

## ***Central Chesterfield Little League*** **Draft Rules and Procedures**

### **Buddy Ball & Rookie:**

CCLL will utilize Little League “Draft Plan C – Blind Draft Plan” for the Buddy Ball and Rookie levels as outlined in the Policies>Local League Draft Methods>Methods for Existing Leagues section of the Little League Rule Book.

**Step 1:** The Coaching Coordinator will assign approved Managers to teams within each division.

**Step 2:** Each Manager’s child/children will be added to their respective roster by the Player Agent.

**Step 3:** The Player Agent will review sibling requests and add siblings to the same roster.

**Step 4:** The Player Agent will review player requests made by Managers and add to rosters as feasible.

**Step 5:** The Player Agent will review parent ride share/friend requests and add to rosters as feasible.

**Step 5:** The Player Agent will assign remaining players to teams.

### **Machine Pitch, Minor, Major, Intermediate, Junior, Senior:**

CCLL will utilize a modified version of Little League “Plan A – Serpentine Draft Plan” for the Machine Pitch, Minor, Major, Intermediate, Junior and Senior levels as outlined in the Policies>Local League Draft Methods>Methods for Local Leagues in their First Year of Operation section of the Little League Rule Book. The following draft rules will apply to the Machine Pitch, Minor, Major, Intermediate, Junior and Senior divisions:

**Rule 1:** All eligible players will return to the draft each year.

**Rule 2:** Baseball draft selection order is determined by a random number draw from a hat. The person that draws the last draft pick position will have the first choice to pick their team name. This pick order will proceed up the line from last to first. Team names can be traded **ONLY** before the draft selection begins.

**Rule 3:** The league will provide a volunteer to assess and rank players for each division. Individuals selected for this role must be independent and not have players at the associated level they are assessing. The ranking sheets turned in by these individuals will be considered the official rankings for the draft and used for all forced ranking determinations. Team Managers are encouraged to assess and rank players for their own draft strategy.

**Rule 4:** A Team Manager’s child will be force ranked into the round determined by the official player assessment sheet for the division as outlined in Rule 3. The Team Manager may request one assistant coach prior to the draft. The assistant coach must be approved by the Board of Directors and pass all volunteer requirements prior to the draft. If the assistant coach has a child, that player will be force ranked into the draft round determined by the official player assessment sheet for the division as outline in Rule 3.

**Note 1:** A manager or assistant coach's "child" is defined as their designated player; typically, their own son or daughter, step son or daughter, or adopted son or daughter. Exceptions for other family members of the manager can be made with permission from the Board.

**Note 2:** If a Manager or Assistant Coach's child does not assess, they will be placed in the first round of the draft, or next available round if occupied.

**Note 3:** If a Manager or Assistant Coach's child (or children in the case of more than one) are force ranked into the same round, the second child will be placed in the next available round of the draft.

**Rule 5:** Carpool/ride share requests **are not allowed** at the Machine Pitch, Minor, Major, Junior and Senior levels.

**Rule 6:** Brother/sister requests will only be considered for players eligible at the same division. Brother/sister players will be considered only after all parties have submitted requests in writing to the Player Agent. These requests must be submitted at least 48 hours prior to the draft. If the brother/sister players all assess with all other players, they will be placed on respective ranked draft sheets in the round where they would likely be drafted based on the official player assessment sheet as outline in Rule 3. When a manager selects one of the players, the Player Agent will inform the manager of the brother/sister request and the round the other player will be forced. If the manager drafts the player, they will receive the brother/sister request player at the round they are forced. If the forced round has already passed, they will be placed in the next available round for the team. If one or more of the brother/sister players did not assess, the player that did not assess will be forced in to the next round available for the team.

**Rule 7:** High School Junior Varsity and Varsity baseball players are not required to participate in player assessments. These players must inform the Player Agent 24 hours prior to the draft regarding their status on the high school team. All Junior Varsity & Varsity player names will be written on the board where managers can draft them by name. In a case where the player finds out they made a High School team inside the 24 hours of the draft, **ALL** managers at the level must agree to add them to the board for selection by name. In the event that scheduling of Local High School tryouts prevents high school teams from being finalized **BEFORE** assessments, then **ALL** prospective players not on a **FINALIZED** high school team roster **MUST** attend assessments to be selected by name. The Board reserves the right to make an exception to this rule based on the timing of VHSL tryouts.

**Rule 8:** With the exception of rule 7, all draft eligible players must participate in the league scheduled player assessments (Regularly scheduled or make-up). **Any player that does not assess will not be eligible for selection by name during the draft.** The names of non-rated players will be placed in a hat for selection by draw only. Throughout the draft process, managers will have the option of selecting assessed players by name or non-assessed players by drawing from the hat.

