**TOURNAMENT FAQs (Frequently Asked Questions)**

**Q. *Where will my games be played?***  
**A.** The games will be played within Walking Distance in Costa Mesa, CA. Mainly at the Jack Hammett Sports Complex (ALL PRIME GRASS FIELDS), and some at Costa Mesa High School, Davis Elementary, TeWinkle Middle School, and other Fields as needed.

**Q. *Is this a Stay and Play tournament?***  
**A.** NO. You can stay wherever you want!

**Q. *When is payment due?***  
**A.** Payment is due immediately. Your team will not be considered until payment is received. Credit card payment is recommended. Once our brackets are full no more teams will be accepted.

**Q. *Where should I send my check?***  
**A.** Checks are made payable to **Strikers FC CM** and can be sent to the following address:  
**STRIKERS FC CM  
ATTN: “CHAMPIONS CUP 2023”  
2973 Harbor Blvd., #421  
Costa Mesa, CA 92626**

**Q. *Can I change my payment method to credit card?***  
**A.** Yes, please email the tournament director with your team name/age. Note, there is a 3.5% fee for credit cards.

**Q. *What happens if we end up not being able to attend?***  
**A.** If you notify the tournament director prior to the registration deadline listed on the website, a refund minus administration fees will be issued. If you withdraw after the registration deadline, no refund will be issued.

**Q. *When is the roster freeze?***  
**A.** The Monday prior to the event is the final day to enter players to your roster ONLINE. We will print game cards on the Tuesday prior to the event. If you need to make a last-minute addition, you can add the player manually at check in with his/her player card.

**Q. *Will I have coaching conflicts?***  
**A.** We attempt to prevent as many coaching conflicts as possible. Unfortunately, with so many coaches bringing in multiple teams, we cannot guarantee all conflicts will be resolved. **If you plan on bringing 3 or more teams, CALL the Tournament Director and let him know @ 714-343-4821.**

**Please ensure the coach’s name is spelled the same on both team applications. E.g., Joe Smith and Joey Smith will not show up as the same coach for scheduling purposes.**

**Q. *Do you provide canopies and benches for the players?***  
**A.** At this time, we do not but you are welcome to bring your own. If your team is flying in from out of state and cannot bring your own, please contact the tournament director who may be able to help accommodate.

**Q. *When will the schedule be released?***  
**A.** We aim to release the schedule no later than 7 days prior to the event start date.

**Q. *What do we need to check our team in?***  
**A.** All teams must have 2023-2024 US Club, USYSA, Cal South, USSSA, USSF, AYSO, SAY Soccer Player Cards. Official rosters for Girls Academy or MLS Next teams are acceptable. We will print your Game Cards and have them ready for you at initial check in. Only the team manager needs to be in attendance for check in.

**Q. *What happens if my player doesn’t have a player card?***  
**A.** Unfortunately, due to insurance purposes, if your player doesn’t have a player card or isn’t on your official roster for academy teams, then they cannot play.

**Q. *What if my score is incorrect?***  
**A.** Please email the tournament director with your game number and correct score ASAP and we will manually adjust this for you.

***Q. Who makes the final in my bracket?***  
**A:**

* **Flight of 4 teams**. 1 bracket, Top 2 teams with most overall points will play in the championship game.
* **Flight of 6 teams**. 2 brackets of 3 teams. Each team in one bracket will cross play all teams in the opposing bracket. The Top 2 teams with the most overall points, among the 6 teams, will play in the championship game.
* **Flight of 8 teams**. 2 brackets of 4 teams. Each bracket plays everyone within their bracket. The winners of each bracket will meet in the Championship game.

**Please Email any further questions to** [**StrikersFCCM@outlook.com**](mailto:StrikersFCCM@outlook.com) **or Text/Call 714-343-4821**

**Strikers FC CM - Tournament Committee**