

Registration & Drafting Guidelines 2017

PARA Baseball Drafting Goals: To provide a fun, balanced, & competitive league where all players have the opportunity to excel in their abilities and enjoy the sport....all while making the best efforts of honoring the traditions of PARA and the relationships built by its players and families.

~~~~~Spring Season Draft Process~~~~~

🕒 **T-Ball (5U & 6U)**- No Evaluation or draft at this level. Teams are formed honoring All Parent's Requests (to the best of the league's abilities).

🕒 **Rookie (7-8) Minors (9-10)**- Full Evaluations of All Players are performed & players rated.

o Returning Teams will start (if possible) with 4 coaches and their players. Coaches must be selected from the parents of the previous season team players. *A team May Not bring in a coach/player from another team as part of the 4 coaches prior to the draft.

o Newly created teams- The League Commissioners reserves the right to select new, unassigned player/coach combinations to ensure a team starts with a 4 member coaching staff. A full coaching staff ensures the best learning experience for our players.

o If a Returning Team has less than 4 coaches and players, that team will start draft as is (3, 2, or 1 coach/players). All attempts will be made to fill in the remaining coach openings with draft selections.

o Team Point Allocation: A ratings point guideline will be given to coaches to keep their team within certain parameters based on the total points of all player within

a division. (For instance: A team may not go lower than 28 points nor higher than 32 points).

Sample Point Calculations:

-60 Total Division Players = 150 total player points

-5 Total Division Teams (divided into 150 points) = 30 player points per team allocated

-Point Margins required for a team to stay within when all players are selected = 28 to 32.

o Drafting Order

▪ **First Round**- The team with the fewest coaches will pick first. If available, the pick will be a player whose parent has signed up to coach. The rotation will continue until all teams have 4 coaches. In the event there are not enough signed up coaches to fulfill the 4 coach spots per team, the priority of this round will move to catchers (see next section).

▪ **Second Round**- (theoretically, this should be for the 5th player on the roster if all coaches positions are full) The first pick goes to the team with the least amount of players points And who does not have an experienced catcher, defined as a player who has caught a full season prior. Next highest points (without a catcher) will pick next, and so on until we get to teams that have a catcher already. Each team will have a minimum of one catcher. In the event a team has a catcher in its original (4 coaches') players, that team may select a non-catching player in this round.

▪ **Third Round**- (Minors-Choosing pitchers will be encouraged during this

round)At this point scores will be summed up. The team with the lowest score will have the first pick of this round(two picks). The second lowest goes next and so on. Points will be recalculated every two rounds and picking order adjusted

****Please note that in Minors, quality of pitching will be noted and league commissioners will advise where necessary if a team is lacking in quality pitching as opposed to other teams.**

****See Tie-Breaker Note should two teams have same point score.**

The below equation should be used to calculate points/drafting:

Team A has 14 points on starting Roster

Team B has 16 points on starting Roster

Point Allocation for the next two picks is calculated by the average score of All Players multiplied by 2, then added to team with lowest score.....In other words, if the average score for all players is 3.5, then Point Allocation for the next two picks will be 7 added to Team A. It would look like this:

Team A has 14 points on roster plus 7 points for draft picks = 21 total points

This sets the bar for the next two rounds, that no team may surpass 21 points.

Team B, who starts with 16 points, can only pick a total of 5 points in the next two picks, so they do not surpass 21.

***A margin of .25 will be allowed in the event selections do not allow a**

team to make it to 21.

- Drafting will continue in same order until all players are assigned to a team.

- In the event of an uneven amount of players per team (3 team of 12 & 2 teams of 11), the League Commissioners will (if necessary) adjust point parameters for those teams with lower amount of players.

- League Commissioners reserve the right to make any adjustments during draft in the event a team is not balanced with pitcher or catchers.

o Draft Complete/Trades

- ONLY once draft is completed, teams may trade players of similar ratings, as to make best attempts to satisfy previous coach requests. In no way should an agreed upon trade significantly change the balance of points between two teams. (For instance, teams may trade players rated 3.8 & 4.3....they may not trade players rated 2 & 4). A team must also keep in mind the above mentioned point parameters they may not exceed. A coach may not block a trade if it is deemed fair by the points of the players being traded. If a player is a pitcher or catcher, the player being traded with must also have those qualifications.

- The only other request that may be honored (traded for) is a parent scheduling issue. This must be approved by the League Commissioners and all coaches, keep in mind point parameters.

- No Trades permitted once teams have been finalized and draft session has officially ended. The only exception will be specific requests by a parent where having their player on a team with another will improve the

probability that the player will be in attendance of the games more often.

This trade must be approved by the League Commissioners.

o Late Registration After Draft Ends

▪ Any player who registers after the draft will be seated on the team that was next in pick rotation. This will insure a balanced placement, and continue filling out the teams equally by player count. No special requests will be honored for post draft registration – unless hardship is proven to the League Commissioners.

o Players Not Attending Evaluations

▪ The League Commissioners reserve the right to rate a player who did not attend the evaluation if they are a returning player to PARA and their abilities are previously proven. If this is a new player to PARA, the player will be put at the bottom of the Draft list to be chosen during the final round of drafting.

****TIE-BREAKER** - In the event of a tie, at any position during the draft, the Tie breaker will be the team with the fewest average coaching seasons in the division. Sum up the seasons of PARA experience of the assigned coaches of the team. The lowest averaged team wins the tie.

🕒 **Majors (11-12)**- Full Evaluations of All Players are performed & players rated.

o Teams may have up to 4 coaches for drafting purposes.

o Draft Rules will be the same as the Rookies & Minors, with one exception. Trades in Majors may be made with players requesting a coach, but not necessarily a previous player of that coach. As mentioned above, players must be of similar ratings.

