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EPIC UNITED  
& THE EPIC FAMILY  
THOUGHTS ON...

# MOVING PLAYERS

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## THE THOUGHTS BEHIND EPIC'S POLICY TO ALLOW THE MOVEMENT OF PLAYERS THROUGHOUT A SEASON

*The "Thoughts on" series is a series of papers designed to supply Epic family members (and potential Epic family members) with our thoughts on various topics. There are exceptions to many rules, so if Epic is "for" or "against" a topic, that does not mean that it's members cannot or must participate or that there is not an exception for a specific player. These are general guidelines and are a reflection of the opinions of the Epic Administration in most scenarios.*

- I. Former Policy: “Reserve the Right, but rarely does”
  - a. Epic used to say Epic reserves the right to move players throughout the season but rarely does. This policy was based on our desire for teams to stay together and build a family atmosphere. It was also one of our many ways to demonstrate that each team, once created, was of equal importance.
- II. New Interpretation:
  - a. We still want to build a family atmosphere but instead of a family atmosphere within a team, what we really want is a family atmosphere within the club and players moving from team to team occasionally should not hurt that. As for every team’s and every player’s importance, we found that when we wanted to move players throughout the year, the reason was for the good of the teams and players involved. Why should our own policy hinder our chances of meeting that policy’s objective?
  - b. Our new interpretation is to ask ourselves....
    - i. Do players improve at different rates?
    - ii. Do injuries happen?
    - iii. Do players roles on a team change or even her most suitable position?
    - iv. Does a player’s different skillsets improve at different rates?
    - v. If these answers are yes, then is it possible for the best fit on month 1 to not be the best fit on month 4. Why should we not allow ourselves to move players throughout the year to best suit the needs of each individual player and continue through growth at the fastest rate possible?