



Policy Category	Operational - Program
Policy Name	CDMFA Safety Personnel Standards & Requirements
Source	Football Canada, Football Alberta, Coach.ca, sirc.ca/canadian-sport-policies , Sport Medicine Council of Alberta, Hockey Canada, Ringette Canada, Rugby Alberta https://thelocker.coach.ca/onlinelearning#EAP-E , Centers for Disease Control & Prevention, Football Alberta "Equipment Manager 101"
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Safety Personnel Standards & Requirements

Keeping participants safe is one of the most important aspects in the game of football. The Team Safety Personnel (Staff Trainers, Team Trainers, Team First-Aid, Equipment Managers) play a significant role in ensuring that participants are kept safe during all team activities by identifying and managing risks, leading injury management, and championing a safe environment within the team and organization.

The Safety Personnel's individual scopes of practice are determined by their individual certifications, training, and professional credentials. Each safety personnel member is responsible for understanding and adhering to the limits of their certification, which defines the skills, procedures, and medical interventions they are trained and authorized to perform.

It is the responsibility of each safety personnel member to stay informed about any updates or changes to their certification requirements, as guidelines may vary across different certifying organizations.

Furthermore, all safety personnel must fulfill these responsibilities while respecting the requirements for their designated position within CDMFA. If a situation arises that exceeds their qualifications, they must escalate care to an appropriately certified professional.

1. Safety Personnel

1.1. Staff Trainers

CDMFA Staff Trainers are designated by the CDMFA to add a supplemental layer of safety and care to the players. With their additional certification and education, they complement the designated Team Safety Personnel in CDMFA events.

CDMFA Staff Trainers will be paid \$75/game in Tackle Football events, and \$100/4-hour shifts in Flag Football events.

Payments will be done through invoice sent to CDMFApayments@gmail.com, and copied to nick.schmidt@outlook.com and marjorie.kinesiology@gmail.com.



All required documentation (see section **"Requirements & Terms"**) must be submitted into your RAMP Profile prior to any team physical event. A Trainer cannot cover any event until they have received approval from the CDMFA.

An individual can be a CDMFA Staff Trainer as well as a Team Safety Personnel, however they cannot fill both roles concurrently at the same event. If a person acts in both roles the Team Safety Personnel role shall always take precedence over the CDMFA Staff Trainer role.

If any of the Team Safety Personnel cannot attend an event, they must find a substitute that meets all the requirements to fill the position, meets all CDMFA standards and is vetted. The individual must inform their team's coaching staff and the CDMFA in writing prior to the substitute attending the event.

1.1.1. Staff Trainer - Tasks & Responsibilities

1.1.1.1. CDMFA Staff Trainers' pre-event duties are the following:

- 1.1.1.1.1. Arrive 30 minutes prior to event start time.
- 1.1.1.1.2. Set up CDMFA Staff Trainer's medical equipment
- 1.1.1.1.3. Introduce themselves to both teams' designated Safety Personnel and referees
- 1.1.1.1.4. Confirm EAP with both teams and referees, and determine necessary hand signals
- 1.1.1.1.5. Ask both teams' designated Safety Personnel if there is any important medical information for which they should be aware (return to play, post-injury, chronic illnesses etc)
- 1.1.1.1.6. Determine the event's site's AED location

1.1.1.2. CDMFA Staff Trainers' event duties are the following:

- 1.1.1.2.1. Provide care to the players when the necessary treatment falls out of the Team Trainer's area of expertise.
- 1.1.1.2.2. Assist in making sure all players have an environment where they feel comfortable to discuss injuries and injury recovery.
- 1.1.1.2.3. Give constant attention to the event and supervise for any emergencies.
- 1.1.1.2.4. In the case of a game stopping, both the CDMFA Staff Trainer and Team Safety Personnel run on the field. The Team Safety Personnel is the designated Charge Person.
- 1.1.1.2.5. Be prepared to recognize and treat life-threatening or serious injuries. If necessary treatment is outside of all on-site Safety Personnel's scopes of practice, the team's EAP shall be activated.
- 1.1.1.2.6. Have the authority and the discretion to activate the EAP even if the Team Trainer or Team First-Aid does not. The Safety Personnel that activated the EAP becomes the Charge Person.
- 1.1.1.2.7. Unless the CDMFA Staff Trainer activated the EAP, the CDMFA Staff Trainer acts as a Secondary Charge Person to the Team Safety Personnel.
- 1.1.1.2.8. Inform the CDMFA in the case of EAP activation.



