

ANNEX A- FALL AND SPRING DRAFT PROCEDURES

In the spirit fair and competitive atmosphere, the league shares the responsibility with managers to ensure balanced teams. During the draft process, all managers and coaches are to conduct themselves within the agreed terms of the Coach's Code of Conduct. Failure to meet these agreed terms may result in actions being taken, from within the Code of Conduct agreement document. The draft will be accomplished through a skills evaluation and a snake draft for 8U (Coach Pitch), 10U (Mini-Minors), 12U (Minors), and 13+ (Majors) age Divisions. 6u/T-ball teams will be assigned by hat pick using the snake draft format and balancing out players by age.

Evaluation of players

The league coordinates the evaluation of players, and it is the responsibility of every manager to be present. This is the opportunity for players to showcase their ability in fielding, throwing, catching, and hitting so the managers can evaluate all player abilities for the draft. The evaluation and draft are normally held on the same day or day immediately following.

Player Types and Considerations

1) Protected Players

- a) Each team's manager can coordinate no more than one (1) assistant coach before the draft.
- b) Each team protects players per the information below.
 - i) Each team may protect two (2) players. Those players are the manager's daughter or relative (if no daughter in the division) and the assistant coach's daughter or relative (if no daughter in the division).
 - ii) If a manager or coach has two (2) daughters playing in the same division, they are both considered protected players. This could mean that there are 4 protected players for that team.
- c) Protected players should participate in evaluations for the experience and to showcase their abilities.

- d) Protected players are placed in the pitcher or catcher positions if they are either. If they are neither, the protected player is automatically placed in the draft position listed below (except in t-ball and 8u).
- e) 8U protected players will be slotted based on skill. At the start of the draft, the 8u managers will discuss the skills of each protected player and determine slotting based on this criterion. Protected players determined to be first round draft picks will be slotted in the first round, players determined to be second round draft picks will be slotted in the second round positions, and so on. Protected players not at assessment and whose skills cannot be agreed upon by all managers present will be slotted in the first and second round draft positions. Ex. If there are 6 teams and one player assesses in the top 6, the player is placed in the first round position; if the second player assesses in the top 18, the player is placed in the third round position. Managers may not assess their own protected players.
- f) 10U, 12U, and 13+ protected players are placed in the 3rd round and in the 2nd round position if neither is a pitcher or catcher.
 - i) For example, if one protected player is placed into the catcher position, and the other protected player is not a pitcher, that player is placed in the 3rd round position on the draft sheet. If there is another protected player that is not a pitcher, she is placed into the 2nd round position.
- g) The draft should be a fair and equitable process between managers. This means being an honest broker of your daughter's skills. For example, if your daughter is a pitcher, but does not assess as a pitcher so the manager can gain an advantage in the draft, that manager is not fair and equitable in the process, deceiving other managers through the process and violating the Code of Conduct. Because the league has new managers or less experienced managers, being honest and open is the sportsmanship attitude expected of all managers. If a protected player has expressed their wish not to play a position (pitcher/catcher), then it is acceptable to voice this during the draft.

2) **Siblings**

Sibling players who register before the deadline and play in the same division must be placed on the same team unless otherwise requested by the parent or guardian.

3) **Competitive Players**

- a) Competitive players are players who currently play or played in the season immediately prior on a travel softball team (rostered or collective), on their High School team, or on a Xtreme team.
- b) Competitive players will be distributed as evenly as possible throughout the division.
- c) Distribution of competitive players will comply with any requirements of the League's Sanctioning body (i.e. Miss Florida).
- d) Competitive-ball players that play certain positions on their team and play recreational softball to play other positions. A protected player may express their wish not to play a position so they become a more diverse player. This is acceptable if they let their wishes known and can be voiced at the draft.

