



## ***BELVIDERE YOUTH BASEBALL DRAFT RULES***

The following rules are to be reviewed prior to the start of each draft. This means that players who are locked or frozen are identified and agreed upon prior to the draft starting.

### Section 1 – Manager Freezes

1.1 Each team's manager, where applicable, must use his/her third round pick to select his/her child. If the manager has more than one child, then Rule 2-2 will apply, and the manager will use the consecutive round selections to select them. A manager's child is considered to be a biological or legally adopted child, including a legal step son or daughter.

### Section 2 – Sibling Freezes

2.1 Sibling freezes must be established. If a new player to the league is a sibling to a returning player already on a team in that same league, then the new player is automatically placed on the team his/her sibling is on. This will be that team's third round draft pick. If the third round is already occupied by the manager's son or daughter from Rule 1.1, then this pick will be the next consecutive round pick.

2.2 If siblings are both new to the age division and have entered the draft, the siblings will be consecutive round picks, and can be taken during any round.

### Section 3 – Draft Order

3.1 Draft order is determined by the team records of the previous season. The team that finished with the worst record will have the first pick in every round, and the team that had the best record will have the last pick in every round. For leagues that do not keep records, such as 6U, the draft order will be chosen out of a hat.

### Section 4 – 2<sup>nd</sup> Year Players Who Are New

4.1 Players who are of the older age in each age group (6U, 8U, 10U, 12U, 14U) will be chosen in a preliminary draft separate from the main draft. In an attempt to balance the team, the draft order for the 2<sup>nd</sup> year players will be determined by the team with the least number of 2<sup>nd</sup> year players, to the team with the most 2<sup>nd</sup> year players. For teams that have the same number of 2<sup>nd</sup> year players, the previous season's record/finish is the tie-breaker. This process continues by adding teams to the order as the 2<sup>nd</sup>-year player counts match on each team, or until there are no new 2<sup>nd</sup> year players left to draft. An example is if a team has only 3 2<sup>nd</sup> year



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players, and the next closest team has 5, the team with 3 gets two picks in order to even up the count.

### Section 5 – Players absent from tryout but eligible for draft

5.1 First year players who are eligible for the draft but do not attend the tryout for that age division will be drawn from a hat. Managers may choose to draw from the hat in place of their draft choice starting in the fourth round, or in the catch-up round (if applicable), whichever comes first. If at the end of the draft (all players selected), there are still names left in the hat, they will be drawn in draft order starting from the point where the draft left off.

5.2 Second year players who are eligible for the draft but do not attend the tryout for that age division will be drawn out of a hat during the second year players draft. Managers may choose to draw from the hat in place of their draft choice at any point during the second year player's draft.

### Section 6 – Catch-Up Rounds

6.1 It must be pre-determined how many players are available to complete a full round, meaning that each team will select a player in a certain number of rounds, and then there will be a few players left over in a partial final round. This catch-up round is for the sole purpose of giving each team the same number of players at a point before the last round. This round will be immediately following the middle round. For example, if there will be six full rounds, the numbers will be equalized in the fourth round.

Example: There is a five team league. After the older age of the division is drafted (second year players per Section 4), the player count is: Team A (6), Team B (5), Team C (4), Team D (4), Team E (4).

There are enough new players for six full rounds; therefore, the fourth round will be used to get all five teams up to nine players. After three rounds, Team A already has nine players, so they will not pick in the fourth round. Their strength will be in returning players. Maintaining the draft order, the teams with the least amount of players ( 7 each on C, D, E) will draft so they have eight players. Then, another round will occur for B, C, D, E (all with 8 players now) so that they each have nine players, equal to Team A.

Now that all teams have nine players, the draft continues, maintaining the original order.



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### Section 7 – Attendance and Behavior at Draft

7.1 The draft will be for assigned managers only. No assistants, parents, or others will be allowed into the draft room during the draft. Once in the draft room, managers are not allowed to discuss players with each other. Under no circumstances should a manager attempt to pressure others into letting him/her draft a particular player for any reason. The only draft locks that exist are outlined in this document. Transportation, friendships, carpooling, or any other reasons are not valid reasons to lock a player officially or unofficially.

### Section 8 – Adding and Subtracting Teams in Divisions

8.1 In the instance where a new team is added to the league, this team will receive the first overall draft pick in both the first and second-year player drafts. If two teams are added to a division, they will receive the first and second picks, determined by a draw out of the hat.

8.2 If an entire team is dissolved from a division, the players who were on the team the previous year and have become second year players will need to attend the try-out to be drafted in the second year player draft. If they do not attend the draft, they fall into rule 5.2 and must be drawn out of a hat during the second year player draft.