

## Team Code and Pass Numbers

Beginning with the 2010-2011 season, FYSA will change the way teams are coded. With Got Soccer teams can stay together from year to year and age. This aging will not work with our team code based on the age group.

Our new coding will be based upon the birth year of the players, as that will always remain constant. If a player was born in 1995, his birth year will always be 1995, even as he moves from U14 to U15. The league will not be a part of the code as teams are entered into leagues directly through the software and the league, or leagues, has direct access to the team information.

The good news is that the software will assign the team ID for new teams, based up on the age and competition level selected. The club can give them a name, such as "Eagles," and the database system will do the rest.

The ID will begin with the club code, then be followed by the birth years, gender, team level, and then team position in that group. For example a U14 competitive team from the E4 XYZ club would be E4XYZ95/96MC1. While this will take a bit of getting used to, it will stay with the team since it identifies that the 95/96 is a current U14 and the team is male, competitive, and the first one registered at the club. Since the Got Soccer software tracks activity by a hidden identifier, if the team changes clubs, such as happens with clubs merge and a new one is created, the Club code will change, the rest will stay the same and the system will be able to track all of the team history. For example if the E4XYZ club's code changes to E4ABC, the team's code will change to E4ABC95/96MC1.

The pass numbers will now begin with the last 2 digits of the birth year, and then will continue with the current number. An example is a player born in 1996 with a current pass # of 123456, will now have a pass# of 96123456.