- 1.1.1.2.9. Work with Team Trainers and Team First-Aid by utilizing the designated Team Safety Personnel's familiarity with the players
 - 1.1.1.3. CDMFA Staff Trainers' post-event duties are the following:
 - 1.1.1.3.1. Stay on site at least 15 minutes after the event ends.
 - 1.1.1.3.2. Clean-up medical station and set down medical equipment.
 - 1.1.1.3.3. Debrief with all designated Team Safety Personnel, parents and players when necessary.
 - 1.1.1.3.4. Complete [injury reports](#) within 24 hours after the event.
- 1.2. Team Trainers

Team Trainers are designated by their respective clubs to provide the first layer of safety and care to their players for club practices, games, and activities.

 - 1.2.1. Team Trainers - Tasks and Responsibilities
 - 1.2.1.1. Submit all Team Trainer documents in the Trainer's RAMP profile prior to any team physical event. A Team Trainer cannot cover any event until they have received the final approval by the CDMFA. (See "Requirements & Terms")
 - 1.2.1.2. Manage an effective Risk Management program with your team that offers a safe training and playing environment.
 - 1.2.1.3. Assist in making sure all players have an environment where they feel comfortable to discuss injuries and injury recovery.
 - 1.2.1.4. Ensure that all players are provided with meaningful opportunities and enjoyable experiences free from physical and/or emotional maltreatment.
 - 1.2.1.5. Promote proper conditioning, warm-up and cool down techniques as effective methods of physical preparation.
 - 1.2.1.6. Ensure [Football Alberta Medical History Forms](#) are completed for all players prior to any team physical event. Stay up to date on all medical information files on all players and bring these to all team activities throughout the entire season. Summarize any relevant medical information to CDMFA Staff Trainer prior to event start, when present.
 - 1.2.1.7. Keep the [Player Injury Log](#) up to date, and relay all relevant player condition information to CDMFA Staff Trainers, players, parents and coaching team.
 - 1.2.1.8. Maintain a fully stocked Medical Kit and bring it to all team activities. (See Item 3)
 - 1.2.1.9. Implement an effective [Emergency Action Plan \(EAP\)](#) with your team and practice it regularly to ensure all involved understand their roles and are prepared to act promptly when an incident occurs. Keep a physical copy of the EAP during all games and practices.
 - 1.2.1.10. Inform the CDMFA in the case of EAP activation.
 - 1.2.1.11. Be prepared to recognize and treat life-threatening or serious injuries. If necessary treatment is outside of all on-site Safety Personnel's scopes of practice, the team's EAP shall be activated.
 - 1.2.1.12. Act as the Designated Charge Person in all practices and games. If the CDMFA Staff Trainer activates the EAP, the Team Trainer acts as the Secondary Charge Person by providing medical context.



- 1.2.1.13. Provide necessary taping and treatment that falls within Team Trainer's scope of practice after receiving consent from players.
 - 1.2.1.14. Recognize injuries that require a player to be removed from action. Refer players to medical professionals and coordinate [Return to Play Protocol](#).
 - 1.2.1.15. In the case of a game stopping, both the CDMFA Staff Trainer and Team Safety Personnel run on the field. The Team Safety Personnel is the designated Charge Person.
 - 1.2.1.16. Facilitate communication with CDMFA Staff Trainers, players, coaches, parents, physicians, therapists, paramedical personnel, officials and other volunteers regarding safety, injury prevention and player's health status that respect medical confidentiality.
 - 1.2.1.17. Act as Safety Person for both your team and your opponents if only one Safety Person is present.
- 1.3. Team First-Aid
- Team First-Aid are designated by their respective clubs to provide the first layer of safety and care to their players for club practices, games, and activities at Flag U8, U10 & U12. These individuals may also assist a Team Trainer or Staff Trainer when providing care or executing an EAP.
- 1.3.1. Team First-Aid - Tasks and Responsibilities
- 1.3.1.1. Attend all team events.
 - 1.3.1.2. Submit all Team First-Aid documents on RAMP prior to any team physical event. A Team First-Aid cannot cover any event until the Team First-Aid has received the final approval by the CDMFA. (See "Certifications & Terms")
 - 1.3.1.3. Manage an effective Risk Management program with your team that offers a safe training and playing environment.
 - 1.3.1.4. Assume a proactive role in identifying and minimizing risks during all activities, and if ever in doubt, always err on the side of caution.
 - 1.3.1.5. Assist in making sure all players have an environment where they feel comfortable to discuss injuries and injury recovery.
 - 1.3.1.6. Ensure [Football Alberta Medical History Forms](#) are completed for all players prior to any team physical event. Stay up to date on all accurate medical information files on all players and bring these to all team activities throughout the entire season. Summarize any relevant medical information to CDMFA Staff Trainer prior to event start.
 - 1.3.1.7. Keep the [online Player Injury Log](#) up to date, and relay all relevant player condition information to CDMFA Staff Trainers (during games), players, parents and coaching team.
 - 1.3.1.8. Maintain a fully stocked Medical Kit and bring it to all team activities. (See Item 3) (For Flag U8, U10 & U12, this is the responsibility of the Team First-Aid solely)
 - 1.3.1.9. Implement an effective [Emergency Action Plan \(EAP\)](#) with your team and practice it regularly to ensure all involved understand their roles and are prepared to act promptly when an incident occurs. Keep a physical copy of the EAP during all games and practices. (For Flag U8, U10 & U12, this is the responsibility of the Team First-Aid solely)



