



WET WEATHER POLICY

Rationale

FDNA Staff & Board of Management have a duty of care to ensure the outdoor courts are safe for play.

Policy

Saturday competition staff will complete a risk assessment of the courts before games commence (NV Match Checklist) and will communicate with Board of Management representatives as required. In wet weather a determination between unsafe and unpleasant conditions shall be made. Inclement weather may make conditions uncomfortable and members may choose not to play in unpleasant conditions.

Procedure

- Heavy Rain and/or strong winds may make conditions unsafe.
- Play should not commence or continue in the event of dangerous conditions (refer Notes).
- If weather conditions are forecast to be inclement the Saturday Supervisor and/or Board of Management representative will review the Bureau of Meteorology forecast at 9am on the day of competition. Attention will be paid to any wind warnings as well as the rainfall radar.
- Consideration will be given to the specifications provided on the Bureau website (www.bom.gov.au) (refer appendix) with regard to wind & rain.
- Consideration should be given to the age & ability of players. It should be acknowledged that, generally, older & more experienced players are more able to adjust their play to suit the weather conditions.

- If the weather forecast is for Heavy (level 11-14) rain and/or a Strong Wind warning the Saturday Supervisor and/or Board representative may elect to:
A) abandon all outdoor games for the day, OR
B) decide timeslot by timeslot.
- In the event of A. the decision will be made within the hour preceding the first match. All Club Secretaries will be notified, by telephone immediately, when a decision is made.
- In the event of B. once the Supervisor has deemed it suitable for a game to commence any decision to abandon or forfeit a game is at the discretion of the coaches. At half time the Saturday Supervisor may decide to abandon all games (scores stand). If play resumes any further decision shall be made by the Coaches or the Umpires.
- The Saturday Supervisor reserves the right to abandon any match at any time where conditions change from those in which the match commenced.
- An Umpire may request to call off a match if in their opinion it becomes too dangerous to continue. Such a decision should be made carefully and in the best interests of those concerned and should only be as a result of the



conditions deteriorating since the game commenced. The Umpire must liaise with the Saturday Supervisor and both teams' Coaches before calling off a match.

- Once the Saturday Supervisor's decision has been made to abandon a game, the Supervisor *only* has the authority to recommence a game.

NOTE:

- **Forfeit:** If one team elects not to play and concedes four points to the opposition, this team will pay courts fees for both teams
- **Abandon:** If both teams agree not to continue play and take two points each they will each pay court fees. If this occurs prior to half time teams will be awarded 2 points each. If after half time scores will stand.
- **Rollers** are available if teams want to quickly clear water from their court after rain (located next to compressor in Pavilion)
- Advice from **Rebound Ace** (provider of surface): "The courts are designed to handle water and the drainage allows water to run off quickly. The surface is slip resistant even when damp".
- **Dangerous conditions** = thunder/lightning, extreme wind (gale force = more than 63kmh)

Appendix: Excerpts from www.bom.gov.au

Policy Endorsed on: 9th February 2021

Policy endorsed by: Miranda Castles, Operations Manager

APPENDIX

Excerpts from www.bom.gov.au

Wind Warning specifications:

Strong wind warning	Winds averaging from 26 knots and up to 33 knots.
Gale warning	Winds averaging from 34 knots and up to 47 knots.
Storm force wind warning	Winds averaging from 48 knots and up to 63 knots.
Hurricane force wind warning	Winds averaging 64 knots or more.

Rainfall rates:

The following values can be used as a general guide but they are not always accurate.

Level	Colour	Approx. Rainfall Intensity (mm/hr)
0	clear	Not visible
1	Off-white	Under 0.2
2	Sky-blue	0.5
3	Light Blue	1.5
4	Blue	2.5
5	Light Cyan	4
6	Cyan	6
7	Dark Cyan	10
8	Yellow	15
9	Yellow-orange	20
10	Orange	35
11	Orange-red	50
12	Red	80
13	Dark Red	120
14	Maroon	200
15	Dark Brown	300
		over 360

Radar Features to Watch For

Rain Bands

Radar echoes from widespread rain (e.g. from a frontal rain band) are usually extensive and fairly uniform in intensity, with ill-defined edges. The estimated rainfall intensity usually appears as light to medium because of the smaller raindrop size produced in such rain bands.

Showers from Cumulus Clouds

Radar echoes from showers falling from cumulus (tall bubbly clouds) appear as sharp-edged cells scattered around the radar display. The estimated rainfall intensity can be medium to heavy owing to the high rainfall rates from such clouds.

Heavy Precipitation from Thunderstorms

Radar echoes from the rain and hail produced in thunderstorms are very sharp-edged cells with intense cores indicating heavy rainfall. Hailstones produce particularly intense echoes because of their large size. Thunderstorm precipitation cells can appear as isolated cells or in clusters or lines. Each cell tends to last for 30 minutes or more. Fast moving cells, rapidly growing cells, a bow in the direction of movement of a line of cells and/or a long-lived cell moving in a markedly different direction to others may indicate the potential for severe weather (large hail, damaging winds and/or very heavy rain). Also a very slow moving cell or the repeated passage of a number of cells over a particular location could indicate potential for flash flooding.

[Example: Radar Image loop of Melbourne Thunderstorm, 2/12/03](#)

