

21/22 E.J. Hayes Football Current 5th, 6th and 7th grade Football Team

4/12 - Voluntary Parent/Player
Meeting

Agenda:

- Introduction - Championship Team/Program
- Join our remind account: <https://www.remind.com/join/hfball21>
- Complete our Football Interest Google Form:
<https://forms.gle/xQYvTDEhgB2C678u8>
- KIDS ONLY - Join our Google Classroom -
<https://classroom.google.com/c/MTAyMDk0MTUwOTYw?cjc=qgcujxa>
- Check our our team website at: ejhayesfootball.com for up-to-date information about our conditioning schedule. This is a tentative schedule and can/will change in the future.

Conditioning/Practice Specifics

- If we have a cancellation due to weather, we will automatically switch to 7:30-8:15 PM on Zoom. Zoom link is on our team website.
- Must have an Athletic Sports Physical to participate.
- Must wear a Mask to and from conditioning - may take off when working out.
- If conditioning is in the GYM, enter through the Athletic entrance. Due to Covid, we are restricting standing around and limiting physical contact/space, so please keep your child in your car until 5 minutes before conditioning begins.
- In case of conditioning/practice conflicts - BE AN ATHLETE! NOT A FOOTBALL PLAYER. Come to what you can come to!

Safety Precautions

- Covid-19 Situation
 - Safety Precautions
 - Hand Sanitizer - Before and After
 - Mask at all times.
 - Shorter drop off time.
 - Contactless practices if at all possible.
 - Limited contact around others.
 - Bring your own water in a water bottle.
 - Common Sense Health Precautions

Summer Schedule

- Spring Workouts - Tentatively April 12 - May 8th
- May 18th - Last Day of School for kids
- June (No official days of Conditioning or Tryouts) - We will have individual workouts including videos students will participate if possible.
- Dead Period - 6/25-7/9
- Official Conditioning can begin 7/9 (tentatively) 7/12-7/14
- Tryouts (tentatively) - 7/15-7/17
- Thinking we will keep the kids in A and B groups for them, 1 hour in length each. We will likely move the kids around based on talent/skill/etc.