

Table 13.1 Sample Game-Play Rubric for Softball

	Rookie	Novice	Player	Pro prospect
Fielding (15%)	(1-9 points) Stands upright and does not assume a ready position when playing the field. Gets distracted or fails to pay attention to what is going on in the game.	(10 points) Assumes a ready position when the batter steps up to the plate. Can move and catch pop flies and handle ground balls hit with moderate speed.	(15 points) Is able to move to catch pop flies within 10 feet (3 m) in any direction. Usually makes the correct choice about whether to catch the ball in the air or play it on the hop. Handles most ground balls and throws to the appropriate base.	(15 points) Can catch a fly ball on the run while moving in any direction. When playing deep fly balls, looks over the shoulder to track the ball. Handles ground balls and line drives that are hit hard. Throws quickly to the appropriate base to get the out.
Throwing and catching skills (15%)	(1-9 points) Throws are weak with incorrect form. Pushes the ball rather than throwing it. Attempts to catch the ball with one hand. Is inaccurate when trying to pitch the ball.	(10 points) Able to throw accurately from one base to the next. Holds the glove correctly when catching overhead balls or those below the waist. Can pitch the ball with some accuracy.	(15 points) Able to throw accurately when playing the infield. Can throw the ball to the relay person when playing an outfield position. Catches most fly balls and can field ground balls. Able to pitch and throw strikes.	(15 points) Can time a jump and catch balls that are seemingly over the player's head. Can field a ground ball and play the hop. Can throw accurately from an outfield position to the infield. Able to throw strikes with good force, making the ball difficult to hit. Pitches lots of strikeouts.
Batting (15%)	(1-9 points) Chops or lunges at the ball while hitting. Lets many good pitches go by or consistently swings at bad pitches. May rest the bat on the shoulder when up to bat.	(10 points) Uses good form when swinging at the ball. Can hit the ball when it is in the middle of the strike zone. Usually uses good judgment at the plate.	(15 points) Makes good decisions when swinging at the ball, resulting in few strikeouts. Can purposefully hit the ball on the ground or in the air, depending on the base runners and the number of outs.	(15 points) Can place the ball when up to bat. Is able to pull the ball. Can hit balls on the edge of the strike zone. Waits to swing, resulting in powerful hits. Can place the ball to advance the runner when needed.
Defense (10%)	(1-7 points) Stands in the same position regardless of number of players on base, number of outs, or quality and type of batter.	(8 points) Adjusts position when playing a base according to the game situation (runners, outs, pitch count). Attempts to back up the play.	(10 points) Moves to position self to back up the play or function as a relay person for deeply hit balls.	(10 points) Directs people to adjust their fielding positions depending on the game-play situation.

From J.L. Lund and M.F. Kirk, *Performance-Based Assessment for Middle and High School Physical Education*, 3rd ed. (Champaign, IL: Human Kinetics, 2020).

	Rookie	Novice	Player	Pro prospect
Offense (5%)	(1-3 points) Runs to the next base when told. Runs the bases aggressively and frequently is called out on the play because of bad decisions.	(4 points) Knows when to run to avoid a force-out. Is somewhat cautious in deciding whether to advance on a hit.	(5 points) Makes good decisions when running the bases and is usually safe. Knows own ability and rarely overreaches this capacity.	(5 points) Takes the abilities of others into account when running the bases. Is aggressive when the situation calls for it but makes decisions for the good of the team rather than personal glory.
Knowledge of rules (20%)	(1-10 points) Knows some basic rules but makes bad decisions due to lack of knowledge. Struggles with the difference between a force-out and a tag-out.	(15 points) Has a working knowledge of the game regarding hitting, base running, fly-outs, and force-outs. Occasionally gets confused but has enough knowledge to play the game effectively.	(20 points) Knows more complex rules, such as what to do with an infield fly when runners are on base. Can answer most questions when asked and understands how to interpret rules and apply them to most situations.	(20 points) Uses rules to gain offensive and defensive advantages. Can answer questions when others appear confused about the situation. Is able to apply rules. Can officiate a game accurately.
Good sporting behavior (20%)	(1-10 points) Argues with the umpire. Gets angry when a call goes against self or a teammate. Makes inappropriate remarks to distract opponents. Fails to offer support when a teammate makes a mistake. Tries to play the position of another player if that player is weak.	(15 points) Accepts the calls of the umpire without argument. Encourages other members of the team. Wants to play for enjoyment of the game rather than for personal glory.	(20 points) Encourages the play of others. Plays own position even if the player in the next position is weak or known for making mistakes. Wants teammates to be successful and enjoy the game. Others enjoy having this person on their team.	(20 points) Encourages others when good plays are made, both on own team and on opposing team. Demonstrates leadership skills while making efforts to ensure that everyone is successful. Gets personal enjoyment from the success of others.