COMMONWEALTH SOCCER CLUB

SEVERE WEATHER POLICY

Adopted: 8/22/2012



Commonwealth Soccer Club is committed to the safety of our players, members and guests. The following policies and procedures should apply in the event severe weather conditions. Adherence to this policy by employees, club leadership and team managers is mandatory and without exception. Following are condition specific criteria for cancellations and their communication to the membership:

1. Extreme Heat

a. HEAT INDEX GREATER THAN 95 AND LESS THAN 99

- i. Provide ample amounts of water. This means that water should always be available and athletes should be able to take in as much water as they desire.
- ii. Mandatory water breaks every 30 minutes for 10 minutes in duration
- iii. Ice-down towels for cooling
- iv. Watch/monitor athletes carefully for necessary action.
- v. Reduce time of outside activity. Consider postponing practice to later in the day.
- vi. Re-check temperature and humidity every 30 minutes to monitor for increased Heat Index.

b. HEAT INDEX GREATER THAN 100 LESS THAN 104

- i. Provide ample amounts of water. This means that water should always be available and athletes should be able to take in as much water as they desire.
- ii. Mandatory water breaks every 30 minutes for 10 minutes in duration
- iii. Ice-down towels for cooling
- iv. Watch/monitor athletes carefully for necessary action.
- v. Alter uniform by removing items if possible
- vi. Allow for changes to dry t-shirts and shorts.
- vii. Reduce time of outside activity as well as indoor activity if air conditioning is unavailable.
- viii. Postpone practice to later in day.
- ix. Re-check temperature and humidity every 30 minutes to monitor for increased Heat Index.

c. HEAT INDEX GREATER THAN 104

i. Stop all outside activity in practice and/or play, and stop all inside activity if air conditioning is unavailable.

2. Extreme Cold

a. When the temperature drops below 30F and the wind chill index indicates a temperature below 0F, the match or practice should be cancelled.

3. Severe Weather

- a. In the event of a storm, play must be stopped and suspended until the danger has passed using the following minimum criteria. This is often called the 30/30 rule.
 - i. A 30 second or less time interval between the sighting of a lightning flash to the hearing of the associated thunder, shall be reason to stop and suspend a game and
 - ii. Play shall not be resumed prior to the 30 minutes after the last sighting of lightning or the last sound of thunder heard.
 - iii. Members should return to their vehicles immediately upon suspension fron lightening or thunder.
 - iv. Play shall not occur while under a severe weather warning issued by the National Weather Service and communicated by local media

4. Wet Weather

- a. Soccer is played in the rain and wet weather. However, where there are poor field conditions from extended wet weather, the club may cancel activities on bermuda surfaces for the day(s) or week(s), depending upon the conditions of the fields.
- b. The Chairman and/or his assign will consult authorities at Lexington Christian Academy (LCA) and make this decision.

5. Communication of Cancellations

- a. Communication of field status and practice availability will be communicated by the Team Managers
- b. While best efforts will be made to post field status on the website, Please do not rely on the website exclusively for up to the minute field status. Updates to the website are only available as the webmasters availability permits.

6. Miscellaneous

- a. If a parent is uncomfortable with the weather or field conditions, they may request that their child leave the field. The coach will honor the parent's request to remove the child, immediately and without penalty.
- b. The weather where you are may be different than what it is at the fields. If at any time there is a question about a cancellation, you must be present at the fields ready to begin activities.
- c. All cancellation of games must follow the appropriate rules for reschedule as defined by the governing league (KSSL, BPL, TPL, MRL, etc)