

Halifax Ultimate Policies

Last updated January 9, 2019

Cancellation Policy

League conveners have the discretion to cancel games due to weather or dangerous conditions which may exist on or around the fields. Once this decision has been made these games are not optional and are not to be played.

A captain may cancel a game by informing the opposing team's captain and the convener no later than 48 hours prior to the game that he or she will be unable to field a team for that date. The convener shall take note of this and attempt to reschedule the game or find an alternate opponent for the remaining team. While this cancellation will not count as a default insofar as punitive measures (see default policy below), a team which frequently cancels may be removed from the league at the discretion of the Board of Directors under recommendation by the convener.

In the event a serious injury occurs or a dangerous condition develops (eg. lightning) which prevents a game from being completed the score at the time of the stoppage will stand as the final score.

Defaulting Policy

Terminology:

The following terms will be used in the HU Default Policy:

Rescheduling: If both captains agree to reschedule the game to a firm date within one week of the scheduled game then the game is not considered a default. The league convener must be contacted to ensure that a field is available for the rescheduled game. Captains are reminded that they are under no obligation to reschedule and it is not poor spirit to refuse. Conversely, the League considers it bad form to pressure another captain to reschedule; one's lack of organisation is not another's burden.

"Default": A game is considered a default if a team is not "ready to play" within 30 minutes of the scheduled start time.

"Ready to play" means that a team is able to field at least 6 players of the appropriate gender ratio within 10 minutes of the scheduled start time. The Halifax Ultimate gender ratio is 4 male: 3 female. Hence, at a minimum, a team must be able to field 4 male:2 female or 3 male:3 female.

"Full team" refers to the team which is ready to play.

Policy:

10 minutes after the scheduled start time the captains should discuss the viability of whether sufficient players will arrive in the next 20 minutes. If the defaulting captain is certain of being able to field a team in the next 20 minutes, the full team shall wait and shall be awarded one point per 3 minutes (to a maximum of 6 points) provided they themselves are ready to play. If insufficient players are still present 30 minutes after the scheduled start time the game is considered a default. While there is no requirement to do so, the League encourages teams to mix their players and make use of the field in a pickup game.

Scoring a default:

A default will be scored as an 8 – 0 victory for the team ready to play. The attending team will receive a spirit score of 9 and the defaulting team a spirit score of 1.

Default penalty:

All non-draft teams are required to pay a \$50 default bond at the beginning of the season. This will be returned to any team which does not default. In the event of a default, the defaulting team forfeits their bond and the winning team will be awarded a \$50 tab at our sponsored post-game location.

The defaulting team will be required to re-buy their \$50 bond prior to being scheduled for future games. This is to encourage captains to consider the viability of their team and likelihood of being able to field a team in the future. As before, if no future defaults arise the bond will be returned at the end of the season.

Any team which defaults twice over the course of the season will be removed from the league. No refund of team fees will be given. An exception may be made in extreme circumstances, but only at the discretion of the Board of Directors, who will give strong consideration to the recommendation of the league convener.

Unregistered players in the League

Due to the liability the League faces in the event an unregistered, and therefore uninsured, player is injured the League has a **strict no unregistered players** rule. In draft leagues players will be required to register, pay their league membership, and sign the liability waiver prior to being placed on a team. In team leagues no team will be scheduled for any game until **all** their players have registered and signed the liability waiver. There are no exceptions to this rule and team Captains, as Halifax Ultimate's representatives on the field, will be responsible for ensuring that their team is fully registered and does not pick up any unregistered players throughout the season.

Any team found in violation of this directive will receive a 2 week suspension and sacrifice their default bond for a first infraction. A second infraction will result in that team being removed from the league and the Captain(s) may be suspended from all

League events for one year. The punitive measures for the Captain are a measure of the trust we place in all HU Captains and of the responsibility Captains assume on HU's behalf.

League Fees

The annual dues members pay to the League allow it to cover general operating costs, such as insurance. Each individual league is priced according to the cost of providing facilities for that league and are not covered in membership dues. This allows us to keep our membership dues as low as possible. To be as fair as possible to late joining members who do not receive the full benefit of league dues, any member who joins after the end of outdoor fall league will pay only half the annual dues.

Refund Policy

Refunds are granted under the following conditions:

- All refunds less than \$50 will be charged a minimum \$5.00 administration fee.
- If a member (individual registration) decides to quit within the first 25% of the season, a refund will be granted, less the larger of a 10% or \$5 administration fee.
- If a team (league team registration) decides to quit before the season begins a refund will be granted, less the larger of a 10% or \$5 administration fee, provided that the cancellation occurs more than 5 business days prior to the start of the associated league. Team refunds are not issued once a season begins or within 5 business days of the league start date.
- If a team or member (tournament/event registration) decides to quit before a special event begins they should refer to the refund policy that is stipulated for that specific event. In the absence of special event refund details, the above stipulation of two business days notice will apply and a refund will be granted, less the larger of a 10% or \$5 administration fee.
- If a member or team is incorrectly charged more than once for their registration, a refund will be granted for the incorrect difference.
- Pro-rated refunds can be requested in extraordinary circumstances (e.g. if a player becomes seriously injured after playing more than 25% of their games) and are at the discretion of the league coordinator
- Other situations may warrant a refund, at the discretion of the league coordinator.