2024 Shootout Check-in Procedures



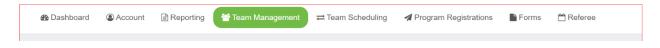
How to Upload Your Team Documents into GotSport

- Commencing for the 2021/22 Season, all documents must be submitted via GotSport
 Link: https://system.gotsport.com/users/login
- Documents can only be submitted if your name is linked to the roster as a Coach or Team
 Manager connect with your club if you do not see our event listed
- Medical Releases are not required
- Document upload is mandatory for all teams documents required are:
 - o PDF of passes
 - Guest player form (if applicable) only required if the player is not from your club
- Must be the same affiliation as your team i.e., FYSA passes cannot have a guest player with a US Club pass.
 - Guest player pass (if applicable)
 - O Roster is not required we will import from the event roster please ensure this is correct
- Questions? Email Patrick Zoete doc@wellingtonsoccer.com

*Log into GotSport: https://system.gotsport.com/users/login

• Use the username/ID email/password that was created for you to complete your background check, SafeSport, and Heads-up Certifications.

Click on Team Management:



Click on the name of your team:

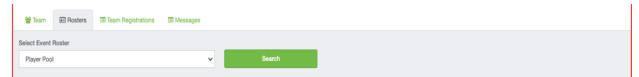


Build your event roster and ensure that it is correct - this will be downloaded onto the game card.

Click on the Rosters tab

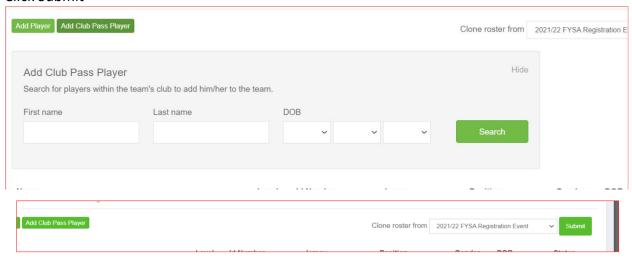
From the "Select Event Roster" drop down, select the Shootout

Click on Search



Scroll down, to the right and from the "Clone roster from" select the roster that you wish to clone to the tournament (either FYSA Registration event (recommended) or a league roster).

Click Submit



Check your roster is correct. This will be duplicated onto the game card and used by the referee to check your team in for game play.

- Enter all jersey numbers
- Do not enter ID numbers or position this is not required

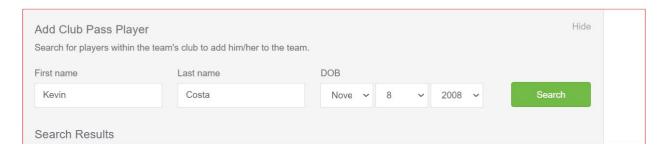


To add a player to the event roster that plays for your club, click on "add Club Pass Player"

***If you do not see this option available, contact your club registrar/admin to add CP Player or to "unlock" your ability to add Club Pass players.

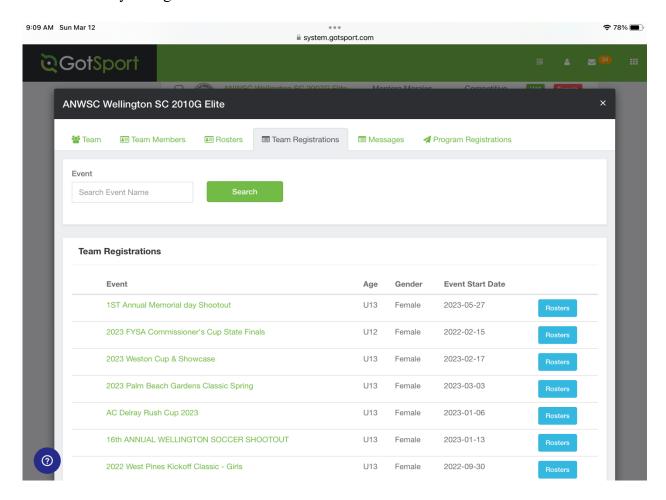
Player must be on the 2023/24 FYSA Event Roster to be added

