

Draft Rules and Recommendations

Last Updated on December 12, 2023



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–Equipment checklist and Manager checkout**
6. Explain try-outs and review the how the Draft works and how to be organized for it.

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. 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.

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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.
5. There will be 2 separate drafts per division by age bracket with each age bracket containing an even number of rounds. (i.e., in the case Pinto for example, there is an even number of rounds for 8-year-olds and then an even number of rounds for 7-year-olds.) Once the even number of rounds are complete for each age bracket all remaining undrafted players will be placed in a combo group to complete the remaining rounds of the draft and finalize the teams.

THE DRAFT

The Draft is a closed and confidential meeting. Only the President, Commissioners, Player’s Agent, Managers (or a Manager’s representative if they cannot attend) 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 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.
 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. 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 (i.e. a “snake draft”).

6. 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.
7. If enough draftable “known” (as determined by the Managers) players to complete another course of drafting, this will be done next, with the Manager who was to pick next to pick the first of these players and so on, until a full course can no longer be completed.
8. “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 total players, requests by parents (coughs) and practice availability, are also regarded.
9. No 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.
10. 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.
11. At any time prior to the Draft, parents or coach’s 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). This request MUST be submitted prior to the draft. 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.
12. 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.
13. 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.

PLAYER REPLACEMENT RULE

Players who tryout after the season begins will become replacement players and will be placed on the waiting list, regardless of when during the season their tryout may have occurred. In the event of a significant injury of a player currently on a roster, or if there is one or more teams with fewer players than the other teams in the division directly after the draft, the Players Agent and division Commissioner may determine a suitable replacement from the waiting list using the following criteria:

- The last few rounds of all drafts in any division are made up of "hat" picks. To keep parity on our short-rostered teams, any wait-listed player will need to be similar in ability as a "hat" pick in that division. The player on the waiting list will then be placed on one of the short-rostered teams by random selection by the Players Agent and division Commissioner. This will involve placing each qualified wait-listed player in a hat and either the Players Agent or division Commissioner will pick blindly from the hat and place that waiting list player on a short-rostered team. Division managers have no input on the placement of replacement players.
- Once all teams have the same number of players and a player from a team sustains injury and is unable to play for the majority of games left on the schedule, that player may be replaced with a player signed up on the waiting list provided that player is of "like" ability to the injured player. If no suitable replacement exists on the waiting list, the decision may be made not to replace the injured player.
- The significance of the injury, the number of games the player will potentially miss, and the wait-listed player's ability will be a subjective determination made by the division Commissioner and Players Agent and any player-selection decisions will be based on keeping the team's overall ability equal to what it was following the draft.

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 31ST, FULFILL THEIR SNACK SHACK OBLIGATIONS AND FORFEIGH THEIR COUGH RIGHTS.