WWPB - DRAFT Procedures 2023

President: Luke Schugren

Vice President Recreational League - Older Divisions: Joel Rubin
Vice President Recreational League - Younger Divisions: Theo Shu
Vice President All Stars: Jake Greene
Vice President Club Program: Will Vogl

Rules Committee: Michael C. Mahon **(Chairman)** Cris D'Annunzio, Tom Eisenhauer, Matt O'Brien, Matt Rips, Josh Schechter, Luke Schugren

Goal: Recreation Commissioner, Division Commissioner, Managers and Coaches are to create as equal a set of teams as possible. All information about each player's abilities is to be shared honestly and openly. ANY SPECIAL CIRCUMSTANCES (car pools, practice availability, conflicts, etc.) known to any Manager or Coach MUST BE DISCLOSED to the Division Commissioner at least 24 HOURS PRIOR to the DRAFT, and the Division Commissioner shall CIRCULATE A LIST of all such circumstances to ALL MANAGERS PRIOR to the BEGINNING of the Draft.

All players shall be rated by the Recreation Commissioner, Division Commissioner and Managers, based on the Wilshire - Warriors Baseball 40-point rating scale. Prior to the draft, the Recreation Commissioner, Division Commissioner, and all managers and coaches shall disclose if, in his or her opinion, a player's ratings do not accurately reflect the player's normal and known play. Each team will receive one (1) evaluation sheet to be returned to the Division Commissioner after the Draft.

I. The Division Commissioner will average the ratings for each player and compile a top to bottom list of all players' overall ratings, in order. A master list of players will be produced, and broken down into rounds based upon the number of teams to be formed. This list will be handed out at the Evals/Draft and MUST not leave the Field/Draft room **(ie. NO REPLICATION of any kind).**

II. Only the child or children of the pre-Draft Coaching Staff may be "Protected." The pre-Draft Coaching Staff may consist of a Manager, or a Manager and a Coach. No team may have more than two (2) Protected Players. If a team has a Manager and a Coach before the draft, then it may have two (2) Protected Players. If a team only has a Manager before the draft, then it may have two (2) Protected Players ONLY if both are children of the Manager; otherwise, it may only have one.

III. To calculate each team's Protected Player Rating, the Division Commissioner shall average the ratings of each team's Protected Players. For example, if Team A has two Protected Players, with ratings of 25 and 35, then its Average shall be 30; if Team B has one Protected Player with a rating of 32, then its Average shall be 32; and if Team C has two Protected Players with ratings of 37 and 39, then its Average shall be 38. In the case of a tie, the tiebreakers shall be as follows: 1) if both teams have the same number of Protected Players, then the team with the highest scoring player shall have a half-point added to its Average; or 2) otherwise, the team with two Protected Players shall have a half-point added to its Average so that it has the Average of the team with one Protected Player. ***Any two (2) "protected" players with a 37 or above player rating that are being "protected" on the same team MUST both be drafted in the 1st & 2nd rounds for that team.

IV. The draft order shall be established as follows;

1. The draft order shall be from highest Average to lowest Average. However, if a team has two Protected Players who each have Protected Player Ratings that would slot them into the first or second Rounds, then that team shall be placed at the end of the first round. If more than one team meets these criteria, then the team with the highest Average shall pick last, the team with the second-highest Average shall pick second-to-last, etc.
2. The Protected Player(s) for each team will be seeded on the draft board in the round where s/he or she has been ranked on the master list. The Recreation Commissioner and Division Commissioner are to carefully monitor the seeding to ensure that there is no abuse, and to ensure that the goals of the draft - - fair teams - - are being attained.
3. The draft order proceeds in serpentine fashion (forwards then backwards) until all players have been drafted. This means that the team that drafts first in the first round will draft last in the second round; and the team that drafts last in the first round will draft first in the second round. And so on.
4. Siblings are all "drafted" as soon as any one of them is selected (unless their parents have requested separate teams for them). The initially drafted sibling is placed on the team in the round s/he is selected in. His/her siblings are then to be

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seeded in the round they are slotted into on the master list (or in the next available lower round if the round indicated on the master list is already filled for the team). When that team's turn to draft in that subsequent round comes up, the sibling, having already been placed on that team for that round, is the selection. There is no seeding by age.

5. If a Manager wants to draft a player earlier than the round in which the player is slotted to be drafted, s/he may do so, but may only select a player ONE ROUND earlier than when that player is slotted to be drafted. The Manager cannot "dip down" more than one round to draft a player early. The Manager needs to explain why s/he sought to pick a player out of round order.
6. Carpools are ADVISORY ONLY and do not necessarily justify a player being taken out of his or her normal round. The Recreation Commissioner and Division Commissioner make the final call.
7. After the draft has progressed to the point where there are fewer players remaining un-drafted than teams - - or where all players have been drafted - - the draft shall pause so that each team can add up the ratings of all its selected players to calculate its Initial Team Rating to that point. If these ratings are not sufficiently close (e.g., within a 5-10% variance of each other), then trades shall be made to bring the teams into balance. The Recreation Commissioner and Division Commissioner shall make the final calls.
8. After all trades have been completed to bring teams into balance, if there are still un-drafted players, a lottery shall be held to determine draft order for the final round.
9. Managers who wish to make trades shall do so only in the draft room, and only immediately following the draft. All trades must be made with the knowledge of all the other Managers in the Division, as well as the Recreation Commissioner and/or Division Commissioner. All trades require the approval of the Recreation Commissioner or Division Commissioner, who shall consult with the Recreation Commissioner as required.
10. If, after the draft has concluded, the Division Commissioner determines after that trades are required in response to player needs (e.g., practice-day conflicts), then s/he shall ensure such trades do not upset the competitive balance of the Division - by calculating potential post-trade Third Team Ratings. Any such trades require the approval of the Recreation Commissioner, and must be communicated to all Managers.
11. ABSOLUTELY NO DISCUSSING OF PLAYERS AND RATINGS OUTSIDE OF THE DRAFT ROOM.

****At any time during the season the Board may make changes to the Draft Procedures as it deems necessary, in consultation with the Rules Committee.*