

Player Assessment, Evaluation and Draft Process

Assessment Process

One of the biggest challenges of WAA Youth Developmental Football is the Player Ability Assessment Process. The question faced with most youth sports programs is how can you develop a system to evaluate a large group of kids of various ages and do so in a fair and impartial manner?

After researching a number of different systems, ideas, and concepts from various levels of the sport (Youth, Jr. High, High School, College, Semi Pro and NFL) evaluation basically boils down to six common characteristics: speed, quickness, agility, coordination, strength and physical traits. These measurements are the core common denominators at all levels of football. Yes, it is realized that there are other, characteristics (i.e.: passing, catching, kicking etc...) that are a part of the game however the importance of these more specialized ability traits is directly proportional to the level played.

ATHLETIC ability not FOOTBALL Ability:

The Assessment process is used to try and create a baseline by which various physical skills can be objectively evaluated and measured. This assessment and evaluation system that we have created measures ATHLETIC ability, NOT FOOTBALL ability. At this level of the sport real football ability is unknown. The kids are growing and maturing physically at very different levels (at a child, pre pubescent and the beginnings of pubescent). At the youth level, you can take a gifted athlete who has little if no football experience introduce him to the game and in a relatively short amount of time have him outperform a player who has played organized football for four or five years. Physical ability is MUCH more of a factor than Football ability. We as coaches can coach the fundamentals of football; we cannot however coach physical ability.

The WAA Youth Developmental Football player evaluation and assessment was adapted from information by Coach Jack Gregory, president of YFCA.

Measurements:

The Evaluation consists of eleven different measurements with a twelfth used more as a check for testing discrepancies.

Eight of the measurements are objective (impartial/neutral). It is the individual players vs. themselves or vs. a stopwatch. These measurements are Standing Vertical Jump (Lower Body Explosiveness), Pushups (Upper Body Strength), 10 yard Dash (Linear Quickness), 20 yard Dash (Linear Speed), and 10 yard Shuttle Run (Lateral Quickness/Change of Direction). All of these measurements are viewed by almost all levels of football to evaluate personnel.

The last series of measurements are physical measurements – weight, height and grade confirmation for the upcoming school year. These measurements are used to make sure that the player is assigned into the proper peer category. In all of our tackle

programs there are weight restrictions on who can carry the ball and/or restrictions as to what positions can be played.

If applicable, at the end of each year coaches are asked to do an end of the year evaluation for each player. There are 11 categories used in these evaluations that are geared more towards on the field attributes.

Ability Tests

1. Explosive Strength:

The Standing Vertical Jump (SVJ) is the best way to test for explosive body strength in an athlete. It gives a very good indication of how explosive an athlete is compared to his own body weight.

- *(Calculation: Standing Vertical Reach – Standing Vertical Jump)*

2. Maximum Strength:

Maximum Strength = (the greatest force that is possible in a single maximum contraction). Since it is very unsafe to test a young athlete by having them execute a single maximum rep we will test them for maximum strength by using push ups.

Procedure – Have the athlete get into a push stance. Legs, back, neck, head on a straight plane along with the shoulders. Hands are shoulder width or a little wider apart. Feet are perpendicular to the ground. One rep is done when the athlete goes all the way down and his nose touches the ground and all the way back up (1 rep). If his back is not straight or his nose does not touch do not count the rep. Have him execute as many push ups he can and note the time.

- *(Calculation: Maximum Strength = Pushups/time it takes to do pushups)*

To assess Maximum Strength (MS) take the push ups and divide it by the time. This will give you a number. When using time each minute is a whole number. Every 6 seconds is .1, every 3 seconds is .05, every 15 seconds .25, every 20 seconds is .333, and every 10 seconds is .167.

Example: Player A gets 50 pushups in 2 minutes and 28 seconds or 2.483. $50/2.483 = 20.14$

Example Player B gets 50 pushups in 1 minute and 40 seconds or 1.667. $50/1.667 = 29.99$

Obviously player B is stronger. By dividing the pushups by the time this gives a much more accurate assessment of maximum strength.

3. Linear Quickness

The 10-yard dash gives an indication of the initial burst (quickness) from a set position.

4. Linear Speed

The 40-yard dash is not a recommended evaluator for kids below the age 13 - the 20-yard dash is a better indicator of speed at those ages. Speed is the measurement of how fast a player can cover a certain amount of distance.

