

# Norski Co-op Game Day Tasks

Please arrive at the rink at least 45 minutes before the game starts.

## Admissions

- Setup lobby for admission, tables / chain barriers.
- Cash box is provided by the club Treasurer and returned to them after the game.
- Collect \$4 admission for games (students from our schools with ID, teachers with ID, team parents children under 12 are free)
- Sell T-shirts, car decals, JV jerseys
- Hand out Game Roster
- Admission ends after the second period.

## Penalty Box

- In the Home box, put several game pucks in a bucket with ice.
- 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

- 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 score sheet at end of game.
- Give one copy to each coach after the game.

## Clock

- Run the clock for the game including warmup, assist announcer with music as needed.
- JV - Warmup 5:00, period 15:00, between periods 2:00 1st, 12:00 2nd
- Varsity - Warmup 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

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

## Chuck a Puck

- Sell chuck a puck before and during the game (Kids help sell the pucks in the stands)
- Help with admissions selling Norski merchandise
- Cost - \$1 each or 6 for \$5
- Chuck a puck is between 2<sup>nd</sup> and 3<sup>rd</sup> period.
- Record the winner and give have the incoming money (subtract out any starting cash)
- Pucks go into the milk crate with the extra sheets and are stored in the locker room folder.