

Volunteer Coordinator – Ensure volunteers are assigned and will be at the game(s). Re-assign or fill-in when volunteers are missing.

Season Stats – Enter game statistics on the website. Take a picture of the scorebook at the end of each game (or ask the scorekeeper to send to you). Enter shots, goals, assists, ground balls, goalie saves, score and penalties on the website so coaches and players can track over time. Specific login and steps will be provided.

Home Base Set-up – Bring tent to designated home base location and set-up. Attach a Firebirds flag. Take down and transport to the next volunteer. For 10U, Coach Matt will bring the tent and take it home, so only set-up and take-down is required.

Water – Wash, fill, and bring water dispenser to game. Keep squeezies filled during the game for players. In the hotter months, a second 5-gallon jug and ice in the dispenser will be needed. Having a volunteer for this duty gets players on and off the field during time-outs and breaks more quickly. For 12U and 14U this needs to be a single family taking responsibility or we will ask the players to supply their own. For 10U only this will be switched off every week so transport to the next volunteer.

Snacks – 10U only. Bring light, healthy snacks for the players between games.

Scorekeeper – Enter shots, goals, assists, ground balls, face-offs, saves, score, and penalties into score book during the game. The spotter will help you by calling the plays during the game. When you are more comfortable you can start recording clears, turnovers, and other plays. You may also be asked to provide a check to the officials.

Spotter – Call out plays as they occur on the field. You are helping the scorekeeper by calling shots, goals, assists, ground balls, face-offs, and saves. When you are more comfortable you can start calling clears, turnovers, and other plays.

Time/Penalty Keeper – For youth play the time clock is ‘running’. This means that you never have to stop it for penalties or time-outs. Our youth league plays 2 22-minute running halves. So, set a timer on your phone for 22 minutes, start it when the official blows the whistle on face-off, and let it run. Generally, you will call out when there are two minutes left in the half, then 1 minute, then count down from 10 seconds. The coaches on both teams and the officials need to be able to hear you. Penalties are kept on a separate clock. Penalty timer starts when the next whistle blows. Count down the player from 10 seconds.