



LEAGUE CITY LITTLE LEAGUE DRAFT PLAN

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SECTION 1 – LCLL DRAFT PLAN TENETS

The following shall apply to LCLL seasonal team drafts. This document outlines the local baseball draft plan, structure of the draft, Lock-in rules, and any additional rules associated with assisting in creating parity and normalization across the league. The draft rules are intended to enhance the ability for a larger group of teams to be competitive during the season which in turn increases the enjoyment from players and parents and has been developed to ensure the best possible distribution of talent throughout the league.

- a. Given the nature of the draft process, it is clear that managers who are familiar with more players either through scouting or through tenure in the league have a true advantage when drafting against new managers, move-in managers, or last-minute selected managers. This plan allows for even a blind draft to result in balanced talent among the teams.
- b. This Draft plan attempts to eliminate the two-year development plan subscribed by some managers of our league in the past. The two-year developmental plan is whereby they draft a team of young players and plan a losing season the first year. Young, less talented players are given primary play time and effort in a plan to develop them the first year and return the second year to 'win the league'. This leaves the older players on the 'short end of the stick' in the first season and also leaves out the younger players in the second.
- c. Balanced distribution of talent puts more emphasis on the ability of the manager and his staff in developing ALL the players on his team to play their best for the immediate game and season. Since its adoption, this plan has resulted in fewer parental complaints and more competitive games overall than previous draft methods.

SECTION 2 – LCLL RANKINGS & DRAFT PLAN

The following is the structure of the draft and the process by which it is conducted for the Rookie thru Major levels. The examples given are relative to a typical 5-team division but are expected to be adjusted based upon the actual number of teams formulated and utilized for the draft on a division by division basis.

2.1 PLAYER RANKINGS

Player rankings are league and division specific and are based upon numerous factors. Rankings are utilized to establish a top to bottom assessment of player ability in comparison to other players within the league. The rankings are done to inform all managers of player potential and are utilized during the draft to allow for the greatest possible distribution of talent across the teams within LCLL.

- a. ALL players, including players whose parents have been locked in as a League Volunteer, MUST attend tryouts.
- b. Every Manager or designee is required to attend the tryouts for their Division and utilize a set of ranking criteria to establish a player ranking list from player one to the last player registered and eligible for that league.

- c. All Managers are required to rank the players (Top to Bottom) and provide the ranked list to the league designated board member(s) responsible for the consolidation of the rankings into a master ranked list.
- d. Manager rankings within a league and division will be compiled and averaged to determine the average overall ranking for the players from top to bottom.
 - i. To guard against bias and unethical practices, any division containing 5 or more teams will have the top and bottom rankings for each player removed and the remaining rankings will be utilized to establish the average overall ranking for the player. Should the discarded rankings be deemed necessary to establish a proper average overall ranking, this rule may be waived at the discretion of the President of LCLL.
- e. A Managers ranking meeting will be held prior to the draft, during which a final master rankings list will be presented to the managers. All Managers or designees are required to attend the rankings meeting.
 - i. No adjustments will be made to the final rankings for players who were ranked by the managers during tryouts.
 - ii. For players who do not attend the tryouts, best effort will be made to place them properly in the rankings based on historical information (previous manager experience with the player, all star, prior rankings, etc).
 - iii. Players who can not be ranked will be placed in a blind draw at the end of the draft.

A final master rankings list will be compiled by the designated board member(s) following the ranking meeting. Due to the sensitive nature of the rankings, a copy will NOT be provided to the managers.

2.2 MANAGER & LOCK-IN PLAYERS REGULATIONS

This section is intended to detail the procedures specific to the selection of the Manager and Lock-in Players during the draft. These regulations are to be exercised during the execution of the draft.

****Player requests should be considered if possible.****

- a. Every Manager who elects to “Lock-in”, must ensure the lock-in form is completed, signed, and turned in to the designated Player Agent or board member prior to the start of tryouts. In addition to the Lock-in form and prior to the start of the season, all League Volunteers must have filled out an online volunteer form and provide a copy of their valid driver’s license. ***Any exceptions to these deadlines must be approved by the President of LCLL.*
- b. Managers will be allowed to lock-in **2** league volunteers. The league volunteers **MUST** include at least one assistant coach. The other lock-in may be a ball dropper for machine pitch, Team Mom, Board Member or a general Parent Volunteer. Should the Manager elect to lock-in only 1 league volunteer, that league volunteer **MUST** be an assistant coach. All Manager and League Volunteers’ players will be designated to their team prior to the start of the draft.
- c. No trading of initial draft order will be allowed.

