

Bad Weather Procedure

Thunder and Lightning

- Lightning can strike in different ways and it can strike buildings, structures, such as pitch lighting, individuals and groups of people.
- The strike will have taken place before anyone is aware of the situation. This is because the 'flash of lightning' and then 'noise of thunder' both occur after the strike has actually taken place.
- A person hit with lightning will fall to the ground immediately.
- In the event of thunder and lightning play will either be delayed or abandoned by the umpires.
- Play can resume after a period of at least 30 minutes after the thunder and lightning has stopped.

Heavy Rain, Frost and Snow

- Heavy localised rainfall is another health and safety risk where pitches can become flooded, slippery and hockey sticks can fly out of hands.
- Frozen pitches should not be played on because they are slippery and playing on a frozen AstroTurf pitch damages the plastic fibres by snapping them off.
- Play should not take place on snow or hail stone covered pitches because they become slippery, footwear becomes clogged with ice and snow and there is a danger that hockey sticks will fly out of players' hands. Also, the pitch surface is in danger of being damaged.
- Hockey should not be played in high winds typically an orange or especially a red warning because there is a danger of the goal posts blowing over or debris being blown around.
- Umpires may delay the start, delay a match already started or abandon the match in the interest of everyone's health and safety.
- Team Captains and Umpires should be familiar with Hockey Ireland and the the Munster Branch of Hockey Ireland 'Bad Weather Procedures'. Please see web links below.

Hockey Ireland Bad Weather Procedure: www.waterfordhockeyclub.com/wp-content/uploads/Hockey-Ireland-Bad-Weather-Procedure-2019-20.pdf

Munster Hockey Club Competition Rules: www.munsterhockey.ie/club-competition-rules/

Weather Warnings

Yellow	Not unusual weather. Localized danger.
Orange	Infrequent. Dangerous/disruptive.
Red	Rare. Extremely dangerous/destructive.