

“I consult with the players on most of our rules, so that they take some responsibility for making them as well as following them. I’ll ask the team, ‘What do you think our dress code should be?’ Or, ‘What time do you want to set curfew at?’

When players have input into establishing their own rules, suddenly the rules are ‘ours’ and not mine. And they’ll be responsible to each other, rather than solely to me.

I’ll give you an example. Right after we had our first meeting with the ’97-’98 team, Chamique came by the office. She had a request on behalf of the team. She wanted to know if the curfew could be 11:30 p.m. instead of 11:00 p.m. I said, ‘sure.’

Why? Because I liked the fact that Chamique was assuming responsibility for her team, and I wanted to encourage it. Not only did I trust Chamique, because she had proved in the past that she is responsible, I trusted that the others would be accountable to her, and that she would use her influence to keep them in line.”

- Pat Summitt