



June 27th & 28th

*We would like to thank each and every team participating in the AGame SuperShootout.
Please review the schedule and pay special attention to the times and court numbers.
We encourage all teams to use your GPS when traveling to the gym locations.*

Please review the schedule and be mindful that we have over 100 teams in participation and did the absolute best we could to accommodate all teams special request and/or needs.

*Please keep in mind that the schedule is **FINAL** and there will be no adjustments made on our part unless there is a major problem/issue. It is all coaches responsibility to keep checking the schedule for any changes.*

IMPORTANT INFORMATION FOR COACHES:

1. Upon entry all Coaches must stop by at our Registration Table to check in your team and receive your weekend pass bracelet for entry (Only 2 Coaches receive bracelets per team). All additional coaches and team moms must pay the entry fee at the door **NO EXCEPTIONS**. Each coach will sign to receive their weekend passes.
2. All coaches must be able to provide proof of age (birth certificate and/or ID Card) upon request if you have a player on your team that is challenged. This is an Age based event.
3. Please review the rules and regulations sheet on www.agamesupershootout.com, Rule Sheets will also be placed on the scores table of each court.
4. Please note: The Home Team is listed second and should wear their Light color uniforms / The Away Team is listed first and should wear their Dark Color uniforms.
5. Each team is responsible of being at the gym at least 45 min. before the scheduled game. Teams are responsible for being on time and ready to play.
6. Real Live Results and Scores will be posted on the Tourney Machine App which you can download to your mobile device.
7. **DAILY PASS** - \$10 per adult / \$5 per child. **ALL BRACELETS MUST BE WORN TO GET IN AND OUT OF THE BUILDING** (FREE - 6 yrs and under)
8. Good luck and have a great weekend.

**FOLLOW ALL TOURNAMENT ACTION & UPDATES
ON TWITTER:**

@SUPERSHOOTOUT