

**Article Number**

Article 501 B 01

**Change**

Team Eligibility.

01. Team Registration. A team must register with the local association in which the greatest number of its' players reside, and this number must be retained for the remainder of the season.

EXCEPTION: Teams in an adjoining county to a State and Metro association may register with either the State or Metro Association by mutual consent of the State/Metro Commissioner's involved.

**Comments:** Establishes where a team must register and sets limitations on how many players they must retain to keep that registration.

Article 501 C 02 c

Rostered Player

02. Rostered Player.

- c. Adult Player Classification. Individual adult players may not play more than one ( 1 ) classification below the classification level of their most recent team.

**Comments:** To assist associations with classification of individual players.

Article 501 C 04 a 01 Player Identification.

- a. Providing Proper Identification.

01. Upon demand by league or tournament officials including national championship finals, a player must produce proper identification ( which shall include a current photograph of the player and the player's signature ) or the player shall be declared ineligible and the team subject to suspension. For the purpose of this section, driver's licenses or comparable identification is acceptable.
  02. At all national championship finals every player must sign in prior to playing. Failure will result in disqualification from the tournament unless the player has not played, in which case they will be allowed to sign in.

**Comments:** To establish a specific penalty if players do not sign in prior to competing.

Article 502

ROSTERS. A team's roster becomes official when a commissioner or designee signs it for championship play. Each team is permitted pick up players according to Article 503 of this code.

**Comments:** Defines when a Team's Roster becomes official.