

Check-In	Coach or Team Manager will check-in at Tournament Info Tent at least 20 minutes prior to the game. Turn in a printout of your Tournament Team Roster. Be prepared to be asked about Club Pass Players If Home Team, pick up your Game Cards from the Check-in Tent.
At the Field	 Make sure that either the Referee has received Game Card. If not, then get one from the Check-In Tent. HOME Team will change jersey color if needed
Check-out	 Winning Team gets Game Card from Ref and returns to the Info Tent If tied, HOME Team gets Game Card and returns it to Info Tent. Info Tent will report game scores on the URSL-MD website. Tip: Take a picture of the Game Card before it leaves the field.
Division Winner Calculation	Teams awarded: • 3 points per win • 1 additional point for a shutout • 1 point per tie • 0 points per loss
	If there is a tie, then step though the following until a winner is found (calculated by Tournament Officials) Highest goal differential (max differential of 5 per game. Highest Goals For Least Goals Against Least Yellow Cards Least Red Cards Winner of Head-to-Head Competition (only for a 2-way tie) See URSL-MD Tournament website for Final Championship Placement
Misc Tips for Tournament Preparation	Tips: Team hangout – tent, chairs, blankets, coolers, tables, food, beverage Once players arrive, keep team assembled in between games Water bottle at goal for goalie Sunscreen, ice washcloths, simple first aid kit (ice pack, band aids) Whistle, just in case
Trophies	Trophies are awarded to 1st & 2nd place team in every Championship game
Tournament Contacts	Amber Topovich, URSL-MD Director, info@URSL-SoccerMD.com, 301-602-3481 Brian O'Connor, Tournament Host, 443-622-9007 Laura Densock, Tournament Host, 301-385-2623 Jessica Temple, , Tournament Host, 540-660-2474