SETTING UP TEAMS

Let's assume you have already handled registration and a lot of students are interested in participating in your campus program. The next steps are to establish your teams, create a schedule of play and determine the rules that will govern your league. Every league can be slightly different and should allow for creativity in meeting the needs of students on its campus. Provided below is an example of how you can set up balanced teams and begin your league quickly.

Making Teams

1. The League Coordinator needs to appoint the appropriate number of Team Captains for the season. Each team should have only one Team Captain, who works closely with the League Coordinator. When choosing Team Captains, look for individuals who are fun, energetic and responsible—people who can make a difference in the success of the season.

2. The League Coordinator places registered participants into several "player pools" based on ability. Then a player "draft" is held during, with Team Captains picking participants from the player pools in sequence. After all of the participants have been selected, it is wise to review the teams and make sure they are balanced so play will be fair and equitable, which will help ensure a good season.

3. Once the teams have been assembled, each Team Captain should encourage the players on his or her team to choose a team name. After this is done, place the team names into the schedule and distribute a copy of the team rosters and schedule to every participant. You are now ready to begin your league!