

## U8 – U19 Club Referee No Show Rescheduling Procedure

Teams are only required to wait for 15 minutes past the kick off time for a referee to show.

If your center referee or linespersons are a no show for your game, please try and give your Referee Assignor a call and if they are able to answer the call he/she will try to send someone your way. If you are unable to get a hold of your Referee Assignor or he/she is unable to send you a referee, you may have someone who is present ref your game as long as both coaches are in agreement on the person. If you start the game with a substitute referee that means that both coaches have agreed and there can be no argument after the game because the coaching staff didn't like how the substitute referee handled the game. The game will stand as is. Please make a note on the game sheet and have both coaches sign their name beside the note to indicate they have agreed on the substitute referee.

If you wish for the game to be rescheduled, both teams <u>must leave the field of play</u>. YOU MUST NOT PLAY ANY TYPE OF EXHIBITION OR SCRIMMAGE. IF ANY TYPE OF GAME IS PLAYED THE GAME SHALL BE CONSIDERED VALID AND THE SCORE WILL COUNT IN THE STANDINGS.

## If rescheduling is chosen, please follow the steps below:

**Step #1:** Home team must send an email to the EMSA Club League Director indicating the game details and indicating the game did not go due to referee no show.

U8 – U11 CLUB League Director <a href="martinam@emsamain.com">martinam@emsamain.com</a>
U13 - U19 CLUB League Director <a href="martinam@emsamain.com">angelad@emsamain.com</a>

**Step #2:** The HOME TEAM contacts the opposing coach to come up with an agreed upon rescheduled date. The opposing team officials have 48 hours to respond and work out a new date. If the new date is not worked out within 48 hours then the EMSA League Director reserves the right to automatically reschedule the game to a date chosen by the EMSA office.

**Step #3:** Once a date has been agreed upon, the <u>HOME TEAM</u> is responsible for emailing the EMSA Club League Director to notify of the new date and time. The EMSA League Director will then assign a field. \*\*<u>If you are an **Out of Edmonton District team**</u>, you will need to contact your District Field Assignor first for a field as the EMSA Office does not take care of your area's fields. You will need to send the EMSA Club League Director an email once you have the new field confirmed.

**Step #4:** League Director will update the website with the rescheduled game details and the Portal will automatically generate an email to both teams and the Referee Assignor. The rescheduled game is not considered legal until that time. Please keep in mind that the EMSA office is only open during the weekdays.

If the opposing coach and you cannot agree on a reschedule date, please notify the League Director and they will step in and take over the rescheduling process. Please note that you must give the League Director enough notice to be able to help you with the rescheduled game. If you send notice a day or two before the rescheduling deadline then we will be unable to help you.

\*Once the game has been confirmed by the League Director, if one team fails to show for a rescheduled game then that team will lose by default. If both teams fail to show for a rescheduled game, the game will go down as not being played, no stats or points will be awarded and the game will not be rescheduled.

ALL RESCHEDULED GAMES MUST BE COMPLETED within three (3) weeks of the original scheduled date. If there is less than three weeks left on the schedule you must have those games completed prior to your last game on the schedule. If the game does not get played within the three-week deadline or before the last game on the schedule (if there are less than three weeks left) then it will go down as not being played, no stats or points will be awarded. However, if the outstanding game will impact the standings in regards to post season play advancement in the main/final round, the EMSA League Director will reschedule the game.