- 1.3.1.10. Inform the CDMFA in the case of EAP activation.
- 1.3.1.11. During practices, Team First-Aid is the designated Charge Person. (For Flag U8, U10 & U12, this is the responsibility of the Team First-Aid solely)
- 1.3.1.12. Manage minor injuries according to basic injury management principles and refer players to CDMFA Staff Trainers or other medical professionals when treatment is outside of the Trainer's scope of practice.
- 1.3.1.13. Recognize injuries that require a player to be removed from action. Refer players to medical professionals and coordinate [Return to Play Protocol](#).
- 1.3.1.14. Act as the Designated Charge Person in all practices and games. If the CDMFA Staff Trainer activates the EAP, the Team First-Aid acts as the Secondary Charge Person by providing medical context.
- 1.3.1.15. For Flag U8, U10 & U12, the Team First-Aid is the first person to run on the field. If the Team First-Aid stays on the field with the athletes for more than 2 minutes, the CDMFA Staff Trainer must join them on the field and work with the Team First-Aid in managing the injury.
- 1.3.1.16. Facilitate communication with CDMFA Staff Trainers, players, coaches, parents, physicians, therapists, paramedical personnel, officials and other volunteers regarding safety, injury prevention and player's health status.

1.4. Safety Personnel Code of Ethics

- 1.4.1. Strive to enhance the safety of all participants at all times.
- 1.4.2. Use only those techniques that you are qualified to administer.
- 1.4.3. Always err on the side of caution and never practice any behaviour that may ultimately harm a participant or worsen an injury.
- 1.4.4. Never intentionally mislead or lie about your qualifications, education or professional affiliations.
- 1.4.5. Strive to achieve the highest level of competence and continue to educate yourself to update and improve your skills.
- 1.4.6. Strive to promote the values of integrity and friendship in football, and never condone, encourage, engage in or defend unsportsmanlike conduct, including the use of performance enhancing substances.
- 1.4.7. Always put the player's best interest first and ensure that all players are treated with respect and integrity; free from any form of physical and/or emotional maltreatment.
- 1.4.8. Never practice, condone, defend or permit discrimination on the basis of race, colour, sex, gender identity, age, religion or ethnic origin.
- 1.4.9. Respect all participant medical information as confidential. Each team's Head Coach and Team Safety Personnel should communicate with each other when managing players' injuries and other medical information. In the case of a liability issue, both the Head Coach and the Team Safety Personnel should discuss with their respective association's President. Such information shall not be disclosed to any person without the consent of the participant and their parents or guardians, except where required by law or in the event of an emergency.
- 1.4.10. Always apply the Rule of Two, regardless of the context.



1.5. Certifications & Terms

CDMFA does not currently have a preferred supplier for the training requested, with the exception of the Sport Trainer (Athletic Injury Management and Taping & Strapping) courses that must be taken through the Sport Medicine Council of Alberta (SMCA). If an individual secures a certification from an alternative source than what is listed, CDMFA will require a copy of the certificate to verify it meets the requirements, and the certification is not expired.

