



2011 Beach League

Presented by

Bud Light Lime



2011 BEACH LEAGUE CAPTAIN'S MEETING

Thursday, June 2nd, 2011

Thank you for joining TVA for Beach League 2011! We have a huge number of teams signed up this season and we cannot thank you all enough for the continued support. Here are some key points to remember to help you league experience run smoothly:

- ❖ **Check In & Start Time** – Check in at 9th Street at 5:45pm. All matches each night begin promptly at 6:15pm.
- ❖ **Memberships** – Please be sure all players on your team are paid members by the first night of play. You may have substitutes as long as they are TVA members and they may complete their membership the night which they play.
- ❖ **Rosters** – There is no limit to the number of players on any team's roster. You may add/delete at any time, however, once a player has been added to your roster they may not be dropped and re-added at anytime. Also a player may not be on more than one roster per
- ❖ **Add/Delete forms** - Be sure to add and delete players throughout the season. If a new person plays on your team they must be a member and they must be added to your roster that night. You may go to www.playtva.org and click on member forms to utilize the online function!
- ❖ **Forfeits** - Forfeits will be enforced starting in week 1. The standings are updated daily online. Keep in mind if you forfeit for any reason for more than one third of the season you will **not** be eligible to play in playoffs. No exceptions will be made. Please be courteous to other teams in your division. If you know you are going to forfeit please call us so we can notify the appropriate teams.
- ❖ **Floating Players** – We have some players on an interest list that are looking for teams. If you are looking for a sub at anytime during the season, please call the TVA office and we will put you in contact to those who are looking to play.
- ❖ **End of the Year Players Party** – We will be having an end of the end Player's Party on August 18th. Details to follow.