

Toluca Baseball & Softball 2001

Last Updated June, 2001

Draft Procedures

Goal: Player's Agent, 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.

- 1 - All kids are rated by the managers, coaches and player's agent based on Toluca Baseball's 40-point rating scale. Player's agent, managers and coaches should disclose if a kid's try-out is a poor showing as compared to their normal and known play. Go with the kid's known ability.
- 2 - The player's agent will then average the ratings and compile a top to bottom list. A master list of players will be produced and broken down into rounds based upon the number of teams to be formed.
- 3 - A maximum of two protected players will be allowed per team. A protected player is defined as the manager's kid and a maximum of one coach's kid per team.
- 4 - To create the team picking order, protected player ratings by team are added up and averaged. The manager of the team with the lowest average of protected player ratings will select first, etc. continuing in order until the manager of the team with the highest average protected player ratings selects last. Each team that has two, consensus first round protected players will have their average ratings ordered (separately from the other teams) and these teams will be placed in the last positions of the draft order.
- 5 - The protected players for each team will be seeded on the draft board in the round they are shown in the master list. If the protected players on a team are listed in the same round on the master list, then they will be seeded in successive rounds on the draft board. (Example - Team B has two protected players that are both listed in the second round on the master list. The players will then be seeded in rounds two and three on the draft board.) This seeded will take place even if the protected players are from the first and second rounds. The player's agent is to carefully monitor the seeding to insure that there is no abuse.
- 6 - The draft order proceeds in serpentine fashion (forwards then backwards) until all kids have been drafted. This means that the team with the lowest protected player ratings will draft first in the first round and the team with the highest protected player ratings (subject to the ordering in number 4) will draft last in the first round. The second round will draft in the reverse order as the first round, etc.
- 7 - Siblings are all drafted as soon as any one of them is selected. The initially drafted sibling is placed in the round they are selected in. The other siblings are then seeded in the round they are listed 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). There is no seeding by age.
- 8 - If a manager wants to draft out of round order they should go no more than one round below the current round. The manager needs to explain why they are picking out of round order. They may see a diamond in the rough, but they can not risk the integrity of the draft. It is the Players Agent's final call.
- 9 - Carpools are advisory only and the kids must be taken in round order. The player agent makes the final call.
- 10 - Trades may be made only in the draft room and immediately following the draft. The trade must be made in front of the Players Agent and all other managers must give consent (player clears waivers).