<u>North Allegheny Soccer Club</u> Game Cancellation Policy - Referee Notification

As a volunteer-managed organization with an ever changing group of directors, coordinators, and coaches, NASC needs to foster standardized procedures and policies to keep the organization running smoothly year after year. The intent of this policy is to ensure good lines of communication between NASC and the referees utilized for their games. To coordinate the soccer game schedule with the referees, NASC utilizes a Google Referee Calendar on their website listing the scheduled games and the referees assigned to each. Coaches and Age Group Coordinators are strongly encouraged to check this Calendar weekly for accuracy and agreement with their game schedules.

The policy listed below is to be utilized by NASC when due to weather, player conflicts, or other unforeseen reasons games need to be cancelled AFTER the schedule has been posted to the Referee Calendar. Clear communication between NASC and the Referees is essential to ensure referees are at the games they need to be and are not sent unnecessarily to games that are not being played.

NASC Referee Assignor: Bill Grom 412-302-3390 (primary) nascrefs@gmail.com

Dir. Or Referees: Keith Quisenberry 724-316-4471 k.gberry@gmail.com

Cancellations

- more than 7 days prior:
 - Send an email to the NASC Assignor (nascrefs @ gmail.com) with specifics:
 Field location and times, Head Coach, Age Group & Gender

Less than 7 days prior:

- Individual game
 - Head Coach will personally contact the NASC Assignor or the Dir. Of Referees by telephone or other means (**acknowledged** text or e-mail message, etc.) at least 1 hour prior to the affected game.
- Multiple Games or an entire day's session
 - NASC Program Coordinator or designee will personally contact the NASC Assignor or the Dir. Of Referees by telephone or other means (**acknowledged** text, e-mail, etc.) no later than 1 hour prior to the first scheduled game involved
 - NASC will post game cancellations on the NASC website.