



Sponsored by AYSO Region 5, Fountain Valley, California

2015 HI-5 Tournament
Team Application Form



Application Date: _____

Section: _____ Area: _____ Region #: _____ Region Name: _____

Team Name: _____

Age Division: _____ U-10 _____ U-12 _____ U-14 _____ Boys _____ Girls _____

Contact Information

Coach Name: _____ Asst. Coach Name: _____

E-mail: _____ E-mail: _____

Mailing Address: _____ Mailing Address: _____

City/State/Zip: _____ City/State/Zip: _____

Evening Phone Number: _____ Evening Phone Number: _____

Emergency Phone Number: _____ Emergency Phone Number: _____

Team Rating Criteria:

- 1) We are an Allstar/Select Team _____ Yes _____ No
- 2) We are an Allstar/Select Team, one of _____ teams in this age division from our Region. _____ Yes _____ No
- 3) We are a fall primary program team. _____ Yes _____ No
- 4) My team competitive rating between 1 (low) and 10 (high) is _____
- 5) The average age of our players as of January 1, 2007 is _____

Team Head Coach Approval:

Yes, I have read the tournament rules and I promise to abide by them. I also am committed to returning on the alternative dates should the tournament be rescheduled due to inclement weather, etc.

I understand that this is a 2-day tournament and that the medal round games are on the second day. Initial here if you will not be able to attend the second day of the tournament

Coach Signature

Regional Commissioner Approval: Yes, the above team has my permission to attend the HI5 Tournament. Please report any behavior problems to me immediately. I understand that players from outside my Region (Guest Players) will need approval as well from the Guest Player Regional Commissioner. I hereby approve the addition of _____ Guest Players for this team.

Print Name

Signature (in red or blue ink only, please)

Email: _____ Best Phone: _____

The Referee Refund Check will only be mailed to the Treasurer: (no address=no refund)

AYSO Region # _____

Send Check to Treasurer: _____

Mailing Address: _____

City / State / Zip _____