1.5.1. CDMFA Staff Trainer

- 1.5.1.1. Proof of current/graduated education (Physiotherapy, RN/LPN, EMT, CMT, Athletic Therapy, Kinesiology, Medical Degree and any other related field):
- 1.5.1.2. Proof of Date of Birth (demonstrating the Trainer is at least 16 years of age AND shall be at least 2 years older than the oldest players participating in the event):
- 1.5.1.3. Medical First Responder (MFR) (or equivalent, Standard First-Aid NOT recognized):
- 1.5.1.4. Making Headway (NCCP course)
- 1.5.1.5. Safe Sport (NCCP online program)
- 1.5.1.6. Rule of Two (NCCP online program)
- 1.5.1.7. Athletic Injury Management (1-day session with sportmedab.ca)
**note these must be renewed every 3 years
- 1.5.1.8. Sport Taping & Strapping (1-day session with sportmedab.ca)
**note these must be renewed every 3 years
 - 1.5.1.8.1. Or combined 2-day course: Sport Trainer
- 1.5.1.9. Alternatives to the MFR training requested (must be submitted on RAMP):
 - 1.5.1.9.1. Medical Doctor/Student
 - 1.5.1.9.2. Certified Fire/Emergency Personnel
 - 1.5.1.9.3. Registered Nurse (copy of current license requested)
 - 1.5.1.9.4. Ambulance Training - EMT
 - 1.5.1.9.5. Certified Athletic Therapist
 - 1.5.1.9.6. Sport Physio Designation
- 1.5.1.10. Vulnerable Sector Check (for those 18 years and older)
- 1.5.1.11. Police Information Check (for those 18 years and older)

1.5.2. Team Trainer Certification

- 1.5.2.1. Proof of Date of Birth (demonstrating the Trainer is at least 16 years of age AND shall be at least 2 years older than the oldest players participating in the event)
 - 1.5.2.1.1. In the event that there is not a 2-year age gap, the individual in question can perform the duties of Team Trainer only under the oversight of a Certified Team Trainer Personnel who does have a 2-year age gap of the oldest player eligibility criteria.
- 1.5.2.2. Making Headway (NCCP course)
- 1.5.2.3. Safe Sport (NCCP online program)
- 1.5.2.4. Rule of Two (NCCP online program)



- 1.5.2.5. Athletic Injury Management (1-day session with sportmedab.ca)
**note these must be renewed every 3 years
 - 1.5.2.6. Sport Taping & Strapping (1-day session with sportmedab.ca)
**note these must be renewed every 3 years
Trainers must submit their valid Sport Trainer certification no later than by their team's first season game.
 - 1.5.2.6.1. Or combined 2-day course: Sport Trainer
 - 1.5.2.7. Standard First Aid CPR/AED- Level C Certification
 - 1.5.2.7.1. Alternatives to the first aid training (must be submitted on RAMP):
 - Medical Doctor/Student
 - Certified Fire/Emergency Personnel
 - Nurse Practitioner, Registered Nurse or Licensed Practical Nurse (copy of current license requested)
 - Ambulance Training - EMT
 - Athletic Therapist, or student having completed ...
 - Sport Physio Designation
 - Sport First Responder (Red Cross)
 - 1.5.2.8. Vulnerable Sector Check (for those 18 years and older)
 - 1.5.2.9. Police Information Check (for those 18 years and older)
 - 1.5.3. Team First-Aid
 - 1.5.3.1. Proof of Date of Birth (demonstrating the Trainer is at least 16 years of age AND shall be at least 2 years older than the oldest players participating in the event)
 - 1.5.3.1.1. In the event that there is not a 2-year age gap, the individual in question can perform the duties of Team First Aid only under the oversight of a Certified First Aid Personnel who does have a 2-year age gap of the oldest player eligibility criteria.
 - 1.5.3.2. Making Headway (NCCP course)
 - 1.5.3.3. Safe Sport (NCCP online program)
 - 1.5.3.4. Rule of Two (NCCP online program)
 - 1.5.3.5. Standard First Aid CPR/AED- Level C Certification
 - 1.5.3.5.1. Alternatives to the first aid training requested:
 - Medical Doctor/Student
 - Certified Fire/Emergency Personnel
 - Registered Nurse (copy of current license requested)
 - Ambulance Training - EMT
 - Athletic Therapist, or student having completed ...
 - Sport Physio Designation
 - Sport First Responder (Red Cross)
 - 1.5.4. The Team First-Aid must be at least 16 years old
 - 1.5.5. Vulnerable Sector Check (for those 18 years and older)
 - 1.5.6. Police Information Check (for those 18 years and older)
- 1.6. Requirement by Division or Program



1.6.1. Flag

- 1.6.1.1. Minimum of 1 Team First-Aid per team for all practices and games, regardless of team size
- 1.6.1.2. One fully stocked Medical Emergency Kit per team at all team events.
- 1.6.1.3. Flag (U14, U16 and U18)
 - 1.6.1.3.1. It is strongly recommended for clubs to have a Minimum of 1 Team Trainer per team for all practices and games, regardless of team size for the purposes of injury maintenance, taping, etc.