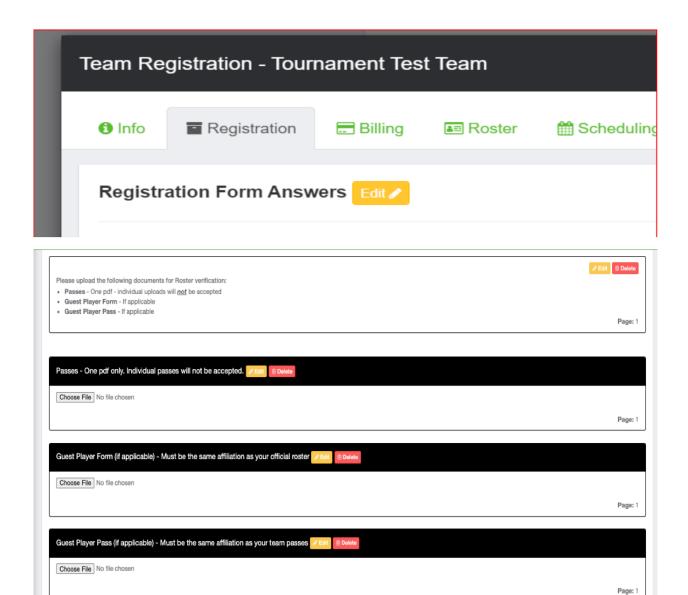
Enter the name, and date of birth as on the player pass, click Search and add.



Next, Upload your documents, passes, etc.

Click on Team Registrations Tab followed by Wellington Tournament. Click on "Registration" Tab followed by Orange "Edit" button.





Upload documents, scroll to the bottom and save.

All uploads can be replaced and are editable

DEADLINE for Roster Verification is Wednesday, January 10, 2024 at 5:00 PM – NO EXCEPTIONS. Note, rosters will be "frozen" at that time.

For any questions relating to roster verification please email Patrick Zoete

Doc@wellingtonsoccer.com

We look forward to your team's participation in the Wellington Soccer Memorial Weekend Shootout.

Once your documents have been approved, no further action is required. For roster verification with the referee, you will require your laminated passes only (it is recommended that you have a copy of your official roster should there be a query).

Additional information:

- 1. All FYSA players must be age verified in GotSport no exceptions. All FYSA passes must have a valid headshot no exceptions
- 2. All players must be included on the roster -
- 3. All coach and bench staff personnel must have a laminated pass with the same affiliation/club as the roster/player passes
- 4. Guest players within the club must be pre-printed on the roster. A guest player form is **NOT** required
- 5. Uniform jersey numbers are required for all players.
- 6. Player Passes Upload: required for each player, coach, assistant coach, manager (Front Copy Single Version Maximum 8 per page No single passes accepted).
- 7. Guest Player Forms must be completed in compliance with the sanctioning body that has issued the player passes. Please contact your club registrar for guidance.
 - 1. FYSA only electronically generated forms from within GotSport digitally signed by the loaning and accepting club will be accepted. **No exceptions.**
 - 1. FYSA contact your club administrator for guidance
 - 2. US Club https://usclubsoccer.org/forms-documents/
 - 2. Guest players must be affiliated with the same association i.e., US Club with US Club. It is not possible to play FYSA with a US Club pass or vice versa.
- 8. State Permission to Travel for all teams outside of Florida. This does not apply to US Club rosters.

