



Volunteer Policy

The mission of Billings Scorpion Lacrosse is to inspire participation for both boys and girls within our club boundaries in the game of lacrosse. The organization is an ALL volunteer organization. The measurement of success for the program depends on you, the VOLUNTEER. Every family is crucial to the success of the program.

The ever-growing need to formalize coordination of volunteer services has led BSL to implement new volunteer guidelines that will take effect for the Spring 2017 season.

To ensure equal participation from all families, BSL is enforcing a volunteer credit requirement. Each family is required to fulfill 5 credits of volunteer service. A \$200 deposit will be taken by the team manager at the beginning of the season. Upon successful completion of the volunteer credits, BSL will return the deposit. Uncompleted credits will result in retention and deposit of the full amount (no pro-rated credits or refunds). Volunteer credits are not transferable between families and may not be rolled over from year to year.

To maintain consistency we have weighted the opportunities and these will be noted on the signup page. Every opportunity carries a different credit value. Volunteer duties will be listed on the Scorpions website during the season. Most volunteer opportunities are in support of field setup/teardown, field lining & maintenance, fundraising, scorebook, and time clock. Ask your team manager for opportunities or check the "volunteer" tab at billingscorpions.com.

Tracking Volunteer Credits:

You will need to report to the Activity Coordinator (usually a Team Manager) upon arrival. They will verify hours worked and send the report to the Volunteer Coordinator. A tracking report will be run weekly and updates will be sent to your team manager. To track your hours, you may look online under the volunteer tab for a list of hours fulfilled. It is your responsibility to email any discrepancies to the volunteer coordinator (jolanalax@gmail.com) within 1 week of hours worked.