# Refund, Weather & Forfeit Policy

*Music City Sports & Social Club. Applies to all leagues and events. Read with the General League Rules & Code of Conduct.*

**Plain English:** Cancel early and you'll get most of your money back. Once the season starts, we give credits, not cash. If Mother Nature cancels a night (this is Middle Tennessee, so she might), we try to make it up. Every team puts down a $50 forfeit deposit. Give us 24 hours' notice of any forfeit (or don't forfeit at all) and you get it back as a bar tab at our partner bar.

## Part 1: Refunds and Credits

- **Registration fee:** $75 per player for all leagues. A **10% late fee ($7.50)** applies to registrations after the regular registration deadline.
- **Team rate:** $750 for a full team of 12 or more players (Kickball, Dodgeball and Football); $825 after the regular deadline. Cornhole is $75 per player only, and teams under 12 players pay $75 per player.

### If you cancel

- **More than 14 days before the first game:** individuals and free agents get a full refund **minus the non-refundable 3.5% processing fee** (or 100% league credit). Full teams get a full refund minus processing fees (or 100% credit).
- **14 days to 72 hours before the first game: 50% refund** or **100% league credit**, for individuals and full teams alike.
- **Less than 72 hours before, or after the season starts: no refund.** Individuals can get credit only under "Special cases" below.
- **Special cases (after the season starts):** a documented season-ending injury or medical issue, military orders, or a job relocation of 50+ miles gets a **prorated league credit** for unplayed regular-season weeks. Email info@musiccityssc.com with documentation within 14 days.
- **Credits** are good for **12 months** on any Music City Sports & Social Club program at any location, and are non-transferable unless approved.
- **If we cancel** a league before it starts (for example, not enough teams), you'll get a **100% refund** or a 110% credit. Your choice.
- **Removal for conduct** (see the Code of Conduct) means no refund or credit.
- **Captains:** team-fee refunds go to the person who paid. If players paid individually, each player follows the individual policy.
- Refunds go back to the original payment method and may take 5 to 10 business days.

## Part 2: Weather and Cancellations

### How you'll find out

- We decide **by TBD on game day** for evening games (2 hours before for weekend games). Kickoff-time decisions are made on site.

- We'll post the update through **registration-app push/email**, **text alerts** (TBD), and **Instagram stories (@musiccityssc, handle pending)**. **TBD**
- **No announcement means we're on.** Field owners (like the city or county parks department (TBD)) can close fields at any time, and their call overrides ours.

### On-site rules

1. **Lightning / thunder:** "When thunder roars, go indoors." Play stops immediately at the first thunder or lightning. We wait **30 minutes after the last thunder or strike** before resuming. If we can't resume before the venue's curfew, the game ends.
2. **Heat:** when the heat index is **95°F or higher**, refs add mandatory water breaks (e.g., every 2 innings or mid-half). At **105°F** or higher, or under a National Weather Service Excessive Heat Warning for Davidson County (Nashville), we may shorten or cancel games.
3. **Rain:** light rain, we play. If refs or the Coordinator judge the field unsafe or are told to stop by the field owner, we stop.
4. **Cold (fall/winter):** games below **35°F** wind chill may be cancelled.
5. **Tornado watch/warning:** watch, play may continue at the Coordinator's discretion. **Warning, everyone seeks shelter immediately** and the night is cancelled.

### Shortened games and make-ups

- A game stopped after it's **official** (as defined in each sport's rulebook) counts as final. Before that, it's rescheduled if possible, or recorded as a no-contest.
- We'll try to reschedule cancelled games, but we **can't guarantee** make-ups. Fields, refs and bar dates are limited.
- **Our promise:** if weather or venue closures leave a team with **fewer than 5 of its scheduled regular-season games** (out of 7), every player on that team gets a **$10 league credit per missed game** below 5. Otherwise, there are no refunds or credits for weather.

## Part 3: Forfeits

### Avoiding a forfeit

- Can't field a team? Tell us **at least 24 hours before game time** at info@musiccityssc.com (or the registration app). That's a **notified forfeit**: you take the loss (forfeit score) but **keep your $50 deposit**, and the opposing team and refs don't make a wasted trip.
- A team that's short can still play the game for fun with subs or borrowed players (see the General Rules). The official result is a forfeit, but everyone still gets to play.

### When it's a forfeit

- Not enough players (per the sport's minimums, including the women-on-field minimums) **10 minutes after the scheduled start**. The ref starts a grace clock. Short teams can start once they reach the minimum, and lost time comes off the game.
- Playing an unregistered player, or a player without a signed waiver.
- Refusing to remove an ejected player.

## The forfeit deposit

- **Every team pays a $50 forfeit deposit** at registration (the captain is responsible for collecting it).
- **Forfeit with at least 24 hours' notice?** Your team takes the loss (forfeit score) but **keeps the deposit**.
- **Forfeit without 24 hours' notice** (a no-show or late notice)? Your team **loses the deposit**.
- **Kept your deposit?** You get it back as a **$50 bar tab at our partner bar** at the end of the season.
- **Two no-show forfeits** in a season can mean removal from the league (no refund) and losing playoff eligibility.
- A forfeit counts as a win for the opponent with the sport's standard forfeit score: kickball/wiffleball 7–0, football 14–0, dodgeball/cornhole all games.

*Questions? info@musiccityssc.com | Music City Sports & Social Club, TBD, Nashville, TN | Rain or shine, see y'all out there.*