

WDDOA – Rainout Procedures

Rainout Process – Rained out games only, **not intended for Reschedule Requests**



Each of the two types of game scheduling models, Neutral and Home/Away comes with its own process to follow to get rained out games rescheduled. For specific information please visit the appropriate league reschedule page.

Neutral Scheduled Games:

All Prime games and the games in Challenger denoted with an asterisk (*) under the game number in the online GotSoccer schedule were scheduled using the WDDOA Neutral Scheduling Model.

1. On Game Day:

- a. Check the **WDDOA Website** Field Status page under the correct Flight: Prime for Prime, Challenger for Challenger. These are the Only Official field status pages for WDDOA Neutral games.
- b. Game Cancellation determination: WDDOA Neutral Games **may move to an open location if one is found the day of the game** within proximity. It is vital to check for field status in **the correct place**. If you look at field status under Alpha, you may assume the game is rained out while we are trying to relocate the game to an open field within the same geographic area. **WDDOA Neutral games ARE NOT considered canceled until an email from WDDOA through the GotSoccer** system notifying the coaches and team managers is sent confirming the game is canceled and the WDDOA Prime/Challenger field status pages confirms the closure.
- c. Games **will be moved if possible**, the day of. As soon as the game is moved, an email and text will be sent through the GotSoccer system to all contacts (coaches and managers) with all the new pertinent information for the game. Contact details in GotSoccer must be accurate in order to receive this information.
- d. For each game that cannot be moved, an email and a text will be sent through the GotSoccer system to all contacts (coaches and managers) with the **official cancellation notice** for the game. Contact details in GotSoccer must be accurate in order to receive this information.

2. Neutral Games: Canceled / Rained Out Reschedule Process

In order to minimize chance of conflict, we have created a Form in GotSoccer in order for teams to provide information regarding availability and conflicts. Please remember that while we will be mindful of your feedback, we may not be able to provide a conflict-free reschedule as we have to schedule games based on field and referee availability.

- a. Communicate with the other team through the Chat system in GotSoccer to explore mutually agreeable dates and times to both teams. **ALL** communication between the teams, including which team will submit the Rained Out Game Reschedule Feedback **MUST** be documented within the **GotSoccer Chat system**.
- b. The designee must complete the Online Form: include all required information as well as 1st, 2nd, and 3rd availabilities for the games.
- c. Failure to submit this form will result in an automatic reschedule by WDDOA which will be final.
- d. Feedback must be submitted via the Online Form a maximum of THREE (3) days after receiving this form.

Home / Away Scheduled Games:

All Alpha games and the games in Challenger not denoted with an asterisk under the game number in the online GotSoccer schedule were scheduled using the Home / Away Scheduling Model. **Time is of the essence!!** Rained out games **MUST be rescheduled (not played) within 72 hours** of the rained out original game to a later date!

1. **On Game Day:** The Home Club will determine Field Closure. The Home Team will reach out to the Away Team as soon as field status is determined.
2. **Home & Away Games: Rained Out Reschedule Process:**
 - a. While communicating home field closure, explore availability common to both teams for the reschedule.
 - b. The home team will reach out to their Home Field Assigner in order to obtain a new field assignment.
 - c. Once the new assignment has been agreed upon by both teams, your Field assignor will provide the game #, date rained out, new date, new time, new field number to the WDDOA Office through the Field Assignor Rainout Reschedule Google Doc