

Westlock Minor Ball Association

Safety & Emergency Action Plan

Westlock Minor Ball Road Games - to be used when the host team or facility EAP is not available.

Game Location Information

Game Location / Diamond Name	
Diamond Number	
Facility Address	
Best Ambulance Entrance	

1. Emergency Contacts

Emergency Services	911
Hospital	TBD by game location. Research prior to game.
Hospital Address	TBD by game location. Research prior to game.
Hospital Phone	TBD by game location. Research prior to game.
AED Location	TBD by game location. Research prior to game.
Location Instructions	Inform dispatch: TBD by the location of game. Research address and have available prior to game.

2. First Aid and Medical Response

- First aid kits are available on-site with each team coach in the ball bag.
- Coaches/managers must have player emergency contacts and medical forms available at all road games.
- In the event of injury:
 - Call 911 for serious injuries.
 - Assign one adult to meet emergency services at the entrance of the determined location.
 - Document the incident.

3. Weather and Air Quality Protocol

Policy Reference: Softball Alberta / Baseball Alberta Weather and Air Quality Policy

- Lightning: Stop playing immediately and evacuate to personal vehicles. Resume play only 30 minutes after the last observed lightning strike.
- Air Quality: Monitor Environment Canada AQHI.
- Suspend or cancel activities if AQHI is 7 or higher (High Risk).

4. Communication Protocol

Role	Name	Phone Number
Head Coach		
Assistant Coach		
Assistant Coach		
Manager		
Adult to Call 911		
Adult to Meet Emergency Services		

- Coaches are responsible for communicating delays, cancellations, or evacuations.

5. Evacuation and Shelter Plan

Evacuation Triggers:

- Thunderstorms or lightning in the area
- Sudden drop in air quality
- Fire, smoke, chemical leaks
- Wild animal presence or safety threat

Primary Evacuation Route:

- Use personal vehicles or a neighboring safe structure that is around the area.

Primary Shelter Location	
Team Meeting Location	