



CYC Lightning/Thunder Policy

Officials will remove all participants from the field of play at the first sign of a lightning flash or sound of thunder. They will instruct the participants/spectators that the game is suspended and that all should move to a place of safety. A waiting period of 30 minutes will take place after the first sign of a lightning flash or sound of thunder. Play may resume 30 minutes after the last sound of thunder or lightning flash is seen. After a maximum of 45 minutes of wait time, the game will be rescheduled as a rainout. Games cancelled or suspended earlier in the day/night will have no effect on later games unless there is still lightning in the area. Please check your district's rain out line for updates.

Areas considered safe

- Inside a fully enclosed metal vehicle with windows up
- Inside a substantial building (roof and four walls)

Unsafe Areas

- Small buildings including picnic shelters and the open area of a concession stand
- Anywhere near metallic objects like flagpoles, antennas, towers, underground watering systems, soccer goals, metal bleachers, electric equipment
- Open fields, trees and water
- Avoid standing in groups, spread out to reduce risk
- Crouch on your feet, keep your head low. Avoid being the tallest object or lying on the ground

If a strike occurs to an individual

- Call 911
- If you are qualified to do so, apply First Aid or CPR immediately
- People struck by lightning do not carry an electrical charge and are safe to touch

Restarting after the All-Clear or Rescheduling of Games

Due to time restraints, suspended games will most likely not be restarted so as not to affect the remaining games scheduled that day.

- **Lacrosse** – a game is considered complete if 75% of the game time is played and the score at the time play was suspended will be the final score. Games which have completed less than 75% will be rescheduled and resume at the point it was suspended in regards to game time remaining and score. A face off with the ball will take