

Appendix 18

Booking Conflict Policy

Regina Soccer Association

Booking Conflict Policy

This policy is intended to be used by the Regina Soccer Association in resolving conflicts should a soccer pitch or indoor field be booked for multiple users at the same time.

A copy of this policy is to be provided to all users and posted in prominent locations at the Regina Indoor Soccer Centre and provided to the referees.

Anyone noting a possible conflict should advise the RSA office immediately.

In the event of any field or floor conflict, the following rules will govern.

1. In any conflict where a youth and a senior game have been scheduled, the game involving youth shall be played.
2. In any conflict where two youth or two senior games are involved the following rules of priority shall apply.
 - A regularly scheduled league game shall be played rather than a re-scheduled game.
 - In any conflict between RSA registered and Non-RSA teams, the RSA game shall be played.
 - A game shall always take priority over a practice time.
 - Anytime a conflict arises, if all four teams scheduled to play are ready to proceed, and if a referee is available for each game, the teams may “bump” a practice scheduled on a different floor. A toss of coin shall determine which game shall proceed on which floor.
 - If for any apparent conflict only one referee is available, and he or she determines which game they are scheduled to referee, that game will proceed.
 - At anytime where two referees are present to referee two games scheduled at the same time, if one of the referees is also engaged to referee a game immediately following the conflicted game, the game will proceed which will enable the referee to do the scheduled back to back games.
 - The the representatives of two teams whose game is conflicted may agree to postpone their game but teams are not to put pressure on other teams to try and convince the team representatives to agree to a postponement.

- End of Policy -