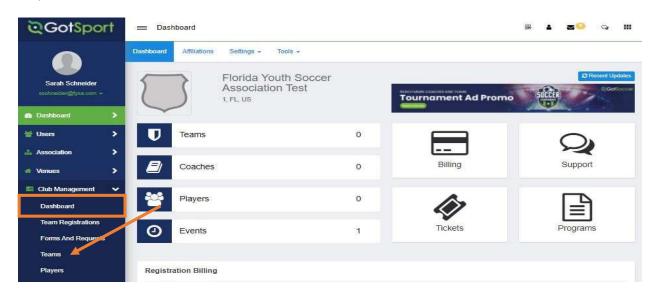


FYSA Tournament Event Rosters

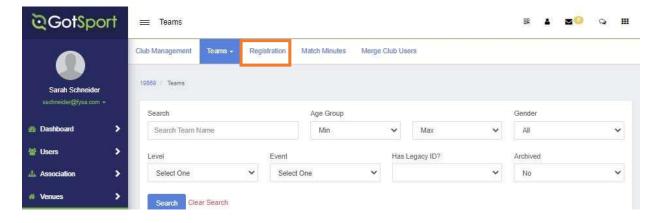
The instructions below will demonstrate how to submit your teams to the FYSA Tournament Rosters event. This will enable you to build an event roster which will <u>not</u> impact your FYSA Registration Event or League Event documents. Therefore, a correct event roster can be created by adding/removing players (including guests from a loaning club) which is then cloned to the specific tournament (this results in the match card being printed correctly, in addition to providing a correct pdf of passes to present for check in).

PLAYERS MUST BE ROSTERED TO A TEAM WITHIN THE FYSA REGSISTRATION EVENT BEFORE PROCEEDING.

Step 1: From the Dashboard, click CLUB MANAGEMENT then select TEAMS from the left-hand menu.

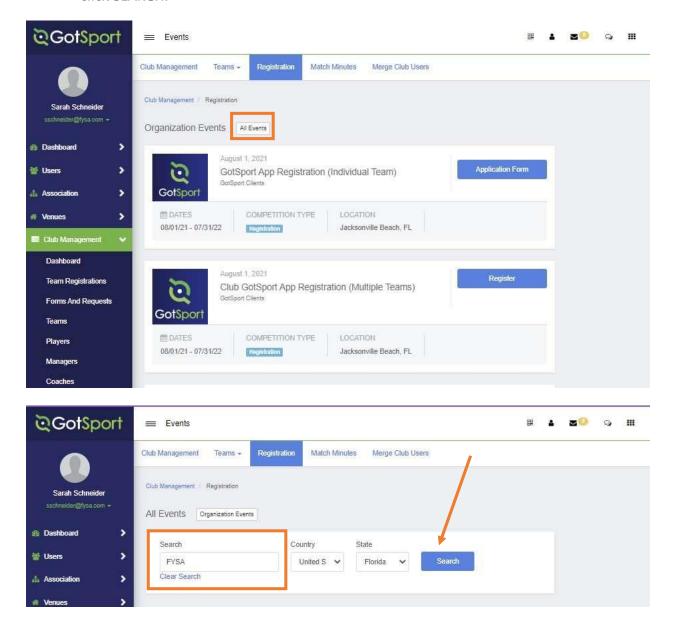


Step 2: From the Team page select REGISTRATION from the ribbon menu at the top.



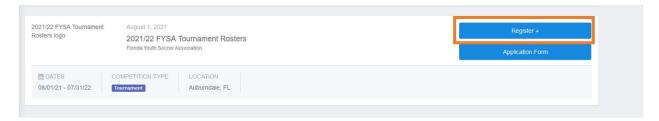


Step 3: From the Organization Event page select the ALL EVENTS button, then input FYSA in the search bar and click SEARCH.





Step 4: Scroll down to the 2023/24 Tournament Rosters and click the REGISTER button to the right:



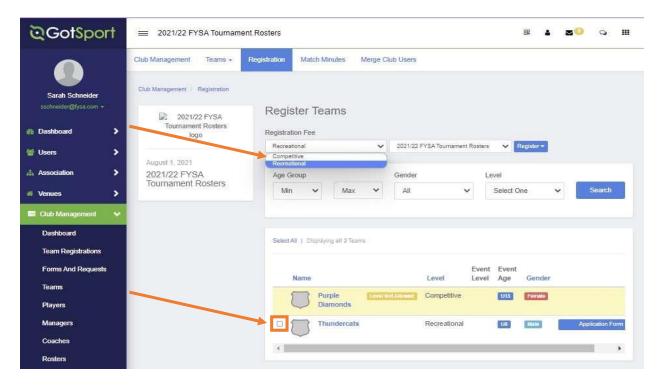
Step 5: The default level is Competitive. Check mark the teams you wish to link. You will see teams highlighted in different colors:

