

**RATING CHART EXPLANATION:**

Our player skill rating scale ranges from 10-thru-1. 10 being the highest rating, and 1 the lowest.....with 10-9 being reflective of a player with platinum level skills, 8-7 being reflective of Gold, 6-5-4 being Silver, and 3-2-1 being Bronze. A player's final individual skill rating number, within this 10-to-1 scale, is the result of rating each player based on professional baseball's 5-tool rating system. In other words, rating the player's batting average; offensive power; defensive skills; speed; and arm strength. The player's figures relative to each of these categories are totaled together, then divided by 5 to equate to the player's "base" skill rating.

With that in mind, let's say we've base-rated one of our members, John Doe -- a 70 year-old player, as a "7" Gold level player (see left column).....based on his overall 5-tool skills, etc., compared to all other male players in our organization who are 70 years old, or right around there.

This rating is John's "baseline" rating, and places him in the middle of the Gold player scale. John's baseline rating does NOT change unless he appeals it (and is granted the appeal), or if the KCMSSL Player Skill Rating committee -- as a committee -- changes that rating for whatever reason(s). Based on his "7" rating, as an example, John would remain a Gold rated player in our newly-proposed 70+ hybrid conference in 2018. He would be playing in a conference mirroring his age, so there would be no tiered-down adjustment made to his rating. See illustration below.

Player's 10-to-1 "BASE" Skill Level Rating -- when compared to organizational peers	REVISOR Dec 20, '20	Skill "Rating Number" parameters →				SUBJECT PLAYER'S INCLUSIVE AGE IS.....				Minimum Age Requirement for Conference in which the Player is Participating
		10 - 9		8 - 7		6 - 4		3 - 1		
		35 to 49	50 to 54	55 to 59	60 to 64	65 to 69	70 to 74	75 to 79	80+	
10 9 8 7 6 5 4 3 2 1		10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	35+ Men / 40+ Women
10 9 8 7 6 5 4 3 2 1		10 9 8 7 6 5 4 3 2 1	9 8 7 6 5 4 3 2 1	8 7 6 5 4 3 2 1	7 6 5 4 3 2 1	6 5 4 3 2 1	5 4 3 2 1	4 3 2 1	3 2 1	
10 9 8 7 6 5 4 3 2 1		10 9 8 7 6 5 4 3 2 1	9 8 7 6 5 4 3 2 1	8 7 6 5 4 3 2 1	7 6 5 4 3 2 1	6 5 4 3 2 1	5 4 3 2 1	4 3 2 1	3 2 1	50+
10 9 8 7 6 5 4 3 2 1		10 9 8 7 6 5 4 3 2 1	9 8 7 6 5 4 3 2 1	8 7 6 5 4 3 2 1	7 6 5 4 3 2 1	6 5 4 3 2 1	5 4 3 2 1	4 3 2 1	3 2 1	55+
10 9 8 7 6 5 4 3 2 1		10 9 8 7 6 5 4 3 2 1	9 8 7 6 5 4 3 2 1	8 7 6 5 4 3 2 1	7 6 5 4 3 2 1	6 5 4 3 2 1	5 4 3 2 1	4 3 2 1	3 2 1	60+
10 9 8 7 6 5 4 3 2 1		10 9 8 7 6 5 4 3 2 1	9 8 7 6 5 4 3 2 1	8 7 6 5 4 3 2 1	7 6 5 4 3 2 1	6 5 4 3 2 1	5 4 3 2 1	4 3 2 1	3 2 1	65+
10 9 8 7 6 5 4 3 2 1		10 9 8 7 6 5 4 3 2 1	9 8 7 6 5 4 3 2 1	8 7 6 5 4 3 2 1	7 6 5 4 3 2 1	6 5 4 3 2 1	5 4 3 2 1	4 3 2 1	3 2 1	70+
10 9 8 7 6 5 4 3 2 1		10 9 8 7 6 5 4 3 2 1	9 8 7 6 5 4 3 2 1	8 7 6 5 4 3 2 1	7 6 5 4 3 2 1	6 5 4 3 2 1	5 4 3 2 1	4 3 2 1	3 2 1	75+
10 9 8 7 6 5 4 3 2 1		10 9 8 7 6 5 4 3 2 1	9 8 7 6 5 4 3 2 1	8 7 6 5 4 3 2 1	7 6 5 4 3 2 1	6 5 4 3 2 1	5 4 3 2 1	4 3 2 1	3 2 1	80+

Player's BASE Rating -- Plus All Age-Adjusted Ratings Relative to the Minimum Age Requirement for Each Conference

70 year-old John Doe's base rating of a #7 player

A player's base skill rating drops 1 rating number for each 5-year conference age group drop below the player's actual age.

John's base skill rating of #7 (Gold level) drops to a #3 (Bronze level) rating when he plays in a 50+ conference.

John Doe's rating playing in a 70+ conference.