NOTE: LINEAR QUICKNESS AND LINEAR SPEED CAN BE MEASURED WITHIN THE SAME DRILL IF YOU HAVE THE ABILITY TO ACCURATELY AND CONSISTENTLY MEASURE SPLIT TIMES. YOU CAN MEASURE THE 10-YARD SPLIT DURING A FLYING 20 YARD DASH.

Quickness and speed is NOT the same thing!

Quickness and Speed is often perceived as being the same, but in football terms there is a big difference. Example: A player with longer legs and a longer stride may not have the initial burst (quickness) off the line of scrimmage as a faster runner with shorter quicker strides but over a mid to longer distance the player with the longer stride/legs will most likely cover the same distance in a shorter amount of time.

Quickness is very effective for running backs and linemen (initial burst) for blocking and hitting the hole.

Speed would be best utilized for wide receivers, special teams return who may have the time and space to get "up to speed".

ANOTHER measurement that can be utilized but we do not use in our evaluation process is Speed Endurance. If in the case where a 40-yard dash time is used you can use a 40/20/10 measurement. Also if you use the below formula they should be no more than .3 seconds difference between the two numbers if not then the athlete has a speed endurance issue.

$(40 \text{ time} - 20 \text{ times}) / 2 \text{ vs. } 20 \text{ time} - 10 \text{ time} = \text{Linear Speed Endurance (LSE)}$

**** No more than a .3 second difference between the two numbers**

5. Lateral Speed/Change of Direction

This is a very good test to measure COD speed. You should have three markers (1, 2, and 3) that are in line and 5 yards apart. The athlete will begin by sprinting to his dominant side marker 1 (5 yards) touch it and then sprint to marker 3 (10 yards) and past marker 2 (5 yards). Time stops when he crosses marker 2.

6. Personal Statistics

A. Weight: Weight is measured at the evaluation or at the time of equipment issue. A player's official weight is measured without pads and shoes. Unless

league rules otherwise specify, a player is not required to be weighed at anytime after the official weight is taken and that is recorded as their Official weight and used throughout the rest of the season.

Each level and league has established their own league rule regarding the weight limit of ball carriers. Players whose official weight is over the ball carrying limit must have a visible blue X on each side of their helmet. Unless a league's rules specify otherwise, those with an official weight over the ball carrying limit may not have their blue X removed if at any point during the season they fall below that weight, and those who are under the limit will not be changed to a blue X if their weight raises above the limit.

B. Height: Height is measured at the evaluation. Height is not considered to be a significant evaluation factor.

C. Age/Grade: Grade level will be determined as the Grade the player will be attending in the fall of that football season.



WAA Tackle Football - Ability Assessment Tool

Last Name: _____ First Name: _____ Grade In the Fall: _____ Birth Date: _____

Address: _____ City: _____ State: _____ Zip: _____ Phone: _____

Parent's Names: Father: _____ Ph #: _____ Mother: _____ Ph #: _____

Main E-mail Address: _____ Secondary E-mail Address: (if applicable) _____

Health Issues: _____

Emergency Contact: (Other than Parent) _____ Relationship _____ Phone: _____

Experience in Organized Football: (please circle all grades played) FLAG: 1st 2nd 3rd 4th TACKLE: 3rd 4th 5th

STATION 1: EXPLOSIVE STRENGTH TEST SVR (in inches) : _____ SVJ (in inches): _____

STATION 2: MAXIMUM STRENGTH TEST Number of Pushups: _____ Time (in seconds): _____

STATION 3: QUICKNESS/SPEED TEST 10yd _____ 20yd _____

STATION 4: DIRECTIONAL SPEED TEST 1st Attempt: _____ 2nd Attempt: _____

STATION 5: Weight _____ Height _____

STATION 6: Equipment Issue: Helmet Shoulder Pads Pants Hip Pads Knee Pads Parent COD

Parent/Guardian Signature: _____ Date: _____

Note to Parents:
When returned, all stickers and mouth guards must be removed from helmets. Pants must be washed and equipment in good overall condition. If any equipment is missing or not returned in good condition other than normal wear and tear or not returned on time, a fee will be assessed.

Evaluations

After the player evaluations are completed and all of the measurement information has been collected, it is entered into an evaluation spreadsheet. The spreadsheet contains all of the measurement data as well as the player's full name.

