**GULFPORT YOUTH SPORTS ASSOCIATION**

**GYSA BASEBALL DRAFT RULES**

1. **GENERAL RULES**

The draft shall be conducted at a specified date, time and location as determined by the Board of Directors. Only Head Coaches may attend the draft. If a Head Coach is unable to attend, he or she may select a delegate to administer the draft in his or her absence. There will be no time deadline for each selection; however, if the league coordinator determines that a team is hindering a fair and expedite draft, he or she may impose a time limit at their discretion for the remainder of the draft. In the event the league coordinator is unable to attend or carry out any responsibility listed herein, the Director of Baseball Operations (DBO) may assume any or all responsibilities from said league coordinator.

The Board of Directors of GYSA recognizes that will be from time to time, extenuating circumstances that may require the Board to modify any rule contained herein. This includes circumstances arising from a player, coach, parent, league coordinator, or any other interested party to which these rules apply. In the event these rules place a hardship or burden on said interested party, the Board has at its discretion, and by majority vote, the authority to amend, modify or suspend such rule to remedy the affected party.

1. **DISPUTE RESOLUTION**

It is not the intent of these rules to address or fix all situations that may arise during the course of tryouts, draft and final rosters being published. It is the intent, however, of the Board to establish fair and transparent guidelines for all coaches to adhere to when selecting players on a team. In the event a dispute between two or more parties arises, it will be resolved by the league coordinator for that league. If further action is needed, the DBO will have absolute authority over the matter. If the matter involves either the league coordinator or the DBO, the Board will take ultimate action in the matter.

1. **DRAFT ORDER**

The draft will be determined by a random drawing held prior to the draft and witnessed by every Coach, or Coach’s delegate, and the league coordinator. No trading of draft picks will be allowed. The draft will snake from left to right (first round: Team A, B, C, D) and then from right to left (second round: Team D, C, B, A) until all eligible players have been drafted. Teams that have fewer players returning from prior year will select using the snake draft skipping over the teams that have more returning players, until all teams have the same number of players. See Figure 1 below for an example of draft picks using the snake draft.



The draft for each age division will NOT be bifurcated between ages. All players in the specific division are eligible to be drafted at any time (i.e. the 7-year olds are not drafted independent of the 8-year olds).

1. **COACHES**

Any returning Head Coach must retain his or her team from the prior year, within the same league. If the Head Coach does not return, any returning assistant coach (or parent with consent from DOB) from the prior season may assume the team. All new Head Coaches, whether moving up into a league or new to GYSA, will have their teams randomly drawn by the DBO and league coordinator by placing the names of available teams (existing and/or new) in one hat and the names of the new Head Coaches in another. The first drawn Head Coach will be assigned the first drawn team and so forth.

1. **RETURNING PLAYERS RULE**

All players returning to their division have the option to remain on the same team from the prior year (ex. 7-year old who is now 8; 9-year old who is now 10, etc.) All players who are returning to their division and have elected to stay on the same team, are not required to tryout again. These players will be considered “keepers” for as long as they are in that age division.

All new 8’s, 10’s and 12’s are required to attend tryouts in order to be entered into the draft. If any player is unable to attend the draft for any reason, that player will be ineligible for the draft and will be selected at random by the league coordinator after all other players have been drafted. The players will be drawn from a hat and placed on a team in sequential order.

1. **SIBLING RULE**

(A1) If a player is moving into a new division (ex. 6-year old moving up to Rookie league) and his or her sibling is already in the league and has elected to stay on the same team from the prior year, the younger sibling will automatically be placed on that team and treated as a “keeper”.

(A2) If a player is moving into a new division as highlighted above and the older sibling has elected to re-enter the draft, both siblings must tryout and will be placed into the draft and once either sibling is selected, the other sibling will automatically be selected with that team’s next available selection.

(A3) Using the scenario from A2, if neither sibling participates in tryouts and are put into a hat, the team that selects the first sibling will automatically select the other sibling with that team’s next available selection.

(B) Similar to the scenario in A2 above, in the case of siblings who are the same age and are entering a new division, once one sibling is drafted, the other sibling will be that team’s next available selection.

1. **PROTECTED PLAYERS RULE**

(A) There will be no protected players besides the Head Coach’s child/children. No assistant coach’s child can be protected.

(B) In the case of a team who does not have a returning Head Coach, and the team is being taken over by a new Head Coach, the Head Coach’s child/children will be automatically placed on that team.

1. **TRADES**

(A) At the end of the draft, teams will be given 15 minutes to execute trades. Each team is allowed a maximum of 1 trade. EACH TRADE MUST BE APPROVED by either the league coordinator or the DBO. If a trade is deemed to be extremely unfair one way, the league coordinator or the DBO has the authority to veto the trade. Once the 15 minutes expire, there will be no changes. THERE ARE ABSOLUTELY NO EXCEPTIONS MADE.

(B) No players will be allowed to enter the league after draft night. The exception is in the case of a player who has moved into town and therefore missed the draft. It will be the responsibility of the league commissioner or DBO to place the player(s) on the next available team in sequential order continuing from the draft.