Game Day Policies and Procedures

This document is intended for hosting towns and traveling communities. It will include responsibilities for hosting towns, what if a team can not make their scheduled game, who to contact about scheduling conflicts, weather policies, weather procedures, behavioral expectations for players, coaches, and spectators, and includes the SWISL Referee Check list/ Guide.

**Responsibilities of the Hosting Town**

Requirements for becoming a hosting town include the capacity to have 1 U6 field, 2 U8 fields, 2 combo fields (U10/U12) and 1 U15 field. Field dimensions are located in the *17 Laws of the Game* document, under Law 1, page 2. Fields need to be independent from each other and need to be clearly marked with clear painted lines and corner flags. Fields should be as level as possible with grass. Please fill in any holes, for the players’ safety, and try to fill dirt patches. The league asks that hosting towns keep locations of fields as close as possible, with the max locations being 3. Goal sizes are included in the *17 Laws of the Game* document under Law 10, page 5. Hosting towns need to be able to host at least 2 weekends out of the 6-week schedule. Fields need to be set up at least 30 mins prior to game start time. This gives teams the opportunity to do warmups and allows the referees to do ref checks. Concession stands are encouraged but not necessary. All hosting towns need to have a med kit, the location of med kits will be included in the SWISL Referee Check list/Guide, to be updated as needed. The league requires that hosting towns provide field maps with addresses to be distributed to everyone in the league. Field maps and addresses are due when rosters are due to the league.

**Traveling communities’ responsibilities**

Traveling communities need to be willing to travel to hosting towns and should arrive 30 mins prior to game start time. This will ensure referees have adequate time to do ref checks and the players have ample time to do warmups. The league asks that traveling towns respect the hosting towns properties.

**Game conflicts/ Rescheduling**

All spring games are played in the months of April and May. Fall games are played in September and October. If a coach has a prior conflict within the six-week schedule span, please inform the league when rosters are due. Towns can also reserve blackout dates (or dates they cannot host) due to community involvement. If schedules are out and you need to cancel or change a game time or date the following members need to be contacted 24hrs prior to original game start time. The director/president for your town, the director/president for your opponents’ town, and the head Ref (Chelsey Buman). Options for rescheduling games are as follows: 1) moving game time up or back, 2) scheduling the game on a different Saturday where there is an opening, 3) scheduling the game for a weekday. Note, games that are rescheduled for weekdays may or may not be held at the same location as the original scheduled game. Both coaches, both town directors/ presidents, and the head ref must agree on the change before it becomes permanent. Reasoning for rescheduling a game: 1) shortage of players after using the guest player policy. Guest play policy is in the *SWISL Rules & Fair Play* documentunder Guest Player Protocol, page 3. 2) the coach has a prior commitment/conflict and does not have an assistant or substitute coach to proceed with the scheduled game. Please note that games can be played with a full field of players or can play a player down. More information on this can be found in *17 Laws of the Game* document under Law 3, page 3. We ask that any and all scheduling conflicts known should be presented to the league at the time that rosters are due.

Director/President for each town:

Head Ref- Chelsey Buman 641-420-8891

Harlan- Shawn Olsen 712-579-0073

Red Oak- Matt Davis 573-694-1925

Atlantic- Mark Andersen 319-229-9362

Griswold- Natalie Bierbaum 913-972-2643

Riverside- Alycia Kelly 319-389-4049

Avoca- Josh Lesch 402-321-0866

Shenandoah- Kevin Olson 712-370-0502

**Weather Policies and Procedures**

Soccer is a sport that can be played in rain, snow, or shine. With that in mind the league has standard recommendations for when a hosting town should cancel games for the day. As a hosting town, the director/president needs to be aware of the traveling communities and which direction from the hosting town they are located. This could impact your decision on the way each weather policy is approached. When cancelling games Hosting towns need to contact all traveling towns’ directors/presidents, along with the SWISL President and the Head Referee. All FINAL decisions are up to the Hosting town, the SWISL President and the Head Referee.

