

31st HUSA TURKEY SHOOT

TEAM CHECK-IN SHEET - RECREATIONAL

ELECTRONIC CHECK-IN only. Check-in must be completed by 5pm Wednesday, November 6th

Team Name:		
Age Group Playing In:		
Circle One:	GIRLS	BOYS

ELECTRONIC

TEAM √CHECK	DOCUMENTS REQUIRED	
	Upload all documents noted in the Onsite section below. Deadline to upload is Wednesday, November 6th	
	After upload, send email to turkeyshootdirector@gmail.com Include in subject line – Electronic Upload Completed and your age group and team name (Ex. HUSA 13BR Avengers)	
	Teams must have medical releases on them at all times, but team should only upload the one form “Medical Acknowledgement Form” per team	
	Documents will be reviewed and an acknowledgement email will be sent on the status of your electronic Check-in. No additional changes can be made once approved	
	Keep hard copy of all uploaded paperwork with you at the tournament	

OnHand

TEAM √CHECK	DOCUMENTS REQUIRED	
	Official Team Roster – signed by registrar and coach THIS IS NOT YOUR PLAYER PRINT OUT FROM GOT SOCCER Dated for current soccer season / year Players on roster plus guest players are the only eligible players for this tournament	
	Original Guest Player Release (max 5) NTX Teams: properly executed form – all signatures and NTX assigned registration number required TEAMS must have a copy for their records. Competitive players MAY NOT GUEST PLAY on recreational teams. Violation of this rule will result in disqualification.	
	Medical Releases: Signed Medical Release Waiver- EVERY player must have a signed medical release (no exceptions) Coach/Manager is responsible for ALWAYS having these with them during the tournament	
	Zero Tolerance form to be signed by a Coach, Assistant Coach or Manager and to be reviewed by the team before the tournament starts.	
	Game Roster & Misconduct Report (U9 and up) Tournament will provide game reports directly to referees. However, teams should upload one blank sit-out report as proof that you will have one on hand if a player receives a game suspension.	