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## GAME CANCELLATIONS AND FORFEITURE POLICY

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**Category:** League Management  
**Policy Number:** 600.6

**Date Approved:** 8/16/2011  
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### PURPOSE

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Defines cancellations and forfeitures as well as provide guidelines for the consequences of such actions.

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### POLICY

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Scheduled games that cannot be played tend to have a negative impact on the league, as they adversely affect other teams and result in unnecessary expenditures such as staff time and game officials. The purpose of this policy is to provide definitions and guidelines for cancellations and forfeits as well as outline the implications.

#### Game Cancellations

It may occasionally be necessary to cancel regularly scheduled games. It is the commitment of Inter Tribal Sports (ITS) to limit these cancellations where possible. In doing so, participating tribes **and tribal organizations** are encouraged to identify possible conflicts and request “byes” when needed. However, it must be recognized that not all game conflicts will be resolved in advance of the season. Therefore, the following outlines those instances that are eligible for cancellations and not subject to forfeiture fees. Determination of an official cancelled game shall be at the discretion of the administrative office and/or Board of Directors.

- Culturally significant events such as a funeral, anniversary mass, or other unexpected events.
- Acts of nature that prevent the game from occurring or from teams being able to safely gain access to the game location, including, but not limited to, weather, fires, and earthquakes.
- Human caused or natural occurrences that create a danger to the teams involved, including, but not limited to acts, threats, or presumptions of violence or terrorism.
- The board of directors may consider other reasons for cancellations as exceptions on a case-by-case basis.

In the event of a cancellation all players on the rosters of both teams will receive credit for a “game played.”

#### Rescheduling Cancelled Games

Due to scheduling limitations, it is unlikely that cancelled games will be rescheduled. However, teams may request to have the game rescheduled at the discretion of the administrative office. In the event a cancelled game is rescheduled, the teams must communicate with each other and the office to determine the date, location, and time of the game. Furthermore, the game will become an official and only those players that participate will receive credit for a “game played.”

#### Game Forfeitures

Forfeiture of a game is defined as any instance where one or both teams are unable to play a scheduled game for any reason other than those defined in the policy as a cancellation. Possible reasons for a forfeit

include failure to show up (with or without advanced notice), arriving late (see Late Arriving Teams Policy), not having the minimum number of eligible players, or playing with ineligible players.

*NOTE:* In order to help prevent forfeits, team officials (Board Members and/or coaches) have an opportunity to request byes in the schedule on the online team registration form on dates that they have conflicting educational or cultural activities or field trips. It is the responsibility of board members to identify these conflicts in advance of submitting the team registration. An effort will be made to accommodate reasonable requests for byes.

### **Forfeit Fees**

Each tribe or **tribal** organization will be allowed one forfeit per team, per season without being assessed a fee. For each subsequent forfeit, the tribe or **tribal** organization will be charged \$50 per forfeit. The purpose of this fee is to recover administrative, personnel, and officials' costs incurred as a result of the forfeit and to serve as a penalty and deterrent to forfeiting games. After the sixth forfeit, the team will be dropped from the league. *NOTE:* If a forfeited game is still played as a scrimmage at the scheduled game time, no forfeit fee will be assessed. The game shall be recorded as a forfeit with a scrimmage.

From the date of the release of the full season schedule through the midpoint or 50% of games played, teams that register and withdraw completely from the league will be charged \$300 for withdrawal during the season. Teams that withdraw completely from the league after the midpoint through the end of the season will be charged \$150 plus any other forfeit fees they have incurred prior to withdrawal.

**If any given team's forfeits exceed 50% of games played, the team will automatically be dropped from the league. Game forfeiture credit, game day credit given to ineligible players that participate in a game/race, may not exceed 30% of the scheduled games per season.**

Total fees per team will not exceed \$300 per season. *NOTE:* All fees are per team, not per tribe or **tribal** organization. Tribes and **tribal** organizations that have incurred fees will be invoiced through their board representatives by ITS. Any tribe or **tribal** organization with an outstanding balance at the time of the team registration deadline for any following sports league will be considered ineligible and none of the teams from that tribe or **tribal** organization will be placed in the league.

### **Game Time Scrimmages**

In the event of a game time forfeit, teams may elect to scrimmage. The following rules and conditions will apply in order for the forfeiting team to receive scrimmage credit and therefore not assessed a forfeit fee:

- The coach of the forfeiting team must request a scrimmage with an ITS staff member on site.
- The forfeiting team must be willing and able to play a scrimmage game with the opposing team.

Once notified by the Site Supervisor, the opposing team has the option to play a scrimmage game or not against the forfeiting team. In the event the opposing team chooses not to participate, the forfeiting team will still receive credit as a scrimmage game and not be charged the forfeit fee, as outlined above.

### **Making Up Forfeited Games (at a later time)**

Forfeited games will not be rescheduled. If the two teams wish to play the game as a scrimmage and without an umpire or referee on their own time, they may do so, but the result of that game will not count in the league standings or as a "game played" for the players of the forfeiting team. The two teams must communicate with each other to determine the date, location, and time of the scrimmage. The ITS administrative branch will not be involved in this process. Additionally, only scrimmage games played during the regular scheduled game time will be not be charged fees, otherwise all associated forfeit fees will still apply.

### **Implications of Forfeits on Game Sites**

If a scrimmage is not played between the two scheduled teams, either of those teams may use the field for practice or arrange for a scrimmage with another team. An umpire or referee may be available to officiate the game, but is not required to do so. *NOTE:* If it is known in advance that a game will be forfeited, the schedule for the other games at the same site may be adjusted for the convenience of other teams and to avoid incurring unnecessary costs of staff and officials. However, even if games are rescheduled for such reasons, the forfeit will still be recorded and the forfeiting team will be held accountable according to the policy. All players on the roster of the opponent of the forfeiting team will receive credit for a “game played.” For qualifying game time scrimmages, all players present on the forfeiting team will also receive credit, provided the previously established terms and conditions are met.

### **Recording and Tracking Forfeited Games**

Divisions in which results are tracked (A, B, C-Leagues), forfeited games will be recorded on the league management website. Furthermore, forfeited games will be entered into a spreadsheet by ITS staff for the purpose of assessing forfeit fees and tracking invoices and balance due. Forfeits in a league where results are not tracked (D-League) will still be recorded on the spreadsheet for the purpose of assessing fees only.

### **Called Games**

Due to extreme circumstances, the official may call the game prior to the end of the regulation time period. In these instances the following formula will be applied.

- In sports that have a halftime in which the game is called prior to the half, these games will reflect a no decision. For tracking purposes this will be considered a cancellation; however only players present will receive credit for a “game played.”
- In sports that have a halftime in which the game is called during the second half of play, these games will be considered final. The score will be recorded at the time the game was called.
- Games that do not have a halftime that are called where less than half the time limit has been finished will reflect a no decision. For tracking purposes this will be considered a cancellation; however only players present will receive credit for a “game played.”
- Games that do not have a halftime but more than half of the time limit has been played shall be considered completed games. The score will be recorded at the time the game was called.

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## **RELATED INFORMATION**

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### **Inter Tribal Sports Documents:**

League Rules (see sport specific)

### **Inter Tribal Sports Related Policies:**

[100.1](#) Participant Eligibility Policy; [100.2](#) Registration Policy; [600.3](#) Game Day Check-in Policy; [600.5](#) Late Arriving Teams Policy

### **Related Links:**

[www.intertribalsports.org](http://www.intertribalsports.org) → [Team Central](#) → [Coach Corner](#) → [ITS Rules and Policies](#)