

October 27, 2011

Department of Athletics Game and Event Management

Version 01

Submitted by: Willie Jackson, interim Director of Athletics

Introduction

This document has been prepared to provide a blueprint for successful game and event management.

Brainstorm-Before and During an Event

- 1. What can be done? Teams, officials, facility, medical needs
- 2. What should be done? Facilities, transportation, support, security
- 3. What can be done? Promotion/marketing

Key People You Will Need

- 1. Game Manager
- 2. Ticket takers and sellers
- 3. Event host/hostess-teams and officials
- 4. Officials
- 5. Security
- 6. Announcer
- 7. Concessions
- 8. Set-up and clean-up
- 9. Medical personnel-athletic trainer, doctor, other (dial EMT)

Where to Find Key People

- 1. Faculty and staff
- 2. Retired Staff
- 3. Other school System Personnel

Some Practical Suggestions

- 1. Have a back-up P.A. System and scoreboard
- 2. Have ample security coverage, know where they are located
- 3. Carry a cellular telephone, key people should carry two way radios
- 4. Carry a whistle
- 5. Make sure to shut off sprinklers
- 6. Never give out your keys
- 7. Provide maps
- 8. Have an evacuation/emergency plan
- 9. Have a good announcer
- 10. Put everything in writing

Final Comments

- 1. All events are different in some way, prepare!
- 2. A successful event is measured by the level of enjoyment of the activity by all participants and attendees.

Game Management Checklist Table of Contents

Sport

Cross Country 4

Football 5

Softball 7

Indoor Track and Field 8

Soccer 10

Tennis 12

Basketball 14

Swimming 17

Baseball 20

Lacrosse 22

Cancellation Checklist 26

Emergency Contact Information 27

• Athletic directors shall use a sign-in sheet to account for all paid game workers. The Sign-in sheet is to be kept on file in the athletic director's office for 5 years or until audited.

Game Management Checklist Fall Cross Country Dual, tri, or Quad Meet

Game Manager	Date	
Meet/Score		
PRE-MEET/COURSE SETUP		
Measure and mark course day before		
Paint		
Cones (20)		
Pole		
Hammer		
Rope		
PERSONNEL		
Referee		
Starter		
Clerk or Course		
Chute Inspectors		
Callers		
Course Inspectors		
Timers		
Marshal		
Scorer		
Trainer		
EQUIPMENT NEEDED		
Place numbers (1 boys set & 1 girls set)		
Numbers		
Pins		
Gun		
Shells		
Stop Watch (multiple timer with print out)		
Quick Score Cards		
Time Sheet		
Result Sheet		
Pencils		
Clipboards		

Game Management Checklist Football

Game Manager	Date
F Game/Score	Time
	Time
PRE-GAME/FIELD SET-UP	
*Field marked on Thursday (in case of rain, Friday and the field is not turf)	
Grass cut (if field is not turf)	
Yard line markers out	
Pads on goal post	
Water on for teams (water key needed) - quick connects, hose, etc.	
Cover for track protection-plywood/ rubber tarp, etc.	
Cover drains and other hard surfaces	
Ticket booth set up (sign, lights, desk, and chair)	
Chain and lock all non-entrance gates	
Check visitors' locker room (clean, paper, chalkboard, drinks)	
Check officials' locker room	
Flag	
Stadium lights on, when needed	
PRESS BOX SET-UP	
Clean and empty trash	
PA system set up	
Scoreboard on - check board in press box, on and working (control board)	
Telephone, radios, phone #'s of other press boxes, EMT	
Programs	
Roof door open for filming crews	
Restrict roof for filming coaches (Keep arm-chair QBs in bleachers	
ADMINISTRATIVE GAME DETAILS	
Meeting visiting team	
Meet Officials	
Administrative coverage/police security	
Cheerleader information	
Program distribution and collection for cheerleaders or boosters	
Reserved seats	
Parking attendants for buses, officials, administrators, or boosters	
Assist boosters	
Announcers packet	

