

Lacrosse Volunteer Job Descriptions

Penalty Box Timer

Arrive 15-30 min before the game starts to the penalty box area on the opposite side of the field from the press box. There will be a table set up, 1 walkie talkie, 2 stop watches.

Upon penalty the official will report player number, infraction, penalty seconds.

Using walkie talkie, report this information to the announcer in the press box so they can announce.

Start penalty timer upon official whistle. When the clock stops, penalty seconds stop.

Alert player when 10 seconds remain in penalty. Please count down seconds from 10 to zero and send the player back into the game or to his team when time expires.

You are the communication between the field and the press box. If officials need to alert the scoreboard person to re-set or correct the time or score, use the walkie talkie to relay that information to the scoreboard person.

You may need to keep track of player penalty minutes for personal fouls. A player cannot have more than 5 minutes of personal fouls (slashing, tripping, unnecessary roughness, etc.). Please notify the nearest official immediately should any player accumulate 5 minutes of personal fouls.

Scoreboard

Arrive 15-30 min before the game starts to the press box. Remove scoreboard control from the zipper bag on the back counter. Plug in and turn on to ensure operational.

Using Menu Function, type in Home and Visitor names. To Enter Names: Hit menu, down arrow to roster home, enter, type name, enter, roster visitor, enter, type name, enter.

Set main clock: Enter time, hit enter.

Varsity: 12 min quarters, 2 or 3 minutes between halves, 5 min halftime, JV: 10 min quarters, 5 min halftime

To start/stop: Press start/stop buttons

To change Quarters: Qtr +1 to change quarters

Changing score: Score +1 Home and Guest to change scores.

Time outs: Stop clock and officials keep track of time elapsed in time outs.

Clock starts with Official whistle to begin the faceoff. Clock stops with Official whistle.

Running Clock when a team is ahead by 12 goals in the second half of the game. This rule only applies in the second half. Clock remains running unless there is a time out or injury. If a goal is scored to make margin less than 12 goals, a running clock continues. If the 12 point differential exists at the start of the second half, the running clock procedure would be in effect from the start of the second half.

After the game ends, turn off the scoreboard and unplug from the wall. Return controller to zipper bag.

Stats

Arrive 15-30 min before the game starts to press the box. May have one person to record stats, and another one as a spotter.

Coach will have a book in which to record stats.

Spotter relays player number and particular stat i.e., faceoff win/loss, shot on goal, save, score, penalty infraction and time committed, scores per quarter, etc.

Book is returned to the coach at the end of the game.

Announcer

Arrive 15- 30 min before the game starts to the press box.

Start Music: CD player set to volume 6 or 7. CD should be on top of CD player. Only pre-approved music to be played.

Power buttons (4 total) with the main button at bottom.

Read Sportsmanship paper, play National Anthem, announce starting lineup, announce sponsors.

Announce goals and who scored/assisted

Announce penalty infractions and who committed them

Announce when teams are back at full strength

Announce 1 minute left in quarter

Turn off the system and return the microphone to the box at the end of the game.

Videographer

Video is taken of action without sound. Half field is fine. Stop at the end of quarters. Return to booster video liaison at end of game.

Ticket Sales (Provided by School)

Follow procedure set forth by AD as ticket sales are staffed by the school.

Site manager will work in conjunction with the ticket sales person to provide instruction and a ticket scanner.

Adult, Student and Senior Citizen fees are set by GWOC. Athletic Pass on Ticket Spicket is accepted.

Tickets are electronic through Ticket Spicket.