

2014 Red Earth Invitational
March 7th-11th, 2014
C.B. Cameron Park

Team Registration / Check In

Last Updated 1-29-2014

- Registration for ALL teams will be held on March 7th from 6:00-8.00 PM (If you are playing Friday night you may register at the fields)
- Registration will be held in the board room of the Four Points by Sheraton, OKC, Quail Springs located at:
 - o 3117 NW 137th St.
 - o Oklahoma City, OK 73134
 - o Phone: (405) 681-3500

Commonly Asked Questions:

Q. Who can register the team?

A. Any representative for the team can check them in. Coaches, Team Managers or parents can register the team.

Q. What do I need to register the team?

A1. Competitive (U11-U14) teams will need the following:

- A copy of their official State certified rosters stamped by their state organization
- State Certified Player Passes
- Medical Releases
- Guest Player Loan Forms (if applicable)
- Permission to travel from state organization (if applicable)
 - o If teams play up during their league play and are registered as an older team within their state organization (i.e. roster shows team age to be older), but are playing in their own age group for the REI then Birth Certificates will also need to be provided

A2. Academy teams (U7 - U10) will need the following:

- 1 copy of their State certified roster. Oklahoma Academy teams can get rosters from OSA.
- Birth Certificates (Will not be checked but need to have them in case of protest)
- Medical Releases

Q. Where do I find the Guest Player Loan Forms?

A. Guest Player Loan forms can be found in the Forms section of the FCSA website at www.okfcsoccer.com or at this link: [http://okfcsoccer.com/forms/FCSA PLAYER PASS ADD.pdf](http://okfcsoccer.com/forms/FCSA%20PLAYER%20PASS%20ADD.pdf) Guest players will need to complete one form for the entire tournament and not one form for every game played.

Q. How do I register if I play on Friday Evening?

A. Any team representative can register the team before or after their game on Friday at the Hotel or you can register at the complex before your game.