

## Player Roster Form

Team Name: \_\_\_\_\_ Club Affiliation: \_\_\_\_\_  
Age Group: \_\_\_\_\_ Girls \_\_\_\_\_ Boys \_\_\_\_\_  
Coach 1: \_\_\_\_\_ Phone: \_\_\_\_\_ Email: \_\_\_\_\_  
Coach 2: \_\_\_\_\_ Phone: \_\_\_\_\_ Email: \_\_\_\_\_  
Manager: \_\_\_\_\_ Phone: \_\_\_\_\_ Email: \_\_\_\_\_

### Waiver of Liability **MUST** be signed and accompany Application

We, the undersigned representative of the participating team, to include Las Cruces Event Planning and the Las Cruces Youth Soccer League to accept this team registration and permit this team's participation in the Kick Off The Night tournament, do agree to release, indemnify, and hold harmless Las Cruces Event Planning, the Las Cruces Youth Soccer League, the venue, officials, administrators, sponsors, coaches, referees, and/or representatives from any and all liability from any claim arising out of any injury, or damage to person, property, or economic interests connected with or arising out of any action taken by them in good faith, or out of any failure to act. We also recognize and acknowledge that adverse weather or other acts of God occur and we will accept the decisions regarding playability of the facilities without objection, appeal, or compensation whatsoever. We hereby release all persons or entities mentioned above from any and all liability for direct or consequential damages resultant from said judgment. We certify that each player on the roster is covered by an approved medical insurance plan as required for youth sports. I further certify that by signing below I have read and acknowledge receipt of all the information in this invitation and understand its content.

	Player Name	Player Birth Date	Parent Signature
1.	_____	_____	_____
2.	_____	_____	_____
3.	_____	_____	_____
4.	_____	_____	_____
5.	_____	_____	_____
6.	_____	_____	_____
7.	_____	_____	_____
8.	_____	_____	_____
9.	_____	_____	_____
10.	_____	_____	_____
11.	_____	_____	_____
12.	_____	_____	_____

Coach or Manager Signature: \_\_\_\_\_ Date: \_\_\_\_\_