White: not registered to the FYSA Tournament Roster event

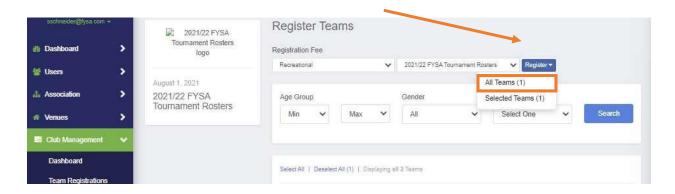
Blue: registered

Orange: does not meet eligibility criteria – review the team account to ensure the competitive

level is correct and linked to USYS/FYSA

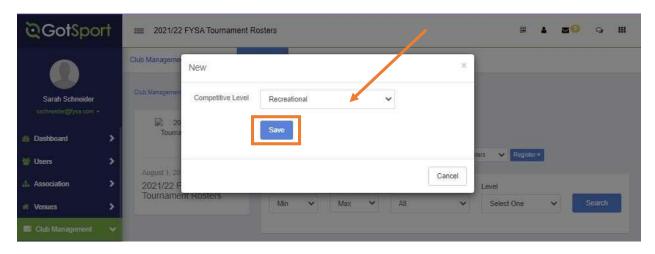


Step 6: Once all the teams have been selected click the REGISTER button next to the event name and select SELECTED TEAMS (there is **NO** fee for this process – simply checkmark the box to accept).

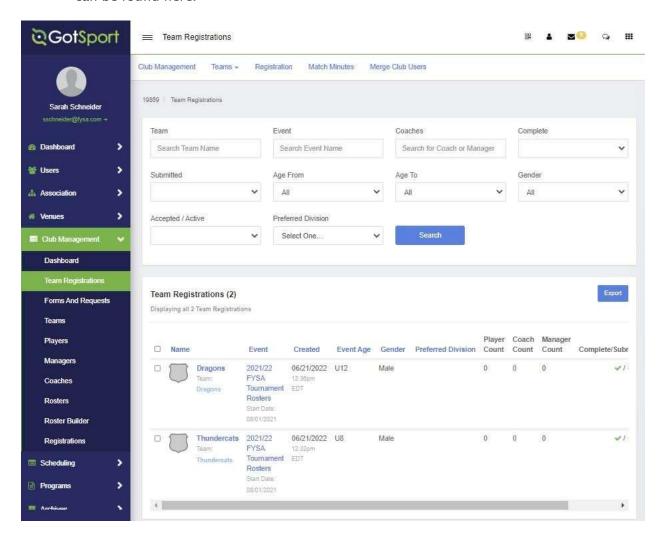




Step 7: A pop will appear confirming competitive level of the teams you selected. Select the appropriate level for those teams, then click SAVE.

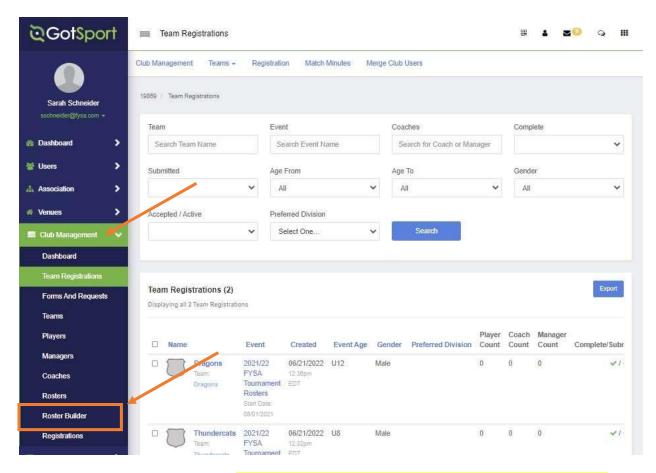


Step 8: Once you've clicked on save you will be taken to your team registrations page. All team registrations can be found here.

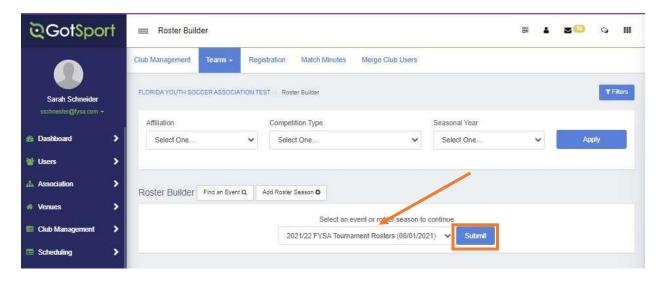




Step 9: From this page select CLUB MANAGEMENT then ROSTER BUILDER from the left-hand menu.