Once all of the information is entered into the spreadsheet and checked for errors, the player information is sorted and separated into two main categories – grade (3rd, 4th, 5th, 6th) and then by weight with in each grade level (above weight limit/below weight limit). With the player data separated each player now be ranked in each skills assessment category against their true peers.

The results for each skills assessment category, in each peer group are ranked vs. all others in the peer group. (i.e.: If there are 57 players in the 5th grade-Under Weight Group, there will be a #1, #2, #3... #55, #56, #57 for each of the measured Skill Assessment Categories –

- Explosive Strength
- Maximum Strength
- Linear Quickness
- Linear Speed
- Directional/Change of Direction
- Aggression

After each player is ranked in each category, an average ranking score is calculated for each player. The Average Ranking Score = the average ranking of how the player ranked versus all others in their peer group. The lower the average ranking score, the higher the ranking amongst their peers – thus, the lowest average ranking score = the highest ranked player. This method is used for each player peer group. Once this is completed, each player will have an overall average ranking number.... (i.e.: as in the example used above – 57 players in a peer group, each player would have their own rank #1-#57.

Once the rankings are review and finalized, each player is given a number ranking – keeping within the peer groups and this information is readied for the Draft.

Players who cannot make the Evaluation

ALL Players MUST be officially weighed in before the draft.

Due to the time of the year and the number of participants in WAA Youth Developmental Tackle Football (2007 season had a record 495+ registrants) we realize that not every player will be able to participate in the Evaluation Process. In these situations try our best to determine a ranking level for these kids. Grade and Weight are automatic. We try to gather information from a previous year's Coach's evaluation, talk with coaches etc... to get a better idea of their ability

If we cannot gather any information on a player, we will review the players with the coaches right before the draft. If anyone knows anything about the player(s) we will

discuss – if not, they will be ranked middle of the ranking (or a “B” ranking) in their peer group and distributed in the draft in that manner.

Adjustments

If you have been associated in coaching, you know that there are players who test one way but once in pads and/or in game situations they become a totally different player. A player may test poorly but once in a game situation or in pads they are a ‘stud’. (Unfortunately, it has occurred where a player has been instructed to do poorly in the evaluation portion to affect their ranking in the draft.) We understand that these situations could occur so we try to catch them by reviewing the current rankings vs. the Prior Year’s Coach evaluations to see if there are any ‘anomalies’ in the rankings. If it is found that a player’s evaluation ranking is significantly different than how the player was evaluated in the previous years’ coach’s evaluation, the Evaluation/Draft Committee – headed by the WAA Youth Developmental Football program President, reserves the right to adjust the specific players ranking.

Draft Process

Once the Player Assessments have been completed, and the Evaluation Rankings have been sorted, now comes the most controversial, much-aligned, often-rumored, highly controversial, procedure for the entire season.... THE DRAFT!

Our draft process is adapted from a highly respected California Youth Sports Coach by the name of John T Reed. He has a very strong opinion of how things happen in MANY youth sports programs and organizations across the county.

Attached is a copy of an article that he wrote about seven years ago.

All youth sports drafts should be blind - by John T. Reed

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It is typical in youth sports to have a tryout followed by a draft. During the draft, each coach tries to outdo the other coaches at drafting the best team. Indeed, much of the efforts to outdo opposing coaches involve cheating, like recruiting as assistant coaches the fathers of one or two likely early-round draft choices or telling a strong prospect to skip the tryout or to deliberately look bad in the tryout so the coach who knows his true ability can draft him lower than that player would normally go.

All youth sports drafts should be blind. That is, all the coaches in the league should create teams that are as equal in ability as possible, and then the teams will be assigned at random to the coaches. Since the head coach will be allowed to have his own son on his team, in many cases, one other player originally on that coach’s assigned team will have to be transferred to another team to restore the parity upset when a coach’s son has above-average or below-average talent.

In a blind draft, when the coaches are creating the teams, they do not know whether they are creating their own team or one they will have to compete against. Indeed, they do know that all but one of the teams will be opponents. Consequently, they will have great incentive to use all their knowledge to create teams that are as equal as possible.

