

## Plan for Thunderstorms

1. When a thunder storm is detected, the referee will stop the match - all matches on the complex will also be stopped. Referees should note the time and score.
2. The headquarters will signal stoppage of play with two (2) , two to three (2-3) second, blasts on the air horn.
3. All players and spectators must leave the tournament area.
4. After each lightening flash or peal of thunder, a member of the tournament staff will reset a stop watch.
5. Once twenty minutes have passed from the last lightening flash and/or thunder clap an all clear will be given by sounding a single five (5) second blast on the air horn.
6. Teams will be allowed a short (5 minute) warm up before play resumes.
7. Any team which does not reappear on the field with the minimum number of players within fifteen (15) minutes of the all clear shall forfeit the match.
8. If the storm hits late in the final period of a round robin match, the tournament committee reserves the right to call the game complete at the time of the stoppage.
9. No coach should depart the tournament grounds during a storm without notifying the tournament committee.