

LAYB DRAFT RULES AND RECOMMENDATIONS

Last amended 02/12/08

First Managers Meeting

Prior to try-outs, League Reps should have a Managers meeting to perform the following:

1. Introduce themselves to the Managers and the Managers to one another.
2. Discuss the philosophy of LAYB and hand out Rules, Drafts Rules, etc.
3. Review informational handouts.
4. Information presented regarding field maintenance, uniforms/sponsorship requirements, equipment
5. Discuss equipment
6. Explain try-outs and review the how the Draft works and how to be organized for it
7. Pony only - Identify High School Players so they can be contacted (see below)

Try-outs

All registered players **must** participate in try-outs if at all possible, even if their skills are well known, so that all Managers will have a better gauge of the talent of the entire League. **Any players not available for try-outs or any makeup try-out may be wait listed and will not be guaranteed a spot on a team.** Players will be rated on the basis of their abilities via a point system which should reflect their skills in relation to other players in the League. **MANAGERS ARE REQUIRED TO ATTEND TRY-OUTS, OR HAVE A RELIABLE REPRESENTATIVE ATTEND FOR THEM.** Players who sign up after try-outs but before the Draft must be tried out by (and probably on) Draft Night as all managers should be present.

All High School players who are eligible to play at LAYB, that have played before, or have expressed a desire to play, should be contacted prior to the try-outs, so that they can also register and try out. They will be drafted like any other player. If they do not sign up in advance prior to the Draft, then they are subject to late fees like any other player, and will not be guaranteed a spot on any team. (See Rule 14 below) They must participate in a minimum number of games in order to be eligible for All Star play (see PONY rulebook).

Copies of all Managers' rankings should be made available to the Commissioner on request in order to get a consensus of opinion regarding player talent and to assist in:

1. Fair rankings of Manager's kids;
2. Aiding inexperienced Managers in making their picks (if they ask for help); and
3. Picking a team without a Manager if not enough are currently available, or the Manager is not present due to sudden illness or accident

Draft Night

Prior to the actual Draft, but on Draft night, the following discussions/procedures should take place:

1. Confirm team assignments
2. Assign practice fields and times (if available at time of Draft)
3. Discuss abilities of "known" players who did not try-out to avoid having them be "hat picks", identify and place sibling players, and address any other questions.
4. Vote on where to place Manager's kids in the Draft. Placement of "Manager's kids" in the Draft is solely up the Manager's participating in the Draft, and will be determined by a majority vote. Past history of these players must be made available to all Managers (All-Star selection, etc) and should be considered in evaluating the placement of these players. The Commissioner is responsible for overseeing this process and should insure a fair decision. The Commissioner will also cast the deciding vote in case of a tie. There can be **no appeal** once the decision is made because the Draft will immediately follow.

The Draft

The Draft is a **closed and confidential** meeting. Only the, President, General Manager, Commissioners, Player's Agent, Managers (or a Manager's representative if they cannot attend) and Auxiliary members helping with the Draft will be allowed to be present once the Draft is about to commence. If any of the foregoing identified individuals have a child(ren) to be picked in the Draft, they cannot be present during the drafting of their child(ren)'s age group. Other Board Members with business to discuss with the Managers on Draft Night will do so prior to the actual Draft and then depart. Only one Manager or representative from each team will be allowed to participate in the Draft.

Definitions:

A draft "round": the drafting of players from top to bottom or bottom to top;

A draft "course": the drafting of players from top to bottom and bottom to top.

