



# Greater Victoria Minor Ball Hockey Association

---

## Greater Victoria Minor Ball Hockey Player Draft Rules and Procedures Version 2023

### 1. PREPARATION FOR DRAFT

- a) For the 2023 season the pup, peewee, minor, major, and junior divisions will utilize the draft process. Peanut will continue to use the committee team formation process to assign players to teams.
- b) All coaching assignments, including pairings of head coaches and assistants, will be done by the Draft and Assessments Committee. Any concerns can be raised with the Committee.
- c) Any WCC players cannot be rated below 3.5 and all Team BC (A) or National team players cannot be rated below a 4.0. The GVMBHA recognizes there are certain exceptional circumstances where this rule may not apply.

### 2. PLAYER PROTECTION

- a) *Definition:* When a team protects a player, it means that player is assigned to that team and cannot be chosen by other teams in the Draft.
- b) To encourage volunteerism, the *only* players eligible for protection prior to the Draft are the children (including step-children) of the Head Coach and Assistant Coach. **The children of Team Managers are *not* eligible for protection.**
- c) The Committee *may* allow protection of a player that is a sibling, cousin, nephew or niece (or similar family relationship) of a Coach under exceptional circumstances. A coach in this situation must obtain approval from the Committee, prior to the Draft, before he can protect that player.
- d) Each team may protect up to two players other than in exceptional circumstances and this must be approved by the committee.
- e) To encourage the equal distribution of experienced coaches within a Division, the Division Lead, in consultation with the VMBHA Executive, reserves the right to pair up certain Head Coaches and Assistant Coaches. For example, the Division Coordinator or GVMBHA Executive may assign a very experienced Assistant Coach to a team that has an inexperienced Head Coach. The Committee or Executive may also choose to assign coaches by the ratings of the players they would be protecting in order to prevent top players assigned to the same team, which could impact the results of the draft.

### 2. PLAYER PROTECTION (continued)

- f) Special restrictions on goalie protection:
  - a) For the purposes of this section, a Goalie is a player who has indicated that he is willing to play the goalie position in either a full-time or part-time capacity. The goalie can indicate this in one of two ways: 1) by indicating this intention on the player registration form or 2) by notifying the Division Lead of

this intention during the assessment sessions. The Division Lead will give each Head Coach a list of the goalies prior to the Draft.

b. A team may protect up to one goalie as one of the team's protected players. In other words, *a protected goalie counts as one of the team's protected players.*

g) If the Head Coach has a child playing within the division, the child must be included on the team's protected player list.

*Failure to comply:* Where a Head Coach has not protected his child, the Committee will intervene and correct prior to the start of the Draft.

h) If a team protects less than two players or does not have two players who qualify to be protected, the Committee shall, immediately prior to the start of the Draft, assign a player (or players) to the team's protected list so that the team will have two protected players. The assignment shall be done as follows:

a. If the team has zero protected players (for example, if the Head Coach does not have a child playing within the division), the Head Coach shall protect two players from the pool of unprotected non-goalie players. If multiple teams have zero protected players, the Committee shall decide in what order the teams shall be assigned protected players.

b. Any team has less than two protected players then the Committee shall *randomly* assign the team players from the pool of unprotected players whose ranking is in the range between the highest ranked *protected* player and the lowest ranked *protected* player until they have two protected players. However, if there are either no unprotected players left in that range, then the range shall be between the highest ranked *protected* player and the lowest ranked *unprotected* player. This random assignment shall occur after Committee rating adjustments but before the Goalie Protection process. The random player number can be generated with a mobile device app (such as the *free* Random-Number by PocketLab, on Apple's App Store). If multiple teams have less than two protected players, the Committee shall do the assignment first to teams with no protected players by random number generation then once all teams have at least one protected player in the order of the team with the lowest ranked protected player to the team with highest ranked protected player. If the random assignment results in a team having two protected players in Pod 1 (see PODS rule below), the Committee must remove the second player and randomly assign a different player.

i) Each Head Coach must submit his team's list of up to two protected players to the Division Lead at least 2 days prior to the start of the Draft. Changes to the protected players list will *not* be allowed either at the Draft or within 2 hours of the Draft, except at the discretion of the Committee. After this deadline has passed, teams will be subject to the previous rule regarding protecting less than two players.

j) Upon receipt of a team's protected player list, the Division Lead will forward that list to all Head Coaches in the division.

