

POLICY: CANCELING/RESCHEDULING GAMES (Section 6: 6313)

1. Reasons for Cancellation: A scheduled game may be cancelled only for the following reasons:
 - a. The coaches of both teams agree to cancellation;
 - b. One of the teams has a conflict with a State Cup match;
 - c. One of the teams has at least 2 players involved in a conflicting ODP function;
 - d. The scheduled field has been closed by an appropriate authority;
 - e. The center referee determines the scheduled field to be unplayable or otherwise terminates the game pursuant to the Laws of the Game;
 - f. There are no USSF-certified individuals assigned by a UYSA-certified Referee Assignor, with no affiliation to either Team, to referee the match;
 - g. The CS Director orders cancellation.

CANCELLATIONS / GAMES NOT PLAYED: Referees will not be paid for an unplayed game except for Penalty games as discussed below. (Per Section 14 UYSA Policy)

Explanatory Notes:

There is no policy that allows a coach who coaches multiple teams to reschedule a game just because one of the coach's games interferes with another of the coach's games. Nor is there a policy that requires the opposing team to reschedule because of a multiple-team coaching conflict. Each Competition Team that has a coach who coaches multiple teams, is required to have an assistant coach with the proper licensing on the roster prior to activation of the team. This assistant coach is expected to be in a position to fill in for the head coach should he/she have multiple game conflicts. Assistant coaches should not be assigned to so many teams that they cannot cover for their head coaches. Directors of Coaching should use appropriate discretion in organizing their coaching staffs. UYSA-certified registrars should monitor staffing during the registration process.

An opposing head coach is under no obligation to reschedule except for the reasons set forth in 1.b through 1.g.

2. Limit on Cancellations.
 - a. In any one particular season, a team may only be involved in a maximum of three cancelled games for the reason set forth in paragraph 1a above, regardless of whether that Team initiated the cancellation or not.
 - b. There is no limit to cancellations for the other reasons, but teams should make a concerted effort to avoid cancellations if possible.
3. Procedures.
 - a. To cancel a game for the reason set forth in paragraph 1a above, the home team, as determined by the season schedule, must notify the appropriate Referee Assignor at least 72 hours prior to the start time of the game as set forth in SOMS.
 - b. To cancel a game for the reasons set forth in paragraph 1b or 1c above the canceling team must notify an administrator of the opposing team at least 96 hours prior to the start of the game as set forth in SOMS. The home team must then notify the appropriate Referee Assignor at least 72 hours prior to the start time of the game as set forth in SOMS.
 - c. To reschedule a cancelled game, the home team must contact the appropriate Referee Assignor to obtain possible dates, times and fields for the rescheduled game. The home team must then contact an administrator of the opposing team to come to an agreement on the reschedule. The two teams must cooperate in the spirit of good sportsmanship. The home team must then contact the Referee Assignor to finalize the date, time, and field for the rescheduled game. If the two teams cannot come to an agreement for the reschedule, the matter will be submitted to the CS Director, who will make the final determination. To reschedule a game that was cancelled under subparagraph 1.a. above, the canceling team must pay the resulting rescheduling fees.
 - d. The home team coach must contact the State Office and provide notification of the rescheduled game date, time and location.

4. Penalties.

- a. If the teams agree to cancel a game pursuant to paragraph 1a above, and the home team fails to properly or timely notify the Referee Assignor of the cancellation as required in paragraph 3a above, the home team shall be responsible for payment of half of the referee fees for the game.
- b. If a team fails to attend a scheduled game and has either failed to obtain the consent of the other team for a cancellation or has failed to notify the other team pursuant to paragraph 3b above, the non- attending team shall forfeit the game and shall be responsible for half of the referee fees for the game. The attending team shall pay half of the referee fees and be given a forfeit win for the game.
- c. FORFEITED GAMES: If teams show up to play and one team does not have enough players to play and the game is declared a forfeit, the team awarded the forfeit will pay the referees their portion of the fee. The referees will effectively receive half pay for the unplayed game. (Per Section 14 UYSA Policy)

5. Deadlines

All games must be completed and reported by November 15th for fall games and June 1 for spring games.

5. Notification of Changes

- a. If a game published on SOMS has no field assignment, the home team must notify the opposing team of the field location no less than 72 hours prior to the published game time.

Failure to provide the required notification shall result in the home team having to pay half the referee fees and reschedule the game.

- b. If a game published in SOMS is rescheduled, the home team shall notify the State Office, ideally no less than 48 hours prior to the new game time.

- 7. The State Office shall educate UYSA Certified Referee Assignors on this policy, and the UYSA Certified Referee Assignors shall use their best efforts to enforce the policy.

FORMAT TO SUBMIT A GAME CHANGE

Send the following information for a State Game Reschedule to hgundred@utahyouthsoccer.net Copy your Field Scheduler & Referee Assignor. For District Games, send this info to your Field Scheduler & Referee Assignor.

Original Game Date

New Game Date

Home Team vs Away Team

Age & Division

Game #

Field Name and #

Kick-off Time

Field SchedulerRef Assignor

LIGHTENING

Games should be called whenever lightening is in the vicinity. There is immediate risk of a lightening strike when the leading edge of a storm is within 10 miles.

Distance may be determined by the delay between the lightening flash and hearing the thunder, called the "Flash-Bang" method. The time between the flash and hearing the thunder can tell how far away the storm is. Thirty seconds is equal to about 6 miles. At that distance, all activity should be stopped and everyone off the field and into a vehicle or structure (not just under a tree as lightening will be attracted to the tallest object around.)

If in a building, stay away from windows and plumbing fixtures. Especially, do not hold onto faucets or electrical appliances.

If in a vehicle, stay inside, with the windows rolled up. Do not touch the metal parts, especially the skin of the vehicle.

Stay off the field for at least 30 minutes after the last flash of lightening is seen or clap of thunder is heard.

This information was put together by Oregon Soccer and is posted to the UYSA website under Resources/Risk Management. More good information from Kansas State HS Activities Association can be found at www.kshsaa.org

EARLY TERMINATION (Section 6: 6314 Games)

10. Early Termination

- a. If a game is terminated after fifteen (15) minutes of the second half has elapsed because of the weather or because of grave disorder on the part of the coaches, players, or spectators of a team that is losing at the point of termination, the game shall be considered a completed game.
- b. If a game is terminated at any point because of grave disorder on the part of the coaches, players, or spectators of a team that is winning or tied at the point of termination, such team will forfeit the game 1-0.
- c. If a game is terminated early due to field conditions such as failure of lights, destruction of a goal, or other conditions making the field unplayable, the game shall be rescheduled.
- d. A game rescheduled due to early termination shall be replayed in its entirety.
- e. Referee fees must be paid again at a game rescheduled due to early termination.

STARTING TIME (Section 6: 6314 Games)

3. Starting Time

- a. The starting time of a game shall be the time published in the schedule on SOMS.
- b. If a Team does not have the required number of players to start the game within five (5) minutes after the starting time of the game, such Team will forfeit the game.