If youth sports are for kids, blind drafts are the only ones that should be allowed. If, on the other hand, youth sports are really for middle-aged men to build up their win-loss records to boost their egos and status in the community, then youth sports leagues should let each coach draft his own team. At best, in a totally fair own-team draft, the smartest, most experienced coaches will do a much better job of selecting their teams. Is that right? If all you care about is the grown-ups, yes. But I thought youth sports were supposed to be for the kids. It sure as heck is not fair to the kids who end up on the teams selected by the dumber, less experienced coaches. Their seasons are largely over before they have their first practice. This is especially true if the draft is marked by cheating. I suspect that about 95% of all youth drafts involve cheating.

In one common cheating method, the head coach allies himself with one or more fathers of early-round draft picks. The dishonest aspect is the stated motivation: "Oh, we're just friends. It's merely a coincidence that my assistant coach's son is a first-round draft pick." This essentially eliminates the draft for the two or three coaches' sons in question. All pre-draft, multi-player-father alliances must be banned. (Hiring a non-father coach before the draft is OK.)

There must be only one father-coach per team at the pre-draft stage. That coach should be allowed to have his own son on the team, but the makeup of his final team should be adjusted to reflect the ability of his son. For example, let's say each team has 25 players and that each team needs to end up with five guys at each ability level. Accordingly, the blind draft would create teams with 24 players each. Four of the five ability levels would already be full with their complement of five players. One ability level would have an opening. If the head coach's son happened to be of that ability level, no transfer of a player would be necessary. The team would have five guys in each of the five ability categories. However, if the coach's son caused his team to have six guys at any ability level, another player at that ability level must be transferred to another team that needs a guy at that level. The ability levels of coaches' sons and all other players would be determined by ratings by all coaches except that head coaches would not be allowed to rate their own sons.

Some leagues try to deal with the coach's son issue by making each team use specified draft picks for the various coaches' sons. In one youth baseball draft I attended, the two coaches' sons were automatically the third- and fourth-round picks. That's no good. It enables the fathers of two first-round picks to "buy" their sons for the "below-market price" of third- and fourth-round draft picks, and they still get to pick a third first-round guy as well as a second-round kid. The rounds forfeited must correspond to the talent of the player in question. Furthermore, the alliances are typically composed of all first-round-draft-pick fathers. That is a problem which can only be corrected by transferring the assistant coach's son to another team.

Another policy that works against equal teams and therefore against maximum enjoyment of the kids is permitting a particular team to retain players that were on that team the previous season. Little League Baseball has this policy in their majors programs. It is dead wrong. Coaches argue that the relationships between the players in question and coaches are valuable and should be preserved. Baloney. Those relationships are nowhere near as important as parity, which serves the interests of all the players in the league. Hey, kids ought to change teams every year to meet new people, make new friends, and expand their horizons socially. Spin doctoring aside; allowing teams to retain players from prior years hurts parity because it simply removes some players from the only

Mechanism that creates parity: the draft. Indeed, the players in question are veterans, the most desired players, and the ones about whose talent levels the veteran coaches know the most. By making them go through the draft every season you insure the maximum parity which must be the paramount goal of the process of assigning players to teams.

The blind draft completely eliminates all incentive to conceal information about a player—like telling him to skip or not try hard in the tryout. Information-concealment efforts only work when the coach who conceals information has a chance to “buy” the player in question for his own team cheap, that is, with a lower draft pick than the boy’s talent warrants.

Siblings should be allowed to be on the same team, but appropriate adjustments must be made to insure that all teams have equal talent so that the teams with siblings neither benefit nor suffer from that fact.

Own-team drafts are so clearly detrimental to the purported purpose of youth sports that they should be banned by all youth organizations. The big shots in youth leagues resist going to a blind draft because they are the very same people who most abuse the process. They want to keep their competitive advantage. No youth organization that permits own-team drafts should be believed when they claim they’re “doing it for the kids.”

Good luck,

John T. Reed

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The WAA Youth Developmental Football Draft Process - Step By Step Process

Pre Draft

Coaching Teams

Coaching Teams are to be limited to no more than **THREE** coaches per team PRE DRAFT. One Head Coach and Two Assistants. You may have less than that but NO MORE than 3 Coaches.

The only time that you may have more than Three Coaches pre draft is in an instance of a coach who does not have a player playing at the same level that he/she is coaching.

Coaching teams may start the season with more than three players already assigned ONLY when players from the same household are playing at the same level (i.e.: siblings, same household step siblings)

All members of the declared Coaching teams MUST be approved by WAA Football and must be able and willing to participate and pass any and all WAA Football and WAA coaching requirements.

