GetPlayerTeam

This function gets the current team a player is on.

Syntax

```
team getPlayerTeam ( player thePlayer )
```

OOP Syntax Help! I don't understand this!

> **Method**: *player:getTeam(...)*
> **Variable**: *.team*
> **Counterpart**: *setPlayerTeam*

Required Arguments

- **thePlayer**: The player whose team you want to find out.

Returns

Returns a *team* element representing the team the player is on, *false* if the player is not part of a team.