



Game Swap Procedures

ASA does not reschedule games. However, a coordinated game swap will be supported.

Schedule conflicts should be limited to those situations where a team is unable to fill the minimum number of players (four) and would otherwise be forced to forfeit. **In all other cases the games should be played as published.**

Please follow these guidelines for resolving scheduling conflicts.

Determine any scheduling conflict well in advance:

- Forfeited games will not be rescheduled.
- If a team is unable to field at least four players at game time then they must forfeit the game.

Coordinate an opponent or game time swap with another team from within your division:

- Games swaps are the responsibility of the coaches.
- Coaches should check the schedule to identify potential swap opportunities and then contact the other coaches. (Coach contact information can be obtained through your league director.)
- Opponent swaps only require the agreement of the two coaches switching games.
- Game time swaps require that all four coaches agree with the change.
- Games swaps should not be made to “soften” a schedule. The same opponents scheduled at the beginning of the season should be kept on the schedule and not swapped out.

After arranging the swap, email your league director and include verification from all coaches involved that they have agreed to the swap.

Forfeited games will not be rescheduled