## **Tucson Metro Soccer League Summer 2013 Registration Information**

TMSL will begin its summer 2013 season on Tuesday, May 28. On-line registration is now open.

When: The deadline for registering a team is Tuesday May 14. The league office will be open that night from 5:00 to 7:00 pm for dropping off registration fees and any required forms. These materials can also be dropped off at the league office any time prior to that night. The league office is located at 4651 N. First Avenue, Suite 204.

**How:** Registration is to be completed via the on-line registration website, www.tmslregistration.com. In addition, registration fees, forms for players who did not play during the 2012/13 regular season, and copies of photo IDs for players new to the league must be dropped off at the league office. All of this must be completed no later than 7:00 pm on May 14.

A team registration must include a minimum of eleven (11) fully registered players to be accepted. The completed team registration must include the following:

- Complete on-line registration.
- One check or money order for the team (while we accept cash, we ask that cash not be used for the initial team registration).
- Player forms for individuals who did not play in the 2012/13 regular season. (Registration forms (paper) can be found on the League website at <a href="https://www.tmslsoccer.com">www.tmslsoccer.com</a>.
- Copies of drivers licenses for any player new to the league.
- A digital photo of any player new to the league. Photos must be a headshot. Pictures should be 640 x 480 or so and be on the order of 100kb and in no case be larger than 1mb and can be taken at the office (not on May 14), submitted on disk, or uploaded via the league registration site.

Registration packets that are not complete will not be accepted. We do not accept individual registrations prior to a complete team having been registered. There are no exceptions.

**Games:** Weather and field availability permitting, we hope to play a minimum of nine (9) matches, perhaps as many as ten (10). Currently, we have fields reserved through July. We have not been given any fields in August. Although we will try to play into mid-August, there is no guarantee. Likewise, there is no guarantee we will play nine matches as summer weather is very unpredictable. Regardless of the number of matches played, there will not be refunds of registration fees.

Matches will be played on Tuesdays and Thursdays at 6:30 and 8:15 p.m. We will play 40 minute halves.

**Players:** Players must be at least 18 years of age at the time of registration for the Open Division. Players must be at least 45 or 50 years of age at the time of registration for the Over 45 and Over 50 Divisions. We hope to have two divisions in the "Open". Over 45 and Over 50 teams will play on different nights to allow players the option of playing on 2 teams. However,

in the event we have an insufficient number of teams, the 045 and 050 Divisions will be merged into a single Division. The decision on how many Divisions and what Division your team is assigned lies in the sole discretion of TMSL. No crybabies.

**Divisions:** The reason behind both an Over 45 and Over 50 Division is that TMSL hopes, if Over 50 becomes a viable Division, to operate an Over 40 Division instead of an Over 45 Division in the future. Spread the word to your 50+ year old friends and family.

**Fees:** Player registration fee is \$50.00 which includes insurance, USSF and ASSA fees. A refundable \$100 team bond is also required for any new teams to the league.

**Miscellaneous:** Team packet pick-up night (information and player cards) is scheduled for Thursday evening, 5:00–7:00 p.m. on May 23 at the League office. All team packets <u>must</u> be picked up that evening by a team representative in order for your team to begin play as scheduled on Tuesday or Thursday May 28/May 30.

For on-line registration inquiries, contact Brad Herbert (<u>bherbertrg@hotmail.com</u>), Eddie Betterton (<u>eddiebetterton@gmail.com</u>) or Eddie Suh (<u>redarmy0910@gmail.com</u>)