

# Conejo Valley Little League

## ***Rules of The Draft Selection System***

### **(Approved - November 2007)**

**I. PLAYER AGENT LIST**

1. The Player Agent shall prepare a list including the names and League Age of each player candidate for distribution to the Managers at tryouts.
2. After all requirements have been taken into consideration, a final list of all players who have qualified as eligible candidates will be prepared by the Player Agent and distributed at the draft before the selections take place.
3. This list will be maintained by the Player Agent and is the basis for future player replacement.

**II. TRYOUTS**

1. Tryouts will be conducted in the presence of the appropriate Managers. Managers shall observe and rate the ability of all candidates on the Player Agent's List. For their own reference, and the possible use of overall ratings during the draft process, Managers should use a scale of 1 to 5 when rating each individual skill.
2. During the tryouts, each candidate shall be given the opportunity to:
  - a) Bat/bunt,
  - b) Field fly balls,
  - c) Field ground balls,
  - d) Throw / pitch,
  - e) Run in competition with youngsters having the same League Age
3. To be eligible for "drafting up" to any Minor or Major team, player candidates, including sons and daughters of Managers, are required to try out.
4. Players that do not tryout will go into a random draw at the end of the draft.

**III. OPTIONS**

1. Manager's Option:
  - a) Managers having sons and/or daughters eligible for the draft, and wishes to draft them, are *required* to exercise their option on or before the close of a specific draft round depending on the League Age of each son and/or daughter.
  - b) Draft rounds for specific League Ages are as follows:

DRAFT ROUND	Senior League Age	Junior League Age	Major League Age	Minor American League Age	Minor National League Age
3	15 / 16	14	12	10	9
4	14	13	11	9	8
5			10	11	
6				12	

- c) All options must be in writing and submitted to the Player Agent before the draft. If a manager so chooses, the option on son or daughter may be waved before the draft selection process begins.
  2. In the event, a parent becomes a Manager in another League or Division after the draft process is concluded, that parent may not claim the son or daughter as an "option".
  3. Sibling Option:
    - a) A parent may submit an option to the Player Agent on two or more eligible siblings subject to the same draft. The Player Agent will inform Managers of any Sibling Options prior to the start of the draft.

- b) Unless otherwise stated by the Player Agent before the draft selection begins, a Manager selecting one sibling under a "Sibling Option", is required to take the other sibling(s) in the next available round(s) of the draft.
- 4. 6-Year-Old Option:  
6-year-olds with one year of T-Ball experience wishing to play in Minor International must contact league V.P. and try out for league representatives. Based on players ability and subject to available space in the league, 6-year-olds *may* be allowed to play up.

#### **IV. DRAFT SELECTION**

1. Subject to Board approval, the VP of each Division will choose one of the following methods of draft selection prior to tryouts.
2. Selection Method #1:
  - a) On the night of the draft, Managers will draw numbers to establish their order of selection. At the end of the first round, the draft will continue in a "serpentine" order until all player candidates have been chosen.
  - b) In the case of a four-team league, the order of selection would be as follows:
    - 1) Round #1: Mgr. 1, Mgr. 2, Mgr. 3, Mgr.4
    - 2) Round #2: Mgr. 4, Mgr. 3, Mgr. 2, Mgr.1
    - 3) Round #3: Mgr. 1, Mgr. 2, Mgr. 3, Mgr.4
    - 4) Round #4: Mgr. 4, Mgr. 3, Mgr. 2, Mgr.1
    - 5) etc. until the selection process is complete.
3. Selection Method #2:
  - a) Rating the Players: Managers will rank the top players by silent vote. Votes will be submitted and tallied for eight players at a time until the top 32 players have been rated. Players will then be listed in order of ranking 1 through 32.
  - b) Order of the Draft: Managers will draw numbers to establish their order of selection and will continue the draft in the "serpentine" order explained in Method #1.
  - c) Rounds 1 - 3: Managers will make their selection from the top eight players on the list. After each selection is made, the next highest ranked player will be added to the list, ensuring each Manager a choice of the 8 highest ranked players left in the pool.
  - d) Rounds 4 through Final: Managers will continue to draft in the "serpentine" order, making their selections from any of the remaining players in the draft.
  - e) Manager's Options:
    - 1) If at any time in the first 3 rounds, a "Manager's Option" appears in his pool of 8 players, the Manager is required to exercise his option in that round.
    - 2) Any Manager who's "Manager's Option" is listed in the remaining 8 players is required to exercise his option in the 4<sup>th</sup> round.
    - 3) Any Manager, who's "Manager's Option" is still outstanding at the end of the 4<sup>th</sup> round, is required to exercise his option in the 5<sup>th</sup> round.
  - f) Sibling Option:
    - 1) Under this method of selection, round #4 would be considered the next "available" round for additional sibling(s) not ranked in the first 3 rounds.