Step 10: Select the correct event (For this you we did 2023/24 FYSA TOURNAMENT ROSTER) that you have just registered teams in and click SUBMIT.

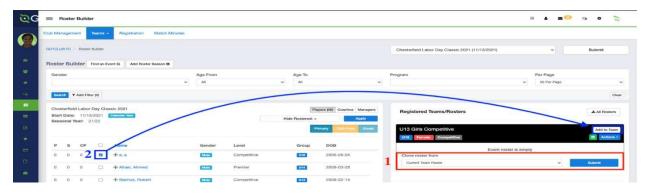




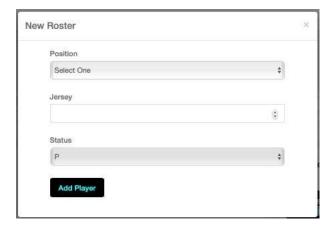
Step 11: There are two options to add players to your FYSA Tournament event roster.

Step 11A: Select the Clone Roster From your FYSA Registration Event and CLICK SUBMIT (shown in red in the photo below). If you remove a player from this roster, the Registration Event/League events will not be impacted. You can also add players already linked in the Registration Event to a different team in the tournament event without receiving an error message (for example, if creating a select tournament team).

Step 11B: Manually select the Players from the list on the left and select Add to Team. BEFORE you add a player, you must first select Primary (Blue), Club Pass (Orange), Guest (Light Blue), then either check off the player and click Add to Team: or Drag and Drop the player onto the correct team. (Shown in blue on the photo below)



Step 4B: When you drag players over a pop up will appear. Fill in the pop-up screen with position, iersev number, and check status is correct.

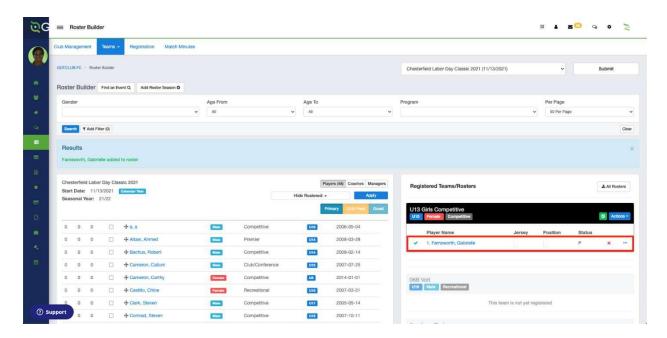


Player status options:

- Primary Players (P) are those registered to your club and primary to this team
- Club Pass Players (CP) are players that are an approved Primary player to your club, that you're using to play with another team within your club.
- Secondary Player (S) are players from outside of your own club that are also rostered to your team
 for the season. NOTE: Secondary/ Dual Rostering will only refer to Players playing in 2 different clubs.
- Guest Player (G) are players from outside your own club that are guest playing for your club in a particular event. IMPORTANT: The outside of the club guest player can only be added if the proper electronic Guest Form has been executed and approved by both clubs.



Step 12: Here you will see a confirmation banner in the center of the page as well as what players on the roster on the right. The players have now been added! A PDF of passes for check-in can be accessed via the team account or by click on the "Action" box.



Step 13: Scroll to the top of the page and from the drop down, select the tournament you wish to clone the event roster to and click submit. This is the information that will be printed on the match card and used to check in your team when cross referencing the passes uploaded.