1.6.2. Tackle Programs

- 1.6.2.1. Minimum of 1 Team Trainer for 30 players during games
- 1.6.2.2. Minimum of 2 Team Trainers on site during games when team exceeds 30 players
- 1.6.2.3. Minimum of 1 Team Trainer during practices, regardless of team size
- 1.6.2.4. One fully stocked Medical Emergency Kit per team at all team events.

2. Emergency Action Plan (under review)

Reference: [CDMFA EAP Handbook](#)

An Emergency Action Plan (EAP) is a plan designed to assist team staff and personnel in responding to emergency situations. The idea behind having such a plan prepared in advance is that it will help you respond in a responsible and clear-headed way if an emergency occurs.

2.1. The team's EAP should be contained in the "Emergency Binder" be on site with the team, and contain the following items:

2.1.1. Designate who is in charge in the event of an emergency; they cannot be the same person

2.1.1.1. Charge Person is the Team Trainer (2 backups should be prepared to step in)

- Conduct initial assessment of the injury and provide necessary immediate treatment.
- Designate someone to watch the other participants (stop all activities and ensure all participants are in a safe area)
- Wait with the injured participant and help keep them calm until emergency medical services arrive and conduct their assessment of the injury
- Record the injury using the club's accident report form

2.1.1.2. Call Person (2 backups should be prepared to step in)

2.1.1.2.1. Call for emergency help

2.1.1.2.2. Provide all necessary information to dispatch (found in the team "Emergency Binder/Manual")

- Facility location
- Closest door/access point to the injured person
- The nature of the injury
- A description of any first aid that has already been performed
- Other medical information, such as allergies or medical conditions



- 2.1.1.2.3. Clear any traffic from the facility entrance or access road before the ambulance arrives
- 2.1.1.2.4. Wait by the entrance to direct the ambulance
- 2.1.1.2.5. Call the participant's emergency contact person
- 2.1.1.2.6. Assist the charge person as needed
- 2.1.2. Have a cell phone accessible and fully charged (or access to a land-line)
- 2.1.3. Have a list of phone numbers, including emergency services and the facility manager/superintendent.
- 2.1.4. Have a medical profile for each participant, so information can be quickly provided to emergency medical personnel, if needed. Include in this profile a signed consent from the parent/guardian to authorize medical treatment in an emergency. Have copies of the FBAB insurance forms to send to the hospital with the player parents or team rep (they must be completed by the treating physician).
- 2.1.4.1. Football Alberta Insurance Form:
<https://cloud.rampinteractive.com/footballalberta/files/PDF/Insurance%20Information/Athletic%20Accident%20Claim%20Form.pdf>
- 2.1.5. Have the address with any specific or special directions needed to assist Emergency Medical Services (EMS) to reach the site as quickly as possible (example: Is there a service road? Which gate at the facility is open to drive an ambulance through?)
- 2.1.6. [Sample EAP form](#)

3. Medical Kit

- 3.1. Medical Kits are required for Team Trainers (see First-Aid kits for Team First-Aid below). It is the responsibility of the team/club to ensure a fully stocked Medical Kit is on site for every applicable team activity. Minimum recommendations include, but are not limited to:

1	Pocket Mask	25	Regular bandaids
1	Black handled Utility Scissors	2	Packs Steri-strips
1	5.5" Bandage Scissors	10	Alcohol Prep Pads
1	Shark Tape Cutters	5	Rolls athletic tape
1	Penlight	2	Rolls pro-wrap (underwrap foam)
1	Nail clippers	2	Rolls Heavyweight Tape
10	Safety pins	2	4" Tensor Bandages
1	Bottle Eye-Wash (saline)	3	Triangular Bandages
5	Individual packets Polysporin	2	Rolls 3" Conforming Gauze
10	Plastic ice bags	10	Sterilized 3x3" Gauze pads
		1	Sheet Moleskin



