

# 30<sup>th</sup> HUSA TURKEY SHOOT

## TEAM CHECK-IN SHEET - RECREATIONAL

***ELECTRONIC CHECK-IN only. Check-in must be completed by 5pm Wednesday, November 8th***

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

### ***ELECTRONIC***

TEAM √CHECK	DOCUMENTS REQUIRED	
	Upload all documents noted in the Onsite section below, except Game Reports Deadline to upload is Wednesday, November 5th	
	After upload, send email to <a href="mailto:turkeyshootdirector@gmail.com">turkeyshootdirector@gmail.com</a> <b>Include in subject line</b> – Electronic Upload Completed and your age group and team name (Ex. HUSA 13BR Avengers)	
	<b>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</b>	
	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 <b>THIS IS NOT YOUR PLAYER PRINT OUT FROM GOT SOCCER</b> 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 <b>MAY NOT GUEST PLAY</b> on recreational teams. Violation of this rule will result in disqualification.	
	<b>Medical Releases:</b> 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.	