

Weather Policy

In the event of inclement weather, the following will apply:

- The VP of Fields will designate that the fields are closed by updating the phone line and notifying the webmaster to change the website by 7am on game days.
- For cancellation of an entire day of games, all games will be rescheduled for 8 days and 4 hours later. For example, all 8am games on Sat, Sept. 9th will now be scheduled for 12noon on Sun, Sept 17th on the same field.
- In the case of rain during the night and wet fields during the beginning of the day, the VP of Fields can choose to cancel a timeslot of games (i.e. all starting times prior to 10am) to allow the playing conditions to improve. Those games will then be rescheduled for the following Sunday (8 days later).
- In case of rain during the day, the VP of Fields (or designate) can temporarily close the fields to allow the rain to subside and the fields to drain. Any games that are suspended during play due to rain will be rescheduled if they have not completed at least half the game. If a game is at halftime or beyond, it will be considered final and the game report will be turned in with the current score at the time of the closing.
- In case of lightning, all play will be immediately suspended. Again, if a game has not made it to halftime, it will be rescheduled for a later date but any game at halftime or beyond will be counted as complete at the time of the suspension.
- No play will be allowed for a minimum of 30 minutes after a lightning strike. If the 30 minute lightning period delays the scheduled start time of a game by more than 15 minutes, that game will be rescheduled for a later date. In general, games will not be pushed back more than 15 minutes beyond scheduled start times.
- If the fields are to be closed during play, a short triple blast from an air-horn will designate immediate suspension of play. There will be an air-horn in the maintenance shed as well as the concession stand for any board member to utilize in closing the fields. For return from a lightning delay, a single blast will be used as an "all clear" to return to the fields.