

SJSL Lightning/Thunder Policy

For Coaches

In accordance with USSF and NJYS guidelines, in the event that lightning/thunder is observed in the area:

- 1) All league sanctioned games in the area will be stopped by the officially assigned game referee;
- 2) The game clock will be stopped;
- 3) Players, coaches and spectators will be directed to leave the field;
- 4) The game will not be permitted to resume for thirty (30) minutes after the last observed event.

If an additional lightning/thunder event is observed during the stoppage period, the thirty (30) minute clock will be restarted. In no case should a game be restarted less than 30 minutes after the last observed lightning/thunder event.

The maximum stoppage period per game cannot exceed forty-five (45) minutes. In the event that the required stoppage period has reached or will reach forty-five (45) minutes, the game will be terminated.

If a game is terminated before the first half has been completed, the game will be rescheduled and replayed in its entirety. If a game is terminated at any point after the completion of the first half, the game will not be replayed and will count as a complete game for league purposes. The determination of whether or not the game qualifies as a complete game for league purposes will be decided by the league Executive Board.

Examples:

Single Event Observed:

If at any time during the first half (or the second half) of a game, lightning/thunder is observed in the area, the game will be stopped by the referee. The game clock will be stopped. Players, coaches and spectators will be directed to leave the field. If no other event is observed, the game will resume after 30 minutes. The game clock will be restarted and that half of the game will resume play to complete the remaining time period in the half for that age group (ie. U8-12 – 30 minutes; U13-14 – 35 minutes; U15-16 – 40 minutes; U17-19 – 45 minutes). If the stoppage occurred in the first half, the second half will then be played as originally scheduled. Any additional games scheduled on that field will be delayed by the stoppage period.

Multiple Events Observed:

1. If at any time during the first half (or second half) of a game, lightning/thunder is observed in the area, the game will be stopped by the referee for the required 30 minute period and other required actions (see above) are taken.

- a. If 5 minutes into the stoppage period a second event is observed, the 30 minute stoppage period is restarted. The game will now be stopped for a total of 35 minutes. Play will resume after that second 30 minute period expires with no recurrence of a lightning/thunder event.
 - b. If multiple lightning/thunder events are observed during the stoppage period, after each event, the 30 minute stoppage period is restarted. If the cumulative stoppage time reaches 45 minutes, the game will be discontinued.
2. If at any time a game is stopped for a lightning/thunder event and the entire 30 minute period passes and the game restarts before a second event is observed (thus triggering another 30 minute stoppage period), the game will be terminated as the total stoppage time would exceed 45 minutes. For example,
- a. if a game is stopped for 30 minutes for an event that occurred during the first half, and a second event occurs, either in the first or second half, the game will be immediately terminated (as the total stoppage time will exceed 45 minutes).
 - b. if the game is stopped for the first time during the second half and the entire 30 minute stoppage period runs before a second event is observed, the game will be immediately terminated (as the total stoppage time will exceed 45 minutes).