

Basketball Draft Rules

Monrovia Parks and Recreation Association

The following rules, adopted by the MPRA Basketball Board of Directors, shall not be altered until the end of the current season. Amendments will be added only upon approval by the Board of Directors at a called meeting, with two-thirds Board required in attendance.

For 2015-16, all teams in 12 Boys and 14 Boys will be disbanded, and drafted as brand new teams. This is a temporary change to evaluate the differences from previous years drafts related to issues such as minimizing MPRA Board administration efforts and maintaining competitive balance among teams.

DRAFT RULES

A Player draft shall be conducted for each league as specified by the MPRA Basketball Board calendar of events. Head coaches or their designee shall speak for their team during the draft. If a team has no representation at the draft, a Board Member not associated with a team of the same division or league shall assume representation of the team.

Only players who attend the league tryout are eligible to be drafted. Exceptions will be made only by approval of the basketball board. All new players to the league who do not attend the tryout will be undraftable but can be consider for an Option Player. Players who played in the league the previous year but choose to reenter the draft cannot attend the tryout and are undraftable. Players whose team was disbanded due to a drop in number of teams are eligible to tryout, as Option Player selection, and are draftable considering they attend the tryout. Players who are undraftable will be selected by a blind draw called a Hat Pick. Each undraftable player's name will be added to the blind selection. Hat Picks still have to fall within the minimum and maximum numbers of older and younger league age players.

For MPRA basketball leagues, each team cannot select more than five (5) players of the same league-age when players of the alternative league-age are available in the selection pool. Also, each team must have three (3) players of the older league-age before selecting a player of younger age, unless the older league-age pool is exhausted. However, selections made in the Coach Player round and Option Player round are free to choose from any eligible league-age. For example, in a given year it is determined that each team in a particular league will have a minimum of 8 players after draft selection. At the start of draft selection, each team will be required to attain a minimum of three (3) older league-age players before any younger league-age players can be selected. Once a team has met this requirement, either by selection or by returning players, then that team may select players from either age group within the league.

DRAFT PROCEDURES

The draft procedures described in this section shall be separate and distinct from the selection of the Coach's Player and the Option Players. All head coaches will be assigned their child or relative as a player called the Coach's Player. If in the event a coach does not have a child or relative and is assuming an existing team, the Coach's Player will be filled by one of the returning players. In the event a coach does not have a child or relative on the team or available in the draft and is assuming an expansion team, there will be a Coach's Player round and selection will occur in ascending DRAFT SEQUENCE NUMBER order.

In the event Option Players are acceptable and used within the leagues, coaches or their designee will announce the name of their Option Player prior to the beginning of the draft sequence. Option Players announced will be removed from the draft candidate list and added to the respective team's "Associated Team Player" list. The MPRA Basketball Option Player Form must be properly filled out, signed by the player's parent(s), and submitted at this time. A coach/team eligible to announce an Option Player, but choosing not to select such a player, will be given a selection in the Option Player round of the draft process. In this case, the selection will occur in ascending DRAFT SEQUENCE NUMBER order. The selected player becomes the Option Player for the duration of the team in accordance with the Option Player rules found at the end of this document.

The draft selection sequence of events is as follows:

1. The Player Agent / Draft Chairman will call the draft to order. The Chairman will verify the total number of teams needed for the league and determine the total number of players associated with each separate team in the league. The total number of players associated with each separate team includes any returning players, Option Player, and any player placed on a respective team because of siblings or parents. This number of players for each team will heretofore be referred to as "Associated Team Players".
2. The Coach's Players and Option Players will be verified and announced. The Option Players, Coach's Players, and Hat Picks will be removed from the draft candidate list. Also, all siblings of associated team players will be assigned to the same team as their sibling and removed from the draft candidate list. The minimum number of players per age group will also be announced.
3. The Serpentine (or Snake) draft method will be utilized. A blind draw will be performed to select the draft order for each team. The number selected by each team's coach or designee will be their DRAFT SEQUENCE NUMBER and will determine the beginning sequence for selection of players among the coaches. Once the DRAFT SEQUENCE NUMBERS have been established, the Player Candidate Draft shall begin.
4. If there are any teams that do not have a Coach's Player, these will be selected now based on the ascending DRAFT SEQUENCE NUMBER, i.e., 1, 2, 3, ...

