

Summit Sports League - Dodgeball - Skills Rating

What

Dodgeball players will receive a Skills Rating to be utilized across all Summit Dodgeball divisions.

Purpose

Skills Rating will be used in the following ways

Balanced Teams	Intermediate: point thresholds will be set to help balance teams for more evenly matched and competitive games Advanced: help captains to make informed decisions when drafting teams
Guest Stars	Evaluating Guest Star requests so that fair substitutions are made
Player Development	Players can review their ratings to learn where they can improve and develop

Ratings

This rating represents a player's general skill level across dodgeball formats, including both No-Sting and Foam divisions. While individual players may have slightly different strengths depending on ball type, a single rating helps us maintain a consistent system for balancing teams, evaluating Guest Stars, and supporting player development across the league. Players are evaluated using the rubric below from a committee of experienced players.

- Rating Committee consists of at least 3 members who will provide ratings according to the rubric for each player
- Committee ratings will be normalized and averaged together, committee member's individual ratings will not be visible, only the final committee rating
- A player's Committee Rating will be re-evaluated every 2-4 seasons. A player can request an updated rating in the middle of that cycle.

The final rating reflects a player's overall dodgeball ability, considering strategy, throwing, catching, survival, and overall game impact.

Areas Evaluated

Each of the 6 areas will be rated out of 10 according to a rubric. Scores from each area will be averaged together and rounded to the nearest point. This final number will be the player's Skill Rating. Player's Skills Rating will be visible to: that player, team captains, Rating Committee, and Summit Leadership.

Strategy	Aware of all that is happening and makes thoughtful moves
Throw Power	Strength of throw
Throw Accuracy	Throws on target and in ideal spots
Catching	Ability to catch
Survival	Ability to stay on the court through blocking and dodging
Game Impact	Player's contribution to the outcome of the game

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Rubric

Five explanations shown, but rating can be 1-10. Rating will be based according to skill in that division.

Low	Below Avg	Average	Above Avg	Exceptional
2	4	6	8	10
Strategy/Awareness - Aware of all that is happening and makes thoughtful moves				
Needs improvement with decisions, team strategy, and court awareness	Lower than average decision making, court awareness, and team strategy	Average strategy and court awareness	Higher than average decision making, court awareness, and team strategy	Makes great decisions, sees everything going on, and executes team strategy
Throw Power - Strength of throw				
Well below average compared to players in this division	Below average compared to players in this division	Average compared to players in this division	Strong throws, catches against this player are difficult	Exceptional power in throwing, catches against this player are rare
Throw Accuracy - Throws on target and in ideal spots				
Throws are off target most of the time	Throws vary between on and off target	Throws are on or near the target most of the time	Great control and generally placed in strategic spots	Exceptional control consistently placed in strategic spots
Catching - Ability to catch				
Never attempts to catch	Below avg ability to catch and/or attempts a catch in the wrong situation	Average ability to catch and knows when to attempt a catch	Above average catching success and knows when to attempt a catch	Exceptional, other teams should not throw at this player alone
Survival - Ability to stay on the court through blocking and dodging				
Difficulty staying in the game. Does not block or dodge. And/or constantly gets in dangerous spots	Somewhat able to block and dodge. And/or regularly puts themselves in vulnerable spots	Average blocking and dodging	Above average blocking and dodging. Doesn't get in vulnerable spots. Difficult to eliminate	Exceptional blocking and dodging. Extremely difficult to eliminate from the game
Game Impact - Contribution to the outcome of the game				
Generally has very low impact on the outcome of the game	Generally has a lower contribution to the outcome of the game	Contributes to the team and outcome of the game	Adds great value to the team and outcome of the game	Fundamental to the outcome. If this player is still on the court, this team can win

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Goal for Distribution of Ratings