1	Tuf-Skin (4oz can)	2	Sheets Adhesive foam/felt
1	Skin lube (2.75 oz tube)	20	Heel & lace pads
1	Quick SAM Splint		Female Sanitary Supplies*
25	Knuckle band aids		
	SCAT6 Form		

- 3.2. First-Aid kits are required for Team First-Aid's (see First-Aid kits for Team First-Aid below). It is the responsibility of the team/club to ensure a fully stocked First-Aid Kit is on site for every applicable team activity. Minimum recommendations include, but are not limited to:

25	Knuckle Bandaids	25	Regular bandaids
25	Regular Bandaids	2	Assorted Conforming Roll Gauze
2	Packages of Steri-Strips	10	12ply Gauze Pads
10	Alcohol Prep Pads	1	Moleskin Sheet
10	Plastic Ice Bags	1	Adhesive Foam Sheet
1	Universal Scissors	1	Adhesive Felt Sheet
1	Lister Bandage Scissors	1	Can of Tuf-Skin/Adhesive Spray
1	Shark Tape Cutters	1	Tube of Skin Lube
2	Assorted High Quality Tensor Bandages	1	Fingernail Clippers
5	Rolls of Renfrew Athletic Tape	10	Safety Pins
2	Rolls of Underwrap	1	Disposable Razor
2	Rolls of Tensoplast Tape	1	Disposable Penlight
3	Triangular Bandages	20	Heel & lace pads
	SCAT6 Form		

- 3.3. Team Trainers and Team First-Aids are expected to keep a record of supplies and inform their respective manager/board when supplies are depleted or expired.
- 3.4. It is suggested that Medical and First-Aid Kits be modified for extreme hot/cold weather trends
- 3.4.1. Heat: include ice packs, water, cooling towels/blankets
- 3.4.2. Cold: include extra heat packs, warm water ... and ensure the equipment manager/coach brings stadium jackets, blankets, sideline gloves/warmers



4. **Equipment Managers** (for further review & update in 2025)

An equipment manager oversees a team's or club's equipment, often including uniforms and practice materials, to ensure the players and coaches have the supplies they need for practices and games. Equipment managers often perform other related duties to keep sporting equipment in usable function and ensure the team or player has the gear they require, no matter where they're competing.

4.1. Tasks & Responsibilities

- 4.1.1. Responsible for understanding and educating players and coaches on the equipment requirements as outlined in the "Canadian Amateur Rule Book for Tackle Football"
- 4.1.2. Conduct regular checks of player equipment to ensure proper fit, protective quality and maintenance, and advise players and parents regarding the selection or replacement of equipment.
- 4.1.3. **Ensuring equipment readiness:** Equipment managers ensure the sports equipment is in optimal shape by adding air to balls, washing dirty equipment and patching gear as needed.
- 4.1.4. **Inventorying equipment:** Regularly counting and checking the team or department's equipment is an important duty for equipment managers.
- 4.1.5. **Ordering new equipment as needed:** When equipment is no longer usable, equipment managers must order replacement gear.
- 4.1.6. **Maintaining uniforms:** Some equipment managers are also responsible for caring for the team's uniforms.

4.2. Certifications & Terms (to be updated)

- 4.2.1. Football Alberta "Equipment Manager 101"
- 4.2.2. Police Information Check
- 4.2.3. Vulnerable Sector Check

5. **Equipment Fitting, Maintenance, Safety**

(Refer also to Equipment & Fields Policy and Equipment Manager Resource Guide)

5.1. Helmet:

For an example demo/resource for Helmet fitting:

<https://www.youtube.com/watch?v=HXBYLs9mTPM>

5.1.1. Helmet Decals: be sure to use decals specifically rated for football helmets

- 5.1.1.1. Stickers may be easily affected by water/weather, or may leave glue residue, they may damage the paint if not removed properly

5.2. Shoulder Pad Fitting

For an example demo/resource for pad fitting:

<https://www.youtube.com/watch?v=j-ZoCY9Sidk>

5.3. Equipment Standards

6. **Failure to Comply**

Teams are required to have Safety Personnel and medical kits (as described in parts 1 & 3) at all practices and games.



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- 6.1. Teams who attend games and do not have either a Safety Personnel or medical kit
 - 6.1.1. Must approach the opposing team and ask if they will share their resources, if not then
 - 6.1.2. The team without the appropriate resources may be forced to forfeit the game, as per the Forfeit guidelines in CDMFA Policy "Schedules, Reporting & Cancellations"