d. **SIBLING RULE:**

- i. If there is a sibling in the same division as the Manager or lock-in league volunteer, that sibling will be placed on their team prior to the start of the draft and all points will be added to the pre-draft point total.
- ii. If a player is selected during the draft that has a sibling in the same division, then the sibling will be added to the same team and all points will be added to that manager's point total. The only exception to this rule is if it is explicitly stated that the siblings shall be on different teams.
- iii. If a sibling is in the blind draft because they were not able to be ranked, they will carry a point total of 1.
- iv. All Manager and League Volunteer Lock-in players that do not try out will be placed at the top of the rankings and provided a max score for that division unless there are extenuating circumstances which will be determined by the player agent and approved by the Executive Committee.
- v. **Trades will be authorized after the Ranking Draft is complete, but before the Blind Draw is executed. No trades will be allowed once the Blind Draw has begun without League President approval.**

2.3 DRAFT

- a. The Draft will have the number of selections necessary to ensure all eligible players have been drafted to a team.
 - i. **MAJORS ONLY RULE** – All returning Majors Players and eligible 12-year-olds must be drafted to a Majors team. No other players, regardless of age, are guaranteed a Major league position. The number of returning Majors players and 12-year-olds required to be selected by each team will be determined prior to the draft based upon the number of teams in the division and the number of returning Majors players and 12-year-olds in the draft. A minimum number of roster spots on each team must be filled with an eligible returning Major player or 12-year-old.
- b. Practice time selection will be completed on draft day and selections will be done in a blind draw in an effort to be fair to all Managers.
 - i. Managers will select a number out of a hat to determine the order of practice time selection.

- c. Based on final rankings, all players will be provided a point total in reverse order of the ranking.
 - i. EXAMPLE: For a division with 100 players, the top ranked player will have a point value of 100 and the bottom ranked player will have a point value of 1.

Rank	Player	Points
1	Player A	100
2	Player B	99
3	Player C	98
....	Player
99	Player UUUU	2
100	Player VVVV	1

- d. Each manager will be provided a pre-draft point total based on point value of their lock-in players.
 - i. EXAMPLE: For a division with 100 players, If Manager A has locked in the 1,2 and 11th ranked players, then that Manager’s pre-draft point total will be $100+99+90 = 289$ points. They will not be able to draft a player until all other managers have at least 289 points.
- e. The draft will be executed in two parts, a ranked draft and a blind draft. The blind draft will NOT start until ALL ranked players have been drafted.
- f. Ranked Draft Process
 - i. Initial Draft Order will be set based on the Pre-Draft Point Total.
 - 1. Ties will be resolved based on the order in which properly formatted and completed rankings were submitted to the Player Agent. The time stamp on the email RECEIVED by the Player Agent will be the determining factor.
 - ii. Ability to draft will be based on the current point total. A manager can NOT draft until all other managers have accumulated points equal to or greater than that manager’s point total.
 - 1. EXAMPLE: Manager A has a total of 190 draft points and Manager D has 50 draft points. Manager A is not eligible to draft until Manager D has accumulated an additional 140 points for a total of 190 points.

2. If multiple Managers have the same point total, the one who achieved that point total first will be next to draft, followed by the next manager to reach that point total, until the point tie is broken.
 3. A Manager may make as many selections as desired provided he maintains the lowest point total.
- iii. All trades will be finalized following the ranked draft and PRIOR to the blind draft.
1. Trades require unanimous decision from all managers within the division and the Director that is executing the draft. Disputed trades that do not meet this criteria may be referred to the Executive Board for final disposition.
- g. Blind Draft Process
- i. Players that do NOT show up for try-outs and have not been placed in the ranked draft will be added to a blind draft. These players are not eligible to be drafted until ALL ranked players are drafted. The blind draft will be executed as follows:
 1. Names will be added to a hat and selected at random using the final point total at the end of the ranked draft to determine order of selection.
 2. Note that if a manager fills his roster during the ranked draft, then they will not participate in the blind draft.
 - ii. No trades are allowed during or following the blind draft.
 - iii. Once a manager fills their roster, their draft is considered complete.

2.4 COACH PITCH DRAFT REGULATIONS

- a. Registered Coach Pitch players are not asked to attend a tryout.
- b. Registered Coach Pitch players are not ranked for the purposes of the draft. All ranking regulations above apply only to LCLL Rookie level and up, excluding Coach Pitch.
- c. Lock-in Assistant Coaches are also allowed and the same deadlines apply as described in section 2.2. unless otherwise specified by the LCLL Board of Directors.
- d. A list of all registered Coach Pitch players in alphabetical order will be provided to the Player Agent and Managers during the draft.
- e. The draft will be a blind draft for the players provided on the registration sheet until every player is drafted to a team. The draft will follow the SNAKE DRAFT format as described below with no penalties or adjustments assessed due Manager/ Lock-in Assistant Coach players.
 - i. Normally no more than 12-13 players per team will be assigned.

