

Fall 2011 Procedures for Canceling or Rescheduling of Games

The following is a brief outline of the responsibilities of the Club Reps during the season involving any changes in the published game schedules as described in **16. Schedule** of the Working Rules.

Rescheduling

- Changes in the schedule after they are set are highly **undesirable**.
- When truly legitimate situations arise i.e. church or school activities, then any requested changes must be agreed upon by both coaches. The home team coach must then inform his/her club rep of the desired change. Coaches *don't* make changes on their own!
- The **Home Club Rep** is responsible for notifying the Referee Assignor for the specific age bracket (U10, U12, O30 (see contact list at bottom of page)) within 24 hours of the start of the originally scheduled game (the sooner the better), as well as for rescheduling the make up game (preferably at the same time). It is important to check with Club field assignor for field availability.
- Makeup games may not be rescheduled with less than a 48-hour notice for the referee assignor and the coaches.
- No games may be rescheduled after the last weekend of play.

Canceled Games due to Weather

- If your club fields are unplayable then the **Club Rep** must notify the *Referee Assignor* a minimum of 2 hours prior to the start of the game. The **Club Reps** must also notify their coaches soon enough so that the home club coaches can inform the visiting coaches' 2 hours prior to the start of the game. If not, the home team may have to forfeit the game and their club charged an additional fee to cover the cost of the ref's fee.
- If the ref arrives at the field and cancels/terminates a game then it's handled as a rescheduled game.
- Rescheduling canceled games follows the above procedure.

2011 Referee Schedulers

- U10, town WAYSA board rep contacts their town scheduler
- U12, town WAYSA board rep contacts Rich Metivier, rmetivierjr@yahoo.com,
- O30, O30 coordinator (Rob Hoesktra) contacts Cory Saylor, csaylor14@yahoo.com