



# AMERICAN YOUTH FOOTBALL

## Participation, Tracking and ID Card - National Division



ASSOCIATION NAME - \_\_\_\_\_

ASSOCIATION

ASSOCIATION NAME	PLACE PHOTO / DMV / MILITARY ID CARD HERE			
DIVISION OF PLAY - TEAM NAME				
PARTICIPANT NAME				
<table style="width: 100%; border: none;"> <tr> <td style="border: none; width: 33%;">JERSEY #</td> <td style="border: none; width: 33%;">AGE (7/31)</td> <td style="border: none; width: 33%;">O/L WEIGHT</td> </tr> </table>		JERSEY #	AGE (7/31)	O/L WEIGHT
JERSEY #		AGE (7/31)	O/L WEIGHT	
PARTICIPANT PARENT/GUARDIAN NAME				
<table style="width: 100%; border: none;"> <tr> <td style="border: none; width: 33%;">HOME PHONE</td> <td style="border: none; width: 33%;">WORK PHONE</td> <td style="border: none; width: 33%;">CELL PHONE</td> </tr> </table>	HOME PHONE	WORK PHONE	CELL PHONE	
HOME PHONE	WORK PHONE	CELL PHONE		

I, Hereby, With My Signature, Do Certify That The Information Below Has Been Collected And Verified By The Means, As A Minimum, As Instructed In The AYF National Rulebook And/Or Operations Manual, Current Version.

Conference Verification Signature/STAMP	<b>OFFICIAL PLAYER CERTIFICATION</b>	Association Verification Signature/STAMP
<b>LEAGUE USE ONLY</b>		
DATE OF BIRTH:  Month / Day / Year	Age As of Age Cut off Date  Older/Lighter:	CERTIFICATION WEIGHT
	PARTICIPANT CONTRACT	MEDICAL CLEARANCE
	WAIVER/RELEASE	EMERGENCY MEDICAL / CONSENT
		SCHOLASTICS

REGULAR SEASON

	GAME DATE	WEIGH MASTER	CODE		GAME DATE	WEIGH MASTER	CODE
JAMBOREE				Week 11			
Week 1				Week 12			
Week 2				Week 13			
Week 3				Week 14			
Week 4				Week 15			
Week 5				Week 16			
Week 6				Week 17			
Week 7				Week 18			
Week 8				Week 19			
Week 9				Week 20			
Week 10				Week 21			

POST SEASON

**INSTRUCTIONS:** Weigh Master Will Enter Date, Verify The Identity, Weight, Of Each Participant, Initial Each Participant Card,  
**CODE:** OK = Everything Verified, ENTER WEIGHT = Over Weight, I = Sick/Injured, A = Absent / Dropped  
**ALL MUST BE CHECKED IN / VERIFIED PLAYING OR NOT - IF OVERWEIGHT ENTER THE WEIGHT UNDER "CODE"**

