



NAFCON SUMMER SAND VOLLEYBALL

LEAGUE MANAGER

The League Manager has the following responsibilities:

1. To keep in prayer that the leagues will afford the opportunity to win people to Christ and help the participants to have fun!
2. To assist and coordinate with others to help get the sand volleyball courts ready for the season.
3. To respond to inquiries from potential teams and individuals that has an interest in playing.
4. To send out team participation invitations through TeamSnap and communicate steps that each team captain must do to register his team through the website.
5. To provide a schedule of games on the TeamSnap website at least five days prior to the start of the league (attempt to have it one week).
6. To collect all team fees and waiver forms from each team no later than the first night of league games (preferably pre-season Captain's meeting).
7. To arrive early each league game night and assure that all equipment necessary is available (set up pole pads, scorebooks, etc. if necessary).
8. To assure that prayer is conducted prior to each set of games.
9. To assure that a scorekeeper is in place for each game (if possible).
10. To handle any non-Christian behavior with the love of Christ but the firmness of our convictions. This includes swearing and unsportsmanlike conduct. (See NAFCON Summer Sand Volleyball Rules for further clarification).
11. To handle any game disputes not resolved by the team captains.
12. To assure that when the games are completed that all equipment is properly stored, trash picked up and disposed of and facilities are locked up.
13. To record all scores and league standings within 3 full days after the games are played.
14. Work with church officials to determine cancellation of games. When church officials can't be reached League Manager will make the decision.
15. In the event of cancellation of games, League Manager will notify team captains as a minimum requirement (plus send message through the TeamSnap website to all division participants if possible).
16. To recruit an Assistant League Manager to fill in for you in the event of a problem or conflict that may mean he/she may miss all or some of a particular game night. This Assistant League Manager may also be used to delegate some of the duties mentioned above to.
17. The League Manager will work to communicate with all Team Captains on issues that arise during the season.

Team Captain

The Team Captain has the following responsibilities:

1. To use the TeamSnap website to get all team members registered.
2. To collect all team fees and pay the League Manager (team cannot play games until league fees have been paid).
3. To ensure each team member signs an Injury Waiver (can sign as a team or individual if a minor).
4. To communicate all league rules and procedures to team members.
5. Should a dispute occur during a game, the two team captains (or if Team Captain is not available, appointed captain for the night), will discuss and try to resolve the dispute. All other team members are to refrain from participating in the discussion or verbally expressing their opinions. Should the Team Captains not be able to resolve a dispute then the game will be stopped and the League Manager (or his/her designee) will be called in to resolve the dispute.
6. Team Captain is to review the Weekly Score sheet for accuracy at the end of the match and sign the sheet in the appropriate place.
7. In the event of a postponement or cancellation of a game the Team Captain is to assist in notifying his/her team members.
8. All questions and suggestions before and during the season by team members should be funneled through the Team Captain. The Team Captain will then work with the League Manager to get the answers and communicate back to the whole team.
9. For communication purposes, the League Manager may attempt to communicate with the Team Captains on any issues that arise during the season. The Team Captain will be responsible to communicate with his/her team members.
10. Should any disciplinary action need to be taken against a team member it is expected that the Team Captain will assist in supporting the decision.
11. Team Captains should assist the League Manager in getting volunteers for scorekeeping of other games as well as assist in set up/tear down each week.
12. The Team Captain should do his/her best to see that the league is fun for his/her team members.

Game Scorekeepers

1. Game Scorekeepers are to keep accurate score of the game using the flip scoreboards when possible.
2. The Game Scorekeeper is to record the score for each game in the Weekly Score Sheet.
3. At the end of the match the Game Scorekeeper is to get the Team Captain to sign the score sheet in the designated area.
4. The Game Scorekeeper is not to resolve game disputes between teams unless willing to do so and both Team Captains agree. The Game Scorekeeper may be asked for their opinion and, if comfortable giving an opinion, may do so.
5. The Game Scorekeeper at the end of the final match of the night of the night ensures that the League Manager receives the Weekly Score Sheet Notebook .