



FNWLL Major and AAA League Draft Rules

Definition — Child and children will be interchangeable in the descriptions below and could mean more than one child.

Definition – Placed Player

A "placed" player is a player that is not available to other managers within a draft. Placed players are the children of Managers and coaches. A sibling of a player already on the team is not a placed player unless he/she is the sibling of a previously placed player. A placed player is not a player called up mid-year to replace a player who has left the team or the Little League program. Once a player has the designation of being "placed" they will have that designation until matriculating out of the Little League program.

Slotting of Previously Selected Players

The draft board will be filled out with 11 or 12 rounds representing the 11 or 12 players on each Major League team. The draft may consist of 4 phases: 12-year-old phase, 11-year-old phase, 10-year-old phase, all remaining players. The number of rounds for the 12-year-old phase will be determined by the number of 12-year-olds divided by the number of teams, rounded down (i.e. 16 12-year-old / 5 teams = 3 rounds). The number of rounds for the 11-year-old phase will be determined in the same manner. The number of rounds for the 10-year-old phase will be determined in the same manner. The last phase will consist of all remaining players from the draft pool. If the number of players remaining in the pool is higher than the number of draft slots, all 11- and 12-year-olds must be drafted before any 10-year-olds. Returning players will be slotted into the appropriate round for their age, beginning with the last available round, and working forward.

Example: There are 6 rounds for 12-year-olds, 4 rounds for 11-year-olds, 1 round for 10-year-olds, and 1 round for all remaining players. Team A returns 4 12-year-olds and 3 11-year-olds. The 12-year-olds would fill rounds 3-6, and the 11-year-olds would fill rounds 8-10. Team A would be able to draft two 12-year-olds, one 11-year-olds, one 10-year-old, and one additional player.

Returning to the Draft or Draft Requests

A player may be returned to the draft or a request made by a player to not play for a specified Manager. The parents/player must make that request in writing before tryouts have begun. A request can only be made for one Manager and cannot be made as such to eliminate all Managers except one to affect the placement of a player for a desired team. When the request is made, a reasonable reason why said Manager would be an issue for that player must be provided. The Player Agent shall review the request and the Board shall review the request if the Player Agent desires. If the request is granted, that player cannot be drafted by that Manger in the upcoming draft. In addition to players requesting to be returned to the draft, any player who is moved up permanently from AAA to fill an open position during the Majors regular season (for example — opening because of player injury or player withdrawal from the League) must also re-enter the Draft in the following year, so that the former AAA player is eligible to be drafted by all Majors managers.

Determining if There are Slots for Placed Players

A team may only have placed players from two families. If a team has placed players from two families, additional placed players cannot be added to that team (as a result of coaches or Managers addition to

the team) until a placed player has left the team either by matriculating out of the League or being placed back into the draft.

Determination of Slotting Rounds for Placed Players and Siblings

A Manager will have their own child added to the team if the Manager deems that the child has the skill to play at the Major League level. A Manager will also determine if siblings of players on the team have the skill to play at the Major League level after tryouts have been completed. Any sibling player that is eligible and deemed to NOT have the ability to play in Majors will be unavailable to other Managers in the draft and left in a lower level of play as long as other guidelines are not violated (ex. 11 year old 6th grader).

Managers and coaches at the Majors and AAA level must be selected before any part of the draft tryout is started. Communication of that coaching selection needs to be completed to any League Board Member that is not associated with the Major's playing level.

Only players who have not played for a FNWLL Major team previously have to try out. Managers/coaches will have their children and any eligible siblings at evaluations for Draft slotting. Any player who is not evaluated will not be considered eligible for placement without Board and other League Manager's consideration. If enough playing information is available, then that player can be allowed to enter the draft pool.

Prior to the start of the draft, the manager's child will be slotted in the highest available round for their age group. The assistant manager's child (if any) will be slotted in the highest available round for their age group. If a child with a sibling is drafted, their sibling will immediately be slotted into the highest available round for their age group.

Draft Pattern

Traditional Pattern

The team that drafts first in a round always drafts first in the round through every round of the draft. If a team has a player already slotted into that round, the draft continues on to the next draft slot of that round. Once the end of the round is reached, the draft proceeds to the next round to the team that drafts first in every round.

