AAD/USSSA Weather Delay Procedures

Lightning – a delay will be called by the game officials or Site Director (SD), for any contest where lightning strikes occur (per the WeatherBug App) within 5 miles of a contest site. The delay will remain in force until no strikes have occurred, within 5 miles, for 30 minutes. See Lightening Delay Process below.

Rain – a delay will be called, by the game officials, if the rain is falling to a degree where it presents a safety concern. Play will resume after the game officials inspect the field and determine it is playable.

League Contest - If a field is deemed unplayable the teams will be informed by the SD, game officials or event office and the game will be made up or continued at a later time, if not a regulation game.

Tournament Contest – Pool Play - If a field is deemed unplayable the teams will be informed by the SD, game officials or event office and the game will be declared a tie for the purposes of seeding into the elimination brackets.

Tournament Contest – Elimination Bracket – If a field is deemed unplayable and all other options have been exhausted the teams will advance or be eliminated by a coin toss.

Some facilities are better suited to withstand significant moisture so if either team leaves the contest site without a field being deemed unplayable by site staff or the event office - the status of the game, when suspended, will be deemed a regulation game regardless of inning.

Wind- The game officials may, on rare occasions, momentarily halt play but contests will not be cancelled or suspended due to wind.

Resuming play – Once the field is determined to be playable the game clock will resume 10 minutes later.

LIGHTENING DELAY PROCESS
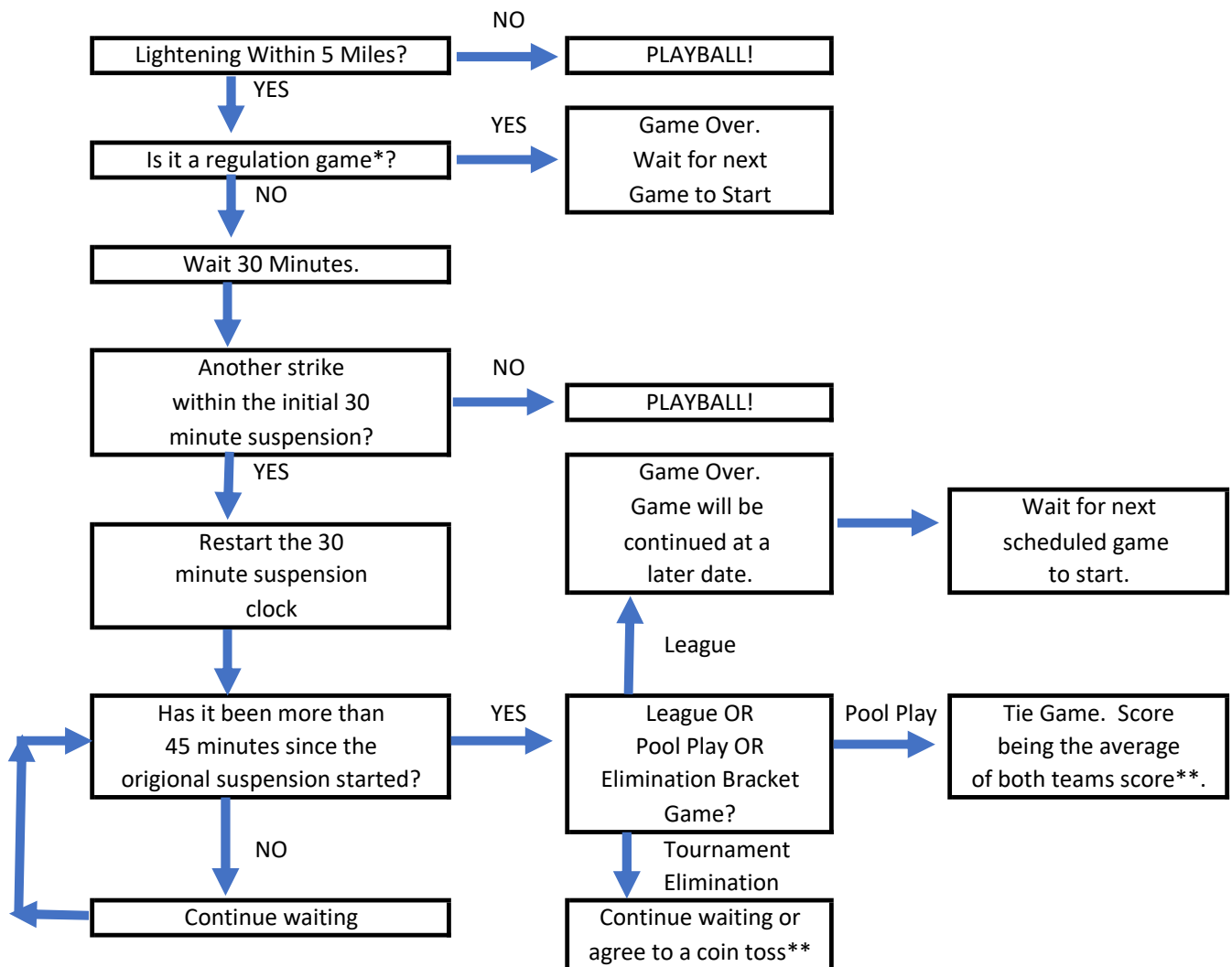
* A regulation 9u-12u game is 3 complete innings or 2.5 innings with the home team ahead
* A regulation 13u-18u game is 4 complete innings or 3.5 innings with the home team ahead
** Refer to tournament rules.
Deviation from this protocol may result in the offending team forfeiting that contest