

On September 1 the first invoices for the 2010-2011 season were generated through Got Soccer. This is the first time that FYSA has broken down registration and rostering, and we have received several questions regarding the billing process.

While the invoice total is shown on the club page, the detail is found under Registration history. This is found by going to the club tab, state registration, then registration history. Once there you can select players, coaches, or all members. This club has named their club tab “Assoc.”

The screenshot shows the Florida Youth Soccer Association website interface. The navigation menu includes 'Home', 'Rosters', 'Assoc.', 'Referees', 'Registrar', 'Training', 'League', and 'Tournament'. The 'State Registration' and 'Registration History' options are highlighted. Below the navigation is a search filter section with dropdowns for 'Page Size', 'Season', 'Type', and 'Fee'. A table lists registrants with columns for Name, Active status, Type, Level, Fee, League, Season, Date Billed, and Invoice number. The table shows 14 entries for coaches, with fees ranging from \$0.00 to \$15.00.

Registrant Name	Active	Type	Level	Fee	League	Season	Date Billed	Invoice
DIANE MAKIN	Yes	Coaches	Inactive	\$0.00	N/A	10/11	9/2/2010	661923
Cesar Bueno	Yes	Coaches	Recreational	\$15.00	N/A	10/11	9/2/2010	661924
RONALD HALL	Yes	Coaches	Competitive	\$15.00	N/A	10/11	9/2/2010	661922
Julio Pacheco	Yes	Coaches	Competitive	\$15.00	N/A	10/11	9/2/2010	661922
Dimitar Gorgievski	Yes	Coaches	Competitive	\$15.00	N/A	10/11	9/2/2010	661922
Leslev Mountain	Yes	Coaches	Competitive	\$15.00	N/A	10/11	9/2/2010	661922
Garvin Zephyrin	Yes	Coaches	Competitive	\$15.00	N/A	10/11	9/2/2010	661922
Nicole Hoffman	Yes	Coaches	Competitive	\$15.00	N/A	10/11	9/2/2010	661922
ROBERT GAMBLE	Yes	Coaches	Competitive	\$15.00	N/A	10/11	9/2/2010	661922
RONALD HALL	Yes	Coaches	Competitive	\$15.00	N/A	10/11	9/2/2010	661922
Donald McDonald	Yes	Coaches	Competitive	\$15.00	N/A	10/11	9/2/2010	661922
Donald O'Lone	Yes	Coaches	Competitive	\$15.00	N/A	10/11	9/2/2010	661922

The initial billing will list all players/coaches/and team officials in your account. Those listed as inactive or not registered will be charged a -\$0- fee. Since Got Soccer set all club members to not registered on July 13, anyone set to a competition level (recreation, competitive, academy etc.) after that date was registered effective on 08/01/2010. Any coach or player that did not have a competition level set, and that field was left blank, was billed at the recreational rate. This was all detailed in our Memo # 12, http://www.fysa.com/docs/12%20team%20creation_1.pdf

Since this is the initial use of a new system, there are bound to be glitches and misunderstandings. The first one involves coaches and team managers and officials. FYSA only charges an affiliate once for a coach per year, no matter how many teams he may be on. The Got Soccer system will bill per account. So if a coach has multiple coach and team manager accounts, each account will be billed. This year with the import of existing Got Soccer team accounts, duplicate coach and player accounts were created and affiliates were billed for each account. FYSA will credit back to the affiliate the charges if we receive a list of the duplicates, or otherwise erroneous charges.

These duplicates need to be sent to Jennifer Davis at jdavis@fysa.com, and we need the list broken down by recreational players, competitive players, coaches and team managers. We need the individual names. Please do not request us to credit back a fee for someone that you were going to register. If the player/coach has participated in any way, even in a practice, that member must be registered, even if they quit coming before the invoice was generated.

There are account tools in each club account to assist the club in managing their account where duplicates can be merged. **DO NOT DELETE ANY ACCOUNTS !!!**

This first year is when the majority of these issues will happen, and as each club removes all of the duplicate accounts and understands how the billing will proceed, it will get smoother.