

Stow Youth Baseball

Try-out and Draft Rules

Amended for 2010 Summer Season

Try-out Sessions:

- A. The league vice-president and managers will have a meeting before try-outs to work out the organization of the sessions.
- B. The league vice-president, managers, and coaches will be present at each try-out session.
- C. Two try-outs are recommended for each league (batting in one, fielding & throwing in the other)
- D. Tryouts are to be held at any location necessary as recommended by the league vice-president, executive vice-president, or league president.
- E. Try-outs are to be held in March.
- F. All non-returning players or players moving up an age group that are not protected must tryout in Hot Stove baseball (H Maroon, G, F, and E) leagues. Returning (2nd year) players remain with their team if it is returning, or they can choose to re-enter the try-outs/draft if they desire to play for a different team. If they go to try-outs, their prior year manager is NOT allowed to draft them and the VP must remind everyone of that.
- G. Sessions consist of basic skills and fundamentals of baseball.

DRAFT SYSTEM RULES

- A. After the try-out sessions, the draft will take place as soon as possible, typically about 15-30 minutes after completion of tryouts as determined by the league VP.
- B. The manager and one coach may be present for each team at the draft meeting.
- C. Only the league vice-president and/or the executive vice-president along with managers and coaches as listed above (in item B) may be in the room at the time of the draft – all others must wait outside the closed doors.
- D. Each team will have 2 minutes per selection. The draft choice will be forfeited after the 2 minutes expires.
- E. A list of all eligible players for the draft will be made up by the league vice-president in alphabetic or numeric order and supplied to each manager/coach. When a selection is made the player's name will be crossed off the list and a copy of the registration form given to the manager.
- F. Drafts will be in order from first to last in each round.
- G. A manager moving up from one league to the next may protect up to 7 players from their previous spring/summer roster. This player protection is not guaranteed – there must be a manager spot open in the league you are entering. The manager's child (children) will count as 1 (or more if necessary) of the 7 players protected. You will draft your remaining team players from the draft pool.
- H. When a second year team of two (2) or more players is left without a manager or coach from the previous season (for example, if manager moved up to next league), the VP can assign a moving up manager to this existing 2nd year team, provided his moving up team has room for additional

players. The VP must use his discretion to fairly assign moving up managers to available second year teams to help balance rosters.

- I. A manager from the previous spring/summer year who is moving up an age group can protect up to 7 players. Moving up managers must give the list of their protected players to the league VP two (2) weeks prior to the scheduled try-out dates. If you do not provide your protected players list to the league VP, your protected players will go into the draft and be available for all managers to choose from – you lose the right to protect the players. If one of your protected players chooses not to be a protected player for your team, you cannot have them on your team, and the player goes into the draft pool.
- J. Manager Picks: Each manager will be allowed 1 (one) “manager’s pick” each draft year. This player is not allowed to “team jump” within the same league you are managing and is at the discretion of the League VP. A returning player (2nd year) who played in that league the prior year, and whose team is returning as a 2nd year team under the same manager, can NOT be manager picked, that would be team jumping. The manager pick is in addition to the 7 protected players a manager is allowed to protect and move up to the next age group, providing there is room for him to manage. A **new manager** who is assigned a team roster is also allowed a manager’s pick, provided that the previous manager and his child are **not** still with the team (this is to prevent returning teams from picking a new manager to add his child AND a manager’s pick to the roster, whether or not that is the intent). This pick will be from the list of players in the draft pool. There is a form to complete and it must be turned in one (1) week prior to the scheduled try-outs to your league VP. The league VP will then turn the form into the Board secretary. If this form is not turned in, your manager’s pick player will go into the draft and be available for all managers to choose from – you lose the right to a manager pick.
- K. Draft Order: The draft order will be determined by how many players are on each team prior to the draft, not including any blind picks. The team with the fewest players will go first, and the team with the most players will go last. The order is the same for each round, with each team picking in the first round and continuing until its roster is full.
- L. If there are brothers/sisters eligible in the draft, and a manager selects one, the manager must draft the remaining sibling within the next five rounds (unless the parents specifically ask that the brother/sister do not play on the same team).
- M. If there is a tie for a draft position, some form of a tiebreaker will be used (for example: a deck of cards, a coin flip, or names drawn out of a hat), as determined by that league VP.
- N. Blind Picks: If a player signed up for the tryouts and didn’t show up for either session, he/she will be part of a blind draft. This player will not affect what round the manager drafts, the draft order is determined based on roster size prior to the blind picks. The blind draft order shall follow the same order used for the picking draft rounds and will be done before the draft takes place. All the blind pick names are placed in a hat (with blank slips added so total slips equals the number of teams drawing). Each team draws a slip in the draft order. Exception is if any team only needs one (1) player to complete its roster, that team does NOT ever take a blind pick (every team is allowed to make at least one draft pick, unless their roster is already full).
 - a. If the number of blind picks exceeds the number of teams drawing and thus requires more than one round, the 1st round will contain all blind pick names. The 2nd round will contain remaining blind pick names and blanks necessary to allow each team to draw. This process will continue until all blind pick names are drawn. You must always have equal number of slips per number of teams in each round.
- O. The draft will continue until all rosters are full.

- P. At the end of the draft, each manager **MUST** leave a copy of his/her team's players' names and uniform sizes in the Secretary/Treasurer's box. The manager may turn into the league VP and then the league VP will put in the Secretary/Treasurer's box. The roster does not need to be complete at this time, but it must have the manager's name, coaches' names, players' names, and uniform sizes.
- Q. Late Signups: At the end of the draft, the league VP must also turn into the secretary/treasurer the team order of placement for all late signups. This is to help with the quickest placement possible for all late signups. The VP makes this order random, and unknown to the managers, to avoid any managers trying to arrange a late sign-up for their team. Teams having the fewest players must be first in the order. Teams that lose players after the draft will be moved up in the late-signup list. When all rosters are full, any late signups will go on a waiting list in case a roster spot opens up.
- R. Final rosters are due to the Secretary/Treasurer by **April 19, 2010** at 10pm (since it is a Monday, the SYB hall is open until 10pm). The Hot Stove roster must be completed in full and signed by the manager.