

MMRFL Standard Draft Procedure

Effective 5/1/09

- 1) Assign all players a numeric Group Code based upon age, number of years playing experience, and weight per formula defined below. Then players shall be grouped into six categories within each age/weight division based upon this score and chart on Draft record sheet..

Group Code = (Age minus 5) + (Number of years playing experience) + (weight adjustment if applicable)*

* Add 1 if player is over specified weight by division → FR >70 lb --- JV >95 lb --- Var >130 lb

- 2) **PREDRAFT**

- A. Head and Assistant Coach's children are assigned to team up to maximum of 4 players. This does not include nephews, nieces, cousins or other relatives not residing in the coaches home.

- B. FC or Board Member may then assign players to a team to avoid existing potential personal conflicts between parents and coach's or to assign siblings of players from teams in other divisions already drafted, for pairing of teams for scheduling purposes up to (3) additional players per team. Other special request will not be honored. This includes, but not limited to, special requests for specific coaches, pairing of friends or cousins, or car pooling..

- 3) **STAGE 1 Draft** → FC or Team Representative will then draft players from appropriate category to equalize number of players in each Group Code on all teams in that age/weight division as best as possible across all teams. Start with coach of team with least number of "Pre-drafted" players and working up in subsequent rounds with teams having same number of players until each team has equal number players from each group.

- 4) **STAGE 2 Draft** → Remaining players are drafted by Group Code starting with highest group code and working down until all players drafted. Draft of players within groups may be done by random blind lottery or the method outlined below:

- A. Start with highest Group Code and have each coach draft one player from that group only. **

- B. Repeat step "A" until number of players at end of round is lower then number of teams. (Coach going last in current round goes first in next round and others move down in order – Round 1 → C#1, C#2, C#3 then Round 2 → C3, C1, C2 then Round 3 → C2, C3, C1).

- C. When number players left in group is less the number of teams remaining players in that group are moved to next lower group and repeat steps "A" and "B" until draft is complete. For all players..

** If you have siblings in the same division then when first sibling is drafted the sibling is assigned to the same team. All other teams will draft another player from same group code as the sibling before moving to next round.

Note: JV division – all players with group code less then or equal to 4 should be one group

Var Division – all players with group code of 6 and under should be one group

- 5) **DRAFT AUDIT** → FC shall total Group Code scores for all players by team (Team Score) to insure that point total of all teams is within a range of 3 total points. If necessary FC shall move 1 player per team to adjust total to within maximum range.

- 6) **POST DRAFT & ADDING NEW PLAYERS** →

- A. Any players joining after draft completed will be assigned to team by FC to maintain equal number of players per team and Team Score If more then one player added then assignment should comprehend number of payers in each group code and numeric total of group codes per team

- 7) Area Field commissioner to document order of draft and maintain records as League confidential records to verify process until authorized by Executive Board to dispose of them.

MMRFL Executive Board must be notified at least 2 days (48 hours) in advance of date & time and location of draft prior to draft being conducted.