PRE-GAME
Band Practice (9:30am)
Specialist on field (10:00am)
Coin toss (11:05pm)
Teams leave the field for band activity (10:10am)
Teams back on field for introductions (10:25am)
Starting line ups (10:26am)
National Anthem (10:30am)
HALF TIME
Coordinate 20 minutes with band, cheerleaders, dance team, and other special events
Teams and Officials to locker rooms
POST GAME
Equipment secured
Press box clean and locked
Game field and team benches cleaned
Tickets boxes secured in vault
Stadium lights turned off
Ticket Manager
OFFICIALS
F
JV/V
OTHER: Unsportsmanlike behavior- coaches, team spectator, etc.

Game Management Checklist Softball

PRE-GAME SET-UP
Grass cut
Lines on field
Corner Cones
Cages/ pegs for cages
Horn
Clock
Trash cans on field sidelines
ADMINISTRATIVE
Greet officials
PERSONNEL
Timer
Scorekeeper (Coach's duty)
Trainer
POST-GAME
Trash removed
Equipment secured
OFFICIALS
JV
V
OTHER: Unsportsmanlike behavior- coaches, team spectators, etc.

Game Management

Track and Field - Indoor

Dual, Tri, or Quad Meet

GAME MANAGER	DATE
MEET/SCORE	TIME
PERSONNEL	
Scorers (2)	
Announcer (1) – order of events (PA system/radios)	
Trainer	
Hurdle setters & block setters	
Runners	
TRACK EVENT OFFICIALS	
Clerk of course (1)	
Head timer or referee (1)	
Timers (7)	
Judges (3)	
Inspectors	
Starter	
FIELD EVENT OFFICIALS	
Shot put Event Judge (1) Helpers (2-3)	
Pole Vault Event Judge (1) Helpers (2)	
High Jump Event Judge (1) Helpers (2)	
Long Jump Event Judge (1) Helpers (2-3)	
Triple Jump Event Judge (1) Helpers (2-3)	

_Team score s	neet (boys/girls)
Track heat sh	eets
Field sheets	
Starter gun	2 boxes of shells (50 shells @)
Stop watches	8-10
Blocks 6-8	
Clip boards (1	for each official with duties and rules listed)
Pencils	
Whistles 2	
Blocks	
Hurdles 60	
Shot Put (Boy	s and Girls) + (1 100' Tape Measure
Long Jump (1	-2 Rakes) (1 100' Tape Measure)
Triple Jump (l-2 Rakes) (1 100' Tape Measure)
High jump Sta	andards, Crossbar, Pads (1 50' Tape Measure)
Pole Vault Sta	indards, Crossbar, Pads 1 50'Tape Measure)
	anlike behavior – coach, team spectators,

Soccer

Game Manger	Date
JV Game/Score	Time
V Game/Score	Time
PRE-GAME SETUP	
Bathrooms clean/open (if applicable)	
Visiting team dressing room	
Trash cans on field sidelines	
ADMINISTRATIVE	
Scoreboard turn on press box microphone set up	
National Anthem set up	
Ticket boxes	
Flag up on pole	
Lines on field	
Goals on field, corner flags in place	
Greet officials	
Field lights on, when needed	
PERSONNEL	
Scorekeeper/Clock operator	
Announcer	
Ticket seller	

Trainer
Snack bar/Booster Club
PRE-GAME
Warm up time 20-30 minutes before game time
5 minutes before game time, equipment check with officials
HALF-TIME
Drinks for officials
POST-GAME
Remind coach to call in scores
Goals moved and secured
Trash removed
Equipment secured
Press box locked
Stadium lights turned off
Ticket box in vault
OFFICIALS
JV
V
OTHER Unsportsmanlike behavior – coaches, team, spectators,