General

- 1) All registered players will be drafted to a team.
- 2) Managers will draw numbers to determine order of draft. Lowest number drafts first.
- 3) The snake draft starts with the lowest number and goes to the highest number and then back down to the lowest number and then back again in a continuous snake type fashion. For example: 1, 2, 3, 4, 4, 3, 2, 1, 1, 2, 3...
- 4) The number of competitive players within a division will be determined and identified prior to the start of the draft. Based on the number of teams and the number of competitive players, a minimum and maximum number of competitive players per team will be established. Protected players are counted towards the teams' total. Competitive players may be drafted during any round of the draft. Competitive players not at evaluations will be placed in the hat and follow the same guidelines of hat picks outlined below.
- 5) Managers may pick one player that was not at evaluations as long as they are a pitcher, catcher, or a 1st round pick. This can be done one time during the draft. When done, the manager must explain the reasons behind why they are doing it.
- 6) All players, other than protected players, not present, are placed on a team through a hat-pick, which starts where the snake draft left off with the players present for evaluations. Competitive players in the hat will not be placed on a team if it will

result in exceeding the cap set for the division. The player will return to the hat and the manager will draw again.

Draft procedures

- 1) The draft format is a snake draft with Team Managers after the scheduled evaluation of the players. The protected players are slotted into the appropriate draft position outlined above. The T-ball and 8U Divisions are a straight draft with no consideration for pitchers and catchers. The 10U, 12U, and 13+ Division drafts start by each team selecting a pitcher and a catcher. The Executive Committee (EC) member running the draft have the final say on any mediation needed during the team selection process. They may converse with other EC or board members as necessary.
- 2) The required members to be present for the spring draft are an EC member, Division Representative, and Managers.
- 3) The manager who has the longest tenure as a manager in the league picks their team's name first, then the next highest tenure, and so forth. Managers who have the same tenure but have coached as an assistant in prior seasons will pick next based off highest tenure. If they have not coached as an assistant, then they will pick a number from the hat to see who picks first if needed. The lowest number always goes first.
- 4) Numbers are written on a slip of paper and put into a hat sequencing one through the number of teams. Each team's manager draws a number from the hat. The lowest number picks first. This is the sequence for the entire draft. Teams remain in this order but may be skipped because they already have players in the category or draft position being selected. For example, if a team already has a pitcher, they are skipped for the other teams to draft a pitcher.
- 5) Pitchers are drafted first unless it is the 8U division who start with Round 1. Only one pitcher is drafted per team. The team with the lowest number that does not have a pitcher, drafts first, and then the next sequential number drafts next. If a team has a pitcher slotted, they are skipped, and the next team drafts their pitcher. Once each team has one pitcher, the draft moves to draft catchers. Registered players that are known pitchers, who are not at evaluations, may be drafted if ALL managers have been made aware of their skill level prior to the execution of the draft.

- 6) Catchers are drafted next. Only one catcher is drafted per team. To ensure the teams are not stacked unnecessarily, the team with the highest number drafts their catcher first – for example, 4, 3, 2, 1. If they have a catcher slotted, they are Skipped.
- 7) The draft starts with the lowest number picking first and then moving through the snake draft until all available players have been selected. If there are protected players in draft positions, that team is skipped, and the next team drafts their Player.
- 8) Players not at evaluations are picked via hat-pick unless they have previously been drafted. The hat-pick starts where the snake draft leaves off with the players present for evaluations.
- 9) Players that register after the evaluation and draft are selected via hat-pick to the teams that have the lowest number of players first. If two of the three teams have eleven players and one team has ten players, the team with ten players automatically gets the player. If the EC and the Division Rep determine that there is a clear issue with balanced pitching and a pitcher registers after teams are selected, team placement is considered no matter what the count of players is per team.

Final Authority

- 1) The league division rep or acting draft day rep and EC member in attendance, shall have final authority to interpret and enforce this bylaw.
- 2) All decisions made under this bylaw are final once the draft concludes.

MTBS Snake Draft Format:

DIVISION:				
	Manager / Team 1	Manager / Team 2	Manager / Team 3	Manager / Team 4
	Pitcher	Pitcher	Pitcher	Pitcher
	Catcher	Catcher	Catcher	Catcher
RND	Draft	Draft	Draft	Draft
1	1	2	3	4
2	8	7	6	5
3	9	10	11	12
4	16	15	14	13
5	17	18	19	20
6	24	23	22	21
7	25	26	27	28
8	32	31	30	29
9	33	34	35	36
10	40	39	38	37
11	41	42	43	44
12	48	47	46	45