

# **AFDC Summer League Core and Draft System**

Atlanta Flying Disc Club

# The AFDC Summer League

The AFDC Summer League is a 10 week league with two games per night, two nights a week from early June through late August. It also includes two weekend tournaments; Midseason Tournament and End of Season Tournament. Our general registration fee is ~\$50 per person. In 2006, we had 36 teams with about 22 players per team. We play a 5 male/2 female ratio at all times.

Everyone who registers will be accepted into one equal level league with varying skill levels on each team.

Teams are created with a base group of “core” players and are completed by drafting individuals or pairs.

# The Purpose of the Core

- Allow familiar groups to continue playing together
  - Minimize the “learning curve” of league teams
  - Friends and social groups
  - High school or college groups
  - Better teams by choosing chemistry
- New players can join friends on an established team
- Limit total team strength
- Encourage captains – create own core and team
- Shorten the draft

# The Individual Ranking System (From AFDC website):

**0** - Has never played organized Ultimate before.

**1** - **Is still very new to the game, having played only a handful of times.**

**2** - One or two seasons of recreational league experience. Still unreliable as a receiver or thrower, and generally a poor defensive player.

**3** - **Up to one year's worth of recreational league experience. Becoming more comfortable on both offense and defense. Physical capability may be poor or underdeveloped.**

**4** - Catches and throws consistently during a game. Familiar with both man-to-man and zone defenses. Over a year's worth of recreational league play or one season's worth of play with a competitive college team.

**5** - **Average league player. Is reliable as both a receiver and a thrower. Two or more year's of recreational league play, with very little experience traveling to tournaments (if any), or two to three seasons of play with a competitive college team.**

**6** - Strong receiver and/or thrower. Plays defense well against a wide range of opponents. Some experience traveling to tournaments. Several years of recreational league play, or three to four seasons with a competitive college team. Has above average physical capability and good field sense.

**7** - **Has played with a traveling club team. Skills are well established. Seldom drops or throws away the disc; plays very good defense. Several years of recreational league play, or four to five seasons with a competitive college team.**

**8** - Player on a high level club team (e.g., Chain, Ozone). Exhibits excellent disc skills and defensive capabilities. Dominates against most recreational league players.

**9** - **Player with a significant role on a high level club team. His/her presence elevates the play of an entire team. Throws accurately anywhere on the field in all conditions. Plays superb defense. Possesses excellent physical ability.**

# The History of the core system:

- 1997 – 1999: Allowed 5 men and 2 women on a core under 50 total points.
- 2000: Any number of players limited to 50 points.
- 2001: Any number under 50 points or the teams average player rank less than 4.0
- 2002: Crazy exponential scaling with a 50,000 point limit.
- 2003 – 2005: Different exponential scaling unit 360 point limit.

## *Reasons for core changes:*

- *Attempt to balance teams based on previous years imbalances.*
- *Attempt to accurately value players with different scales.*
- *Allow cores to get bigger while not stronger.*

# Current Core System:

- 12 player limit (plus true zeros)
- Individuals ranked on the 0-9 point scale
- Subtract 2 points for men and 3 for women.
- 40 point core limit for team
- Top 7 players on each team are limited to 31 points.

# Example Core

Name	9-pt rank	Gender	“Core Points”
AJ	9	M	7
Ryan	7	M	5
Teddy	7	M	5
Angie	8	F	5
Samantha	6	F	3
Dan	5	M	3
Chris	5	M	3
Rick	4	M	2
Kimberly	4	F	1
John	5	M	3
Sarah	5	F	2
George	1	M	0
Fred Rookie	0	M	0
Total			39

## “Pre Draft”

- Small cores can increase number of players and weak cores can increase their strength to catch up to “complete” cores. Additionally, we can create a new team if there aren’t enough cores.
- Force strong but small cores to add low ranked players before the draft starts.
- All cores with less than 12 players or less than 35 points take part:
  - lowest core picks first
  - repeat until all cores have at least 12 players and at least 35 points
  - team can’t go beyond normal core limit of 40 points

# Draft Methods

- 1 Sort all cores by strength – lowest to highest. This becomes the order that the teams pick in every round.
- 2 Re-order the picks after each round to allow for the new lowest core to have the first pick from the draft.
- 3 Used in 2002 – 2005: take the remaining core points for each team and split the points into the number of the picks that that team needs to make to complete their team. Sort all of the values from all of the teams to determine the entire draft order. \*\* There are no rounds \*\*

## General Problems for Core, Draft, and League:

- Fair, accurate ranking system
- Ranking cheaters – core and draft
  - Core ranking meeting = disaster.
- End of draft problems: (1) number matching for roster size and --(2) “bullets”
- League gender ratio
- Appropriate number of cores
- May need to limit registrants – AFDC has never turned anyone away
- Imbalance is inevitable
- Getting harder to find fields

# Results from 2006

Summer League 2006 was the most balanced year we have had yet. Thirty of thirty-six teams had ten or more wins. There were zero “all-draft” teams after having four in 2005.