

S.C. Navigator Game Day Volunteer Tasks

Admissions for JV and Varsity Games

- A cash box will be provided by the club Treasurer, which should be returned to them after the game. The admission fee is \$5 per game.
- Admission is free for students within the co-op who present an ID, teachers with ID, and children under 12 years old. Team parents, grandparents, and other family members designated by the family are also allowed free admission.
- Sell car decals for \$2 each.
- Distribute the Game Roster to attendees.
- Note that admission ends after the second period.

JV Admissions: Arrive 60 minutes before the JV game. Set up the lobby by arranging tables and chain barriers for admission.

Varsity Admissions: Arrive 60 minutes before the varsity game to take over the table set. Continue collecting admissions until the end of the second period of the varsity game. Tear down the lobby by removing chain barrier and returning tables.

Penalty Box: Home and Away

- Arrive 30 minutes before game
- In the Home box, put several game pucks in a bucket with ice.
- Provide the ref a new puck when one exits the playing area.
- Count Saves on the goalie at your side of the ice
- Open door to let players in and out serving penalties
- Provide the ref a new puck when one exits the playing area

Scoresheet

- Arrive 30 minutes before game
- Record Scores, assists, goalie saves, penalties, etc. Be sure to mark game misconducts.
- Time is clock time, not elapsed time even though the sheet may list elapsed time.
- Sign score sheet at end of game
- Referees sign the score sheet at the end of the game.
- Give one copy to each coach after the game.

Clock

- Arrive 30 minutes before game
- Run the clock for the game including warmup, assist announcer with music as needed.
- JV - Warm Up 5:00, period 15:00, between periods 2:00 1st, 12:00 2nd
- Varsity - Warm Up 12:00, period 17:00, between periods 12:00
- Penalty time 2:00 / 5:00
- Write down remaining penalty time and player number before resetting time between periods so you can add back after the break.

Announcer

- Arrive 30 minutes before game
- Announce per the script
- Play the game music
- Give aways between periods (shirt, gift cards)
- Extra Scripts goes in the folder with the chuck a puck supplies