



Weather Protocol | 2025 CRYSC Tournament Series

The Tournament Leadership staff is committed to providing exceptional experiences for our participants. Weather is never in our control, but how we plan, prepare, and react to anything that comes our way is under our control. We stand united to provide clear communication, best-case-scenario solutions, and do everything in our power to play all games at every event.

Most Important Weather-Related Information:

1. Where To Find Weather-Related Updates

- a. Posts Online: Weather updates will be posted online in real-time in 2 locations:
 - i. Location 1: The GotSport Schedule Page (Event Alert @ Top of Page)
 - ii. Location 2: The Tournament Website (Event Alert @ Top of Page)
 - iii. *These will be updated within 15 minutes from when a delay starts.*
- b. Announcements On-Site: Event Staff will make on-site announcements:
 - i. Facility Speaker System: Some facilities have Speakers that will be used.
 - ii. Bull Horns: Event Staff will also have multiple bull horns & make announcements while driving on golf carts through parking lots.
 - iii. *Announcements will be made in real-time as updates come across.*

2. Games Past Halftime are Called FINAL after 60 minutes of Delays

- a. If a delay exceeds 60 minutes, any games in progress will be called final at their time of stoppage if a game has reached halftime or is in the second half.

3. Weather-Related Refund Policy:

- a. 80% refund - The event is canceled entirely due to weather or any other external forces.
- b. 60% refund - If only 1 game is played of the 3 guaranteed games.
- c. 30% refund - If only 2 games are played of the 3 guaranteed games.

4. Weather-Monitoring Software:

- a. State-of-the-art radar software (WX Sentry) is used to make weather-based decisions.
- b. The software can read storm speed/direction, strength/size, and any lightning strikes that may be within a 30-mile radius, 15-mile radius, and 10-mile radius.
- c. Only WxSentry will be used to make weather-related decisions.

***Lightning Delay Process*:**

1. A lightning strike within a 10-mile radius occurs.
2. **Event staff will stop all games at the location affected with ONE long horn blast.**
3. All participants & spectators MUST leave the fields immediately.
4. **Teams should check the Event Website/GotSport Schedule page, & listen for loudspeaker announcements for updates while waiting in their cars.**
5. 30 minutes without a lightning strike must be observed before an all-clear can be given.
6. Every strike that occurs will reset the waiting timer to 30 minutes.
7. **Once 30 minutes have passed without a strike, an "all-clear" signal will be signified with THREE short-blast horn blasts.**
 - a. *Once you hear this, it is safe to return to the fields.*
8. If the "Waiting Time" exceeds 60 minutes, any games in progress with more than 50% of the game completed **WILL BE CALLED FINAL.**
9. If less than 50% of a game has been completed, Staff has the authority to:
 - a. Play one half of a game with the score the same as it was when the delay occurred.
 - b. Let the game complete the first half and call it final at halftime.
 - c. Reschedule the game to a new time.
 - d. Cancel the game and award points based on points averaging scale.



Rescheduling/ Cancellation Scenarios:

1. Game Times Shortened:

- a. If games are delayed by more than 30 minutes, Tournament Staff reserves the right to shorten game halves by up to 20 minutes:
 - i. Example: 45 Minute Half = 25 Min half
 - ii. Example: 40 Minute Half = 20 Min half
- b. If less than 50% of a game was completed, Tournament Staff has the authority to:
 - i. Allow the game to complete the first half and call it final at halftime.
 - ii. Play one half of a game with the score kept as it was when the delay started.
 - iii. Cancel the game and award points based on a points-averaging scale.

2. Games Postponed Are Rescheduled

- a. If games are delayed by more than 60 minutes, Tournament Staff reserves the right to reschedule incomplete or postponed games to times later in the day or the following day.
 - A. Same-Day Reschedule:
 - o If all games on this day end earlier than 1 hour before dark or if we have fields with lights, games could be moved to the end of the day.
 - o If time allows, the game will restart at the same spot and finish out the entire time frame of the match.
 - o If time is short, then teams will play one half of the standard game length.
 - B. Next-Day Reschedule:
 - o Games can be moved to as early as 7:00 AM the following day and play and play 2 x 25-minute halves to complete the game before the first round of games at 8:00 AM
 - o Games can be moved to the end of the day after all original games have been completed & daylight allows enough time for 2 x 25-minute halves.

3. Games Are Canceled & Can Not Be Rescheduled.

- a. Points Per Game Final Standings
 - i. All divisions with a team that has only played 2 games of 3 will have final standings determined by "Points Per Game Average".
 - ii. The PPGA score for each team is calculated with the below formula:
 - **(Points Earned) Divided by (Games Played) = PPGA**
 - iii. Teams must be manually entered into championship games, so this process will take slightly longer than the normal score-reporting process.
- b. Points Per Game Standings Example (4-team Group):
 - Team 1 - 20 points, 3 games = 6.66 PAS
 - Team 2 - 9 points, 2 games = 4.5 PAS
 - Team 3 - 19 points, 3 games = 6.33 PAS
 - Team 4 - 14 points, 2 games = 7.00 PAS
 - ii. *The final standings would then be:*
 - 1st - Team 4 (7.0) - Advance to Championship as #1 Seed (HOME)
 - 2nd - Team 1 (6.66) - Advance to Championship as #2 Seed (AWAY)
 - 3rd - Team 3 (6.33)
 - 4th - Team 4 (4.5)

Colorado Air Quality Monitoring:

- Event Leadership will monitor the air pollution levels if/when needed.
- 150 -169 AQU: Games will have water breaks in the middle of each half with a running clock.
- 170 -199 AQI: Games will be shortened by 5 minutes per half + water breaks will continue.
- 200 or higher AQI: Games will be delayed or canceled immediately and attempted to be rescheduled.