

The MRYC/CMV blind draft explained.

We use a blind draft in setting the teams in the league. Here is the simplified process for creating the team.

1. When a registration form is received, the player's name and information from their form is entered into a spreadsheet in sequential order. That number (1 through xxx) is what will be used to identify a player during the evaluation and blind draft process.
2. The basic skills evaluated are:
  - a. Passing
  - b. Setting
  - c. Serving
3. Each player is evaluated during the evaluation periods in February by a minimum of three evaluators.
4. The total scores from each evaluator are averaged and then an overall score is assigned based upon those averages. The resulting score is a 3, 2, 1 or no evaluation. If a player fails to come to evaluations, they are assigned a score based upon past experiences with the player. (All teams are within a 1 to 2 point total range of other teams in their league when totaling the evaluations for all players on a team.)
5. Each player's number is entered on one side of a color coded (by school) index card. On the other side of the card, we enter their height and evaluation score.
6. CMVA/MRYC Board members who volunteer to coach a team are **NOT** allowable to participate in the blind draft for the age division in which they volunteer until all of the teams for the subject age division have been determined. The individual Board member is asked to leave the draft proceedings at this point in order to avoid any potential or perceived tampering (stacking a team) of the draft process.
7. Total number of players in a league is used to establish teams with a maximum number of players. Example: If there were 70 players available in a league, we would not have 10 teams of seven players each, but 7 teams of 10 players each. The latter allows for players to miss and not penalize the team with a loss. We do allow for 9 players on a team, but try to eliminate having only 8 players to start a season.
8. Based on the number of teams, we evenly distribute the evaluation scores of 3, then 2, and then 1 until all of the teams are filled.
9. We then check (based on color coding) to ensure that we do not violate the MHSAA's rule of 60%. If we have to move a player to stay within the rules, we make sure that we exchange a player with one of an equal evaluation score.
10. Once the teams are established in this manner, we then look at the names to set coaches for the teams based on our list of volunteer coaches. If we must move a player at this point, it is only done by a board member and not in consultation with a coach.
11. The last adjustment is to ensure that siblings (within the same age division) are on the same team. If they are not, the move to another team cannot violate any of the previous rules.

The board does not have control over players who sign up for the league, do not attend evaluations, do not show up for practice or games, elect not to participate in the league after being placed on a team or get injured.

We also cannot guarantee player's specific practice dates/times as that is determined by the coach and available gym space.