

Draft Procedure

1. The draft order is determined by draw. The draft proceeds first to last, last to first, repeat
2. Each team compiles a team roster during the draft and submits a copy prior the conclusion of the meeting.
3. Draft sheets (with rankings) are returned to the registrar prior to the end of the meeting. Draft rankings are confidential.
4. A coaching "staff" is limited to three (3) coaches. Each staff may have only two coaches whose daughters are rated as pitchers and are eligible to pitch in any club games that season. If the third coaches' daughter is rated as a pitcher then his/her daughter is not eligible to pitch in any club games against Ladner teams that season. Unless agreed upon by the opposition coach.
5. Coaches' daughters are inserted into their team's roster according to their draft position. The draft position is the players Draft ID divided by number of teams (ie. $10=26$, $Teams=5$, $26/5=5+$, Player occupies round 6 slot on roster).
6. The number of rounds in each draft group is determined by the number of players in that group divided evenly between all teams. (i.e. 14 pitchers/ 4 teams = 3 rounds). The remaining players in each group are moved down to the appropriate group.
7. The players are grouped by age. 2nd year Pitchers will be drafted first, followed by 1st year pitchers then followed by the oldest players in a division and finishing with the youngest players. The drafting of each group must be completed before drafting from another group begins
8. Siblings must play together unless parents have indicated otherwise.
9. When one sibling is drafted the second is added immediately in the appropriate draft position as described in section 5 above.
10. Reciprocal requests to play together are honoured, as best as possible, at all levels.
11. Requests to play with another player (one only) are honoured if possible at Squirt and Mite level.
12. Requests to play for a specific coach are not recognized during or after the draft (late registrants).
13. Requests to not play for a specific coach will be honoured.
14. At the Peewee level, if enough girls exist for age teams it should be encouraged. Eg Grade 7's play together as a team, Grade 8's play together as a team

15. At the Peewee and above levels, Teams may be kept together as long as all coaches agree and all teams are competitive. If one or more teams are too strong, the Executive will review this practice in future years.

16. Coaches should work during and after the draft to accommodate all player requests recognizing that skill rankings are at best "loose" guidelines only. For many of the players, playing with their friends is critical to their enjoyment of the sport.

17. Trades can be completed at the meeting before finalizing rosters all trades must be approved by the registrar prior to coaches leaving the draft.

18. Trades after the draft meeting are discouraged and subject to the approval of the President, Head Coach and Registrar.

19. Late registrants are added to teams, in the order of the draft, until roster capacities are met (ie. if team 3 drafted the last player then the first late registrant goes to either team 2 or team 4, whichever team was next in the draft order).

20. Team roster capacities will be agreed to by all coaches at the draft meeting

PLEASE REMEMBER THAT CLUB BALL IS DESIGNED TO TEACH SKILLS AND PROMOTE ENJOYMENT OF THE GAME. EVERY EFFORT MUST BE MADE TO KEEP OUR PLAYERS COMING BACK NEXT YEAR

IF THE KIDS DON'T HAVE FUN, THEY WON'T BE BACK

REMEMBER IT'S FOR THE KIDS!