



# Volleyball Building Host Responsibilities: Facilities, Equipment and Priesthood Supervision

1. The Building Host is responsible for the care and safety of the building and grounds including set-up and clean up.
2. **A Priesthood Leader should be in attendance at all games.** He should remain in the building at all times. If necessary, he is to take charge/control of injury, disciplinary or facility issues. He should remain until the building is locked and everyone has left the building.
3. Have the building open and READY to use **30 minutes** prior to first game.
  - **Sweep the game floor** before the first game and thereafter when necessary.
  - Locate and provide access to a working phone.
  - Set heating / cooling system at a comfortable level.
  - Prominently post the “Area Sports Posters” (YM/men/YW/women as appropriate.)
  - Set-up tables and chairs for scorekeepers and team check-in.
  - Set-up chairs for team benches (if possible, on the same side of the court as the scorer’s table) and spectators (if possible, on opposite side of the court of the scorer’s table).
  - Monitor the building and hallways carefully throughout the games to prevent problems.
4. The following equipment must be on hand for each game:
  - Game Equipment:
    - Nets at proper height (Men – 7’ 11 5/8” Women – 7’ 4 1/8”) and pulled tight.
    - Referee Stand
    - Pool play: requires two courts, 2 referee stands, a center line (2” wide) between sidelines beneath the net, and marking for a service zone (6’6” from any obstruction) for courts smaller than regulation.
  - Scorekeepers’ equipment including scoreboard/flip cards and stopwatch for supervising time-outs.
  - First aid kit (available in member closet), including ice or ice packs
5. The GAME HOSTS will be on hand to oversee the check-in of teams, provide personnel for the scorers table, and officials, when assigned. We encourage you to work together and assist each other as needed.
6. A region representative will be available to oversee the tournament, and assist you in any way that you may need.