

Got Soccer has set all players to “not Registered” All players will need to be re-assigned to their teams and competitive levels set or reset. On August 1, all players and coaches not listed as inactive or not registered will be registered with FYSA and charged the appropriate fee for the 2010-2011 season. (Note: Please do not be concerned if you view the state registration tab and see invoices for 2009-2010. The 2009-2010 year was billed via the secure site and not Got Soccer. This will roll to 2010-2011 on August 1, 2010.)

Also, Got Soccer will be removing all player, coach, and team ID’s. New ones will all be system generated, on July 15 based on the new parameters. Affiliates do not need to do anything regarding the codes, other than to be sure that all teams have the correct competition level set. Instruction will follow on creating codes for teams that are created after July 15.

In Got Soccer competitive teams stay together and age up every year on 08/01. Registrars will use existing team accounts, create new teams when necessary, or import teams if they are coming from other clubs

This year teams that have not had Got Soccer accounts, will need to have one created for them. Click on the Club Tab, select teams and then add teams and follow the instructions. Do not use the U age in the name, as that will change each year, and the system generated code will designate the age, competition level and gender. Team codes will be discussed in another memo.

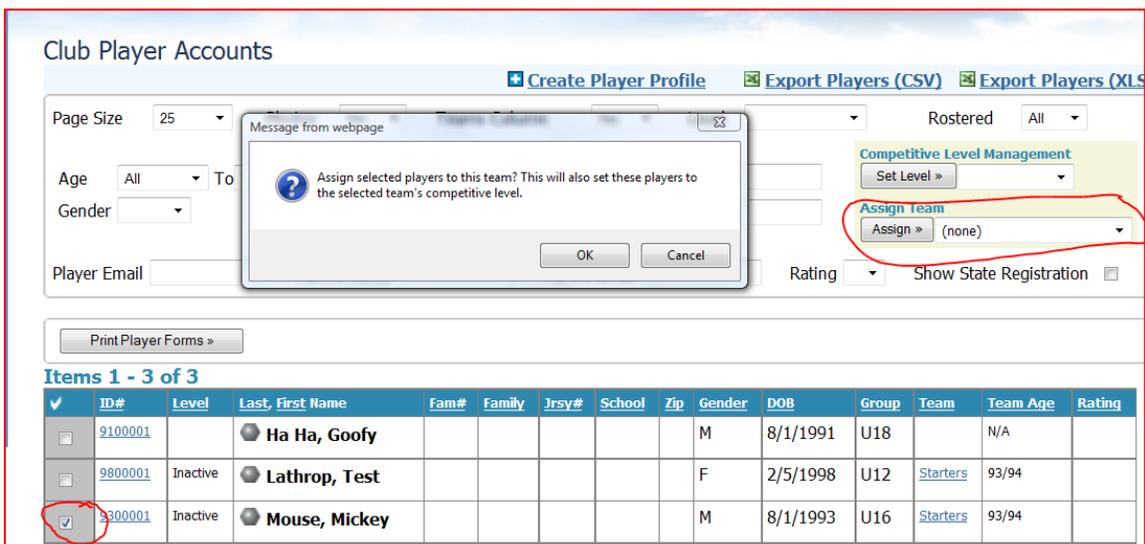


For teams not in your account, if they are moving clubs, you can import them, and then the history follows to the new club. See below. The coach will have the log on and password, or you can get it from the previous club.

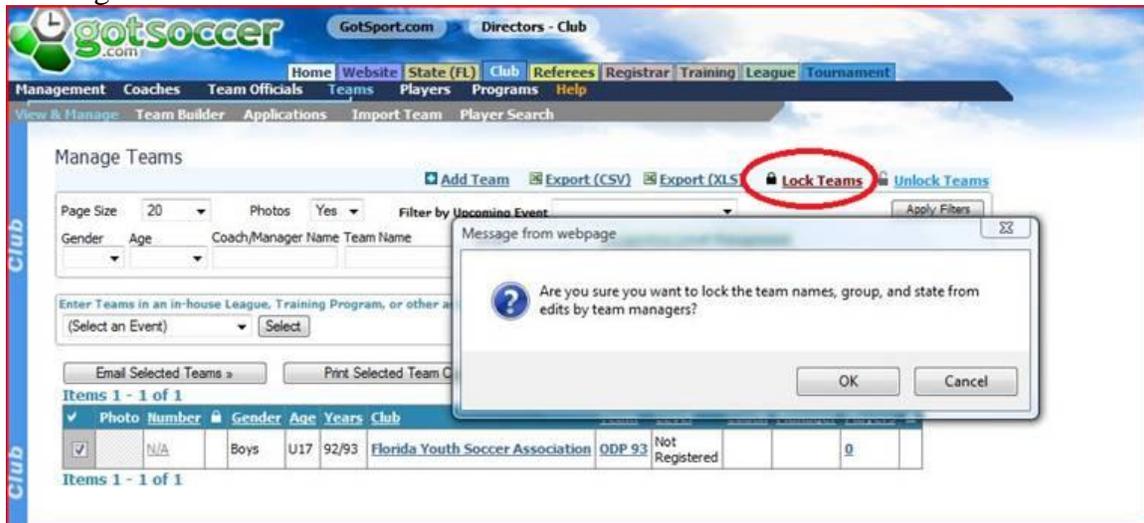


Once clubs have try outs and know who is returning and who is not, the teams can be updated for the next year, by adding and releasing players. This will not affect their 2009-2010 registration status.

If you have players that are not returning, then release them from the team **and set their player level to Inactive or Not Registered**, so they are free to be picked up by the new club. This will not affect their registration with you for the 2009-2010 season, nor remove them from the 2009-2010 roster. You go to player accounts, select the player, set assign team to none, press the assign button, and there is a message that the team is changing. This will allow the new club to pick up these players.



Once teams are created, the affiliate can also control those who have access to the team account and the settings. If you do not want the coaches or managers to be able to change the team name, age group etc. you can “lock” the team. This has nothing to do with freezing the roster.



On the team page you will see the symbol “lock teams”. Select the team, click on it and it will ask you if you want to lock the team names, groups and state from edits from team manager, click yes, and the teams are locked.

Also, you can within the team account, from the club tab, edit the team so that the manager/coach can not add or release players. One word on the team add and release of players, this refers to the adding to the team list, not official registration. The team list is used to create “event rosters” for tournaments, and can contain guest players. This is a club option.


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Boys U17 ODP 93
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Basic Team Information

Team ID

Club Name

Team Name

Level

Position

Sex Boys Coed Girls

Age Group

State

*Select country if other than USA.

Prevent team, group, or state change by manager.

Prevent add/release of players by manager.

Colors

Jersey	Shorts	Socks

Alt.Colors

Jersey	Shorts	Socks

Team Photo

[NO PHOTO]
Upload

Approved Team Officials

Initially 3 assistant coach, manager, and trainer positions are available. If you fill all 3 assistant positions and save your changes, up to 7 additional fields will be available for each role for a maximum of 10 assistants in each role.

Coach

 Assistant Coaches...

Manager

 Assistant Managers...

Trainer

 Assistant Trainers...

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