

Extreme Weather Policy

Due to the timeframe of Summer Sevens there is the possibility fixtures may be subjected to extreme weather. Although every effort will be made to play the fixture the safety of everyone involved will remain the priority when reviewing extreme weather.

Extreme Weather may be defined as weather that threatens the immediate or long-term safety of individuals, as a result of rain, hail, lightning, wind chill or heat.

Weather Condition	Extreme Weather Determinant
Ambient Temperature	➤ 36 Degrees Celsius
Wind Speed	➤ 60km per hour
Hail	
Lightning	

Heat

32 Degrees Celsius – 36 Degrees Celsius

All halves will be shortened to 18 minutes for any game taking place in temperatures between 32 & 36 Degrees Celsius. A one minute drinks break will be implemented 10 minutes into each half and an additional 2 minutes will be added to the half time break.

>36 Degrees Celsius

Any match that is due to kick off with a temperature of 36 degrees and above will be delayed until the temperature has dropped to below 36 degrees.

Any match that is already in place at a time when the temperature rises above 36 degrees will be stopped and delayed until the temperature has dropped below 36 degrees.

All heat readings shall be taken from the Bureau of Meteorology website to ascertain accurate temperature readings. www.bom.gov.au/vic/observations/melbourne.shtml

Hail

All hailstorms present some risk to players in an open playing field, and the size and intensity of the storm can change dramatically in a short period of time.

All play will be suspended during hail storms so that players and officials can seek suitable shelter.

Play will be restarted upon the passing of the hailstorm.

Lightning

Lightning is the visible part of an electrical discharge. Thunder is the resulting sound from the rapid expansion of the air after this electrical discharge. If the lightning flash and the thunder are less than 30 seconds* apart the game will be immediately delayed and all patrons are advised to find shelter. The game will recommence upon the passing of the lightning storm.

**30 seconds relates to 10 kilometres away.*

Wind

Due to the portable nature of the Summer Sevens pitches, the wind can become a major hazard to equipment utilised to run the competition. For winds above 60km per hour additional items will be used to secure the playing equipment. For winds above 80km per hour the game will be delayed until the wind has dropped below 80km per hour.

Results

A minimum of 20 minutes must be played for a result to stand. If a match affected by extreme weather has completely a minimum of 20 minutes the result when the match was stopped will stand.

If a match has not completed a minimum of 20 minutes then a 0-0 result shall be recorded.