PHOTO GUIDELINES SOUTH CHESHIRE YOUTH LEAGUE 2020

PLEASE NOTE

ANY PHOTO TAKEN/UPLOADED BEFORE JULY 1ST 2020 WILL AUTOMATICALLY BE REJECTED BY THE SYSTEM. ON OCCASION IT WON'T INFORM THE OFFICIAL SUBMITTING THE PLAYERS OF THE REJECTED SUBMISSION.

ANY PHOTO REJECTED BY THE LEAGUE OFFICIAL WILL BE ACCOMPANIED BY A REASON WHY. THE CLUB WILL NOT RECEIVE AN EMAIL/NOTIFICATION OF THIS RETURNED SUBMISSION.





INDIVIDUAL

THE PHOTO MUST BE OF THE PLAYER ALONE & NOT CROPPED FROM A TEAM/GROUP PHOTO.



ORIGINAL UPLOADED PHOTO MUST BE THE ORIGINAL & NOT A PHOTOGRAPH OF A PHYSICAL PHOTO.



OBSTRUCTION THERE MUST BE NO OBSTRUCTIVE ASPECTS SUCH AS HANDS OR ITEMS VISABLE.



BACKGROUND THE BACKGROUND MUSTN'T BE A SIMILAR COLOUR TO THE CLOTHING OF THE PLAYER.



ACCESSORIES PHOTO MUST CONTAIN NO UNNECESSARY ACCESSORIES SUCH AS CAPS, SUNGLASSES OR FACEPAINT.



EDITED THE UPLOADED PHOTO MUST NOT BE 'TOUCHED-UP' IN ANY WAY. THE ONLY EDIT ACCEPTABLE IS THE CROPPING TO HEAD & SHOULDERS.







QUALITY THE PHOTO MUST BE FOCUSED & SHOW NO SIGNS OF BLURRING.

QUALITY THE PHOTO MUST BE AS CLEAR AS POSSIBLE & NOT PIXILATE OR GRAIN TOO MUCH.

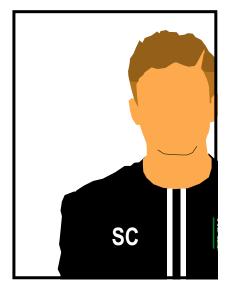
LIGHTING PLAYERS FEATURES MUST BE VISABLE WITHOUT A SHADOW CAST UPON THE FACE.



TOO FAR AWAY THIS REDUCES THE QUALITY OF PHOTO & MAKES IT HARDER TO SEE FACIAL FEATURES ON PAPER.



CLOSENESS PROVIDING THE FACE DOESN'T FILL THE FRAME FULLY THIS SHOULD BE ACCEPTABLE.



NOT IN FRAME THE PLAYER MUST BE CENTRAL & FORWARD FACING.



IDEAL PHOTO

- ✓ HEAD & SHOULDERS.
- ✓ GOOD LIKENESS OF THE PLAYER.
- ✓ BACKGROUND CONTRASTS CLOTHING.
- ✓ CLEAR.
- ✓ SERIOUS OR SMILEY DOESN'T MATTER AS LONG AS THEY LOOK NATURAL & NOT FORCED OR SILLY.

REGISTRATION CHANGES/UPDATES FOR THE 2020/21 SEASON

SOUTH CHESHIRE YOUTH LEAGUE

Each game you will be required to show your proof of registration to the opposition manager & referee – the form in question show's your players photographs, name & date of registration (or DOB depending on Format). The form will also make the referee aware of the team officials that are permitted pitch side – it is imperative for safeguarding reasons that your club tag you as a team coach/manager to appear on this form. Not on the form – not on the sideline. Team officials do not include any parent running the line.

Failure to show the referee the proof of registration form before a game results in the game points being awarded to the opposition. Opposition managers do not have to do a thorough check of the opposition form if they do not want to, however, if you choose not to check the opposition form then you will not be able to make a complaint if you feel the opposition fielded an ineligible player. League officials can ask to see this form before, during or after the game.

Registration's take 7 days to clear. For Example: If you submit a player on Friday October 9th the player will be ineligible for Sunday October 11th & will be officially registered & available for Sunday October 18th. The player will show as pending on the Whole Game System until the 7th Day of Clearance.

Cup-tied players will still feature on the team sheet. In the event of a cuptied situation both teams in the fixture & the referee will be informed of the player(s) in question.

When submitting players, please send an accompanying email to <u>SCYL-</u><u>PlayerReg@outlook.com</u> listing the player's submitted (First Initial. Surname – W. Wood) – if any player doesn't show up on the league's system you'll be notified.

Transfers during season – Players moving team's during the season (deadline TBC) must email the above address. Player's moving must not be indebted to their parent club in terms of subs and/or club owned kit.

Once player's have been registered, you can access your team sheet by logging onto the Whole Game System, clicking 'My Clubs & Teams' on your dashboard & clicking Squad List. This downloads you a printable document.

To keep this procedure COVID-Safe we recommend laminating the form or keeping within a sealed clear wallet so that it can be easily disinfected.