John Doe's age group

Another example:

**PLAYER RATING SAMPLE ILLUSTRATION BELOW**

Player's 10-to-1 "BASE" Skill Level Rating -- when compared to organizational peers REISED Oct 1, '19 BASE rating of player from here	Skill "Rating Number" parameters → 10 - 9    8 - 7    6 - 4    3 - 1								Minimum Age Requirement for Conference in which the Player is Participating 35+ Men / 40+ Women 50+
	SUBJECT PLAYER'S INCLUSIVE AGE IS.....								
	35 to 49	50 to 54	55 to 59	60 to 64	65 to 69	70 to 74	75 to 79	80+	
10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	
10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	10 9 8 7 6 5 4 3 2 1	

Example: The sample above is for a 70 year old player who has been assigned a BASE "Player Skill Rating" of 8 -- when compared to all other 68-72 year old set of players in our organization (a range of 2 years up, and 2 years down). However, whenever this player participates in a 50+ conference, his player rating, "for that specific conference", is age-and-conference adjusted to a #4 player.

Any "tiered-down" rating adjustment for John goes into effect when he participates in a conference where the minimum age requirement for that conference is at least 5 years under John's actual age. In each of those conference-by-conference instances, Leaguesheets will automatically, and proportionately, tier-down, or step-down, John's skill rating 1 point for each 5-year conference age drop. The KCMSSL Player Skill Rating Committee does not have to concern itself with whatever conference John plays, or "in what division" within that conference he plays, or even on what team he may wish to play within that division. The skill rating matrix functioning within Leaguesheets will take care of making all such applicable adjustments based on John's baseline rating relative to his age, and then relative to each conference's minimum age requirement.

Each player's skill rating -- whether baseline, or tiered-down -- will accompany the player's record, and be shown on each team's online roster as the manager goes through the process of adding each player onto his/her roster.

All rosters will be allotted a combined maximum of 3 players whose applicable rating -- whether baseline, or tiered-down -- is 1, or 2, skill level ratings above the team's maximum classification rating figure.

INDIVIDUAL "NUMERIC" PLAYER SKILL RATINGS															
10	-----	9	8	-----	7	6	--	5	--	4	3	--	2	--	1
PRECIOUS METAL TEAM RATING COLORS															
10.00	↔	8.01	8.00	↔	7.01	7.00	↔	6.01							
Platinum		"HG" Gold			"low" Gold										
6.00	↔	5.01	5.00	↔	4.01	4.00	↔	3.01	3.00	↔	1.00				
"HG" Silver		"Md" Silver		"low" Silver		Bronze									

In other words, a Bronze rated team will be allotted a “combined maximum” of 3 players rated #4 and/or #5 on its roster. If the manager attempts to add a 4<sup>th</sup> player rated higher than a #3 (whether baseline, or tiered-down) to that roster, the system will not allow the addition to occur. The manager will be shown an error message at the time the addition is attempted, making him aware of that fact. The manager, at that point, has a few known options.

1. The 4<sup>th</sup> player rated above #3 does not get added; or
2. 1 of the previously-added #4 or #5 players has to be dropped -- allowing a spot for the new #4 or #5 player to be added; or
3. Or, the manager or any one of the 4 players desired to be on the team can complete and submit a 3<sup>rd</sup> party appeal form, or a self-rating appeal form. Bottom line to this option is that 1 of the appealed players would need to have his rating lowered to a maximum of 3 for the conference in which the team is desiring to play.
4. The manager can request his team be rerated as a “low” Silver team (thus allowing for an even greater number of #4 players to be added, along with a maximum total of 3 players rated #5 or #6).

NOTE: Rerating any team to a new classification requires coordination with the subject conference coordinator and the organization’s Leaguesheets Administrator.....since shuffling, or rearranging of other teams in the division, or maybe even the conference, may need to be addressed. Odds are such a change would not be allowed in mid-session.

Now that you’ve reviewed this information, if you have suggestions / ideas as to how this system / process could possibly work better, by all means share your thoughts with any KCMSSL Board member for discussion purposes.

**Note:** SSUSA does not rate players this way. Nor do they even rate their teams into this many classification levels. SSUSA cannot, conceivably, mirror our rating process due to the much-wider range of players’ ages in each of our conferences. SSUSA’s players reflect a more-compact age parameter scenario due to their volume of tournament teams. A 50+ SSUSA tournament team is going to be primarily comprised of players 50 to 55 years of age. Routinely once tournament players on a 50+ team turn 55, they start to filter-up to playing on a 55+ team, or the team moves up to 55+ as soon as enough players qualify for that division. And so forth for teams in the other SSUSA tournament divisions. In contrast, it’s not unusual for KCMSSL teams to have multiple 70+ year old players on their 50+ conference team rosters. Nor is it unusual for 80+ year old players to be on team rosters in our 60+ conferences. Etc., etc. We’re simply a different animal.

Additionally, our membership quantity is a fraction of SSUSA’s membership. It would, therefore, be almost impossible for SSUSA to individually know each one of their members in order to properly rate each one.