

Evergreen Little League – Tryout/Draft Process

ELL tryouts and player drafts are administered in accordance with the policies of Little League International (LLI). Each season, new teams from the Farm/SB Minors levels up are drafted from scratch. To augment LLI's guidance, ELL also adopts additional try-out and draft practices documented below.

Tryouts

1. ELL hosts a Dust Off Your Glove clinic the first weekend after school reconvenes. The DOYG clinic is hosted by ELL volunteer coaches intended to prepare players for Farm, Minors and Majors tryouts and increase enthusiasm for the new season.
2. ELL holds baseball Majors/Minors/Farm tryouts the weekend after the MLK 3-day holiday weekend, generally the 3rd or 4th weekend of January. The subsequent weekend is a make-up day. By tradition, softball and baseball Juniors tryouts are organized 1-2 weeks later.
3. The Player Agent (PA) organizes ELL tryouts, ensuring that managers and families are notified of tryout dates/times, providing tryout score sheets to managers, and ensuring volunteers and equipment are present to run the tryouts. Only Managers and ELL certified volunteers are permitted on the tryout field.
4. Try-outs are mandatory for prospects league age 9 and above. Without a tryout score from the PA, a player may not be drafted. Players unable to attend tryouts or make-up day should request a private tryout with the PA or his/her delegate.
5. Try-out attendance for prospects under league age 9 is optional, but encouraged. Tryout participation provides a benchmark, enabling the PA to advise parents about their child's draft status. A tryout for a youngster who is not drafted is still a dress rehearsal for future, more meaningful tryouts.
6. Prospects should arrive 15min before their scheduled tryout time to register with the PA and warm-up. The PA should organize a loudspeaker system and announcer so the various coaches know which player is trying out at any given time.
7. Players are timed running the basepath circuit from home plate back home. Next each fields 3 ground balls at SS throwing to 1B, then rotates to 1B to catch the next player's throws. Next, players field 3 fly balls then make a long toss to 1B, finally rotating to catch long tosses at 1B. Next, each player throws 3 pitches to a volunteer standing at an age appropriate distance from the pitcher's plate. Finally, players bat, receiving a total of three swings or strikes, preferably from a pitching machine.
8. Up to 20 player prospects are usually processed within a 1hr timeslot. Tryouts begin from the oldest, most accomplished prospects with successively younger players going later. This is for the managers' convenience so they can view all prospects within the shortest possible time frame.
9. The ELL PA (or delegate) grades every player on a common scale. Care should be taken to use only one or few trained scorers who grade identically, since ELL's grades are provided to every manager, some of whom may have been unable to attend tryouts. Each player is graded on four skills: infield and outfield, pitching and hitting, plus a timed lap around the basepaths.

