

2016 Team Weigh In Schedule

Tuesday, Sept. 6 at Spanish Fort High School Field House

Weigh In Time	Team
6:20	Spanish Fort 7/8
6:30	Spanish Fort 7/8
6:40	Spanish Fort 9
6:50	Spanish Fort 9
7:00	Spanish Fort 10
7:10	Spanish Fort 10
7:20	Spanish Fort 11
7:30	Spanish Fort 12
7:40	Loxley 7/8
7:50	Loxley 10
8:00	Loxley 11
8:10	Bay Minette 7/8
8:20	Bay Minette 10
8:30	Bay Minette 11

Thursday, Sept. 8 at Indoor Facility at Foley High School

Weigh In Time	Team
6:00	Foley 7/8
6:10	Foley 7/8
6:20	Foley 9
6:30	Foley 10
6:40	Foley 11
6:50	Foley 12
7:00	Robertsdale 7/8
7:10	Robertsdale 9
7:20	Robertsdale 11
7:30	Elberta 7/8
7:40	Elberta 10
7:50	Elberta 11
8:00	Gulf Shores 7/8
8:10	Gulf Shores 9
8:20	Gulf Shores 11

Wednesday, Sept. 7 at Daphne Recreation Center (2605 Hwy 98)

Weigh In Time	Team
6:00	Daphne 7/8 (Myles)
6:10	Daphne 7/8 (Stokley)
6:20	Daphne 9 (Smith)
6:30	Daphne 10 (Pierce)
6:40	Daphne 10 (Gonzalez)
6:50	Daphne 11 (Flynn)
7:00	Daphne 12 (Pierce)
7:10	Fairhope 7/8
7:20	Fairhope 7/8
7:30	Fairhope 9
7:40	Fairhope 10
7:50	Fairhope 10
8:00	Fairhope 11
8:10	Fairhope 11
8:20	Fairhope 12
8:30	Fairhope 12

- **Make sure you have your credentials book with a copy of complete official BCYFA roster and line your players up in the order they appear on the roster.**

- **Please gather your team and line them up outside/away from the weigh in area to alleviate congestion.**

- **Players need to have their jersey on when they come to weigh in. If a player needs to remove clothing to try to make weight, he can. He must leave shorts on. Football pants are not required for weigh ins anymore.**

- **Only players and coaches are allowed in weigh in area.**

- **Please have a coach at the front of the line to call out players names as they come to the scale.**

- **Please have your team ready to weigh in 15 minutes prior to your weigh in time. (That means to tell your team to be there 30 minutes prior to weigh in time, LOL).**

- **League will provide stripes for the helmets. Any player who knows he is over the limit or is close should bring**