



Host Family Guidelines

Host family guidelines are meant to help players and families establish ground rules for the upcoming season.

1. Players and families should *discuss*:
 - Curfews and house rules
 - Use of washer/dryer, electronics, kitchen and internet (wi-fi)
 - Drinking, chewing, smoking (both deciding what is acceptable)
2. Players pay their host families \$100 every 2 weeks after their payday. This stipend is expected to cover groceries and transportation. Host families are responsible for getting players to and from the stadium (and gym). Suggestions:
 - Provide car for players to drive themselves (with valid license and insurance)
 - Carpool- share driving with another host family
 - Drive players yourself (some do not have valid driver's license or insurance may not cover – Check with your insurance Company)
3. The stadium is the players' place of employment. Please keep the following in mind:
 - Their schedule is 12:30pm-10:30pm on an average day.
 - They are at work during the game and they need to remain focused. For example, pitchers doing stats should not be engaged in extended conversations.
 - Their jobs keep them physically and mentally active for 10+ hours/day. Sleep is a necessity and families will hopefully understand and respect that.
4. Every relationship between player and host family is different. Please be aware:
 - Occasionally changes need to be made with the player placements during the season
 - Players have personal interests and you may or may not see them a lot.
 - Your role in supporting the players with housing and transportation is important and appreciated.
 - Communication is crucial and cannot be emphasized enough. Please bring any problems or concerns up as soon as possible with your player/s or Rick Nelson who is here to help guide you as needed.

This is supposed to be an enjoyable experience for you and the players. If you have any questions or concerns, please feel free to call me, Rick Nelson at 503-390-2225 or e-mail me at - RNelson@volcanoesbaseball.com

*Players each receive 2 tickets per game which are left for the host family, unless the player needs the tickets to be left for family/friends. You will need to coordinate with your player(s) on usage.