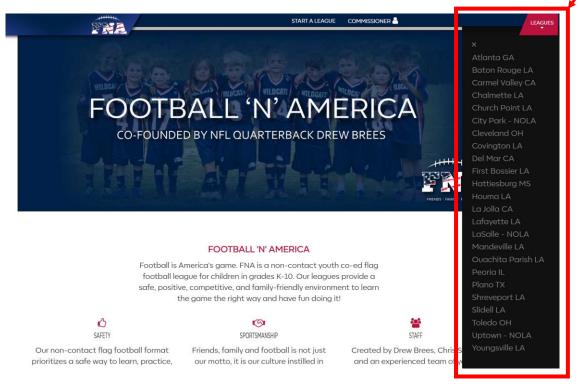


## Registering your team for Tournament

1. Login to FNA and navigate to the available tournament you'd like to register for. All available tournaments will be listed in the "League" drop-down. (see image below).



2. Once at the main tournament page, click on the registration link. (see image below).

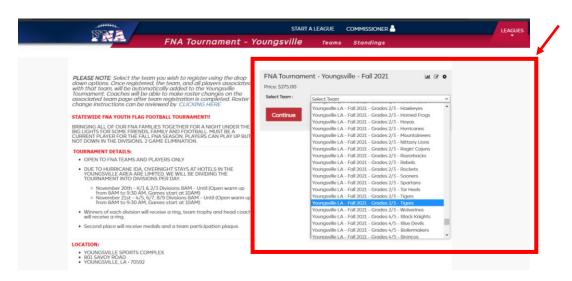




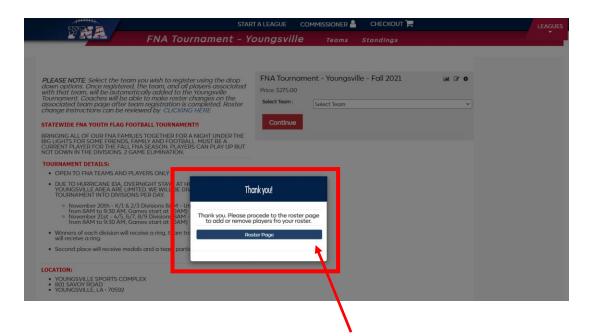
## Registering your team for Tournament - Cont.

3. You should now see the registration page for the tournament (see image below). Select your team from the drop down and click "Continue".

NOTE: only teams previously registered for regular FNA season play are able to participate at this time.



4. Once you select your team and click continue, you should see the following image (see below), click on the "Roster Page" button to review/modify your team.



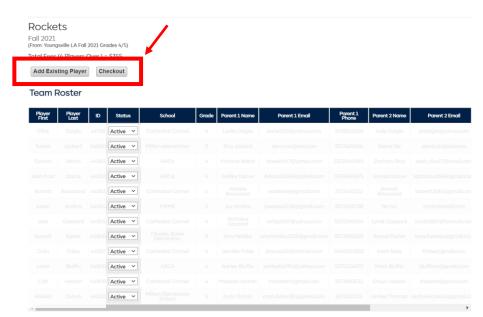


### Registering your team for Tournament - Cont.

At this point, you should be able to view the roster of your team and add/delete players for your tournament team (see image below).

If you are good with your team as listed, simply click the "Checkout" button and complete the payment process.

**NOTE**: Depending on the tournament, you may be charged extra \$'s for team with more than 8 players. Contact your tournament commissioner for additional questions on this topic.



6. If you would like to add a player to your roster, click the "Add Existing Player" button (see image above). Once clicked, you should see a pop up requesting you add player ID and player last name. You will need this info to add players to your roster, see next page in this document for locating Player ID #'s.

Note: After adding the required info and clicking the "add player" button, you will see a green "success" message if the player info is correct (see below)



If you have issues, please contact your league commissioner for further assistance.

Once your team is listed correctly, click the "Checkout" button to complete your team registration for the tournament.

7. You may also edit your team after you complete your registration process. See last two pages of this document for editing your roster after registration is complete.



