

## SYFL GAME DAY PLAYER AND EQUIPMENT CHECK IN PROCEDURES

### • **PLAYER/EQUIPMENT CHECK IN**

- **All Staff Must be Masked and should have and wear disposable gloves for this process The official plus 2 authorized persons from the home and visiting team NOT IN A COACHING CAPACITY**, will be allowed to participate in the check-in procedure. Each person authorized to accompany their team to the check-in will, upon notification by team check-in-official, present his team for check-in. Each team official will present to check-in-official a "Certified Game Day Roster" ((the Official SYFL Stamp MUST be in color-No Photo copies of roster are allowed or accepted at check in, failure to comply will result in a \$100 fine per copied roster)), the players and their equipment. Certified Rosters must include jersey numbers. All corrections to jersey numbers MUST be complete by final certification which is 9/24/21
- **a. The check-in official is the Home Team SYFL Chapter Agent. The home chapter player agent will conduct the process, with the visitor chapter player agent assisting.**
- All check-ins will start one hour (60 minutes) prior to scheduled game. [No check-in will be conducted later than fifteen (15) minutes before scheduled game.] If a check-in occurs after this time, a \$100 fine will be issued to the chapter. Any player arriving after official check-ins have been completed, cannot participate in the first half. Between first and second half late players will be checked-in. Player arriving after start of second half will not be eligible.
- All players are required to play in equipment they check- in with. All equipment will be checked by the Home chapter equipment manager, accompanied by the opposing teams equipment manager for verification for safety and legal requirements. Waist up accessories are not considered "equipment" and can be put on after the check-in. The waist-up accessories are: wrist bands, gloves, sleeves and rib protectors (for the QB)
- All players are required to have a face mask (Gaiter masks are also acceptable) and a separate water bottle for every game. No Group water bottles allowed. The mask is to remain on unless actually playing in the game. On the sideline it should still be on. There are NO water-boys allowed, no extra personnel on the field.
- Each team representative will be only an observer. He has no authority to interfere with the check-in-official. He will answer all questions pertinent to his team. Any issues shall be notated on the back of the game day roster
- For equipment check, all the players are to line up with their helmet and shoulder pads sitting in front of them. All players are to keep their mask/face coverings on until it is time to verify their photo. Please allow ample distance for each player. The home team's equipment manager (NOT A Coach) or team manager will then proceed to go to each player and inspect the helmet and shoulder pads for defects, missing pads or clips and mouth piece confirmation. They will then confirm with the player that they have on the proper equipment on, Knee, Pads, Thigh pads, Hip pads, Butt Pad and athletic supporter ((Hard cup, jock strap, Compression shorts or padded body suit are all acceptable)) The cleats must also be inspected and must be a molded cleat, NO screw-in cleat's are allowed to be used by a player. If a player has on screw-in cleats they will have to change shoes BEFORE they check in. DO NOT Touch any player, please let them show you the item needed to be verified. If a player is missing any equipment or protection items, they cannot be checked in until they are properly equipped. Failure to be properly equipped by the time the checks-in is completed the player will be ineligible to participate in the game until half time if properly equipped then. Please try to limit your touching of the equipment and mouth pieces and we highly recommend using gloves during this inspection process.
- All check-ins shall be done in full game uniform, less shoulder pads, helmets, and any optional protective equipment.
- The team manager from the opposite team will have the game day roster, with the players lined up in roster order. The Player is asked for ONLY his last name and Jersey Number-There is no need to inquire on birth-date or any other personal information. Upon the player stating Last name and jersey number with their mask on..place a dot by the name and then the player may pull their mask down past the chin to compare the player to the

- The decision of the highest ranking official present at check-ins is binding and final. For the purposes of this paragraph, the Check-in Official is the most senior official.
- Following pre-game check-ins and equipment inspections, copies of the official team roster shall be exchanged between teams noting ineligible players for the game.
- If both teams are ready at the time check-in begins (60 minutes prior to game time), the check-in will begin with the visiting team first. However, if one team is not present at the check-in when it is scheduled to begin, the check-in will proceed with the team that is ready first. It is the responsibility of each team to identify the check-in location and have their team present and ready at the scheduled time.

On game day, forfeited games will be only for the following reasons. A) not enough certified players for the game. B) Called by the official's due to timelines