These teams MUST be declared to the Grade Coordinator a minimum of 24 hours before the draft.

IMPORTANT NOTE:

PLEASE DO NOT PROMISE OTHER FAMILIES ASIDE FROM YOUR DECLARED COACHES, THAT YOU WILL HAVE THEIR KIDS ON YOUR TEAM.

Parent Requests

Parent requests for specific teams will not be granted due to the number of kids participating in the WAA Football Program. Only SPECIAL CIRCUMSTANCES will be accepted and reviewed by the draft committee. Those individual requests will be reviewed and decisions made by the Draft Committee.

We find that the SPECIAL CIRCUMSTANCE cases are very few for any season. It appears that requests due to comfort and familiarity for the player are unnecessary. Playing on different teams with different kids gives the player an opportunity to gain friendship and trust very easily. It is the job of the coaches to create a team environment to help foster the TEAM concept and help build camaraderie.

REQUESTS DUE TO CARPOOLING, NEIGHBORHOOD PROXIMITY, SCHOOL FRIENDS ETC... WILL NOT BE GRANTED The WAA FOOTBALL BOARD reserves the right of final decision.

Predraft Process

1. Registered Players complete all Assessment Drills and receive equipment.
2. All player Assessment Drill raw data results from the Assessment sheets is entered into the Evaluation Spreadsheet.
3. All players are divided into their Peer Groups
 - a. Grade
 - b. Weight (Heavy/Light)
 - i. Heavy = weight without pads and with shoes is greater than or equal to league weight limit.
 - ii. Light = weight without pads and with shoes is less than the league weight limit.
4. Players are ranked in each Assessment Category based on their test performance. These Rankings begin with 1 and continue (2, 3,4,5,6 etc...) until everyone has been ranked. Therefore if 64 kids are in the Peer Group then there will be an Evaluation ranking in each Assessment Category from 1 to 64. One being the best in the category.
5. Once all of the categories have been Evaluated and ranked an average ranking is calculated – this becomes the player's overall ranking score. The lower the average ranking score is, the higher the player's Evaluation Ranking becomes.
 - a. Example: If Player A has an average ranking score (ARS) of 53.2, Player B has an ARS of 25.78, Player C's ARS is 33.4 and Player D has an ARS of 6.768. The Evaluation Ranking would be: Player D, Player B, Player C and Player A
6. After all of the Evaluations have been completed, each Peer Group will have the players ranked from 1 to ???.

Coaches' Kid Consideration

In previous years, a coach's own kid(s) was automatically considered to be "A" Rated regardless of their true ability. As mentioned in the Reed article, this was done to prevent some of the 'draft games'. Realizing that not all coaches' kids are built the same, weigh the same or have the same athletic or football ability levels, this method of rating a coach's kid (s) was reevaluated before the 2005 season and the results are as follows.

Coaches' kids are required to participate in the Assessment process.

These players will not be a part of the regular team drafting process.

Each team will be 'handicapped' by the WAA Board based upon the combined talent level of their kids. The ability testing is NOT the sole measure and other factors may be used.

Unfortunately, this is necessary to prevent any 'games' from being played in the assessment process.

PREDRAFT COACHING TEAMS = PRE DRAFT TEAM HANDICAPPING

Pre Draft Team Handicaps will be also determined based upon the pre draft coaching teams and announced before the teams will be selected. Due to the decision Teams have been pre-evaluated and handicapped accordingly vs. other pre-established teams based upon the ability levels of their kids.

EXAMPLE: If Team A: 2-A rated heavy and 1- A rated light, Team B has 1-B Heavy, and 2-C Light and Team C has 3-C Lights)

As you can see, before the teams have even been selected there can be a large disparity that can make a huge impact on the draft out come.

Adjustments will be made once teams are selected and via a predetermined method.

Remember – before you think that the rule is ridiculous ...**IT'S ALL ABOUT THE KIDS!** Not your kid, a small group of kids or your team... we don't want any team to begin the season 'behind the eight-ball'. Once the teams have been established as evenly as possibly, let the coaching and how the kids execute be the determining factor.

Draft Process

We require that at least one member of a Coaching Team be present at the draft.

A copy of all Player Assessment sheets is made. At the top of each sheet is written the ranking number from the Peer Group Rankings.

