

Player Check-in Procedure

This Procedure Should Take About 5 Minutes

Each team and player needs to be checked-in prior to play. No player may enter the field without having been formally checked-in.

Each player must be wearing the team issued uniform and the prescribed equipment.

Banned items that affect safety of themselves or other players may not be worn.

Procedure

- 1) Players do not approach the Tournament Table. Players should remain about 20 feet away from the Tournament Table at all times.
- 2) The Coach signs in at the Tournament Table, providing team region and number, and his cell phone number.
- 3) The Coach assembles his team approximately 25 feet away from the Tournament Table, in an open area.
- 4) The Coach assembles his team in a straight line by ascending jersey number
- 5) A referee is on duty at the early morning check-in to help with details
- 6) Have the team stand with their backs to you. Go down the roster and do a roll call, initialing each player that is present, and stroking out the name of any player not present. Any player not on the approved roster may not play. Do not pencil in a player. The Roster has been approved by the Regional Commissioner of that team and may only be modified by the Regional Commissioner of that team.
- 7) Have the players lift one foot and examine their shoes. They need to NOT have a center cleat in the front, such as baseball shoes. If shoes appear not to be regulation and you are uncertain, ask for help from a referee.
- 8) Have the players turn around and hold out their hands. Check for rings and bracelets. Any must come off and go into the zip-lock bag provided. After check-in give the bag to the coach for safekeeping.
- 9) Check the player for earrings or studs. No earrings or studs are permitted. Taping of earrings or studs is not permitted. Any earrings or studs must come off and may be placed in the zip-lock bag.
- 10) Check the player for bobby pins, barrettes or other hard items in the hair. They must be removed and placed in the bag. Soft hairbands, scrunchies and headbands are permitted.
- 11) Hair must be tied back, and may not be long and flowing around.
- 12) Shin guards must be on. Check for them by having the player tap both their shins demonstrating the hard guard underneath.
- 13) **Socks MUST be of the correct team color** and covering the shin guards completely. No exceptions. Socks of the wrong shade of color are frowned upon, and may prevent the player from being checked-in.
- 14) If a player does not get into compliance with the above they may not be checked-in. Cross out their name on the roster.
- 15) If in doubt about anything, consult with the on-duty referee.