

Friday & Saturday (preliminary round games) (Teams playing on the back fields (#11-16) will register at the back fields. All other teams will register at the Pavilion by the turf fields.)

GRADE 6

1. Teams must check in at least 30 minutes before their first game of the day
2. Coaches are to provide 1 roster for each game, plus a master roster for each day at the registration tent (they should bring 10 copies to be safe)
 - a. Numbers on the roster must match uniforms (no duplicates)
 - b. Rosters must be signed by the coaches
 - c. Rosters must be signed (or stickered) by the league registrar
3. Players must be dressed to play and in alphabetical order, with their player card in hand
4. Registration staff does equipment safety check
5. Player check-in
 - a. Cards are kept at the registration area for the players that did not check-in
 - b. Coaches must pick-up these cards after their last game each day
6. Roster returned to coach with checked in players **highlighted and an MTOC approved sticker on the roster**
7. **Field check-in**
 - a. Referee to take and keep the roster until the end of the game. Ensure it has the MTOC approved sticker and initials.
 - b. At the end of the game, referees turn in the roster and any late check-in cards along with the Game Score Card.

GRADE 8 and older

1. Teams must check in at least 30 minutes before their first game of the day
 - a. **Teams with more than 18 players on the roster must check-in before every game.**
 - b. Players who are not participating in a game, except under red card suspension, may remain on the team bench provide that they wear a pinnie and do not wear their team jersey during the game. Red Carded players will be administrated through the MTOC Policy for an ejected [RedCarded] player.
2. A maximum of 18 players can be dressed for any game
3. Coaches are to provide 1 roster for each game, plus a master roster at the registration tent (they should bring 10 copies to be safe)
 - a. Numbers on the roster must match uniforms (no duplicates)
 - b. Rosters must be signed by the coaches
 - c. Rosters must be signed (or stickered) by the league registrar
4. Players must be dressed to play and in alphabetical order, with their player card in hand
5. Registration staff does equipment safety check
6. Player check-in
 - a. Cards are kept at the registration area for the players that did not check-in
 - b. Coaches must pick-up these cards after their last game each day
7. Roster returned to coach with checked in players **highlighted and an MTOC approved sticker on the roster**
 - a. Players designated as not playing will have their numbers **circled** on the roster
8. Field check-in
 - a. Referee to take and keep the roster until the end of the game. Ensure it has the MTOC approved sticker and initials.

