

2008 CENTRAL ARIZONA YOUTH FOOTBALL WEIGHMASTER PROTOCOL

The purpose of the Weighmaster Protocol is to efficiently and effectively process the teams playing in a Central Arizona Youth Football League game consistent with the “Kids First” philosophy of our organization, the rules set forth in our Rule Books, and the safety of the participants.

1. Personnel

- A. Weighmaster (Host Association)
- B. CAYFL Official or Designee (Optional)
- C. Business Manager or Designee (one from each Team)
- D. One Assistant Coach (from each Team)
- E. One Cheer Coach or Designee (If Applicable)

Parents shall be kept a minimum of **5 yards** from the weigh in area.

Failure of host Association to supply Weighmaster shall result in forfeiture of game.

2. Upon Arrival at Scale area

- A. Weigh in to be held one hour before scheduled start of game.
- B. Certified digital scale (2008 Certification)
- C. Teams shall arrive; cheer first, in age/alphabetical order, starting with the oldest age.
- D. Weigh-in will be conducted with all players in uniform and wearing all pads, ready to play. Only the player’s helmet is to be carried to weigh-in area to be safety checked. The helmet and shoulder pads will not be worn or held by the player, while on the scale.
- E. Teams shall present:
 - i. Signed Stamped Certified Team and Cheer Roster (**BLUE** in color)
 - ii. Mandatory Play Sheet for game with players identified by number and name
 - iii. List of Discipline/Injured/Absent Players
 - iv. Certified books with Player photo sheet
 - v. Physicians notes approving specific eyeglasses

3. Cheer Squads

- A. Shall be placed at the head of the line, and shall be checked first.
- B. Checks shall be made by the Weighmaster or its designee (i.e. Cheer Coach or Assistant Coach Football Coach) for name on roster, fingernail length, presence of any jewelry and no metal items in hair.
- C. The Cheer squads shall be dismissed upon completion of the checks set forth above and need not remain for the players weigh in.

4. Upon Request of Weighmaster, Assistant Coaches shall check opposing team.

- A. Cleats (if “screw in type” NO METAL may show through)
- B. Helmet Certification Label / NOCSAE Warning Label
- C. Fingernail Length, trim if necessary for safety
- D. Exterior Tape for Safety
- E. Player Mouth guard with a “keeper strap” is required for Tackle. must be a color, it can not be white or clear

5. Weighmaster Responsibilities at the Scale Area

- A. Home team shall weigh first.
- B. Player shall state name and league age to Weighmaster
- C. Player shall be weighed for maximum weight allowed. Weight to be rounded down, ie: 110.9 lbs. will be 110 lbs. “game weight”.
- D. All gloves and additional pads shall be presented to the Weighmaster, by the player prior to stepping on the scale, to be checked to ensure no unfair advantage is obtained from use and they are safe for use. Gloves/ arm pads not presented at weigh in may not be used during the game. Gloves / arm pads shall not be held by the player while on the scale.
- E. After both teams are weighed, Weighmaster **must** write on the Mandatory Play Sheet the number of eligible players for each team, and initial the number of mandatory plays.

6. Special Issues

- A. **Both teams shall remain at scales until all players are weighed /checked. teams may only leave area if they have been dismissed, by Weighmaster.**
- B. Water will be permitted at the weigh in – (we live in Arizona...) but the water shall not be held by a player during weigh in.
- C. A player who does not make weight shall not play, but may remain on the sidelines with his helmet and shoulder pads removed. Player may wear jersey. A note shall be made on the mandatory play sheet of any player ineligible as a result of weight.
- D. Any player arriving at the scales after the Weighmaster has called for the Certified Rosters shall be ineligible to participate in the first half. That player may be weighed at half time if both Business Managers are present. He shall be required to play only half of the required mandatory plays for that day.
- E. Talk among the players shall be kept to a minimum and under no circumstances shall any taunting or trash talking occur. The Weighmaster reserves the right to eject players, Coaches or Business Managers from the weigh in area based upon their behavior.
- F. All splints, casts, braces and exterior taping must be approved by the on site paramedic and game referee crew chief before a player may participate.

7. Rule Reminders (Section IV, Rule 14, K).

- A. Eyeglasses (Clear face shield in face mask is permitted – no note required)
 - i. Athletically approved construction with non-shatter glass
 - ii. ”Keeper strap” required to be worn by player during game.
 - iii. Physician’s note approving specific eyeglasses
- B. Jewelry prohibited, except religious or medical medallions (must be taped down)
- C. Headgear containing knots, including beads, and hair ornaments is prohibited.
- D. **No metal exposed on any “screw in” cleats.** Coaches should check cleats **before** team comes to the scale. Teams must have extra cleats if needed to swap out bad cleats.

8. Flag Weigh In to be done on field 40 yard line, 15 – 20 min. before start of game

- A. Weighmaster shall check:
 - i. Rosters, mandatory play sheets and special issues as set forth above.
 - ii. Cleats, molded or “soccer style” approved, also tennis/athletic shoes allowed
 - iii. Fingernail length, trim if necessary.
 - iv. Mouth guard, must be a color, not white or clear. Note that Flag does not use “keeper strap” mouth guard, only the “insert in mouth style”.