Tennis

Match:	Time	Date
PRE-MATCH SETUP		
Arrival time, check with	visiting team, AD, or coach	
Sweep or squeegee cou	rts, if necessary	
Pick up trash, tennis ca	n lids and small pebbles	
Check net heights, meas	sure net at center straps	
(put center straps on and corr	ectly adjust them)	
Post signs near entrance	e gates which state days and times o	f matches and practices
Provide a water cooler v	with ice and water, cups towels	
Towels, ice, and water (if a player is injured or gets overheat	ted)
9 cans of new balls/one	for each varsity match (coordinate v	with coach)
1 hopper of practice ba	lls	
Small table designated f	or headquarters	
BEFORE MATCH		
Welcome teams, give di	rections to restroom, locker room fa	acilities
Briefly highlight rules, so	uch as, foot faults, line calls, and any	local "ground rules"
State areas where spect	cators may and may not be	
Official score sheet on c	lipboard, update with changes and s	cores
(Coaches should exchange line	e ups before match and notify each o	other of exchanges
due to injury etc, before doub	le matches begin)	

Introduce coaches
Announce lineups and pair-up players #1-#6
Begin matches with a 1 minute warm-up with opponent for singles competition
DURING MATCH
Move around to all the courts for crowd control and to encourage good sportsmanship on
and off the court
Officiate or review tie break, if necessary
POST MATCH
Checks scores
Put away equipment
Call scores to newspapers
OTHER: Unsportsmanlike behavior – coaches, team spectators, etc.

Winter

Basketball

	Game Manager	_ Date
	F Game/Score	_Time
	JV/V Game/Score	_ Time
PRE-	GAME SET UP	
	_Bleachers out on both sides and side baskets up	
	_Dust floor and/or wet mop	
	_Clean lobby, lobby bathrooms, and drinking fountains	
	_Team dressing rooms prepared/board and chalk	
	_Entryway checked and opened	
	_All necessary doors closed and secured	
	_Scoring tables and banner	
	_Team chairs- 15 on each side	
	_Gym lobby- 2 tables, 2 chairs for ticket sales (barricade or folding table	if necessary)
ADIV	IINISTRATIVE	
	_Set up scoreboard	
	_Set up PA	
	_Set up possession clock	
	_National Anthem (Tape or student performers assigned)	
	_Ticket boxes from Finance Officer	

Ticket signs
Announcer information/schedule
PERSONNEL
Scorekeeper
Announcer
Ticket Sellers (Arrival Time)
Security/Police
Administrative assignments
Student helpers
Booster club/Concession stand
Trainer
Greet visiting teams and show them to their team rooms
Great officials – give them key to their room
HALF TIME
Coordinate half time with cheerleading coach, dance team sponsor, and other performing
groups
Open team rooms
Direct officials to nearby room
Provide drinks for officials
Notify both teams that there are only 3 minutes left

DURING GAME:
Monitor behavior of coaches, athletes, and spectators
At designated time pick up ticket boxes form ticket sellers and secure
AFTER GAME
Coordinate clean up with custodians
Put all equipment in storage room
Turn off the PA system and scoreboard
Walk the official s to their room and get their key
OFFICIALS:
F
JV
V
OTHER: Unsportsmanlike behavior – coaches, team spectators, etc

Swimming and Diving

Game Manager	Date
Meet/Score	Time
PRE-MEET SETUP	
Host School contacts visitors to establish la	nes
Determine number of lanes used	
Determine placement of diving (if double n	neet occurs at a small pool, first meet should
have last and second meet should have diving first	st to save time)
Fill-in official time cards day before the me	et
Prepare official meet sheet the day before	the meet
SECURE OFFICIALS	
HOME TEAM (1 each)	
Referee	
Starter	
Stroke and Turn Judges	
Scorer/Diving Announcer	
Chief Timer	
Timers (12)	
Diving Judges (3)	
Assistant Diving Scorer	

