

WCCYSL Volunteer Program

Fall 2015

In addition to paying league fees, each member family is requested to contribute volunteer time each season. WCCYSL relies on this invaluable volunteer support of its league members for various activities. Volunteer participation helps ensure the ongoing success of our league.

Without this volunteer participation, the cost of running our soccer programs would increase significantly and that cost would result in higher registration fees for our members.

Volunteer Requirement

Each member family must participate in at least one volunteer activity each season. Activities, listed below, require from 2 to 4 hours of volunteer time.

Volunteer Activities

- Team Officials – coaching, assistant coaching or managing a team for a season meets a family's volunteer requirements for that season
- Board Member – active membership on the Board of Directors or participation on a Board-sponsored committee
- Registration Sessions – handing out forms and other information
- Field Maintenance Days – assist our Field Director repairing our fields on scheduled days
- Training Sessions - sign-in players, hand-out participation numbers and keep events organized
- Jamboree (Fall Only)– assisting our Events Director run the annual Jamboree either at the event or to prepare
- Logo-Merchandise Sales – selling t-shirts, hats and other gear at one of our events
- Opening Day (Fall only)– assisting our Events Director run the annual Opening Day at the event or to prepare
- Administrative Tasks – filing and other admin tasks directed by one of the Board members
- City of Hercules Required Volunteer Hours
- Other Activities as Needed

How to Volunteer

At least 30 days prior to each activity or other volunteer opportunity, volunteer details will be posted on the league website. Our Volunteer Coordinator will also send emails to league member asking them to volunteer for the activity.

General questions about our volunteer program can be directed to our Volunteer Coordinator by emailing Volunteer@wccysl.com.