## Locate Your Player ID #

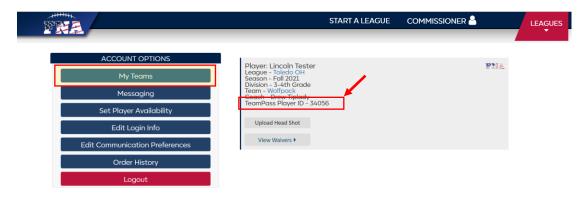
There are two places you can locate your player ID #. The first is on your "My Teams" page. The second is on your team roster page. See the two examples in the following pages.

#### 1. Locate Your Player ID # - My Teams Page

Login to FNA and click on the "My Teams" link on your account page.



You should now see the list of teams you've registered for along with payer names. The player IDs are clearly identified for each player (see image below).

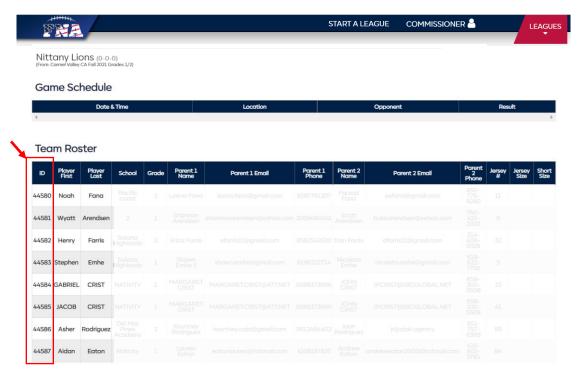




#### 2. Locate Your Player ID # - Team Roster Page

The second place to locate your player ID # is on your team roster page. See example below

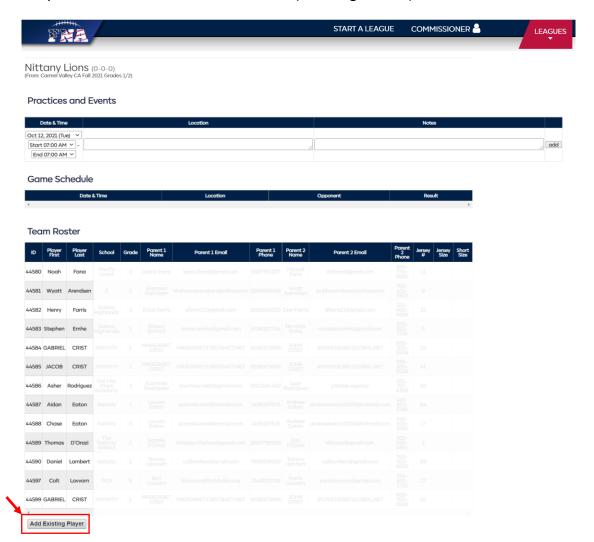
Login to FNA and navigate to your team roster page. You will now see a column added to your Team Roster page that includes "Player ID".





# **Adjusting Tournament Team After Registration**

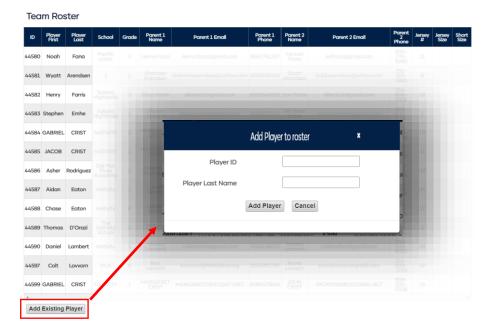
1. Login to FNA and navigate to your team roster page. You should see "Add Existing Player" button at bottom of Team Roster (see image below).



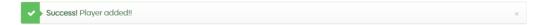


## **Adjusting Tournament Team After Registration - Cont.**

After clicking on "Add Existing Player" button you should see a pop up requesting
you add player ID and player last name. You will need this info to add players to your
roster, see next page in this document for locating Player ID #'s.



Note: After adding the required info and clicking the "add player" button, you will see a green "success" message if the player info is correct (see below)



If the info you entered is not correct, you will see a red "error" message (see below).



If you have issues, please contact your league commissioner for further assistance.

<u>NOTE</u>: Depending on the tournament, you may be charged extra \$'s for team with more than 8 players. Your card on file will be automatically charged once tournament starts. Contact your tournament commissioner for additional questions on this topic.