## **RCUA Heat Index Procedure**

As of June 15, 2022 the RCUA will adapted the NYSPHSAA Heat Index Procedure for all games at all levels that are assigned by RCUA assignors.

The Heat Index will be defined by the Feels Like Temperature Heat Index (THI)

Should the temperature be 96 degrees or above, the game will not be started, or should be suspended until the temperature comes below.

The Site and App to be checked for the temperature will be <a href="www.weatherbug.com">www.weatherbug.com</a> It can be downloaded to a phone for free or you can log onto their site.

- 1. Zip code for the field or City and State of the field will be used in real time
- 2. Temperature is to be checked any time a game is scheduled with the start time temperature being 90 degrees or above.
- 3. Temperatures should be checked 30 minutes prior to the game at the field.
- 4. Temperature should be checked during the game at the half away point of the game

Wait time to start a game -

If the THI is above 96 degrees, the umpire(s) will wait 30 minutes from the scheduled start time to have the index come below the required temperature.

If after 30 minutes the index is still above 96 degrees, the game will not be played.

The umpires will be paid a travel fee if the game is not played and the determination was made because the temperature did not drop below 96 degrees.

Should a game be suspended once play has started, the umpires will wait up to 30 minutes from the time the delay began for the HTI to go below 96 degrees. If that doesn't happen the game is suspended until another day.

Once the game has started a full fee is due the umpires.

The umpires will report to the RCUA Assignors any games that are Canceled or Suspended at the field because of THI and it will be documented of the temperature and time that the decision was made.

Should a State, County, Town, or Village Park where a game is being played have a Heat Index rule that is stricter than the NYSPHSAA which has been adopted by the RCUA, that will supersede the RCUA policy.