TEAM MANAGERS - GETTING STARTED

REGISTRATION AND BACKGROUND CHECKS: Oregon Youth Soccer Association (OYSA) requires all administrators, coaches, and team managers to be registered officially with the club and go through a background check.

- □ Redirect to OYSA Club Admin Registration page via this link: <u>REGISTER</u>.
- Select Coach / Admin Registration and enter your Affinity username and password to log in.
- Once logged in, Affinity will guide you through the registration process.

AFFINITY ACCOUNTS: Our team rosters, player database, and academy contact information are stored in the Affinity Sports system used by OYSA. In addition to registering your players, you will use your account for many of your team management duties, including:

- Communicating with your team
- Printing game rosters
- **G** Reporting game scores

Take a moment to log into your account and familiarize yourself with it. Instructions for printing rosters and communicating with your team are included in this packet.

PLAYER CARDS: Players and coaches are required to present official OYSA cards to referees prior to each match.

- □ A complete set of coach and player cards for your team will be provided by Brenda Wisnewski, the Pelada FA registrar, before the first game of each season.
- □ Team managers will bring cards to each game, or make arrangements for another parent or the coach to bring them.
- □ Team managers will take cards with them at the end of each game
- □ If cards are not provided, the team will be required to forfeit the result and may not be allowed to play at all. Individual players without cards will be ineligible to compete.

TEAM CONTACT INFORMATION: In addition to the resources available through Affinity, a full set of contact information for the team will be provided for team managers prior to their first communication of each season.

QUESTIONS & ASSISTANCE: Contact Academy Director Joey Garah (<u>director@peladafa.org</u> / 541-357-8239) or Pelada Registrar Brenda Wisnewski (registrar@peladafa.org / 541-953-5304).