Team Strength Evaluation

Each player that is on the team prior to beginning of the actual draft is assigned a rating based on their playing status and age from the previous year. The ratings listed below are intended to be guidelines and may be modified under special extenuating circumstances (i.e. an All-Star caliber player who does not participate on the All-Star Team due to injury, conflicts, etc.). This includes players being placed or siblings that are being added in the coming year. The team with the lowest total number for those players gets the first pick (or the Manager has the first selection of draft position). The team with the highest number, gets the last pick or draft position selection. In case of a tie, the team with the worst record in the previous year shall have the earlier choice. If the records are the same, a flip of the coin will determine draft position. The player's assignment of numbers is as follows:

12-year-old players —

- Played on Major All-Stars in Previous Year

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- Played on 11-year-old All-Stars Previous Year 8
- 12-year-old returning player or sibling not on an All-Star team 6
- Placed Child not listed in the above 12-year-old areas 8

11-year-old players —

- Played on 11-year-old All-Stars in Previous Year 9
- Played on 10-year-old "A" team in Previous Year 6
- Played on 10-year-old "B" team in Previous Year 4
- 11-year-old returning player or sibling not on an All-Star team 2
- Placed Child not listed in the above 11-year-old areas 4

10-year-old players —

- Played on 10-year-old "A" team in Previous Year 7
- Played on 10-year-old "B" team in Previous Year 5
- 10-year-old returning player or sibling not on an All-Star team 1
- Placed Child not listed in the above 10-year-old areas 5

Age Leveling for 11-year-olds

Age leveling will be completed for 11-year-olds at the Majors level. The maximum number of 11-year-olds will be determined just prior to the draft. The total number of 11-year-olds in Majors is determined by adding all returning 11-year-olds to Majors plus all those evaluated to be drafted that are in the Majors draft pool. This total is divided by the number of teams and rounded up to the next whole number. If the total divided by the number of teams is a whole number, the next whole number shall be considered the maximum number of 11-year-olds on a Majors team. Example #1 — Thirteen 11-year-olds are returning to Majors and fifteen are to be drafted by 6 teams. The maximum 11-year-olds on a team is $(13+15)/6 = 4.66$. This is rounded up to 5. Example #2 — Thirteen are already in Majors and Twelve are to be drafted to 5 teams. The maximum number = $(12+13)/5 = 5*$ However, the number is whole so the maximum is raised to 6.

Age Leveling for 10-year-olds

Age leveling will be completed for 10-year-olds at the Majors level. The total number of 10-year-olds in Majors is determined by the total number of spots remaining on the Draft board accounting for 11-year-olds and 12-year-olds that are to be on a Majors team. The number of 12-year-olds include returning players to a Majors team plus those 11-year-olds that the evaluation group have placed in the pool that have to be drafted into Majors.

Once the total 10-year-old draft spots are determined, the total is divided by the number of teams and rounded up to the next whole number to give the maximum number for any one team. The minimum number of 10-year-olds should be 1 less than the maximum unless the calculated maximum number is a whole number. 10-year-old players must be drafted in the upper half of the Draft.

Example 1 — 5 teams of 11 players on a team — 55 total players. Total 12-year-olds returning to be drafted are 23. The total number of 11-year-olds returning and to be drafted are 21. Total 10-year-olds to be drafted = $(55-23-21)$ Eleven is the total number of 10-year-olds to be drafted. Eleven 10-year-olds

divided by 5 teams and rounded up = 3. The maximum number of 10-year-olds on a Majors team is 3 and each team has to have at least 2.

Example 2 — Identical to the previous case but the number of 12-year-olds returning to be drafted is 24. The total of 55-24-21 = 10. 10 is divisible by 5 (the number of teams) so the drafted is 24. The total of 55-24-21 = minimum and maximum number of 10-year-olds for all teams is 2.

Completing the Draft

1. Any 12-year-old that the League Managers evaluate as needing to play in AAA and is agreed to by the parents based on safety issues will be moved to a lower level.
2. A consensus should be reached as to the 11-year-olds that should be drafted (see description). Once these players are determined, each of these 11-year-olds has to be drafted in Majors.
3. Team strength evaluation shall be completed for all teams except any new team.
4. The teams will be placed in their appropriate order based on the team strength evaluation process.
5. The exact draft process may change year-to-year depending on league needs. The following is the suggested draft format:
 - a. The draft may consist of 4 phases: 12-year-old phase, 11-year-old phase, 10-year-old-phase, all remaining players.
 - b. The number of rounds for the 12-year-old phase will be determined by the number of 12-year-olds divided by the number of teams, rounded down (i.e. 16 12-year-old / 5 teams = 3 rounds).
 - c. The number of rounds for the 11-year-old phase will be determined in the same manner.
 - d. The number of rounds for the 10-year-old phase will be determined in the same manner.
 - e. The last phase will consist of all remaining players from the draft pool. If the number of players remaining in the pool is higher than the number of draft slots, all 11- and 12-year-olds must be drafted before any 10-year-olds.
6. Prior to the start of the draft, returning players will be slotted into the appropriate round for their age, beginning with the last available round, and working forward.
7. The manager's child will be slotted in the highest available round for their age group.
8. The assistant manager's child (if any) will be slotted in the highest available round for their age group.
9. If a child with a sibling is drafted, their sibling will immediately be slotted into the highest available round for their age group.
10. Draft picks are made. When a draft slot is filled by a returning, placed, or sibling player, the draft continues to the next spot in the draft order.
11. The draft shall progress in the traditional pattern.
12. No team can draft more than eight 12-year-olds onto a team. No 9-year-olds are available for Major League teams in the draft.
13. When the number of draft picks remaining equals the number of 11- and 12-year-olds yet to be drafted, 10-year-olds players are no longer eligible for the draft into the Majors division.

