

GNLL site-based league policies*

Inclement Weather Policies:

For site based leagues where the GNLL is contractually obligated to facility rentals, the GNLL will NOT cancel games in advance. The GNLL will leave game cancellation to a game time decision made on the field. Due to the varying distances athletes travel, varying field surfaces contracted, and the fact that weather is an act of God, the GNLL will leave the determination of play as a game time decision.

Games canceled by weather shall be final, even in a 0-0 tie. Games canceled due to weather shall not be rescheduled. Only games involving GNLL error shall be rescheduled. In the event, there is a facility error (e.i. the lights are turned off at the field) the GNLL will contact the facility and attempt to reschedule the game. The GNLL is subject to the policies of the facility and cannot guarantee a reschedule. League Staff/Field Managers shall have the authority to cancel a game due to unsafe weather/field conditions.

Games suspended by weather shall observe a 30-minute delay for safety purposes. If the weather continues and the game cannot be resumed, the game shall be final. If the game can be resumed, the remaining time allotted may be used to complete the contest. The contest will end as regularly scheduled and shall be final. League Staff/Field Managers and/or Assigned Officials shall have the authority to suspend play due to unsafe weather/field conditions.

League games where contest are scheduled one after the other. Assigned Officials and League Staff/Field Managers are expected to remain on-site, in a safe location, for a minimum amount of time into the last scheduled game. If competition can take place, it needs to take place. The expectation is that Assigned Officials and League Staff / Field Manager will remain on-site for 20 minutes (60-minute game allotment), and 30 minutes (75-minute allotment) prior to canceling the last scheduled game.

Weather related games which are suspended and/or canceled are not subject to a refund or a prorated.