

MSC Draft Procedures for Recreational Teams U7 and Above

All recreational teams from the U7 age group and above will use the following system for drafting teams during the fall season. Each AGD and responsible board member will ensure that this system is followed. Any deviation from the steps below must be approved by the responsible commissioner prior to the draft.

AGD's steps taken Prior to Draft Day

- 1) Using the player evaluations from previous season, rank the players from Highest to Lowest. 5.0 is the top rating. Do not round off the evaluation to a whole number i.e. keep the decimal.
- 2) New players or those without evaluations will be automatically rated as a 2.5 (right in the middle). If the AGD knows this child should be rated something differently, they may change it to a maximum rating of 3.5 and minimum rating of 2.0. AGD's may also look at earlier evaluations for those players who do not have one for the season immediately preceding the draft. The goal in steps 1 and 2 is to get the most accurate rating possible to all players.
- 3) Coaches and Assistant Coaches' children should be identified on the registration form in some manner. One suggestion would be to write "Coach's Child" across the top of the form so that it is highly visible.
- 4) The registration forms for all players are put into one stack with the highest rated players on top and proceeding down the stack to the lowest ranked players. The stack should be oriented in a way so that the highest rated players are on top when faced down.

Steps taken on Draft Day

- 1) Coaches will draw a number from a hat which corresponds to the pick they will have in the draft. There should be enough numbers in the hat so that each team has a number including coaches who are not present at the draft.
- 2) The AGD will then hand the first player off of the stack to the coach who drew #1. Proceed with #2, #3, #4 etc..... The coach will write the corresponding "round" on the back of the form i.e. the first player handed to them will be #1, the second #2 and so on. This procedure will be done for the first round and then stop.
- 3) If a coach's child was handed out during this round, they must trade the player they received for that round with the coach who has their child. In the event that the head coach and assistant coach's child is given out in the same round for the same team, they must trade their current and prior pick for the two players. If a prior pick is not available, the coach must give up their next player picked.
- 4) The order of picks for each round will be reversed with the exception of the final round. The coach who picked 1 out of the hat in the beginning of the draft will pick first in the final round, then proceeding down the order.

- 5) This process is repeated until all of the players are divided amongst the teams.
- 6) Trading additional players will be discouraged by the club and the AGD, however the corresponding commissioner may approve up to 1 additional trade for substantial reasons. As per the MSC by-laws, trades will not be honored for requests such as practice night requests, car-pooling needs, or playing with friends. Coaches may not trade players at any time without the approval of a MSC Rep.
- 7) "Sloppy Rosters" are filled out prior to the coaches leaving the draft and are turned into the MSC staff prior to leaving the draft.

Recommended Roster Size

In order to achieve maximal playing time and coaching, the Club has guidelines to limit the number of players on teams *when possible* as follows:

- Rookies: eight players
- U-7: seven players
- U-8: eight players
- U-9 & 10: eight players
- U-11 & 12: eleven players
- U-13 & 14: sixteen players
- U16 & 19: eighteen players

However, it is also Club policy to avoid turning away players who submit timely application and at times the roster sizes described above must be increased to accommodate an unusually large draft of players.