With the Assessment Sheets separated into the peer groups and the sheets sorted by ranking number the teams are developed.

We start with the Heavy Group. The number 1 ranked player goes to Team #1, the 2nd ranked player goes to Team #2, 3rd ranked to Team 3 etc... until all teams have one player. When the last team has the last player in the 'first round', we then serpentine the draft so that the last team of Round #1, receives the First pick in the second round, then Team 5 picks, then Team 4 etc... until you get to Team 1. Team 1, the last to have a pick in the 'second round' then gets the First pick in the 'third round' etc.... until we exhaust all players within that specific Peer group.

NOTE: As a rule we try to have at least 18 but no more than 20 kids per team. We have found that if a team has more than 20 kids on the team it creates significant issues with playing time.

EXAMPLE:

When we have enough players for six teams the draft order would look like this...

First Round: Team 1, Team 2, Team 3, Team 4. Team 5, Team 6

Second Round: Team 6, Team 5, Team 4, Team 3. Team 2, Team 1

Third Round: Team 1, Team 2, Team 3, Team 4. Team 5, Team 6

Fourth Round: Team 6, Team 5, Team 4, Team 3. Team 2, Team 1

- When we have exhausted the “Heavy” Group we begin the “Light” Peer group where we left off with the Heavy group.

EXAMPLE:

In the illustration above let’s say that the last player in the “Heavy” group was given to the 4th pick in the 3rd round (Team 4). Team 5 – the 5th pick in the 3rd round would receive the #1 ranked Light, Team 6 gets the #2 ranked Light – then because they are the 6th pick in the 3rd round, Team 6 gets the 1st pick in the 4th round which would be the #3 ranked player etc... until we run out of players.

- After all of the players have been distributed you should have a list of players that are distributed equally based on size and athletic ability.

For all players who did not participate in the Assessment process

- Players who did not participate in the Assessment Process – we try to obtain their name, grade, years experience and weight - pre draft. We then look back to the previous year’s coach evaluations to see how they were ranked. If a player did not participate in WAA Football the previous year, the night of the draft, we review the entire Unknowns’ with the Coaching Group. We ask if any of them may know anything about these kids. If nobody knows anything about the player then that player is rated as a B – or mid pack in their Peer group. The reasoning is that by statistics, the odds are that out of the remaining kids, there will be more “B’s” and usually there are as many “A’s” that come out of that pack as there are “C’s”. The group of players who qualify for this process is a small percentage.
-
- These players are then sorted by peer group and by their rank and distributed beginning after the last team to receive a player. This is continued until all players have been assigned.

Once the Dust Settles

- Now that all of the players have been distributed – all of the coaches in attendance have the opportunity to weigh in on the balance of the teams.

NOTE: UP TO THIS POINT THE COACHES STILL DO NOT KNOW WHO THEIR TEAMS ARE!

- We believe that coaches play an important role in helping us distribute the talent. Many of the coaches involved know quite a bit about the kids and their abilities from coaching them in football or other sports, and if there seems to be a discrepancy between how they tested and the actual ability adjustments can be noted and made. So if there are any questions or comments (i.e.: a team looks too heavy, there is too much speed on another etc...) adjustments will be made.

How are Coaches Assigned Teams

We want ALL coaches have an opportunity to have their say on how the teams are divided. It is only fair to them since these will be their teams for almost three months. ONLY AFTER ALL the coaches are in agreement that the teams are as balanced as possible then teams will be picked.

Once the teams have been decided (noting that the coaching team handicapping adjustments have yet to occur) the player sheets for each specific team are gathered and grouped into team stacks. Each team stack is given a number – (i.e.: If there are 10 teams, each team will have a number assigned 1-10).

Cards or sheets of paper with the numbers 1-10 will be put into a “hat” and a representative from each team will draw a sheet/card from the hat. The number drawn is the number of the Team Stack that you get.

THEREFORE: Each Coaching team has an EQUAL OPPORTUNITY to get any one team – as any other coach!!! IE: If there are 10 teams ALL Coaching Teams have a 1 in 10 chance to receive ANY of the teams.

If there is someone on the Draft Committee who is on a coaching team that is participating in the draft, they cannot select their own number. Another coach must draw the number.

