

FYSA Team Coding Guidelines

FYSA has two (2) classifications of players, recreational and competitive. Affiliates with players rostered to in-house recreational teams or players who participate in FYSA-approved recreational leagues may code their players using the recreational codes with the second character being “4,” “5” or “6” for boys and “7,” “8” or “9” for girls.

Players participating in a TOPS program, while recreational in nature, are coded to 9ZZ with a league code of TOP. These players may not be uploaded; the .csv file must be emailed to Becky Riggs at briggs@fysa.com. There is no charge for these players.

All other players who do not fit into either of these categories will be registered as competitive. Registrars should take appropriate measures to determine a team’s code before registering players, as the team code remains with the team all season long.

FYSA has developed software that protects teams which may want to enter a competition where there are imposed roster limitations (e.g. State Cup). Teams that may enter these competitions must register with a “0” as the second character for a boy’s team or “1” if a girls team. The software will stop the rostering of the 19th or the 23rd player depending on the age group of the team. This protection will only be afforded to teams that have coded themselves as outlined above.

Teams coded with the non-protected code may enter State Cup, as long as the team has complied with all of the roster requirements. Teams coded with the roster-protected code can enter Region Cup, any division. These are open competitions, and are open to all valid FYSA competitive teams.

This software is operational; however, no team should rely on nor will this be a defense to disqualification if roster limits are violated. Teams are reminded that any over-rostering, no matter when done, will disqualify the team from participation in National Championship Competitions (State Cup).

Competitive teams with a second character of “2” (boys) or “3” (girls) will not have any rostering prohibitions nor protections in the future.

The choice of a particular competitive code should not be used to determine the level of play for league or tournament play. Leagues should not rely on a code as a determination as to the level of play or how competitive the team may be. No entity should use the code as criteria or as determination for entry into any competition or division.

Teams may participate in multiple leagues, so the league code may not always indicate the current participation. Any league which has a team that has a different league code can get rosters from the appropriate DC, RVP, state office, or FYSA Registrar. No team will be permitted to re-code due to league participation.