



## Gurnee Youth Baseball Spring Season Draft Rules

Revised: February 11, 2018

### 1. Rules governing this document

1. The League Directors will abide by these rules as approved by the GYB board.
2. These rules will always be available for public viewing via GYB's website or in print upon request.
3. These rules are in an effort to make the GYB selection process as fair as possible and make the teams skill level as even as possible. GYB wants to make sure that no one team is given an advantage over others.
4. These rules cannot possibly predict all possible scenarios that arise. In the event that a scenario arises that is not covered in this document, the League Director will have the final say in the matter. Once that scenario is identified and resolved, these rules will be amended accordingly to address the scenario in the future.

### 2. Eligibility

1. In order to be drafted, the player must attend one of two evaluation sessions to be held in early January.
2. Any player who does not attend an evaluation session will be considered a "fishbowl" pick. These players will be slotted by the Board of Directors in an estimated appropriate draft round based on past history.
  - a. Any player who is selected as a "keeper" by a team, but does not participate in the evaluation process, will not go into the fishbowl but will be that team's first round draft pick.

### 3. Keepers

1. A parent who is selected by the league to head coach a team has the option to select two additional parents to be their assistant coaches.
2. The children of the head coach and the two additional coaches are classified as "keepers" and will not be allowed to be drafted by another team.
  - a. Parents of keepers must be a coach on the team. Anyone coaching must attend and be on the field for 75% of practices and games.
  - b. There are no more than four keepers for any one team.
    - i. For example, if the head coach has two children on the team and his assistant also has two children, the coach is not allowed to "keep" any other players. This coach only has 1 assistant and should pick someone during the draft that has self-identified as willing to coach.
    - ii. A head coach has one child on the team, his first assistant has two children, and his third assistant had one child. The team is now at the max amount of keepers.
  - c. In the event that a head coach enters a draft without two keepers. That head coach will be allowed to look at the draft list before the start of the draft, identify parents who volunteered to be a coach (but not keepers of other teams) and select up to two keepers for their team per the above rules. Those keepers must have self-identified themselves to coach in one of their four volunteer duties. This helps to ensure that the coach has enough coaches to help coach a team. A head coach cannot pick a player whose parent has not self-selected as being willing to coach during the registration process.

#### 4. Evaluation Process

1. Players will be evaluated on four (4) primary skills. Running speed will be recorded for reference and tie-breakers. Three (3) categories are assessed per skill on a scale of 1-5. For each skill, the category scores are added together to provide the total Skill Score.
  - a. Skill and Categories:
    - Infield: Mechanics, Range, Throwing
    - Outfield: Mechanics, Range, Throwing
    - Pitching: Mechanics, Speed, Accuracy
    - Hitting: Mechanics, Contact, Power
    - Running Time (for reference and tie-breakers only)
  - b. Assessment Scale:
    - 1: Beginner
    - 2: Emergent
    - 3: Basic
    - 4: Proficient
    - 5: Advanced
2. If there is more than one skill evaluator for a given skill assessment, evaluator's scores for that skill will be averaged. The total of all Skill Scores will determine the Player's Rank. For example:

Pitching: 11 and 10 (two evaluators) = 10.5  
Hitting: 10 and 12 (two evaluators) = 11  
Infield: 12 (one evaluator) = 12  
Outfield: 10 (one evaluator) = 10

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Player's Rank = 43.5

3. In the event players are tied at the same rank, running time will be used to break the tie. Tied players will be ranked from lowest time to highest times; faster running times will be ranked above slower running times.

#### 5. Drafting Process

1. All of the composite scores for any one league will be sorted highest to lowest. The number of teams will dictate where a player is "slotted" in the draft.
  - a. For example if there are 8 teams in the league. The first 8 highest ranked players will be slotted as 1<sup>st</sup> round draft picks, the next 8 will be 2<sup>nd</sup> round picks, and so on until all players are slotted.
  - b. Fishbowl picks will be slotted by the board based on past history for the player.
2. Coaches will be given a spreadsheet with following information on it.
  - a. Players Name
  - b. Players Grade
  - c. Players age at the time of draft
  - d. Composite Score total
  - e. Average scores for each of the categories above.
  - f. Running time (lowest only)
  - g. Draft Round Slot
  - h. Keeper status
  - i. Parent willing to coach (yes/no)