* Field conditions- If fields are soupy or are at risk of being torn up. If after heavy rainfall the fields are waterlogged, soupy, or are slick this could be a potential danger to the kids. Spongey fields are ok, but any standing water on fields can become dangerous.
* Lightning- There should not be any lightning strikes for 30 minutes within a five-mile radius of the fields. If games have not started, please contact the SWISL President Mark Andersen and the Head Ref Chelsey Buman, to see if the games can be delayed. If you see lightning during a game call the head ref Chelsey Buman or the hosting town director IMMEDIATELY. Games will be called on the spot and depending on the storm cell called off completely or pushed back 30 mins. There is a 0 tolerance for lightning. All players must exit the field immediately and wait in a vehicle or shelter for updates.
* Tornado Warnings- games need to be called off for safety. Iowa weather is unpredictable, and it is not worth the risk.
* Tornado Watches- Games can proceed, however, the hosting town director must be present for all games start to finish, just in case the weather turns bad.
* Hail- Hail, depending on the size of the storm cell can be waited out or the game can be called. Town directors/presidents do not need to cancel later games if they are not affected by the hail. Ex. a U8 game at 9am was cancelled due to hail, but the 11am U12 game was not due to the storm cell passing.
* Snow- As long as the temperature is above 34\* games can be played. Coaches need to advise their team to dress warmly. Town directors/presidents need to remind coaches of the current temperatures. Jerseys must be worn over all layers of clothing and should be visible for referees.
* Rain- There is no reason to cancel games because of rain, soccer is a sport that is known for playing in the rain. Most of the kids enjoy playing in the rain. Unless fields are flooded games should proceed as scheduled.
* Wind- Games can be played with some wind, high winds should be monitored in case they would turn into something else.
* Heat- Games played at the end of spring and beginning of fall will deal with heat. If the temperature exceeds 90\*. Coaches need to monitor players and sub more often. Also send reminders to players to bring water, and extra water for the hot games. If the heat is extremely high coaches can ask refs to play quarters instead of halves.

As stated above, the Hosting town will have the final say, along with the SWISL President and Head Referee.

**Behavioral Expectations**

First and foremost, SWISL is a Recreational League formed to allow kids of every level, age, and experience the opportunity to play this wonderful sport we call soccer.

* Players- Players need to be respectful to each other as well as the opposing teams’ players and coaches. Unsportsman conduct will result in a warning first, then a yellow card, and last a red card. Information about card penalties can be found in the *17 Laws of the game* under Law 12, page 7. Players that argue or disrespect a referee will automatically receive a yellow card.
* Coaches- Coaches that argue with or disrespect a referee or town director will result in a red card or an ejection from the game. This is in the *17 Laws of the Game* under Law 12, page 7. This does not mean that coaches cannot converse with referees or town directors about calls that either side disagreed on. Coaches, please approach referees during halftime to discuss issues or converse with the AR during the game. Yelling at a referee is unacceptable and will result in a red card. Any and all rules are at your disposal so please look them over. Referees are human and make mistakes. Not all referees call the game the same way. Each ref calls the game how they see it. Some are stricter than others. If you have an issue with an opposing coach, please speak to the AR or sideline ref first and then to the center ref, please also address your town director/ president on the matter.
* Parents and Spectators- SWISL is a Recreational League, please keep in mind we are not the FIFA World Cup of little league. Sportsmen like conduct is allowed and encouraged. All spectators must sit on the opposite side of the pitch as the teams. No spectator is allowed behind the bench or the goals during a game. Any spectator who uses foul language, un-sportsmen like conduct, or who argues with a referee, coach, or town director/president will be ejected immediately. Further punishment will go under SWISL board review. No exceptions. If the spectator refuses to leave within 10 mins, will result in law enforcement being called. Anyone removed by law enforcement will also be reviewed by the SWISL board. Games do NOT resume until the spectator is gone. Referees do NOT have to explain any call to spectators. Referees do not even have to talk to spectators. Most of the league’s referees are high schoolers who are trying their best. Any adult yelling at a youth referee will be asked to leave the premises. Yelling at a youth referee is a form of verbal abuse. The SWISL board asks you to keep not only our kids and volunteers safe, but our referees safe as well.