

Spike & Dig 2011  
Summary of Team Captain Responsibilities  
Updated 7-23-11

Before the tournament begins:

- (a) Get your team signed up on time so that you don't have to pay a late fee
- (b) Be sure everyone has listed their correct t-shirt size on your roster---t-shirts are ordered from those sheets and there can be no substitutions when they are picked up
- (c) Give a phone number where you can easily be reached before and during the tournament to resolve any roster questions or scheduling issues
- (d) Read the Spike & Dig Rule Sheet carefully and understand what is expected to make this safe, fun and fair for everyone; feel free to call Phil Robinson, Head Court Marshal, at 280-7775 if something in the rules appears unclear or missing
- (e) Pick-up your packet of info on Friday, August 5th, at the north end of the stadium at SFCC between the hours of 9am and 6pm
- (f) Attend the Captain's meeting on Saturday morning at 8:30am in the grandstand seats at SFCC; a quick review of the rules will be made and announcements of any format changes will be covered

After the tournament begins:

- (a) Know where and when your team plays its matches (check the Master Scoreboard frequently in case of changes made during the course of the tournament)
- (b) Have your team to the court at least 10 minutes prior to the start of your matches in order to warm up and sign in (very rarely will you ever have two consecutive matches)
- (c) Be sure your team members sign the roster/waiver sheet on the back of the score sheet before each match (don't sign for them); have them do this before you even begin warming up so it doesn't delay the start of the match (remember you are using up your own playing time after the top of the hour)
- (d) Find the other Team Captain prior to the top of the hour and decide on the game ball and do rock/paper/scissors to determine serve/side
- (e) If there is no Scorekeeper at the table by the top of the hour, recruit one from the sidelines (with the assistance of the other Captain) so that the match can begin on time
- (f) Ask your team members to call out the score when they are serving to help the volunteer Scorekeeper keep the accurate score
- (g) At the end of each match, if your team is the winner, it is your responsibility to take the scoresheet over to the Master Scoreboard at the north end of the stadium; please don't ask the Scorekeeper to do this
- (h) Encourage your team members to wear shoes (but no cleats or spikes), drink plenty of water, and stay out of the sun for reasonable periods of time between sets. In other words, think safety. It is a long week-end---help your team pace themselves. In the long run they will have more fun and play better.
- (i) Promote sportsmanship and fair play; remind your team everyone likes to win but that this tournament is primarily for fun and to raise money for charity; no talent scouts from the Olympic Games have ever been spotted in the crowds watching for potential recruits.

After the tournament is over:

- (a) Plan to join us again next year on August 4<sup>th</sup> & 5th, 2012.
- (b) If your e-mail changes during the coming year, be sure to notify us so we can keep you updated when notifications are sent out next summer

Spike & Dig sincerely appreciates all that you do to help make this tournament a success year after year. Great Team Captains are an essential part of any successful volleyball tournament. You are playing a key role in one of the largest six on six outdoor volleyball tournament in the United States! Thank you.