



Draft Guide By Stephen Pearson

Introduction

At the start of every season the best young players in the world gather at AFEL house, to be selected by the many AFEL clubs, some kids may stay in Melbourne, some may even fly to Vancouver or Salisbury, and some may miss their chance to become AFEL players altogether.

This guide is designed for new coaches to get an understanding of how the draft works in AFEL, and what to keep your eye out for.

Each club is assigned 3 draft picks at the start of the season. The draft is completed in rounds, and each team is situated in the draft based on where they finished in the previous season, that is the bottom sides in Simon/Johnny will be at the top and the winner of the Crystal flag will be last each round.

This guide is intended only to be used as a reference, and is based on the opinions of Stephen Pearson (Monash Gryphons), and is not the opinions of the AFEL or its beloved commissioner: Matt Langdon.

This guide will cover the following topics:

1. The Scout
2. What makes a good player?
3. Potential and Age
4. The Draft List
5. Player Salary
6. Training

1. The Scout

Your scout is your eyes and ears for new players. During the middle of every season, a draft camp is held, and players from all over the world are invited to strut their stuff, in front of the AFEL Scouts. Each club has a scout and they bring back a unique report at the end of the season of each player that will make it to the draft to the AFEL commissioner and he then forward this report to you. The report's accuracy is depended on the skills of the scout.

For example if your scout is:-

	PG	GK	M	D	F
Bob DaScout	5	8	8	10	5

Bob has great skill in finding good young defenders, but he will struggle to find good mid-fielders or a forward.



Therefore Bob's accuracy on young player stats can be summarized by this table:-

	PG	GK	M	D	F
Bob DaScout	±5	±2	±2	±1	±5

This means that for the player Chris Young the difference between his real abilities and his scout report can be summarized by this table:-

	PG	GK	M	D	S
Reality	10	10	10	4	6
Scout Report	7	12	8	3	11

Your scout will also report on a players potential between 1 and 10. This is a gestimate of how well the player will continue to improve their stats with your trainers. A scout is the only staff member that can see a players potential.

During the season, your scout can be sent to other club's training to look at the player list potentials there, and he can be asked to examine your player list.

2. What makes a good player?

So once you have studied your scout draft report, and been allocated your position in the draft, it is time to work out what makes a young good player. AFEL players fall into 4 unique ground positions:-

- Backmen – Rough players, that spend all day punching;
- Forwards – Pretty boys that like the ball delivered lace-out;
- Mid-Fielders – Hard running ball winners that have to also stop the other club's ball winners;
- Ruckmen – Tall Players will with a (R) after their name.

It is highly recommended that you have at least 6 backmen, 6 forwards, 5 mid-fielders and at least 1 ruckman, and it is suggested also that you have a spare player for each position. It is then up to you to work out which young players are right for you, based on your current squad.

Ideal abilities for young players for each position can be summarised by the following table:-

	PG	GK	M	D	S
Backmen	9	1	9	9	6
Forwards	9	9	9	1	6
Mid-Fielders	9	6	6	9	9
Ruckmen (R)	9	6	9	9	9

The above abilities are ideals, but every player is different, and some can be moulded to suit your needs and desires. Some players may also exceed these ideals, and considering that each ability can reach a maximum of 12, the closer to limit the better.

In regards to mid-fielders, it can be beneficial to have a mixture of players that have either strong marking or a strong goal kicking ability.

Potential and Age

Each young player will have their age listed (0 or 1) and be given a potential as mentioned before.

The advantage of having an age 0 player is that, in theory, they will have an extra season where they will increase in ability before their inevitable decline begins to occur. This will ensure that if you recruit an age 0 that you will see at least 5 good seasons from that player, and hopefully steady improvement throughout, the only obstacle to this is a limited potential.

Each player in the AFEL, young players included, have a set of hidden ability limits that act as their potentials. Each player will continue to train and continue to improve towards their potential abilities. If a club recruits a player with low potential the player will be limited in their training. On the other hand, a player with high potential can be trained into a super-star.

3. The Draft List

Before the draft in run each season each club is required to submit a list of players in order of preference. The list is to cover the entire three rounds of the draft, and should be as long as your 3rd round draft position. Therefore if you have picks 10, 40, and 70, you will need a list of 70 players. Now not all of us have the time to examine every player on the list and sort them into the top 70 players.

It is suggested that your 1st round pick be given your priority attention, beyond that selection it is can be more efficient to import your scout list into excel and sort by either potential or salary or the 2 or 3 abilities that match the type of player you are looking to recruit.

In regards to your 1st round draft pick, it is important to ensure that the top 10 players (if you have pick number 10) are all going to be players you will be looking at keeping, the reason for this is to ensure that your 1st round pick will not be wasted.

An example draft result can be summarised by the following table:-

Selection	Player Drafted	Your Club
1	Player 1	Your No. 1 Selection
2	Player 2	
3	Player 3	
4	Player 4	
5	Player 5	Your No. 2 Selection
6	Player 6	
7	Player 7	
8	Player 8	
9	Player 9	
10	Player 10	Your No. 3 Selection

In the above example you still get your 3rd pick, but have missed your top two choices, and this will be pretty close to reality, as each club has a different scout reports, and has different needs in their player list.

Player Salary

Your scout report will include an approximate salary request; this amount will be adjusted by the player's agent depending on where the player is taken in the draft.

Players that are drafted must either be signed to a two year contract or be delisted, and placed into the free agent pool. This means that if you do accidentally draft a dud late in the draft, it is probably better to cut your loses, rather than invest around \$180,000 over two years into a player that will probably never play a game.

Training

Once you have signed your new super star to his \$100,000 2 year contract, it is important that they receive the required training that they need to be great. As mentioned before each player will have an inbuilt ceiling on each ability, these ceilings may result in a player changing from a forward to a mid-fielder, or any other position, depending on how they progress.

A club should ideally have in place three type of trainers, one for backmen, one for forwards and one for mid-fielders, and these trainers should be allocated to the relevant players. Once this is in place, the only training task left to do is select an ability for that training and player to concentrate on. The following table represents some young players and their suggested focus ability:-

PG	GK	M	D	S	Position	Skill to Train
5	5	9	9	6	Backman	PG
9	5	5	5	10	Mid-Fielder	D
5	9	9	5	6	Forward	PG
8	8	6	8	8	Ruckman	M
9	9	9	9	4	Mid-Fielder	S

The above table provides only a few examples of suggested focus abilities for some pretty good players; it is to be noted that the focus skill should vary depending on a players potential.

Once you have assigned your trainers and selected your focus skills, it is important that you store all this information in a spreadsheet, especially the start of season stats. The reason for storing the start of season stats is to allow you to track a players training progression throughout the season. A player should make at least 2 skill increases per season, if not the player has either reached their potential or the trainer is not very equip in that area. A table should be maintained throughout the season like so:-

Name	Current							Start of Season							Increase				
	PG	GK	M	D	S	L	A	PG	GK	M	D	S	L	A	PG	GK	M	D	S
A1	9	9	9	5	6	5	1	8	9	8	1	6	5	1	+1	0	+1	+4	0
A2	9	1	9	9	9	6	1	7	1	9	9	7	6	1	+2	0	0	0	+2

Conclusion

This guide has taken you from the role of the scout, through how to spot a good player, to training them up to be the next AFEL superstar. Hopefully it helps you make the right chooses at draft time.