AAA DRAFT PROCESS

1. Unless a safety hazard, all 10-year-olds will be considered for AAA. Those 10-year-olds that are deemed a safety hazard will have the parents consulted by the Player Agent before moving down to the AA program.
2. The ratings for all 10- and 11-year-old players not drafted into Majors will be compiled. The ratings shall be agreed upon and shared between all of the coaches.



3. Based on the number of players and the addition of 9-year-olds and using the description of "Playing Levels, Evaluations, and Team Formation Guidelines" the number of teams shall be determined. The teams will select out of a hat the order in which they will draft.
4. The selection order will follow a "serpentine" pattern (i.e. the last selection of the 1st round has the first selection of the 2nd round).
5. The exact draft process may change year-to-year depending on league needs. The following is the suggested draft format:
 - a. The draft may consist of 4 phases: 11-year-old phase, 10-year-old phase, 8/9-year-old-phase, all remaining players.
 - b. The number of rounds for the 11-year-old phase will be determined by the number of 11-year-olds divided by the number of teams, rounded down (i.e. 16 11-year-old / 5 teams = 3 rounds).
 - c. The number of rounds for the 10-year-old phase will be determined in the same manner.
 - d. The number of rounds for the 9-year-old phase will be determined in the same manner.
 - e. The last phase will consist of all remaining players from the draft pool. If the number of players remaining in the pool is higher than the number of draft slots, all 10- and 11-year-olds must be drafted before any 8- and 9-year-olds.
6. Prior to the start of the draft, the manager's child will be slotted in the highest available round for their age group.
7. The assistant manager's child (if any) will be slotted in the highest available round for their age group.
8. If a child with a sibling is drafted, their sibling will immediately be slotted into the highest available round for their age group.
9. After teams are formed, player preferences will be arranged. A player may only change teams if another player at the same age has the same rating. If that cannot be accomplished, no exchange will be completed. Both Managers have to agree to the exchange before a player is moved to a desired team.
10. The Player Agent will review the picks and determine/make any changes necessary to make sure that evenness is achieved taking into account pitching, catching, and hitting abilities.

9-, 10-, and 11-year-old Consensus

- A) Taking into account the number of placed and returning players to Majors, the number of available draft slots will be determined. After removing the number of 12-year-olds to be drafted, the total available Majors draft slots will be determined for 10- and 11-year-olds.
- B) A Board approved evaluation group will determine the 11- and 12-year-olds that will be a safety issue for Majors and remove those players from consideration for Majors drafting. 12-year-olds will have the consent of the parents to be removed from the Majors draft.
- C) A Board approved evaluation group will determine the 10-year-olds that will be a safety issue for AAA and remove those players from consideration for Majors and AAA drafting.
- D) The Board evaluation group will determine the 11-year-olds that are ready for Majors and should be included in the Major's draft pool. Any 11-year-old that will be going into 6th grade will be automatically put into the Majors draft pool unless the parents have requested to be left in AAA or the player is deemed to be a safety issue for Majors.
- E) The Board approved evaluation group will determine the 10-year-olds that are ready for Majors and include them in the Major's draft pool.
- F) The Majors Managers shall review the 10s and 11s in the Majors draft pool. Any 11-year-old that is part of the Majors draft pool that a majority of the Majors Managers feel is not ready for the draft pool shall be removed from the draft pool (unless that player is a 6th grader). Any 10-year-old that the

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Majors Managers feel was excluded from the draft pool shall be added in if a majority of the Managers feel that the player is ready to play in Majors.

G) Once the specific 11-year-olds have been determined, that number is subtracted from the number determined in "A" above and that will determine the number of 10-year-olds that can be drafted into Majors.

H) Once the Major's draft is complete, the remaining 11- and 10-year-olds will make up the pool for the AAA draft (account for those 10-year-olds that have been removed for safety reasons from AAA consideration).

I) The number of 9-year-olds considered for those AAA draft spots will be based on those available spots for the AAA League and is determined based on the rankings of those 9-year-olds from the Board approved evaluation group.