1. The Draft order will be determined first (no sooner than Draft night) by lottery.
2. Each Manager will pick a number out of a hat.
3. The Manager who picks the number one (1) will have the first choice at what position in the order of the Draft he wishes to pick in the 1st round of older players. The Manager who picks the number two (2) will have the next choice of position, etc., until the positions have been filled. The Manager who gets the highest number will get the last position still open in the 1st round of older players. The Manager who gets the First Position Choice in the first round of the older players will get the Last Choice in the first round of the younger players and so on in reverse order.
4. Once the Draft order has been determined, and all pertinent information has been provided (siblings, practice day limits, etc), the Draft will commence.
5. The Manager with the 1st pick will start with the older age group players. Each Manager following will get one pick until the first round is completed. The Draft will then continue with the Manager's picking Players in reverse order until the 2nd round is completed. This will continue until the last course (down and back up) of picks can occur at the age level.
6. The Draft will then continue with the younger age group players. The Draft order will be reestablished in this age group, with the Manager's choice of position order reversed, (see # 2 above) and will continue until the last course (down and back up) has been completed.
7. Siblings of the earliest Player in the family selected will automatically be placed in their predetermined round in the Draft on the same team. This position should have been pre-selected by the Managers prior to the Draft. Managers automatically use up these picks when selecting siblings and will not get an additional pick in that round., then the Manager will automatically use up his pick for the next round in order to get both Players. **Note:** Siblings who sign up after the Draft has been completed may not be guaranteed to be placed on the same team automatically, but will be placed or not placed on a team according to the needs of LAYB in an attempt to create and maintain balanced teams.
8. If enough draftable "known" (as determined by the Managers) players remain in both age groups combined to complete another course of drafting, this will be done next, with the Manager who was to pick next from the younger players to pick the first of these players and so on, until a full course can no longer be completed. Care should be taken to make sure that a team does not draft more older or younger players than is allowed, and that inappropriate picks are not made (practice limitations, etc)
9. "Hat Pick" players will be selected next, with all the remaining unselected "known" players added to all the "unknown" players, along with enough blanks to complete a round, or course, whichever is needed. Care must be taken so that no team gets more than the most even amount of older, younger and total players, requests by parents (coughs) and practice availability, are also regarded.
10. **Not Trades are allowed** unless it is determined after the Draft is completed that a player has been inappropriately placed on a team. A Manager may change their picked player only if they indicate their desire to do so prior to the next Manager's selection. **No players may be pre-selected (frozen) except in Shetland, where one frozen player is allowed.**

11. Managers should not Draft players who have indicated they cannot practice on days which the Manager intends to hold practices. These players will be announced at the beginning of the Draft. Players who have been drafted by a Manager against this guideline shall not suffer loss of playing time due to not attending practice.
12. At any time prior to the Draft, parents may inform the Player's Agent by telephone, email and/or sealed written notice, of any Manager which they do not wish to manage their child, or any player which they do not wish their child to be on the same team with (**maximum of one**). On Draft night, the Player's Agent **must** notify a Manager at the time of their selection, if they have selected a player against the pre-stated wishes of a parent. Care should also be taken to inform a Manager immediately when he has selected a player who has a stated desire not to play with another given player because:
 - That player is already on their roster; or
 - They may wish to select the player in a later round.
13. **The Player's Agent must be informed immediately if a player is lost from any given team. Failure to inform the League of the loss of a player may result in forfeiture of games.**
14. Any player who signs up after the Draft is completed must be tried out, but they are not guaranteed placement on a team. Teams which have fewer players after the Draft is completed, as well as teams which lose players during the course of the season, must draw from players who sign-up after the Draft. The age and skill level of the player as well as the team's individual needs may also determine a team's eligibility to participate. Placement on a team will be determined by a "hat pick" scenario (names or numbers), with only teams with the fewest number of players and/or distinct needs participating.

CARE MUST BE TAKEN BY THE COMMISSIONER, IF AND WHEN THESE PLAYERS ARE PLACED, TO ATTEMPT TO MAINTAIN THE BALANCE OF TALENT WITHIN THE DIVISION AFFECTED. IN ORDER FOR PLAYERS TO BE PLACED, THEY MUST BE PROPERLY REGISTERED, BUY OUT THEIR CANDY OBLIGATION, PAY FULL REGISTRATION FEES IF IT IS NOT LATER THAN MARCH 31, FULFILL THEIR SNACK SHACK OBLIGATIONS AND FORFEIT THEIR COUGH RIGHTS