### 3. PLAYER RATING

a) Prior to the Draft, players will be assessed by the Assessment Team for the division. Each player will be rated from a value of 1 to 5, with 5 being the most skilled. The following is a high-level guide to use for assignment of ratings:

1. Beginner who is clearly challenged to perform basic skills
2. Player is capable of general passing and shooting at a basic level
3. Intermediate player is generally able to make plays with decent hockey knowledge
4. Higher end player who is in the top 15 – 20% of the age group

5. Top end player with very good skill and with the ability to dominate in the age group A final average rating will be provided for each player prior to the Draft.

b) Prior to the Draft, if a Head Coach believes that a player is *grossly* under or over rated (especially when compared to that player's ball hockey performance in prior years), he must notify the Division Lead. The notification must include a suggested new rating for the player as well as the reasons for it. The Division Lead will then forward the notification to the Draft Moderator. The Committee *may* adjust that player's rating accordingly, at his discretion, and especially if multiple Head Coaches in a Division agree that a player is *grossly* under or over rated. Any adjustment deemed necessary by the Committee shall support the paramount goal of achieving balanced teams.

c) Player ratings will be based on the last assessment done for the player and any end of year evaluations that may be available. The Draft Assessment Committee will review and finalize player ratings prior to the draft. The ratings will be reviewed at the draft for any concerns or discrepancies raised by the coaches or team representative.

d) In the event of an adjustment by the Committee, the adjusted rating shall be within the range of 1 to 5.

### 4. PODS

a) After the Player Assessments ratings are finalized and adjusted by the Draft Moderator, players shall be divided into groups called "pods" based on their ranking and the number of teams in the division. For example, if there are 5 teams in the division, the players ranked 1 to 5 shall be assigned to Pod 1, the players ranked 6 to 10 shall be assigned to Pod 2, and so on. Similarly, if there are 10 teams in the division, the players ranked 1 to 10 shall be assigned to Pod 1, the players ranked 11 to 20 shall be assigned to Pod 2, and so on.

b) The total number of pods shall be determined by the number of players and teams in the Division. For example, if there are 160 players and 10 teams, there will be 16 pods (160 divided by 10).

- c) Each team shall draft 1 player from each pod. Some exceptions to this rule are allowed, as described in other rules in this document.
- d) A team may *not* protect two players in Pod 1 unless both players are children of the Head Coach. For example, if both the Head Coach and the Assistant Coach have a child in Pod 1, the Committee will not allow this. This situation would not occur unless there are multiple Pod 1 players available to each team i.e. each team will have two Pod 1 players.

*Failure to comply:* Where a Head Coach has protected two players in Pod 1, the Committee will intervene and correct prior to the start of the Draft.

#### 4. PODS (continued)

- e) A team *may* protect two players in Pod 2. However, if a team chooses to do that, the team shall not be allowed to draft a Pod 1 player in Round 1. In this case, the team's highest ranked protected player shall be drafted in Round 1 and the team's other protected player shall be drafted in Round 2. If however the committee judges that the difference in scores between Pod 1 and Pod 2 are too great to allow for the formation of fair teams, such a team may be permitted a draft a Pod 1 player in Round 1. In this case the team's lower ranked protected player would be drafted in Round 3.

#### 5. SIBLING RULE

- a) Siblings in the same division must be selected onto the same team, unless otherwise requested by the parent. The sibling with the highest ranking is selected first. Subsequently, the lower ranked sibling must be selected by the same team in the draft round number corresponding to the lower ranked sibling's pod. For example, if the lower ranked sibling is in Pod 10, the team must select the lower ranked sibling in Round 10.
- b) The Division Lead will give each Head Coach a list of siblings prior to the Draft.
- c) If a sibling is included on a team's protected player list then both siblings must be protected.
- d) When adding siblings to the player protection list, the maximum protected player count of two players can only be exceeded in the following cases:
  - i. All of the protected siblings are children of an approved coaching tandem.
  - ii. All of the protected siblings of both coaches are in different enough pods to not impact competitive balance (for example, the Head Coach's one child is in Pod 1 and the Assistant Coach's two children are in Pods 2 and 3 that would be acceptable ,in contrast if the head coach and assistant coach have three children in pod 15 that would not).
- e) The definition of siblings includes homestay students and billets that are residing in the home. If because of the sibling rule a team has more than two protected players then only the top two scoring players shall be used to calculate the average score for the purpose of 6a and b below.

## 6. DRAFT ORDER

- a) **Goalie Protection:** Immediately preceding Round 1, any team that has not protected a goalie must protect a goalie. The team with the current lowest average score of *protected* players will protect first, the team with the second lowest average score of *protected* players will protect second, and so on. In case of a tie, each Head Coach will roll a pair of dice supplied by the Moderator where the highest combined dice value will have first pick. The round number that the team ultimately *drafts* their protected goalie in shall be determined according to rules described below. If there are not enough full-time goalies in a division the process will be followed to pick at least one goalie (full time or part time) until each team has selected a goalie. The teams who have selected a part time goalie will then be allowed to protect a second part time goalie. The highest score of the two part-time goalies will be used as the main goalie score for purposes of determining the Round 1 draft order.
- b) In Round 1, the team with the lowest average score of *protected* players will draft first, the team with the second lowest average score of *protected* players will draft second, and so on. In case of a tie, each Head Coach will roll a pair of dice supplied by the Moderator where the highest combined dice value will have first pick.
- c) At the start of each subsequent round, the team with the current lowest average score of *drafted* players *plus the goalie* will draft first, the team with the second lowest average score of *drafted* players *plus the goalie* will draft second, and so on. In case of a tie, each Head Coach will roll a pair of dice supplied by the Moderator where the highest combined dice value will have first pick.

