level. Batting: Athlete needs direction on basics and does not usually make contact with the ball. Fielding: Athlete can stop a ball but not field it cleanly/can occasionally make basic fielding plays (catch fly ball or grounder).

Partners: Facilitate the basic skills needed to play softball. Encourage athletes to field or throw to others, when to swing the bat, and when to run the bases. Partners should not be fielding all the balls or scoring all the points. It is okay if an athlete misses a catch...they will learn only if we give them the opportunities and the chance. Try to avoid partner to partner plays if possible. Partners should NOT control the game.

Officials: Start with 0 count. Should call the game as it is. Safety base utilized. Safety home plate utilized. No Tee's used in this division.

Please note – those wanting to use a tee, please sign up for our Modified division, which includes coach pitch and the use of tees!