10. Skills Assessment

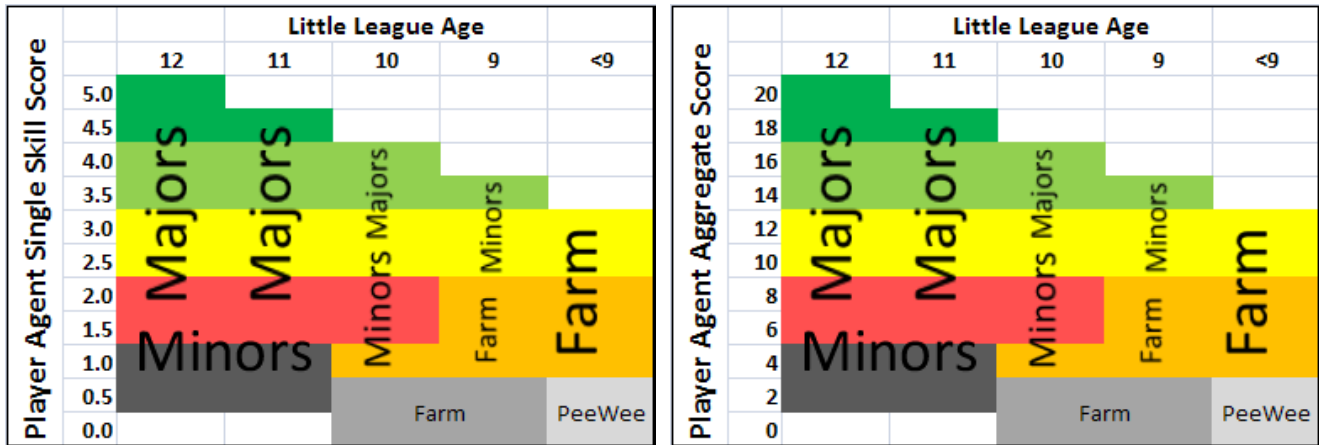
- a. *Infield* – ELL assesses a player's agility fielding groundballs, glove work, technique and ability to pivot and throw. To score high in his/her age bracket, a player should move in front of the grounder, remain on his/her toes, have the glove down touching the ground early, place the bare hand in proximity to the glove, maintain eyes on the ball without being tentative/afraid of a bad hop, then quickly pivot to throwing position. Actual success fielding balls is taken into account.
- b. *Outfield* – ELL assesses a player's ability to gauge where to catch a fly, agility intersecting balls, catching technique and throwing pivot. To score high in his/her age bracket, a player should react to the ball's trajectory, have the glove and bare hand in position once the intersection point is reached, maintain eyes on the ball, then quickly pivot to throwing position. Actual success touching or catching balls is also taken into account.
- c. *Throwing* – Within the infield and outfield drills, ELL assesses a player's throwing technique (arm, body and legs) and arm strength during the medium (infield) and long (outfield) toss exercises. To augment infield and outfield scores, a player's footwork should pivot his/her body 90° to the throwing target, with the arm fully extended backwards the ball in the throwing hand should face away from the target, while the glove should be aimed at the target. The player's shoulder, not elbow, should pull the ball through the throw, while balance is maintained by pulling the glove back into the body. The leg on the throwing side should come forward during the follow-through maintaining good balance when the throwing hand ends in the vicinity of the opposite side pants pocket. Actual throwing accuracy and velocity weigh heavily in the scoring.
- d. *Pitching* – ELL assesses a player's pitching technique, velocity and control. To score high in his/her age bracket, a player's motion should be compact with minimum extraneous motion, maintaining balance throughout with a smooth follow through (both the pitching arm and throwing side leg). Accuracy and velocity weigh heavily in the scoring.
- e. *Hitting* – ELL assesses a player's batting stance and swing to evaluate whether a player is tentative or confident facing pitched balls. To score high in his/her age bracket, a player's stance should be sideways to the pitching mound at an appropriate distance from the plate with weight and hands back. The player should step into the pitch, shift his/her weight forward while swinging in a level manner, retain eye contact with the ball until impact, then follow through with back foot still in its original location but pivoted onto the toes ("squish the bug").

11. ELL PA tryout scores are pro-rated by Age. In exceptional cases, the PA may score outside of the specified range for an age group. Below are the PA scores/definitions by age:

- a. **Age 12** – (4.5-5) is a Majors All-Star, (3.5-4.0) is a good Majors Player, (2.5-3.0) is a competent Majors or good Minors Player, (1.5-2.0) is a weak Majors Player, (0.5-1.0) denote an unskilled player who will not be Majors draft eligible.
- b. **Age 11** – (4.5) is the recommended maximum, Majors All-Star. (3.5-4.0) is good Majors, (2.5-3.0) is competent Majors or good Minors, (1.5-2.0) is a competent Minors, (0.5-1.0) denote an unskilled player who will not be Majors draft eligible.

- c. **Age 10** – (4.0) is the recommended maximum. (3.5-4.0) is good Majors, (2.5-3.0) is a good Minors, (1.5-2.0) is competent Minors, (1.0) is a weak, but capable Minors, (0-0.5) denote an unskilled player who will not be Minors draft eligible.
- d. **Age 9** – (3.5) is the recommended maximum. (3.0-3.5) is Minors-capable, (2.0-2.5) is good-to-strong Farm, (1.0-1.5) is a competent Farm who will not be Minors draft eligible, (0.0-0.5) denote an unskilled player who will not be Minors draft eligible.
- e. **Ages 7-8** – (3.0) is the recommended maximum. (2.5-3.0) is strong Farm, (1.5-2.0) is solid Farm, (1.0-1.5) is Farm-capable, (0.0-0.5) denote an unskilled player who will not be Farm draft eligible.

