



Game Sheet Procedure

1. "Home" Coach (first team listed on schedule) will be responsible for bringing a game score sheet ("Game Sheet") to the field, completed with team number, names of his or her players, date and field
2. Home coach gives sheet to opposing coach, so they may fill in their team names
3. Completed game sheet goes to the Referee at the beginning of the game, or as they direct
4. On completion of the game, both coaches are to sign the game sheet, and note any comments
5. The refs will distribute the original sheet as follows:
 - a. White – stays with referee, who will give it to Mario Samuels, head ref
 - b. Goldenrod – stays with the referee
 - c. Yellow and pink – convenor, if that is the procedure the convenor sets up
 - d. Coaches – empty handed until the following week
6. The convenors and coaches are entitled to the yellow and pink copies of the game sheets - the "coaches sheets" once the convenor is finished with them
7. If Coaches for a given game do not agree about a score, or have a problem with a game, contact your respective House Leagues Director or VP..

Game Cancellation:

1. Rain or Shine we play.
2. Only the Referee is allow to call of a game.
3. In case of Game cancellation due to poor weather conditions (Thunder or Lightning) or safety of the field, the following rules will apply, prior to the start of the game.
 - a. Both Teams have to have a minimum number of players present according to game regulation, with 10 minutes grace period.
 - b. If both team have the minimum required players, the game is consider a TIE
 - c. If both teams do not have the minimum required players, both team LOOSE.
 - d. If on team have the min and the other team do not, then the team with the minimum required players win the game 1-0
4. If the game is cancelled after the start of the game, the following rules apply:
 - a. If the game is cancelled after the half period, then the score shall determine the winning team
 - b. If the game is cancelled prior to the half period, then it is TIE.