



THE FSYFL CERTIFICATION PROCESS

The following points detail the exact process that the FSYFL uses to certify teams and players. Coaches should be aware of these steps so that their teams can be fully ready to play Game #1.

1. *Complete the Players File Folder*- Coaches are required to complete the file folders with an insert for each player on their team. Items required in each insert are Hard Card with photo, Copy of Birth certificates, FSYFL Liability and Medical release forms. (All forms are attached below)
2. *Original Birth Certificates and Student ID's* – The FSYFL requires all players to present an original birth certificate and Student ID (or other ID) in order to be certified to play. These documents once presented and the player is certified, can be returned to the parents. A copy of the Birth Certificate is then stored in the team file folder inserts.
3. *Pre-certification Meeting* - This meeting is held 7-10 days prior to season start in each region. All coaches are required to attend with their player file folders. The following activities take place at this meeting:
 - Each player insert in the Team file folders are checked for correct paperwork; hard card, birth certificates and liability forms. If complete the “Photo & Paperwork Verification” box is stamped.
 - Original Birth Certificates and Student ID's are checked and if complete the “Birth Certificate & Student ID” box is stamped.

Note: The purpose of the Pre-Certification meeting is to complete as much of the players paperwork and certifications as possible. Any additional players that have incomplete paperwork or have been added after this time may be certified at the 1st game check in.

4. *First Game Weigh In* - All players on each team roster are checked against their hard card and photo and then weighed. If the player is qualified the hard card will be stamped with an FSYFL Weight certification stamp and the jersey number recorded. Once a player has been weighed and has the 3 certified hard card stamps they do not have to weigh again for the season. The team will still check into to the FSYFL registration tent prior to a game but verification will be done with jersey number and hard card photographs only
5. *Second & Third Game Weigh In* - Due to the fact that teams are allowed to add players up to the **start** of the 3rd game of the regular season, all late addition and incomplete paperwork players will be weighed in and stamped at the 2nd and 3rd game weigh ins. Following the start of the 3rd game the final roster for that team will be frozen.
6. *Fourth Game Weigh In* – At the fourth game check in the Head coach will be required to sign the frozen roster. This roster will then be placed into the front of the Team File Folder. No additions or changes will be allowed to the team from there on out.

NO PLAYER WILL BE ALLOWED TO TAKE THE FIELD WITHOUT:

- Full payment being made to the FSYFL
- Presentation of necessary Paperwork and certificates
- Making the required weight