



Magnolia Baseball Association Draft Rules

- Draft order is determined by drawing numbers from a hat.
- Team names are picked in reverse order of draft order (team names are locked when you leave the draft).
- Approved Friendship players will NOT be listed on the draft sheets. These players will be held as the 1st-6th round picks in 4/5U - 6U divisions, 1st-8th round picks in 7U - 11/12U division and 1st-9th in 13/15U division.
- All Divisions - Coach Saves - 1 manager and up to 3 assistant coaches.
- These must be the manager and assistant coaches' kids.
- All saved players will be held starting at the 1st round.
- Siblings will count towards saves.
- Under no circumstances can there be more than 6 saves in 4/5U - 6U, 8 saves in 7U - 11/12U, 9 saves in 13/15U.
- Snake style draft.
- If you draft a child with a sibling, the other sibling WILL be your next round pick.
- The draft will be completed before any trades will be allowed.

Trade rules:

- o NO GENTLEMEN'S AGREEMENT AT THE DRAFT TABLE
- o Friendship Team saved players 1 - 6, 1 - 8 & 1 - 9 can NOT be traded.
- o A Friendship Team consisting of 5 or more saved players can NOT trade for any player during or after the draft in any division. NO EXCEPTIONS.
- o You may make trades with other coaches after the draft is complete. Make sure to tell the person running your draft table if you make a trade.
- o It is UP TO YOU if you are going to trade a player. It must remain civil. Arguing over trades will not be tolerated.
- o Hat picks can NOT be traded.
- o Player/coach requests are NOT allowed.
- o Coach exclusions must be honored. If you are told to choose a different player, do not ask questions. Move on to your next pick.
- o Sibling requests and coach exclusions will be honored.
- o ROSTERS ARE LOCKED ONCE YOU LEAVE THE DRAFT (NO FURTHER ROSTER MOVEMENT).