~~~~~Fall Season Draft Process~~~~~

PARA Baseball Commissioners reserve the right to adjust these rules prior to the Fall Season

🕒 **T-Ball (5U & 6U)**- No Evaluation or draft at this level. Teams are formed honoring All Parent's Requests (to the best of the league's abilities).

🕒 **Rookie (7-8) Minors (9-10)**- Partial Evaluations will be held ONLY for new players and those returning players selecting to not return to a previous Spring Season coach.

o ALL Requests to Return to the previous Spring Season coach will be honored when possible.

o The only other request that may be honored (trade player if necessary) is a parent scheduling issue. This must be approved by the League Commissioners and all coaches.

o A player may decide that they wish to try a new coach/team at registration. This player will be placed back into the draft.

o New players (defined as those that did not play previous Spring Season) will be placed in draft.

o Drafting Order

▪ Team with fewest assigned players will have first draft pick.

▪ Team with the next fewest assigned players follows, and so on. (Ties settled with coin toss)

▪ When applicable, no team can have more than 3 consecutive picks before the next eligible team selects a player.

▪ Draft is complete when all players are assigned a team.

o Late Registration After Draft Ends

- Any player who registers after the draft will be seated on the team that was next in pick rotation. This will insure a balanced placement, and continue filling out the teams equally by player count. No special requests will be honored for post draft registration – unless hardship is proven to the League Commissioners.

🕒 **Majors (11-12)-** Partial Evaluations will be held ONLY for new players and those returning players selecting to not return to a previous Spring Season coach.

- o Teams may have up to 4 coaches.

- o Requests for player to return to a previous coach can be honored.

- o All other special requests may be honored with the approval of all head coaches.

- o Drafting Order

- Team with fewest assigned players will have first draft pick.

- Team with the next fewest assigned players follows, and so on. (Ties settled with coin toss)

- When applicable, no team can have more than 3 consecutive picks before the next eligible team selects a player.

- o Late Registration After Draft Ends

- Any player who registers after the draft will be seated on the team that was next in pick rotation. This will insure a balanced placement, and continue filling out the teams equally by player count. No special requests will be honored for post draft registration – unless hardship is proven to the League Commissioners.

- Draft is complete when all players are assigned a team.

~~~~~

**\*\*Siblings/Relatives**

Children will be placed on the parent/coach's team. Players who are otherwise related to the coach (head or assistant coach) will be placed on the team of their relative (2 per team).

**\*\*Ideal Roster Sizes**

PARA ideal roster for teams: 12 players for Rookie / Minors and 11 for Majors.

(Rookie / Minors play 4 outfielders).

**\*\*League Commissioners reserve the right to make any adjustments to draft system to maintain competitive balance.**

**Evaluation Guidelines**

Rookie Machine Pitch (7-8) Division Players rated on a 1-5 scale, 5 being the best. Evolutions being performed are as follows:

\*(3 attempts) Field Grounders at SS.....Then Throw to 1B

Player will then move to 2B

\*(3 attempts) Field Pop up at 2B....Then Throw 1B

\*(5 contacts) Hitting against coach pitch

These Categories that will be graded during these 3 evolutions on a 1-5 scale.

Field Grounders 1-5

Field Pop Ups 1-5

Arm Range 1-5

Arm Accuracy 1-5

Hitting 1-5

Intangibles(Maturity) 1-5

**These will be added up and divided by 6 to give the players Draft Score.**

Speed(Time Running from Home to 1B) will be taken, but not part of players draft score.

Catching(for qualifying players) will be graded, but for reference during draft picks, as noted in draft rules.

### **Evaluation Guidelines**

Minors Kid Pitch(9-10) / Majors Advanced Kid Pitch(11-12) DivisionPlayers

rated on a 1-5 scale, 5 being the best. Evolutions being performed are as follows:

\*(3 attempts)Field Grounders at SS.....Then Throw to 1B

Player will then move to 2B

\*(3 attempts) Field Pop up at 2B....Then Throw 1B

Player will then move to Short CF

\*(3 attempts) Field Fly in Short CF....Then Throw Home

\*(5 contacts) Hitting against coach pitch

These Categories that will be graded during these 3 evolutions on a 1-5 scale.

Field Grounders 1-5

Field Pop Ups 1-5

Field Fly Ball 1-5

Arm Range 1-5

Arm Accuracy 1-5

Hitting 1-5

Intangibles(Maturity) 1-5

**These will be added up and divided by 7 to give the players Draft Score.**

Speed(Time Running from Home to 1B) will be taken, but not part of players draft score, just reference in draft.

Catching & Pitching(for qualifying players) will be graded 1-5, but for reference during draft picks, as noted in draft rules.