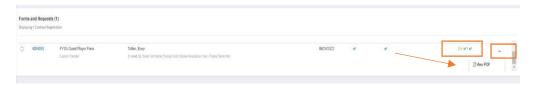


Linking a Guest Player to Your Club to Add to an Event

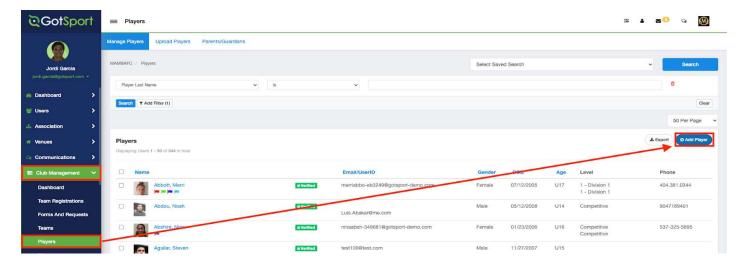
Guest player requests are completed within GotSport and must be approved by the Sending Organization and Receiving Organization prior to being considered a valid document. Paper forms are no longer accepted and are obsolete. APPROVAL BY FYSA IS NOT REQUIRED. Once both the sending and receiving clubs have approved the guest play request, you may link the player to your club and add to the event roster as a guest player (roster builder -> FYSA Tournament Roster OR Event Roster).

For the guest play request to be correctly executed, the following steps must all be completed in their entirety:

- Guest Player Custom Transfer Form completed (one required per player/per event)
 - Sending and receiving club approve the form (club management -> forms & requests)
 - FYSA is NOT required to approve the request.
- Once both clubs have approved the custom transfer request, the borrowing club will download the form to upload to the event (player pass will also be required).

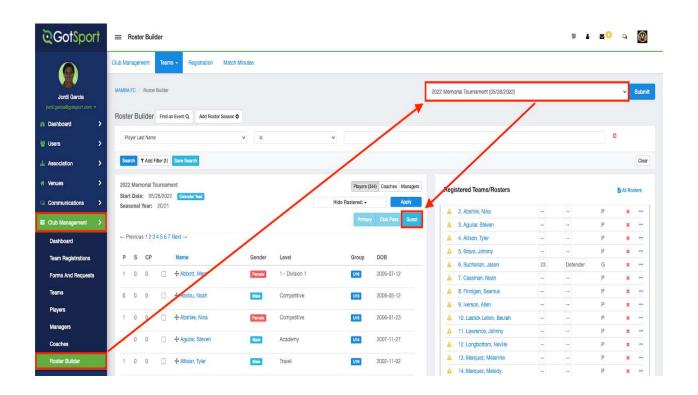


- Link the guest players GotSport profile to your club to add to the event roster.
- Via the roster builder, add the player to the event roster.
- Step 1: To add the player to the event roster, the player must initially be linked to your club. Navigate to club management -> players and click ADD PLAYER. Here you will look up that player and add them to your account (to link immediately, date of birth, first name, last name, email userID and zip code). If adding the player only using their date of birth, first name, last name, an email will be sent to the userID email address requesting that the role is approved. The link expires after 24 hours after which, it must be resent. Until completed, you will be unable to locate the players' information within the Roster Builder.





Step 2: Now that the player has been added, you will go to Club management on the left-hand menu then click ROSTER BUILDER. Then select the EVENT (either FYSA Tournament Roster or the event roster for tournament organizer), followed by the GUEST Tab. When you drag the player from the guest pool to the team's roster, a box will appear asking for the Position and Jersey number, the status will automatically be set to "G" for guest. Now you will see the player on the roster. If using the FYSA Tournament Roster pathway, a guest pass will be available to print/download for team check in.





Guest Player Custom Transfer form

Guest player requests are completed within GotSport and must be approved by the Sending Organization and Receiving Organization prior to being considered a valid document. **Paper forms are no longer accepted and are obsolete**. **APPROVAL BY FYSA IS NOT REQUIRED.** If commencing the form as the Sending Organization, to complete the form you will require the following information:

- Tournament name and dates
- club name borrowing the player
- Team name borrowing the player

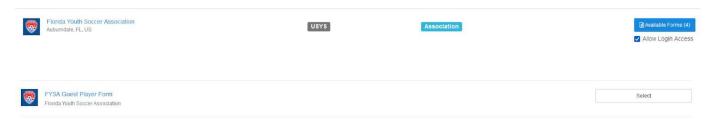
If completing the form as the Receiving Organization, you will require the following information:

- Loaning club name/ID number
- team name and ID number
- Player's name, date of birth and pass ID number
- Email linked to profile and zip code (to add to event roster as a guest player)

Step 1: Go to Dashboard, click on AFFILIATIONS:



Step 2: Scroll down to **Florida Youth Soccer Association**, click on **Available Forms.** Scroll to FYSA Guest Player Form and click select.

