

# SOUTH COUNTY TOURNAMENT REGISTRATION INFORMATION

All teams must register prior to the start of the tournament.

- **Deadline for Pre-Registration: September 30th**

## **BASIC INFORMATION:**

### **US Club Team Requirements:**

- Official US Club roster
- A US Club Player Pass for each player on your roster (front only)
- A US Club Player Pass for each of your guest players
- Loan form completed per US Club rules for each guest player.

### **US Youth Soccer Team Requirements:**

- Official State Roster (If a player is not playing, please cross them out)
- A USYS Player Pass for each player on your roster - (put 12 passes to a page, front only)
- A USYS Player Pass for each of your guest players
- USYS Permission to Travel (IF REQUIRED BY YOUR STATE ASSOCIATION)
- If you have any guest players, please write in the full information which matches the USYS Player Pass on your copy of the State Roster prior to scanning.

## **GUEST PLAYER NOTES:**

- US Club Soccer teams may only bring guest players registered thru US Club Soccer
- USYS teams may only bring loan players registered thru USYS
- **NO ROSTER MAY BE COMPROMISED WITH PLAYERS REGISTERED FROM DIFFERENT ORGANIZATIONS (No "mixed" rosters)**

## **MEDICAL RELEASE FORM:**

- ALL teams must have a medical release form for each player (including guest players). **DO NOT** include the medical release form in the pdf document.

## **ALL TEAMS - How to Submit your Paperwork**

STEP ONE: Combine roster (front only) and player passes (8-12 per page) into a SINGLE pdf document. (see details above)

STEP TWO: Label the document with AGE GROUP, GENDER, TEAM NAME (i.e. U09BLMVSCWHITE)

STEP THREE: Upload to

<https://www.dropbox.com/request/Cf6hf6Na1ROdev49gdrd>

## **CHECKLIST:**

- ✓ Is the Official Roster scanned, ALL player passes (8-12 per page) scanned and labeled correctly?
- ✓ Did you upload single document?
- ✓ Is the document labeled correctly?

**If you have any questions, please email [tournament@scaasoccer.net](mailto:tournament@scaasoccer.net).**