

CAPTAIN'S MEETING - AGENDA
FRIDAY NOVEMBER 7TH, 2019 7:00 - 9:00 PM

6:30 :Doors open, snacks, bar open

7:00: President's welcome address

- search for new new logo discussed
- search for someone to take over Harvest tournament discussed
- Wednesday night Masters League options discussed
 - alongside regular Wednesday night hat league
 - for first two months of the season
- reminder to do membership survey, encourage teammates to do survey

7:15: Break out group discussion

1. Gender parity (Lauren)

Pro's

Most people felt the game was more spirited and fun this year over past years and suggested that having more women on the field changed the general attitude of the games.

Almost universally it seemed to be understood that it wasn't about taking space away from men but equalizing the field time and opened up "new" opportunities for women players.

People also seemed to think that the style of the games was a bit different in that there was less hucking and more skillful play than before.

The general sense was that women felt more involved in the game play and had more fun.

Con's

Some men complained about less field time. While we know that they may play a couple of minutes less per game it's simply that they lost an advantage over field time and this is now more fair.

Ratio confusion was a big issue with teams not knowing what line to put on. With a cumulative score breakdown chart in the handbook this should hopefully be resolved. Other suggestions were to put it on the bottom or top of the game discs that we print and apparently there is an app people can download before games to keep it straight too.

A few people were against the 2 point switch and would prefer switching every other point so that men to have to wait off the field as long. The reason 2 point switches is better is because it allows lines to develop a better flow and because of wind! If you switch every point then one line is always stuck with the upwind and one always gets the down.

Some teams felt pressure to match when other teams were short on women. Some even felt bullied to field constant 4 men on the field.

League Help

We should remind men that they are only losing a couple of minutes and they can just play harder to make up for those couple of minutes.

Having the guide in the back of the captains book and possibly on the discs would obviously be a quick and reliable answer.

2 point switches are what CUC are going with and if we can back it up with the rationale of flow, wind and the fact that it's going to be the standard then I suspect we can mitigate the majority of complaints.

As for teams being pressured it probably a good idea to remind teams and players that it's only a game and a recreational league at that. Teams that are short for the ratio shouldn't pressure other teams to match them because they haven't properly equipped themselves. If they argue about players getting too tired from playing savage then they should use their timeouts and bring more players to the next game.

Having a better digital sub list would help.

People were very curious about the gender breakdown for the league and would like to see the numbers year over year. Some I suspect to try and prove Gender Equity isn't working. Most people were surprised to find out that our numbers were so close.

To help get more women in the league we could also do more specific advertising for the next summer season. I think that Facebook allows you to direct ads to women only and we could take a more woman specific imaging model for when we poster or advertise on our site.

Women's handling clinics would ideally also help with retention of players and with getting more women to play both nights. Currently we have more men playing multiple nights than we do women and this is probably for a multitude of reasons but if can help women be able to handle and have more opportunities to play different roles on different teams than maybe they will want to play more.

2. Sub Policy (Rachel)

General consensus is that the league needs an overarching, solid sub policy. People were pretty upset with what happened at the end of the Tuesday league season.

Captains need to discuss subs before the game starts. Once decided they can't change the sub decision (for example, if the team with a sub is winning, the other team can't decide halfway through the game that they sub can no longer play). Captains should be able to say no to a sub. Maybe need a limit on how many players per game? If you have 5 dudes maybe don't bring a sub in?

Roster needs to be set before playoffs and stick to it. 4 games per season to qualify (minus injuries). If someone abuses the sub rule fine the captain (eg. Durham has fined a few captains \$150). Make captains accountable for their roster.

People aren't a fan of the \$30/indoor season. Pay per game?

3. Rules/etiquette (Erica/Duane)

What was good

- thoughtful spirit process
- adults good w/junior players
- discussion about gender parity

What sucked

- sideline calls and people not involved in the plays
- picks
- out of bounds
- travels
- dangerous play
- teams manipulating their calls (this was a trend noticed more often)
- discomfort w/rules (main theme)

What could we do?

- video rules
- rules clinics (2 reps/team)
- call an observer (put teams of observers out to fields for first few games)

4. League Support (Shivaan)

Positive

- captains guide
 - add gender shift tables
 - easier to find time cap info
- painting lines
- game discs

Negative

- improve sub platform
 - more info on subs around skill level and gender availability
- want captains clinic or mandatory first game /rules clinics
- more league socials to (re)build community
- make spirit score auto
- need earlier calls on weather cancellations
- rotating observers to build rules knowledge

8:15: Report of group discussions

8:45: Wrap up discussion

9:00: Crokinole