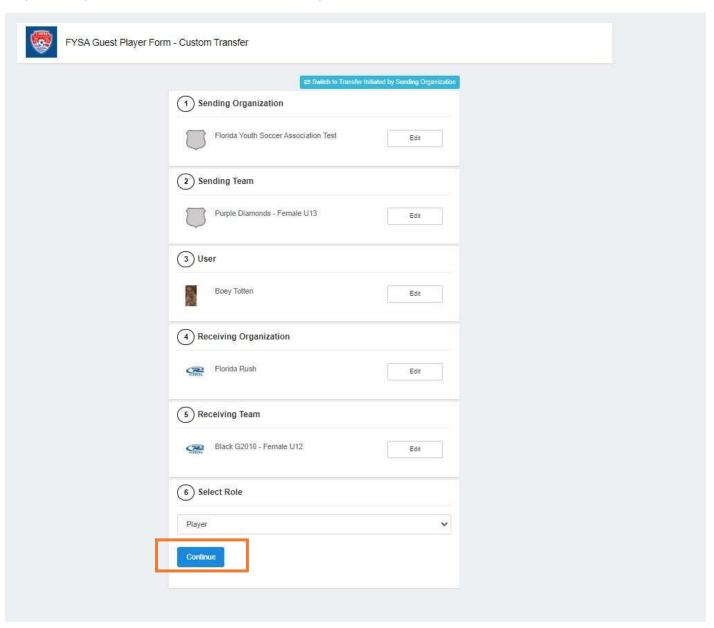


Step 3: Ensure you have the correct setting (double click blue banner to change):



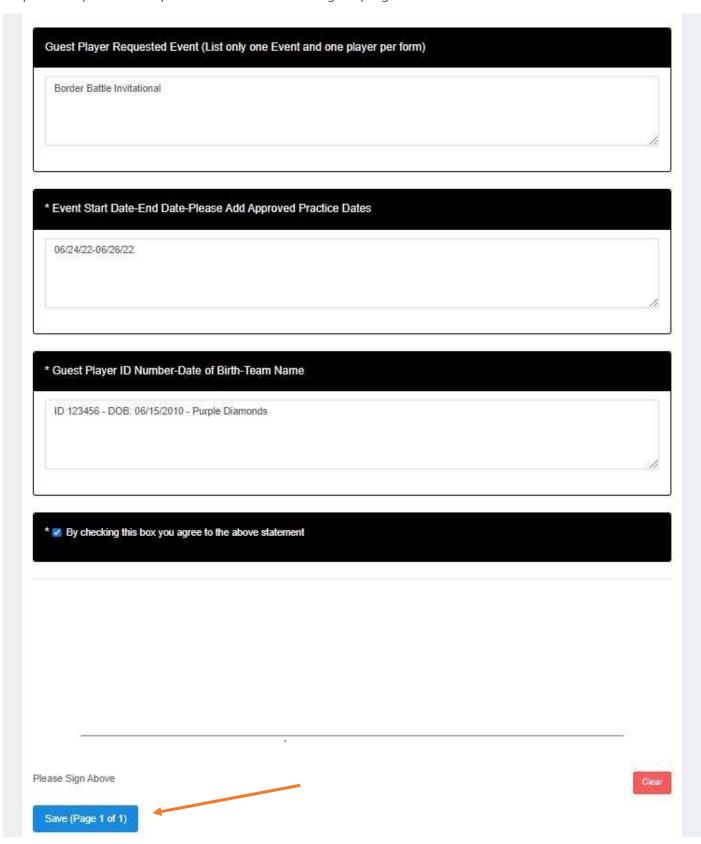


Step 4: Complete each section of the form as required. Select CONTINUE



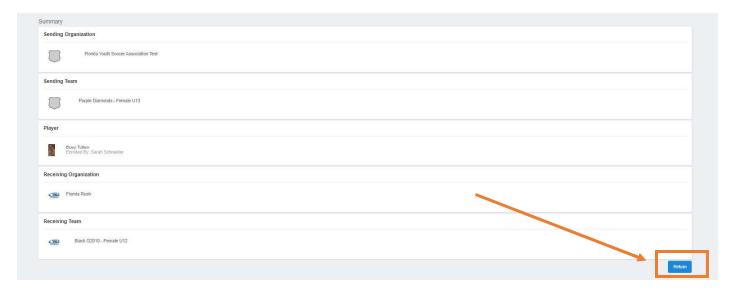


Step 5: Complete the required information then digitally sign the document and click SAVE.