Since four skills: infield, outfield, pitching and hitting are graded, 20 is the maximum achievable



aggregate score for 12yr olds. The maximum achievable score falls by 2 pts per league age year. The look-up tables below provide an indication how player prospects should be graded by age, both on an individual skill and how the five scores roll-up into an aggregate.

12. To ensure PA player rating integrity, the ELL President may name a “Baseball Committee” to review tryout scores to correct significant anomalies. The committee is not tasked to fine tune the assessments. Misrepresentations are corrected only when a significant gap between the PA or PA reps’ tryout assessment and the player’s actual ability is apparent. Examples:
 - a. A skilled player with an established track record was rusty or sandbagged tryouts
 - b. A lesser skilled player with an established track record received an inflated assessment
 - c. A player failed to perform well during tryouts due to illness or injury
13. The Baseball Committee also reviews resumes of players who did not tryout. If possible, these players are assigned tryout scores in line with their ELL track record so they may be slotted onto the draft board. If the committee is unable to assign a tryout score, the player is selected in a random draw during the 9th round of the draft at the lowest level of eligibility. For example, an 11yr old without a tryout score is randomly assigned to a Minors manager against a 9th round pick, while a 9yr old goes to a Farm manager. The PA will decide whether a 12yr old is assigned to a Majors or Minors club, and whether a 10yr old goes to Minors or Farm.

- The PA is responsible to promptly distribute tryout scores to managers drafting from that age group. The PA should take measures to ensure 2nd party review of tryout scores entered into the ELL database catch clerical errors which may occur during data entry.

Draft Preparation

- The PA is responsible to prepare and distribute the Draft Boards for Majors, Minors and Farm, respectively, while allowing Managers the visibility and time to plan their draft strategy. The Draft Board must rank the players according to their aggregate tryout scores, show individual tryout skill and speed scores, league age, the highest level of previous LL play and requested level for the coming season. Additional tryout notes may be added by the PA, for example prior year manager assessments. A straw man example of our standard draft board is depicted below.

ELL REPORT [TRYOUT SCORES]

Try Out Date:																	
Player Name		Age	DOB	Reqd Lvl	Drftd Prev Lvl	Drftd Level	Team	TO Date	TO Time	Thw L/R	Score 1-5				Hit L/R	Run Time	Total
1 - SOFTBALL, SUSY		10	01/01/01	Majors						L	3.5	3	4	3	R	6.7	13.5
F	Mgr:			Minors				Tryout Notes: 2011: 10yr Old All-star									
2 - ELL, JOHNNY		9	04/16/03	Minors						R	3	2.5	3.5	2.5	R	5.5	11.5
M	Mgr:			Farm				Tryout Notes: 2011: Outstanding Farm									

- Only siblings or close cousins residing at the same address may be paired in the draft at the parents' request and with the PA's agreement. The PA will identify paired player prospects to the managers prior to the start of the draft.
- The PA will decide which age-eligible players appear on a draft board, consulting when necessary with the player's parents and the Baseball Committee. Only players appearing on the draft board may be drafted. Prior to the start of the draft, a manager may enquire about missing players and ask they be included on the draft board. The PA may agree to add a player at the last moment provided the player has a valid tryout score and will not represent a safety risk in the PA's opinion.
- The PA will distribute the final draft board at least 24hrs before draft night.

Draft

- The PA or his/her delegate administers the draft. At least one independent board member must be present at the draft to provide a third party view in case of a dispute during the draft. If the PA is a manager, then the PA may not administer the draft in his/her own division.
- The Majors, Minors and Farm drafts should be held the week following the make-up tryout weekend, but not on consecutive nights, to permit time to prepare and circulate draft boards.
- The draft may be attended by ELL board members, the managers, and one named coach per team. The coach may only join the draft after his/her child is selected. Additional attendees require the explicit approval of the PA. Attendees must maintain strict confidentiality of the proceedings or are subject to discipline. It is hurtful to learn they were "only a 7th round pick" or "they were traded". Volunteers failing to adhere to draft confidentiality may be suspended by the ELL President.