Post Draft

Recording teams

Teams will be recorded before anyone takes ownership of the teams. A representative from each team will come up to claim their team stack. Before it is given to them, all players in the stack will be recorded as being on that team. Once this is completed the coach can take the player stack

Coaching Team Handicapping

Once the teams are recorded, all Handicapping adjust obligations must be met.

The criteria for these Handicapping adjustments is made based on a number of different measurable criterion

The Final Trading adjustments MUST be approved and recorded BEFORE you leave the draft. If you leave before doing so, the draft committee may have the authority to make and finalize any necessary adjustments – w/o any coach recourse.

“Horse Trading”

Un authorized trading between coaches is NOT allowed! If Horse-trading is allowed... it defeats the entire purpose of what we are trying to accomplish heading into the season... giving everyone an equal opportunity at the size and talent.

IF you are caught trading – the coaches involved will have their seasons end immediately AND their WAA Football Certification will be immediately revoked.

Miscellaneous Adjustments

At times, there are situations that occur after the night of the draft. Situations such as: Same player under different last names, missed sibling pairing, special circumstances. These will be held and handled on an individual basis by the draft committee the night of the draft or the grade coordinator after the draft.

IF there are errors made, the Grade Coordinator and League Director have final say.

Team Roster Sizes

There are a couple of directions WAA could go on this matter. A firm date could be established (i.e.: no further registrations will be accepted after the draft has occurred) it makes everything very simple.... for the adults.... Unfortunately, we then shut kids out from playing a great sport. The other direction would be to leave registration open however, we understand that after a point in time, the addition of a player or players to a team can be very disrupting and it is very difficult to get them up to speed without seriously regressing or hindering team practices.

The other factor is that for the tackle side of the program we have found that the optimum number of players per team is between 17-20 players. Any more than that makes it difficult to teach in a group practice setting as well as makes it difficult to get all players a decent amount of playing time. If the team level is below 17 players per team there are issues as well (especially with player vacations, other events,) and at times can be very difficult to hold a decent practice let alone have enough players for substitutions for a game.

Players quitting

Historically, once the contact begins (which is after the first week of practices) there are always a few players who realize that football is not for them and quit. It is our job as coaches to work with players and make sure that they enjoy being there. Enjoy = likes being there, wants to be there. If you hear or see that a kid is not enjoying the experience, please take time out to ask questions of the kid and of the parent. Listen to what they are saying. Ask questions so see what the real issue is. (ie: Doesn't want to play because they are not having fun.... Why? What to them is "Fun"? Fun to them is getting to carry the ball once in a while. Possible solution – give them opportunities to carry the ball in practice – give them words of encouragement)

Most often if a kid wants to quit there is a simple reason and actually a simple solution. You as a coach at this level should be able to handle most every situation. If not, contact your Grade Coordinator and they would be willing to help.

Lastly, keep things on a positive note. Remember what you say and how you say it is VERY IMPORTANT now can have a significant impact on a child for a VERY LONG TIME...

Players “not cut out” for football

First of all, our job as coaches is to keep players interested in the game. We realize that there are certain situations where the player for whatever reason, may not be able to protect themselves on the field, thus creating a safety situation for that player. If this is the case, please notify your grade coordinator and discuss the situation with them. They may be able to help you with a possible resolution to the situation. You also may want to discuss it with the parents. The bottom line it is your job to make sure that safety of the kids is first and foremost but we also do not want to unnecessarily put you into any negative decision making positions regarding players and their ability. Again, please contact the grade coordinators and they will assist you to find solutions.

Summary

Regardless of what type of youth sporting program it is, there are always adults who think that something “funny” occurred during the selection of the teams. This usually comes from the adults who have players on a team that lose a couple of games early in the season. With some of the ‘drafting’ processes that some organizations use, the guidelines and method are usually not 100% clear or the coaches do not have a great deal of say... thus leading to Coach perceptions that only add fuel to the fire.

The WAA Youth Developmental Football drafting method incorporates measurable parameters that are objective. The results are measured and compared to that peers are measured against peers. The opportunity for adult ‘drafting games’ is severely reduced. All Coach’s have an equal opportunity for input into how ALL teams are created and developed. The selection of teams makes it so that ‘hiding’ a stud player’s true ability or other unknown information will not benefit one specific coach. For the integrity of WAA Youth Developmental Football we hope you will fully support and embrace what we are trying to accomplish and communicate the process to anyone who questions. Thank you.