Step 6: Review the summary and if correct, click RETURN.

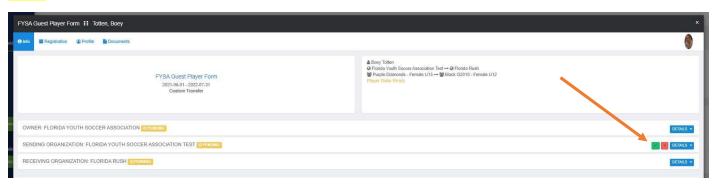


Step 7: Go to Club Management on the left-hand menu and select FORMS AND REQUESTS. Then **click on the ID Number** for the form you need to approve (you can also filter for 'Guest Player Form' in the drop-down menu then click SEARCH)



Step 8: To mark this player as APPROVED you will click the GREEN CHECK MARK

Note: You will only have the action for approval by the other club. Form does not require approval from FYSA.

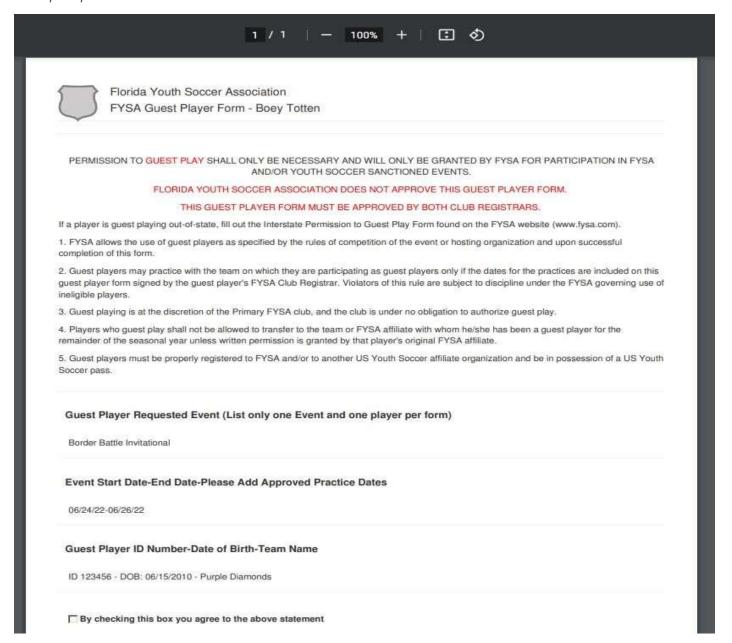




Step 9: Once both clubs have approved which is indicated by two green check marks, you may save the guest player form as a pdf and upload for tournament check in. To access the form, click on the 3 dots on the far right, click on view pdf.

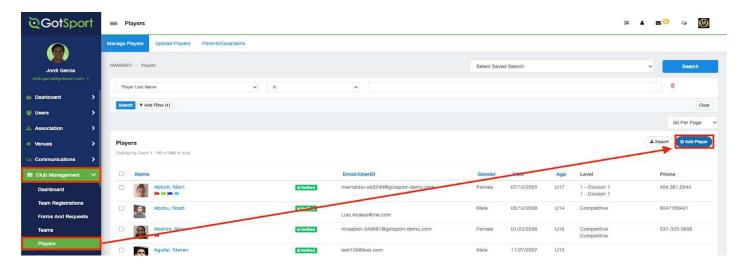


Example of PDF:





Step 10: To add the player to the event roster, the player must initially be linked to your club. Navigate to club management -> players and click ADD PLAYER. Here you will look up that player and add them to your account (to link immediately, date of birth, first name, last name, email userID and zip code). If adding the player only using their date of birth, first name, last name, an email will be sent to the userID email address requesting that the role is approved. The link expires after 24 hours after which, it must be resent. Until completed, you will be unable to locate the players' information within the Roster Builder.



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