

South Whitley Youth League

Emergency Action Plan: The below emergency action plan and announcement should be available for all events and practices.

Lightening

1. When lightening is detected and at minimum 6 miles away according to flash to bang theory or lightening detector each athlete and spectator should exit the field and enter the high school for safety.
2. The athletic director and/or president of the South Whitley Youth League should be contacted if not found on the premises to make sure he/she is aware of HS shelter
3. Spectators and athletes are welcome to stay in their cars when lightening due to rubber being a good insulator as opposed to a conductor.
4. No play shall resume until 30 minutes after the last lightning strike or thunder for safety
5. A South Whitley Youth League board member or designated coach will make the determination to resume play.
6. If play is delayed more than an hour all games unless lights are available and weather conditions have passed will be cancelled or delayed until a further makeup date can be determined.

Tornado (Watch)

1. At any point if a tornado is possible (tornado watch) ALL students and spectators will be notified and explained that the school is the safest place for them.
2. ALL games will be suspended or cancelled
3. ALL administration board members of the South Whitley Youth League should be notified of said weather conditions and announcement to cancel.

Tornado (Warning)

1. If a tornado is present ALL athletes and parents will be contacted to not come to practice considering the weather.
2. ALL athletes, parents, and spectators will seek shelter in the high school
3. Youth League administration board members will be notified so aware of situation.

Shooter

1. In case of a shooter ALL students, parents, and spectators will seek shelter in the high school to lock themselves in a safe place until the ALL CLEAR has been announced.
2. Local Police should be contacted if this can be done safely
3. Local Police are the only individuals to give the ALL CLEAR