



# 32nd Annual HUSA TURKEY SHOOT

TEAM CHECK-IN SHEET – Academy

***ELECTRONIC CHECK-IN only. Check-in must be completed by 5pm Wednesday, November 6<sup>th</sup>***

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

## ***ELECTRONIC***

| TEAM<br>✓CHECK | DOCUMENTS REQUIRED   |  |
|----------------|--|--|
|                | Upload all documents noted in the Onsite section below, except Game Reports<br>Deadline to upload is Wednesday, November 5 <sup>th</sup> by 5pm  |  |
|                | After upload, send email to <a href="mailto:turkeyshootdirector@gmail.com">turkeyshootdirector@gmail.com</a><br><b>Include in subject line</b> – Electronic Upload Completed and your age group and team name (EX. HUSA 13BR Avengers) |  |
|                | Documents will be reviewed and an acknowledgement email sent on status of your electronic Check-in<br>No additional changes can be made once approved  |  |
|                | Keep hard copy of all uploaded paperwork with you at the tournament  |  |

## ***On Hand***

| TEAM<br>✓CHECK | DOCUMENTS REQUIRED   |   |
|----------------|--|---|
|                | <b>NTX TEAMS:</b><br>NTX Academy Tournament Roster (not regular league roster)-must be signed by association registrar<br>Dated for current soccer year 2025-2026<br>Players on roster plus guest players are the only eligible players for this tournament. Players may play on only ONE team throughout this event | M |
|                | <b>Guest Players:</b><br>NTX Teams: No guest players allowed for Academy teams   |   |
|                | Zero Tolerance form to be signed by a Coach, Assistant Coach or Manager and to be reviewed with the team before the tournament starts.   |   |
|                | The Tournament will provide all game reports and referee pay 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.   |   |