



## 7.0 Scheduling

- 7.1 The proposed playing schedule will be as per Appendix A if fields are made available by member organizations.
- 7.2 All games will be scheduled to be completed by the end of August.
- 7.3 Use of the alternate night to be at the discretion of the home organization and of the League Administrator, in the case of rescheduled games, extreme long distance travel (150 km or more), and home field availability. Games involving extreme long distance travel will be scheduled on the weekends.
- 7.4 Only the League scheduler and League Administrator or their delegates are authorized to schedule or reschedule games for the League.
- 7.5 Any game(s) scheduled or rescheduled by team officials, members or persons not authorized per Rule 7.4 will be declared null and void. Teams participating in a game not authorized by the League will default all points from the game and be subject to discipline as per Appendix "C".
- 7.6 When possible the league will implement a pre-assigned black out week per age division as identified below:
  - 7.6.1 U13 – U21 shut down week is Last Week in July
  - 7.6.2 U9 – U12 and Open divisions shut down week is First Week in August.
- 7.7 Home organizations are expected to confirm or complete field time information with the League via emailed spreadsheet within seven (7) days of receiving the home schedules from the league.
- 7.8 The league guarantees each team registered a minimum of fourteen (14) and a maximum of eighteen (18) games. These games may consist of a combination of league and exhibition games.
- 7.9 The following regulations regarding scheduling will apply:
  - a) A minimum of four (4) teams will be required to form a division. In a division of four (4) teams, each team will play the other teams a total of five (5) times, playing a total of fifteen (15) games.
  - b) In a division of five (5) teams, each team will play the other teams four (4) times, playing a total of sixteen (16) games.
  - c) In a division of six (6) or seven (7) teams, each team will play the other teams three (3) times, resulting in schedules of fifteen (15) or eighteen (18) games respectively.
  - d) In a division of eight (8), nine (9), or ten (10) teams, each team will play a home and away game against each of the other teams within its division for a total of fourteen (14), sixteen (16), or eighteen (18) games respectively.
  - e) In a division of eleven (11) teams, all teams will play at least one game against each of the other teams within its division and an unbalanced schedule to a maximum of eighteen (18) games.
  - f) In a division of twelve (12) teams, teams will be randomly divided into groups of six (6). Each team will play a home and away game against each of the other teams within its group and one (1) game against each of the teams in the other group for a total of sixteen (16) games.

7.9.1 In the under nine (U9) to under twelve (U12) aged divisions, all game day rosters will play at least one game against each of the other teams within its division and an unbalanced schedule to a maximum of fourteen (14) games.

7.9.2 In under (u11) and under twelve (u12) aged divisions, all games will be scheduled for the playing day identified in Appendix "A" with the following exception and limitation:

- a) Upon receipt of preliminary schedules, home organizations may request that their single game competition days at home be scheduled on the alternate playing day/night in alignment with Appendix "A".
- b) Any playing day where the league has scheduled a game day roster to participate in more than one game shall not be eligible for the alternate playing day / night or for reschedule under rule 8.2 or 8.2.1.

7.9.3 In the under eight (u8) division, all game day rosters will participate in six (6) member hosted festivals and one (1) league hosted festival for a maximum of seven (7) competition days and 14 games.