f. Snake Draft Process:

- i. The number of teams are finalized and the Managers will blindly draw numbers to determine draft order on draft day. First team practice day selection will be completed on draft day and selections will be conducted in reverse draft order in an effort to be fair to all Managers.
- ii. The draft will be conducted in a SNAKE DRAFT format. The first round of the draft will be from first to last by numbers drawn and each subsequent round will reverse the order from the previous round. Below is an example of 5 team divisional draft conducted in a SNAKE DRAFT format:

TEAM	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5	ROUND 6	ROUND 7
TEAM A	Pick 1	Pick 10	11	20	21	30	31
TEAM B	Pick 2	Pick 9	12	19	22	29	32
TEAM C	Pick 3	Pick 8	13	18	23	28	33
TEAM D	Pick 4	Pick 7	14	17	24	27	34
TEAM E	Pick 5	Pick 6	15	16	25	26	35

- iii. The Draft will be concluded after all eligible players are selected to fulfill all teams within the league and division drafting.

g. Special requests will be observed if possible (i.e. – carpools, friends, other hardships).

2.5 INTERMEDIATE REGULATIONS

2.5.1 TEAM CREATION & LOCK-IN PLAYERS REGULATIONS

This section is intended to detail the team formulations and lock-in regulations that apply to the Intermediate Division ONLY

- a. The league will determine the total number of teams based upon league and community interest.
- b. The Point System will not be in effect for this division. The tryout will be used for a demonstration and exhibition of capabilities. Rule 2.1 will be in effect for this division; however, the rankings will only be used for the purpose of fulfilling player pool requirements. The Ranking Meeting will only be required should the Managers of the division deem it so, otherwise, the combined rankings per Rule 2.1 will be the final ranking.

- c. Regulation 2.2 of the Draft Plan is in effect. No roster to exceed 13 total players per team without prior approval from the Executive Board. At least two of the players who are lock-ins must also be accompanied by a volunteer who will be a designated assistant coach.
- d. Every Manager who elects to “Lock-in” must ensure the lock-in form is completed, signed, and turned in to the designated Player Agent or board member prior to the start of the tryouts. In addition to the Lock-in form and prior to the start of the season, all League Volunteers must have filled out an online volunteer form and provided a copy of their valid driver’s license. ***Any exceptions to these deadlines must be approved by the President of LCLL.*
- e. No trading of initial draft order will be allowed.
- f. **SIBLING RULE:**
 - i. If there is a sibling in the same division as the Manager or lock-in league volunteer, that sibling will be placed on their team prior to the start of the draft.
 - ii. If a player is selected during the draft that has a sibling in the same division, then the sibling will be added to the same team. The only exception to this rule is if it is explicitly stated that the siblings shall be on different teams.
- g. **Trades will be authorized after the Draft is complete. No trades will be allowed once Managers leave the draft without League President approval.**

2.5.2 INTERMEDIATE DRAFT

- a. The Draft will have the number of selections necessary to ensure all eligible players have been drafted to a team. All eligible 13-year-olds must be drafted to an Intermediate Team.
- b. Each manager will be provided a pre-draft listing of the lock-in players and special requests.
- c. Registered Intermediate players are not ranked for the purposes of the draft.
- d. A list of all registered Intermediate players in alphabetical order will be provided to the Player Agent and Managers during the draft.
- e. The draft will follow the SNAKE DRAFT format as described below.
- f. Snake Draft Process:
 - i. The number of teams are finalized and the managers will blindly draw numbers to determine draft order on draft day. First team practice day selection will be completed on draft day and selections will be conducted in reverse draft order in an effort to be fair to all Managers.
 - ii. The number of players per team will be determined prior to the draft.
 - iii. The first team to pick will be the best number from the blind number draw (1 = best and ascending from there).

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- iv. The first round of the draft will be from first to last by numbers drawn and each subsequent round will reverse the order from the previous round. Below is an example of 5 team divisional draft conducted in a SNAKE DRAFT format:

TEAM	ROUND 1	ROUND 2	ROUND 3	ROUND 4	ROUND 5	ROUND 6	ROUND 7
TEAM A	Pick 1	Pick 10	11	20	21	30	31
TEAM B	Pick 2	Pick 9	12	19	22	29	32
TEAM C	Pick 3	Pick 8	13	18	23	28	33
TEAM D	Pick 4	Pick 7	14	17	24	27	34
TEAM E	Pick 5	Pick 6	15	16	25	26	35

- v. The Draft will be concluded after teams are filled with eligible players within the league and division drafting.
- vi. Any 11 or 12 year old player, not drafted, will be added to the Majors Draft of selection.
- vii. Manager preferences and special requests will be honored at the discretion of the team manager. That team manager will have the right of first refusal for any player that has requested that manager.