



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. 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.
- c. No roster to exceed 13 total players per team without prior approval from the Executive Board.

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 Intermediate (50/70) 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 who have been locked in 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. A team is only permitted to have one representative on the field for the purpose of ranking players, either the manager or designee. An exception will be made for volunteers assisting with the evaluation process on the field.
- 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 Field Manager Rankings Meeting will be held after completion of evaluations (same day): Coaches by majority agreement must place equal (like player) value to each player that was unable to attend evaluations, PRIOR to leaving field/end of evaluations. If majority agreement cannot be reached by coaches, then player will be placed into blind draft. If Player is a “Lock-In” Player, and majority agreement cannot be reached, the player will be assigned Max Point Value. Player Agents or Board Member in charge of evaluation will facilitate discussion, will keep track of each player who missed evaluation, and track the point total assigned to each player by majority of coaches. A final master rankings list will be compiled by the designated board member(s) following the field managers 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 no later than 48 hours prior to the start of tryouts.
- b. Managers will be allowed to lock-in any 3 players in the Spring and the Fall seasons.
- c. Each sibling will be counted as ONE lock in, or Little League International Rules will apply. I.E. Your lock-ins count as your rounds of picks for the respective season.

2.3 DRAFT

- a. A team is only permitted to have one representative at the draft, either the manager or designee.
- b. The Draft will have the number of selections necessary to ensure all eligible players have been drafted to a team.
- c. 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.

- d. 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 WWW	1

- e. 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.
- f. 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.

g. Ranked Draft Process

- i. Initial Draft Order will be set based on the Pre-Draft Point Total. No trading of initial draft order will be allowed.
 - 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. 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.
 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 decision.
 2. Trades will be authorized after the Draft is complete. No trades will be allowed once Managers leave the draft without League President approval.
- h. 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 of players who do not attend evaluations and cannot be unanimously ranked by coaches, will be selected at random (drawing of numbers) based on final point totals.
 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.

Once a manager fills their roster, their draft is considered complete.

2.4 COACH PITCH DRAFT REGULATIONS- This section is intended to detail the team formulations and lock-in regulations that apply to the Coach Pitch Division ONLY, and that differ from the general draft plan.

- a. Registered Coach Pitch players are not asked to attend evaluations.
- b. Registered Coach Pitch players are not ranked for the purposes of the draft.
- c. A list of all registered Coach Pitch players in alphabetical order will be provided to the Player Agent and Managers during the draft.

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d. 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 players.

e. Snake Draft Process:

- i. The numbers 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.

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

2.5 MAJORS DRAFT REGULATIONS- This section is intended to detail the team formulations and lock-in regulations that apply to the Major Division ONLY, and that differ from the general draft plan.

a. 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.

2.6 INTERMEDIATE REGULATIONS- This section is intended to detail the team formulations and lock-in regulations that apply to the Intermediate (50/70) Division ONLY, and that differ from general draft plan.

- a. This is a tryout division, other than manager lock in's no spots are guaranteed. There will be a limited number of spots and invitations will be issued by the player ranking. I.E. If there 36 available spots in the division, only those players with the top 36 aggregate ranking score will be invited to play in this division.
- b. All interested players are required to attend the tryouts because there is no blind draft for this division.