3. The drafting order is determined by the following:
  - a. The lowest average score of a teams keepers will be allowed the first pick in the draft, the next lowest will get the 2<sup>nd</sup> pick, and so on.
    - i. If a team has three keepers, than the composite is divided by 3. If the team has four keepers, then divide by four.
    - ii. For example, Coach "A" has three keepers scores of 62, 54, an 49. Coach "A" composite score is 55. Coach "B" has four Keeper scores of 69, 60,59, and 58. Coach "B" composite score is 61.5. That means that Coach "A" will pick first in the draft and then Coach "B"
  - b. In the event of a tie for draft order, the keepers average running times are used. Since two running scores are used, the lowest (fastest) times will be used for their time. The fastest (lowest time) is awarded the higher pick in the draft order.
  - c. In the event that a team has two keepers slotted in the 1<sup>st</sup> round or 2<sup>nd</sup> round, that team will not select a player in the 3<sup>rd</sup> round. This "skipped pick" will be taken as an additional pick in the final round of the draft. This will help ensure the rosters are as competitively balanced as possible.
  - d. In the event that a team has three keepers slotted in the 1<sup>st</sup> round or 2<sup>nd</sup> round, that team will not select a player in the 3<sup>rd</sup> or 4<sup>th</sup> rounds. These "skipped picks" will be taken as additional picks in the final round of the draft. This will help ensure the rosters are as competitively balanced as possible.
4. The picking order will be a "snake draft". For example:
  - a. The first pick in the 1<sup>st</sup> round will have the last pick in the 2<sup>nd</sup> round, and then the first pick in the 3<sup>rd</sup> round followed by the last pick in the 4<sup>th</sup> round.
    - i. For example:
      1. 1<sup>st</sup> round- 1<sup>st</sup> pick- Team A
      2. 1<sup>st</sup> round-2<sup>nd</sup> pick- Team B
      3. 1<sup>st</sup> round- 3<sup>rd</sup> pick- Team C
      4. 2<sup>nd</sup> round- 1<sup>st</sup> pick- Team C
      5. 2<sup>nd</sup> Round- 2<sup>nd</sup> pick- Team B
      6. 2<sup>nd</sup> round- 3<sup>rd</sup> pick Team A
      7. 3<sup>rd</sup> round- 1<sup>st</sup> pick Team A
      8. 3<sup>rd</sup> round- 2<sup>nd</sup> pick Team B
      9. And so on.
  - b. You can only pick two rounds ahead on the list
    - i. For example, there are 8 teams in a league, you are in the 2<sup>nd</sup> round of drafting. It is your turn to pick. You can pick any of the next 16 players (assuming they are not keepers). If you try to pick the 17<sup>th</sup> player, that is not allowed.
  - c. Keepers must be drafted in the round they were slotted to be drafted.
    - i. For example. Your keepers are slotted in the 2<sup>nd</sup> round, 4<sup>th</sup> round and 5<sup>th</sup> round. You can draft any name from the list in the first round, the 2<sup>nd</sup> round you must take your keeper, then the 3<sup>rd</sup> round you can draft from the list, and the 4<sup>th</sup> and 5<sup>th</sup> rounds you must take your keepers.

## 6. Trades

1. Trades are allowed for up to 30 minutes after the draft is completed.
  - a. Trades that are more than two rounds apart are not allowed. (per the slotting, not the actual draft)
    - i. For example a league has 8 teams, you can trade up to 16 players apart. If you want to trade the #10 pick for the #26 pick, that would be allowed. However you could not trade a #10 for the #27 pick.
  - b. All trades must be mutually agreed upon by the head coach of both teams.
  - c. All trades must also be approved by the league director

## 7. Misc

1. Siblings will be drafted as a pair.
  - a. For example, the first sibling is drafted in the 3<sup>rd</sup> round. The second sibling is slotted to be a 6<sup>th</sup> round pick. When that team gets to the 6<sup>th</sup> round, the sibling is automatically picked by that team.
  - b. In the event that the **second** sibling is slotted in the same round as a keeper for the team the team will draft that sibling in the slotted round, and the keeper will automatically be selected in the next round for that team.
2. Special requests from parents to be on specific a team are not allowed. In the event of a hardship to any family, they may petition the President of the League for an exception. The president will make the decision based on the request of the parent and the GYB's desire to keep the teams as even as possible.