#### **V. SPECIAL CONSIDERATIONS**

1. National Draft
  - a) 7-year-olds are required to "petition to play up" and tryout with the 8-year-olds to be eligible for the draft.
  - b) 8-year-olds are required to tryout to be eligible for the draft.
  - c) If it becomes necessary during the draft selection process, the Player Agent will notify the Managers that selection of additional 7 and/or 8-year-olds is closed to allow placement of all remaining 9-year-olds.
2. American Draft
  - a) 9-year-olds are required to tryout to be eligible for the draft.
  - b) 10-year-olds
  - c) If it becomes necessary during the draft selection process, the Player Agent will notify the Managers that selection of additional 9-year-olds is closed to allow placement of all remaining 10, 11, and 12-year-olds.
3. Major Draft
  - a) 10-year-olds
  - b) All returning Major League players must be drafted back into the Majors.

- c) Unless needed to fill the teams (all eligible 11 and 12 year olds have been selected), the selection of 10-year-olds will be closed after the 6<sup>th</sup> round.
- 4. Junior Draft
  - a) All 14-year-old players, not involved in High School sports, should start play in the Junior League.
  - b) Eligible players from the Junior League, who also wish to be considered for the "Senior Draft", must notify the Player Agent *before the "Junior Draft"*.

## VI. TRADING

- 1. Following the draft, managers may trade players, if they desire. All trades must be made through and with the approval of the Player Agent the night of the draft.
- 2. All trades must be player for player only.
- 3. The Player Agent must monitor any attempts by managers or parents to manipulate the system and thus create an imbalance in the league.

## VII. REPLACEMENTS

- 1. Teams must maintain a full active roster from Opening Day until the completion of the regular season season. Managers must report to the Division Vice President:
  - a) *All injuries, or potential long-term illnesses*, which may prevent a player from returning to play within 14 days.
  - b) Any player that has quit, moved, or for personal reasons decides to terminate his/her association with the team.
  - c) Any potential disqualification of a player from the team, subject to Board approval, for repeatedly missing practices or games.
  - d) Any loss, or suspected loss, of a player for any other reason that would create an opening for a replacement player on the team roster.
- 2. Managers shall report to their Division Vice-President within 24 hours of their knowledge of such facts. The Division Vice President will then instruct the Manager to contact the Player Agent and/or the Director of Safety as appropriate. The Division Vice President will verify the need for a replacement and in turn notify the Player Agent.
- 3. A player is still on the active roster if he/she is injured or ill. A player will be considered inactive if he/she misses games and/or practices for fourteen (14) consecutive days. It will be the Player Agent's responsibility to supply a replacement player.
- 4. When a replacement player becomes necessary, the Player Agent will control the following process:
  - a) Senior League managers may choose an eligible player either from the Junior League or the Senior League waiting list.
  - b) Junior League managers will receive the next available player from the Junior League waiting list.
  - c) If a player is drafted up to the Major League from a Minor American team, not the waiting list, the Player Agent will control this process.
    - 1) One player will be drafted from each team in the Minor American Division until all teams in the Division have lost one player before a Minor-American team can lose a second player. If a Major league team loses a player drafted 1-6 any player from Minor American can be chosen. If a manager loses a player from draft pick 7-12 all available and willing 12 year olds must be exhausted first, then all available and willing 11 year olds must be exhausted before any 10 year olds may be drafted from Minor American.
    - 2) Refusal of an 11 or 12-year-old player to be drafted up will result in that player's ineligibility to be drafted to any Major League team that season. In addition, the declining player must be placed on the Minor League team that ultimately loses a player in the draft up process.
    - 3) Any deviation from this process is subject to Board approval.
  - d) All Minor Divisions will receive the next available player from the appropriate waiting list. Drafting up from one Minor Division to another is NOT allowed.