

Youth Sports Draft/Team Selection Policy

General Rules

- A player limit for each team will be determined before the draft begins. This number will be determined by the total number of players registered. Where possible, space will be left for late registrations.
- No player will be drafted that has not registered.
- Head Coaches' children will be placed on their teams before the draft begins.
- NO PLAYING UP—Players will play at grade and age level only, No exceptions.
- Siblings are the only automatic pick. If they are in the same grade, they will be drafted back to back. If they are in different grades, the younger player will be a 3rd round pick unless determined to be otherwise by recreation staff and coaches.
- Any trading of players (neighbors, cousins, etc.) shall be resolved and negotiated before either coach leaves the draft meeting, and after the conclusion of the draft. Both Coaches must agree to the trade without pressure or bribery. Trades must be for same age/grade players only and must be equal in nature, (+ or – one round or the same round). No trading of returning players. Teams are limited to two (2) total trades per team.
- Late registrations that have paid and registered after the draft has taken place will be placed on teams that are not full, going in draft order. If they choose not to play on that team they were assigned to, they will get a refund and will not be eligible to play for that season. NO specific team requests by Coaches or Parents ect. will be honored for late sign-ups. A returning player that registers late will be placed on their previous year's team unless that team is full. If that is the case, that player will go to the next available team. NO EXCEPTIONS.

Assistant Coaches

- Head coaches may have one (1) assistant coach and their child added to their team before the draft. This assistant coach must call and/or text into the Parks & Recreation office, 801-804-4600, to state that they are the assistant coach for the respective team. A date will be set by Spanish Fork Parks & Recreation Staff as a deadline for registering any assistant coaches and having their child automatically placed on a specific roster. This date will usually be one (1) week prior to the draft, but can be changed based on Parks & Recreation Staff discretion. Coaches who volunteer after the set date to register an assistant coach prior to the draft will have until 5pm the day before the draft to have an assistant coach register for their team and have their child automatically be placed on the roster, if the draft is on a Saturday this deadline will be at 5pm on the Thursday prior to the draft. Coaches that volunteer the day of the draft will not have an opportunity to request an assistant coach and their child to be automatically placed on their roster. The head coach's child/children will always be automatically placed on their team's roster. Registration lists will not be provided to coaches to make an assistant coach selection. If a team has an assistant coach's child on the roster prior to the draft they will not receive a 3rd round pick.

Draft Order

- Position of Draft order will be determined by lottery draw, and the draft will function as a snake draft. (Picks 1-8 for the first round, 8-1 in the second round and so forth.)
- Equalizing round(s) may take place at any time in the draft at the discretion of the Recreation Staff. Teams with higher numbers of players will be skipped in the draft order during a round in order to equalize the number of players on all teams.

Drafts With Multiple Age Groups

- Position of Draft order will be determined by lottery draw, and the draft will function as a snake draft. (Picks 1-8 for the first round, 8-1 in the second round and so forth.)
- Drafting will begin with the older players in each age group. The objective is to get as close to an equal number of older aged group players on each team.
- After the draft lottery has determined the draft order, teams with the least amount of returning players will pick first within the draft order until teams have an equal amount of older aged group players. Teams with many returning players may not have the chance to draft older aged group players. The draft continues in this order until all older aged group players have been chosen.
- The younger age group begins (Picks 1-8 for the first round, 8-1 in the second round and so forth.) until all players that attended the try out portion are drafted.
- Expansion Teams if present will get the first picks in the draft for leagues that have returning players playing on the same team as a previous year. They will select approximately the same number of older aged group players as other teams before other teams can begin drafting players. They will also have the first pick of younger aged group players within the draft. The rest of the teams, or if there are no expansion teams present, will have the draft order determined by a lottery pick.

No Shows

- All try out “no shows” and early departures from team selections will be drawn out of a hat to even out numbers of players on each team. (Older aged group players “no shows” will be drawn before drafting younger aged group players in attendance.) No trading will be allowed for these players. Whatever team draws the player out of the hat, they will be on that team with absolutely no exceptions!