## 6. DRAFT ORDER (continued)

- d) In each round, a team must draft one player according to the following rules:
- i. If a team has a protected player in the same pod number as the current round number, the team must draft that player. For example, if it is Round 1 and the team has protected a Pod 1 player, the team must select that player in Round 1.
  - ii. In the case where a team has protected two players in the same pod, the team must draft the higher ranked player in the same round number as the pod number and in the next round, the team must draft the lower ranked player. For example, if the team has protected two players in Pod 4, the team must draft the higher ranked player in Round 4 and the lower ranked player in Round 5.
  - iii. In a case where a team has three protected players in one pod they must draft the highest scoring player in the round ahead, the second highest player in the next round and the lowest protect player in the round after that.
  - iv. subject to subparagraph ii. and iii. if the team has no protected players in the same pod number as the current round number, the team may draft any unprotected player in:
    1. The same pod number as the current round number. For example, a Pod 7 player in Round 7,

2. Or the pod number immediately after the current round number. For example, a Pod 8 player in Round 7. Note that you cannot draft a Pod 9 player in Round 7; in this case, you must wait until at least Round 8 to draft that Pod 9 player.
3. Or any pod number before the current round number, if there are any undrafted players left in that pod number. For example, an undrafted Pod 6 player could be chosen in Round 7.

e) Uneven number of players in final round: In the event that there are less undrafted players available in the final round than the number of teams, the team with the current lowest average score has the right to refuse to draft a player, until the remaining number of undrafted players equals the remaining number of teams yet to draft a player in the final round. For example, if there are only 8 players available in the final round and there are 10 teams, the two lowest ranked teams could refuse to draft a player in that round.

## 7. POST DRAFT TRADES

- a) Trades will *only* be permitted inside the draft room, during the time period immediately after the last player has been drafted and up until the Committee declares that the trade deadline has passed. Typically, that time period will be no longer than about 30 minutes. **No trades will be allowed after the Committee declares that the trade deadline has passed.**
- b) Trades must be proposed to the Draft Moderator, along with a reason for the trade.
- c) The players being traded must have similar player rating levels. The Committee will reject trades that are not fair.
- d) The Committee will announce the proposed trade to all parties in the draft room.
- e) Trades must be approved by the Draft Moderator, who will have sole discretion to approve the trade.
- f) **Each team will be allowed to initiate or be involved in no more than 2 trades.**

## 8. POST DRAFT CHANGES

- a) Within 24 hours of all teams completing their third game of the season, if one Head Coach believes the teams in his division are *grossly* imbalanced, he can appeal in writing to the Division Lead for changes.
- b) Prior to the first game of the season, each Head Coach must notify all team players and parents that changes *might* take place after game 3.

## 9. POST DRAFT PLAYER REPLACEMENT

- a) At any time after the Draft, if a player quits a team, the Head Coach shall notify the Division Lead.
- b) The Division Lead will then decide, at his discretion, whether the player will be replaced by a player from the waiting list. Ideally, the player should be replaced by a player on the waiting list of similar skill (+/- 1.0).

- c) For insurance reasons, players on the waiting list cannot be assessed at the pre-season player assessment sessions. Therefore, it is difficult to determine whether a player on the waiting list is a fair replacement for a player who has quit.
- d) The Division Lead will identify a proposed replacement player from the waiting list and forward the player name to all Division coaches. If any knowledge of player history (“Rep” hockey, etc.) or ability is known, coaches are to forward their evaluation/rating to the Division Lead for consideration.
- e) Should the proposed replacement player be significantly better in ability (more than 1.0 above quitting player) another replacement player will be considered. The final placement of the replacement player is made by the Division Lead.

## 10. COMMITTEE

- a) **The Club Executive shall choose the Committee for each Division.**
- b) The Committee shall be free from *unreasonable* conflicts of interest.
  - c) The Committee’s decisions shall be fair, impartial, and for the general benefit of *all* children in the Division,
- d) The Committee’s “prime directive” shall be to achieve balanced teams.
- e) The Committee’s decisions shall be final and are not a matter for debate during the Draft.
  - f) The Committee reserves the right to modify the Player Draft Rules and Procedures if there are reasonable grounds for doing so. The Committee must state those grounds to the Division Lead and Head Coaches either verbally or in writing when modifying the rules.

## 11. RESPECT

- a) During the Draft, Head Coaches must show the utmost respect for the Committee, the Division Lead and each other.
- b) Head Coaches shall recognize that they are in this for the general benefit of *all* children in the Division.
- c) Head Coaches are not here to “win” the Draft and build a “powerhouse” team. Parity is paramount.
- d) During the Draft, cooperation amongst Head Coaches is encouraged to achieve the goal of creating balanced teams.