5. If there are any teams that do not have an Option Player, these will be selected now based on the ascending DRAFT SEQUENCE NUMBER, i.e., 1, 2, 3, ...

6. The order of selection for each ODD numbered round will begin with DRAFT SEQUENCE NUMBER 1 and proceed ascending to the highest DRAFT SEQUENCE NUMBER. The order of selection for each EVEN numbered round will begin with the highest DRAFT SEQUENCE NUMBER and proceed descending to DRAFT SEQUENCE NUMBER 1.
 - a. ROUND 1 will be DRAFT SEQUENCE NUMBERS: 1, 2, 3, 4, 5, 6, 7, 8....
 - b. ROUND 2 will be DRAFT SEQUENCE NUMBER: 8, 7, 6, 5, 4, 3, 2, 1
 - c. ROUND 3 will be DRAFT SEQUENCE NUMBER: 1, 2, 3, 4, 5, 6, 7, 8....
 - d. And so on

7. In any round where the number of the round is less or equal to the total number of "Associated Team Players" for a team, the team will not select a player but will be passed. For example, Team X was determined to have 2 "Associated Team Players" and drew DRAFT SEQUENCE NUMBER 4. Team X would be passed in rounds 1 and 2. Then, in ROUND 3, Team X will select a player in their proper order based on the DRAFT SEQUENCE NUMBERS. In this case, Team X would select after the teams with DRAFT SEQUENCE NUMBERS 1, 2, and 3.

8. Teams shall continue selecting in the manner described until the Player Candidate List is exhausted. A team may not decline to select a candidate when it is that team's turn to select except as noted below for under-aged Player Candidates. Any Player Candidate whose league-age is less than the nominal age for the league, and who has been included on the Player Candidate Draft List may be passed over by any or all managers. If all coaches refuse to select an under-aged Player Candidate, that individual shall be moved to the division/league of the appropriate age group.

9. After all eligible draft candidates are selected, the players termed as Hat Picks will be selected continuing in the order that is specified by the above rules. Coaches will be given a choice of taking the older or younger league age from the Hat Picks unless they are at the maximum number for one age group. If there is a need for a team to draw a

specific age player due to the minimum number for an age group, then a player from that age group will be reserved in the hat picks pool.

10. After all eligible Hat Picks are exhausted, the draft will be finished. Additional players will only be accepted as needed to fill vacant spots and will be taken from a waiting list. If only one player is needed, the player at the top of the waiting list will be assigned to the team needing a player. If more than one is needed, the board will identify the number of players needed, take that number of players from the top of the waiting list, and place the names into a blind draw. The players will then be selected by continuing to follow the draft order.

Basketball Option Player Rules

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Coach and Team Rules

1. Option players have ties to a head coach and a team. See the Player Rules for definition of an option player.
2. If the option player is no longer with a team then the team gets an option pick.
3. If the previous year's head coach is no longer associated with the team, then the team gets an option pick. Associated with the team means that the coach is a returning coach to the same team, an assistant on the same team, or has a child still on the team.
4. If the previous head coach is still associated with the team and the option pick is still on the team, then the team does not get an option pick.
 - a. If the option player parent or guardian becomes the new head coach and the previous head coach's child is still on the team, then the option player and the previous coach's child switch places (i.e. the option player is coach's child and previous coach's child is now the option player).
 - b. If the previous head coach chooses not to coach the same team but his child/children stay on the team and the option player remains on the team, the option player stays as the option player and the team does not get an option player.
 - c. An exception to this is that if the new head coach selected the team by a draw, the team gets an option pick.

Player Rules

1. An option player can be any age in the division if the division is a two year age division. If the division is a single age division, then an option player must be of the same age as the division.
2. Any player chosen in the option round is designated as the option player. This includes when an option player form is not filled out. In single age divisions, a player chosen in the option round must be the same age as the division.
3. A player returning to the draft cannot be an option player unless the player's team is disbanded due to a reduction in teams. The player is a hat pick.
4. The sibling of a player returning to the draft cannot be an option player unless the player returning to the draft team is disbanded due to a reduction in teams. The

sibling is eligible for the draft but not in the option round. The team selecting the sibling will also get the returning player.