**Rule 9:** All player trades must take place by midnight the day of the draft and must be approved by the Player Agent or President. Player trades can only be made within 3 draft rounds, one up, one down and the same round. Players can be notified anytime after team trades are finalized.

**Rule 10:** Any player eligible to be drafted to a higher level must assess at each level, once with their age group and again with the next higher level/division. If they do not assess at their proper level and are not selected as required in rules 11-14 below, they will become a hat pick at their proper level. Players that are eligible to participate in multiple divisions should assess for each division to be considered eligible for each. For example: A player league age 10 should assess for both the Minor and Major divisions to be eligible for selection within those divisions. At the draft, if that eligible 10 year old is not drafted at the Major level they will automatically be drafted at the Minor level.

**Rule 11:** In order to maintain a competitive balance for each team at the levels of Machine Pitch through Senior, no team shall have more than 8 players of the older age group at that level. For example: A team at the Machine Pitch level cannot have more than 8 eight-year-olds. A team at the Major level cannot have more than 8 twelve-year-olds, etc. The Board reserves the right to make an exception to this rule if the numbers of players at a level does not allow managers to comply.

**Rule 12:** There is a 2-minute time limit on each manager to make their draft selection when it is their turn to draft. If a manager exceeds the time limit, a penalty may be imposed at the discretion of the Board members conducting the draft. Penalty: The manager loses his or her selection for that round and will have 2 selections within the 2-minute time limit in the next round.

**Rule 13:** The Board shall determine prior to draft at each level the name and number of players that are eligible to be drafted at that level. Players that are league age for that draft level can be drafted within any round. The number of younger players that can be drafted at the higher level is determined based on the number of spaces available from registered players/managers. For example, if at the Majors level, there are 6 teams that consist of 12 players per team then that level has 72 player spaces for the draft. If there are 60 registered 11 and 12 year old players, that leaves up to 12 open spaces for 10 year old players. Younger players that wish to play up to the next level can be taken in any round by a Manager assuming the player has assessed at the lower and higher levels and there is space available at the higher level. Managers are not required to select younger players playing up.

**Rule 14: Placement of Wait List Players**

In order to give players that sign up AFTER the Player Drafts a chance to play, CCLL will use the following process in an attempt to be fair to the teams and players.

- All players that register AFTER the player drafts will be placed on a Wait List. The Wait List will be opened through the late registration period. At that point all levels will be placed into “shutdown” accepting NO more applicants. In the event that a player moves into the league boundaries after a specific level is placed in shutdown

and contacts the league, the league may place that player if there are vacancies at the appropriate level.

- Wait list players will only be placed THREE specific times after the draft (pending vacancies at each level).
  - 1<sup>st</sup> – the 7<sup>th</sup> day following the draft
  - 2<sup>nd</sup> – the 14<sup>th</sup> day following the draft
  - 3<sup>rd</sup> – the 21<sup>st</sup> day following the draft
- In all cases placement of players is contingent upon available space at the player's specific level of play. Under NO circumstances will a player be placed at a level higher than their prescribed playing age as they did NOT tryout and meet draft rule 10. Any players not placed after the final placement will be provided with a refund.
- Before Wait List players are to be placed, the Player Agent will determine which teams have vacancies from dropped players or incomplete draft rounds. Teams at all levels will be deemed to have vacancies if their roster has less than 13 players. Both limits are subject to review and may be modified by the Board. An effort will be made to have even numbers of players on all teams so teams with 11 or fewer players will be given priority over teams with 12 players. Once all teams have equal number of players, the team draw will be reset so each team has an equal chance of adding a player.
- Once vacancies are determined, the President, VP's, and/or Player Agent will meet and place the team names (only those with vacancies as noted above) per level in one hat/cup and the player names per level in a separate hat/cup. The process will be to draw a team name from the team "hat" and one player name from the player "hat" and this will constitute placement of the selected player to the selected team AT RANDOM as a PURE HAT PICK with all teams and players having equal opportunity. Teams will NOT draw player names from the hat in draft day order as the Wait List process follows a random draw process to eliminate potential conflicts. This process is repeated until vacancies are filled or all Wait List players are placed, whichever comes first. Managers need not be present although it is preferred, they attend or send a team representative. This process is repeated at the prescribed times noted above.

**Note:** This process applies ONLY to those levels where players are placed via the draft. For the Buddy Ball and Rookie levels, wait list players may be placed by the Player Agent as they register until all teams are full or the date when all levels will be placed on "shutdown" accepting no more registrations.