DUGOUT DRAGON

Youth Baseball Draft-Night Checklist

A printable rundown for league directors and division commissioners

League _____ Division _____ Draft date / time _____

Before tryouts

- [ ] Give each player one unique roster number. Use the same roster and rubric for both evaluation dates.
- [ ] Assign evaluators and station leads. Confirm who checks players in, handles no-shows and schedules makeups.
- [ ] Have evaluators independently grade the same practice plays and discuss the widest differences.

Before the draft

- [ ] Merge both dates by roster number. Check missing scores, unresolved device sync and makeup results.
- [ ] Confirm the eligible pool and review incomplete evaluations and no-shows with the league director.
- [ ] Confirm coach sign-ins, team limits, protected placements and sibling rules. Share the draft link privately.
- [ ] Rehearse a pick and an undo. Test the group display and agree on how to pause if a coach loses access.

During and after the draft

- [ ] Announce the first-round order and confirm it reverses each round if your league uses a snake draft.
- [ ] Have coaches verify the roster number before each pick. If an error occurs, pause before the next selection.
- [ ] Review final team counts and placements, then release rosters to assigned coaches. Export the league record if needed.

Decision or follow-up _____