

## Vancouver Ultimate League Society

### Cancellations/Forfeits/Defaults Definitions and Policies

Updated - November 6, 2024

#### **Cancellations:**

Cancellations occur when the VULS decides to cancel a game, or group of games due to external factors such as weather, field closure, or any other factor that would make the game unplayable or unsafe.

Games that are cancelled by the VULS result in a 0-0 tie between the two teams.

Games are unlikely to be made up in these circumstances, but if they are, the make-up game will be considered an extra game, not a replacement of the cancelled game.

The VULS will endeavour to provide as much notice as possible for cancellations, but sometimes they will come at the last minute due to situations outside of the VULS's control. Please see the [VUL Policy on Weather and Storm Cancellations](#) for more information.

We can't guarantee that all teams will play the exact same number of games.

#### **Forfeit:**

Forfeits occur when one team informs their opposition that they will be unable to field a competitive team for a game with at least 24h notice before the scheduled start time.

The forfeiting team must also inform the VULS Office of their decision to forfeit, in case there is a need to reschedule a program due to excessive forfeits on that day and time.

Teams that forfeit will lose the game(s) 4-0.

Forfeited games will not be rescheduled by the VULS.

If a game is forfeited, the assigned field and game time remains available for use by the non-forfeiting team. The non-forfeiting team may, at its discretion, invite available players from the forfeiting team to play a scrimmage. The non-forfeiting team may also elect not to use the assigned field and game time at all.

**(NEW)** Teams that forfeit 20% or more of their games in a season may be asked to not register as a team again for the next season.

Teams that are asked not to return will not be permitted to register as a team again unless at least 50% of the roster has changed from the previous season's roster.

**Default:**

Defaults occur when a team either:

- a) Cancels a game with less than 24h notice before the scheduled start time.
- b) Does not have the required number of players or enough of each gender-match to play a game within 30 minutes of the scheduled start time.
- c) **(NEW)** Is found to have played a game with a player that is not on their roster (note that in such a case, a code of conduct investigation into the Captain/Co-Captain may also occur).

Teams that default will lose the game(s) 6-0

Defaulted games will not be rescheduled by the VULS.

Teams that default a game will be required to pay a \$25 default fine for each game defaulted.

**(NEW)** Teams that are defaulted against at least 3 times in a season are eligible for a \$25 team fee refund. Each game beyond the 3rd that they are defaulted against will result in an additional \$25 team fee refund.

**(NEW)** Teams that default 10% or more of their games in a season may be asked to not register as a team again for the next season.

Teams that are asked not to return will not be permitted to register as a team again unless at least 50% of the roster has changed from the previous season's roster.