VISITING TEAM (1 each)	
Stroke and Turn Judges	
Scorer	
Diving Scorer	
Diving Judges (2)	
Timers (12)	
CHIEF TIMER	
Line up timers (15 minutes before start)	
2 home and 1 away times in away lane	
2 away and 1 home timers in home lanes	
Check watches for operating condition, have back	up watches
Prepare lane time materials –clipboards, pencils p	rogram
Have starter conduct a time check	
During competition, watch timers carefully for pro	oper technique
Constantly check every lane for accuracy and spec	ed
Collect time cards after each race	
Deliver time cards to Time Recorder/ Scorekeeper	-
Following meet, collect all watches, clipboards, pe	encils

Spring

Baseball

Game Manager	Date
JV Game/Score	Time
V Game/Score	Time
PRE-GAME SET UP	
Set up PA	
Set up scoreboard	
Flag up on pole	
Lines on field	
Trash cans on field sidelines	
ADMINISTRATIVE	
National Anthem set up	
Ticket boxes from finance	
Greet officials	
Field lights on, when needed	
PERSONNEL	
Scorekeeper	
Announcer	
Ticket seller	
Trainer-	

Snack bar/Booster club
PRE-GAME
5 minutes before game time, equipment check with official
Drinks to officials, check with boosters
POST-GAME
Turn off PA system
Turn off scoreboard
Equipment secured
Press box locked
Field lights turned off
Trash removed
OFFICIALS:

OTHER:

Lacrosse

Game Manager	Date
JV Game/Score	Time
V Game/Score	Time
PRE-GAME	
Bathrooms clean/open (if applicable)	
Visiting team dressing room set up (if applicable)	
Trash cans on field sidelines	
ADMINISTRATIVE	
Flag on the pole	
Lines on field	
Goals on field	
National Anthem set up	
Scoreboard turned on press box, microphone set up	
Ticket boxes from finance	
Greet Officials	
Field light, on when needed	
Equipment Needed: (Coaches duties)	
Clock & stopwatch	
Score book	
Horn	

PERSONNEL
Scorekeeper
Announcer
Ticket seller
Trainer
Snack bar/Booster Club
Timer
PRE-GAME
Warm up time 20-30 minutes before game time
5 minutes before game time, equipment check with official
HALF-TIME
Drinks for officials
POST-GAME
Remind coach to call in scores
Goals moved and secured
Trash removed
Equipment secured
Press box locked
Stadium lights turned off
Ticket hox in vault or secured

OFFICIALS			
JV	 	 	
V	 	 	
Girls:			
Boys:			
OTHER			

Cancellation Checklist

Sport			
Date	Time	Place	
Reschedule Date	Time	Place	
HOOL PERSONNEL			
Principal			
Opponent's Activities Dir	ector		
Head Coach			
Administrators on duty			
Band director			
Trainers			
Dance Team Sponsor			
Cheerleading Coach			
Transportation			
Security			
PA Announcement to Sta	ff/Student		
PPORT PERSONNEL			
Custodial Staff			
Team Doctors			
Boosters			
Security/Police			
Performing Groups			
Special Guests			

GAME PERSONNEL
Officials
Chain Crew
Announcer
Scorer
Timers
Volunteers
Ticket Takers
Student Technicians
Site Location (pool/indoor track)
COMMUNITY
Hotline
Police
Newspapers
Radio Station

Emergency Contact Information

Name	Cell Phone Number	Email Address
Willie Jackson, Interim Director	202 – 579 - 4510	Willie.jackson@dc.gov
Patricia Briscoe, Asst. Director	202 – 438 - 9774	Patricia.briscoe@dc.gov
Darrin Cook, Events Coordinator	202 – 438 - 9776	Darrin.cook@dc.gov
Jamila Watson, Lead Athletic	202 – 439 - 6437	Jamila.watson@dc.gov
Trainer		
Evelyn Dunston – Lightfoot,	202 – 821 - 6551	Evelyn.dunston-
Program Coordinator		<u>lightfoot@dc.gov</u>
LaTreece Brown, Administrative	202 – 439 - 6443	<u>Latrecce.brown@dc.gov</u>
Assistant		