4. The PA will review the draft rules with the managers before starting the draft process.
5. ELL uses a continuous serpentine draft order. The manager selecting first in odd number rounds will select last in even number rounds, and so on. The serpentine order persists unperturbed through the full draft, including the 3-5th rounds, which are unusual rounds because reserved managers' son/daughter picks fall there. Consequently, each pick has a unique number in the draft. For example, in a 6 team draft with twelve selections, the manager selecting 2nd owns the #2,#11,#14,#23,#26,#35,#38,#47,#50,#59,#62,#71 picks.
6. The Majors drafts 12 rounds. By tradition, ELL Majors rosters are capped at 12. Only drafted players may play Majors unless a player quits or is injured.
7. Minors and Farm draft 10-11 rounds to allow room for late registrants. Each Minors and Farm manager has an optional last pick to select a player above the minimum from the draft board. As late registrants appear, the PA assigns the new player to the team due to draft next. For example, if the Farm division drafts 11 players, and half the managers elect to take a 12th player, then the next registrant is assigned to the team next in the draft order which did not take a supplemental player, and so on.
8. Draft order among managers is a random selection. For example, numbers may be pulled from a hat. Draft position may be freely traded among managers up until the start of the draft.
9. A manager's (grand, step) child(ren) (or other blood relatives at the PA's discretion) are protected in the draft. In Minors and Majors, a 12yr old offspring is selected with a 3rd round pick, an 11yr old with a 4th pick and a 9/10yr old with a 5th pick. Twin 11yr olds are selected with the 4th/5th picks, etc. In Farm, the manager's child is selected regardless of age with a 5th pick. If the manager has two children, the a 5th/6th pick are used, and so on...
10. No other children are protected in the draft.
11. Prior to the start of the draft, any players without a tryout score are distributed randomly among teams as 9th round draft picks.
12. When all reserved picks (manager child and players w/o PA score) are assigned, the live draft begins. When the draft reaches a pre-selected pick, the draft proceeds as if the manager just selected the reserved player with that pick.
13. No trades of players or picks may be executed during the draft. A few minutes are allotted at the conclusion of the draft for limited trading.
14. When a paired player is selected, then the remaining paired player(s) are immediately assigned to the same manager using his next available pick(s). For example, if a manager selects a paired player in the 4th round, has already selected his son in the 5th round, then the other paired player is the manager's 6th round pick.
15. No team may draft in excess of 8 children having a common Little League age. Once a manager has drafted 8 kids of a single age, then all subsequent picks must come from an alternate age group. In extreme cases where further picks in the overweight age group will be unavoidable, the PA should intervene before 8 kids of a single age are picked, or if the PA fails to intervene in a timely manner, a trade will be forced upon the manager at the PA's discretion.
16. The PA will conduct the draft at a brisk pace, allowing around one minute per pick, after which the PA will issue a 30sec warning to a slow manager. If the manager is unable to produce a pick

within the 30sec warning period, then the manager picking next is permitted to jump ahead. This continues in 30sec intervals after each pick until the tardy manager finally selects.

17. If the draft, in the view of the PA is irreconcilably fouled due to a clerical error or inadequate, uneven or improper information among the participants, the PA will void the draft, and a re-draft will commence anew from the beginning.
18. In certain drafts where a limited number of draft picks are available for younger players, the PA should notify the managers of the quota at the outset, then periodically suspend the draft to review the remaining draft board to track the remaining quota. For example, all 11-12 year olds must find a place on a Minors roster and all 9-10 year olds must find a place on a Farm roster. At the PA's discretion he/she may rebalance the draft board by restricting an entire draft round to a single age group. If possible, at the outset of the draft the PA should pre-announce an intent, say after the 9th round, to implement such a restriction, if needed.
19. At the draft's conclusion, the PA allots 10-15min for post-draft trades. Generally, trades are discouraged. All trades must be approved by the PA based on equity – the PA will reject one-sided trades which upset the competitive balance in a division. A player may be traded only once. A trade may only involve only two teams. The PA may enforce a maximum limit of two players traded per team. All trades are final. No trades are sanctioned after the PA concludes the draft. All subsequent player moves are administered by the PA according to LLI bylaws for the best interests of the children and the league.
20. Managers may not contact drafted players until the PA declares the draft results final, and official rosters are distributed. In the past, ELL suffered awkward situations and disappointed players who were falsely notified of a team selection before the draft results were declared official.