

2010 Emerald Coast Cup Team Check-in Information

FRIDAY CHECK-IN: Friday, April 30, 2010 from 6:00-9:00pm at the Seascape Resort Golf Clubhouse, 100 Seascape Drive, Destin, FL (850) 837-4769.

SATURDAY CHECK-IN: Saturday, May 1st from 7:00am to 11:00am at the Site Coordinator's tent. Please note that check-in on Saturday morning is **ONLY** available at the Morgan's Sports Center and Twin Oaks Sports Complex!

If your first game is located in Destin regardless of field you must check-in at the **Morgan's Sports Center**!! There will be **no check-in available at Destin Elementary or Destin Middle** so plan accordingly.

TEAM CHECK IN REQUIREMENTS:

At check-in, the following items must be presented and will be reviewed:

1. Application fee verified
2. Passes **NO PASS – NO PLAY – NO EXCEPTIONS**
 - a. ALL PLAYERS and COACHES must have current USYSA or US CLUB player passes. These MUST have a picture on the back and be laminated.
3. Rosters (3 copies)
 - a. Must be signed by your district commissioner or be an official roster from your state association.
4. Medical releases
 - a. All PLAYERS MUST have a signed, **notarized** medical release. US Club – follow US Club requirements.
5. **Emergency contact information during your stay.** This information is critical so the organizers are to be able to contact your coach with any scheduling information or changes. Sunday's play times and locations will be posted on ECU's web site at www.emeraldcoastunited.com as soon as possible after play on Saturday. It is the individual team's responsibility to verify their play schedule for Sunday.
6. If your team is traveling from outside of Florida – follow your state requirements for permission to travel.
7. **Coaches will be required to have their coach pass with them on the bench during all games** – field marshals will check prior to each game. **If your coach is coaching more than 1 team, please make sure that the coach carries her/his pass.**
8. Guest players – 3 allowed for U10, 5 allowed for U11 through U18. Follow your state requirements concerning guest players.
9. A team and coach must be entirely carded to the same affiliation (i.e. USYSA, US Club) – i.e. cannot use mixed USYSA and US Club for the same team.

Reminder: Bring payment for pre-ordered T-Shirts to check-in!!

At team check-in, Teams will be presented additional information on the tournament as follows:

1. NO HARD CASTS ARE ALLOWED – Soft casts are up to the discretion of the referee and with written approval from a doctor.
2. Any schedule changes will be handed out
3. General tournament information will be handed out including:
 - a. Contact numbers
 - b. Scoreboard and on-line data – scores will be posted at www.emeraldcoastunited.com
 - c. Trophy presentations
 - d. On-site athletic trainer (hours) & medical emergencies
 - e. Spectator lines on fields
 - f. Site coordination area
 - g. Referee area
 - h. Fair play & good sportsmanship
 - i. Bench area housecleaning
 - j. Game specific information – i.e. water breaks, etc.
 - k. Spectator behavior – **UNSPORTING BEHAVIOR WILL NOT BE TOLERATED**
 - l. Disputes, problems, complaints, emergencies, etc.
Chain-of-command = Field Marshal->Site Coordinator->Tournament Director->Disciplinary Committee

GAME CHECK-IN:

1. Present Ziploc bag containing PASSES and APPROVED roster to Field Marshal (colored vest) before each game
2. Field Marshal/referees check-in teams and hold PASSES/ROSTER
3. After completion of game, referee returns passes to Field Marshal, unless yellow/red cards were issued during the game and the Referee must complete his/her report
 - a. If the Referee retains the passes, the Field Marshal will retrieve the passes from the Referee and return to the Site Coordinator
 - b. Team may pick-up passes from the Site Coordinator
4. Field Marshal reviews bench cleanliness and returns PASSES/ROSTER to team
5. Un-claimed PASSES/ROSTER will be returned to the Site Coordinator.

A referees meeting will be held at 8:00pm Friday, April 30, 2010 at the Seascape Resort Conference Center for those referees available.