

GAME CARD AND PLAYER PASS INFORMATION (ALL LEAGUES)

Game Cards and Player Passes as well as Official State Rosters are located under the TEAM ACCOUNT by the LEAGUE and may be printed by a team and/or club.

Name/Date	Type	Status	Applied	Accepted	Paid	Roster	Schedule	Travel
2013-14 OSA Rec Select/Plus Registration 8/1/2013 - 2/8/2014	Registration	Accepted	02/14/2014	Yes	No	Frozen (11)	N/A	N/A
2014 OSA Spring Rec Select League 2/8/2014 - 6/1/2014	League	Accepted	02/04/2014	Yes	No	Frozen (11)	View	Request

Select LEAGUE.

Under SCHEDULE, click on GAME # to download GAME CARD.

2014 OSA Spring Rec Select League
2/8/2014-6/1/2014
Boys U12 ENID STRIKERS + (OK)

To view & manage the roster shown on your game cards, click here: [View Event Roster >>](#)

Click on the game number to download a printable game card.

#115	3/9/2014 3:00 PM-4:15 PM	NYSA SHARKS (OK) ENID STRIKERS + (OK)	<input type="checkbox"/> NYSA #09	Chat
#102	3/22/2014 11:00 AM-12:15 PM	ENID STRIKERS + (OK) UNITY SC + REAL MADRID (OK)	<input type="checkbox"/> Enid Soccer Complex #1	Chat

Boys U12 Enid Strikers

Document	Event	From	Created	Accessed
Player ID Cards	2013-14 OSA Rec Select/Plus Registration (8/1/2013)	OSA Administrators	3/3/2014 1:49:44 PM	3/3/2014 1:49:53 PM
Official Roster	2013-14 OSA Rec Select/Plus Registration (8/1/2013)	OSA Administrators	3/3/2014 1:49:38 PM	N/A

Important Printing Tip
For correct alignment of ID card fields, make sure the Page Scaling setting in Adobe Acrobat is set to None

Page Scaling: None

Under TEAM PROFILE, click on DOCUMENTS to download your Player Passes and Official Roster.

Player ID Cards (Player Passes) will include Coach and Manager passes. All volunteers should be risk management approved and have a current background report on file.

ALL passes should have a photo. Photos can be uploaded through the volunteer or player profile. Make sure you use a headshot/face profile picture and make sure it is a smaller file size. Large pictures can corrupt the entire team's player pass file and prevent the passes from being printed. You can also add a picture after printing passes, but if you choose to use the Gotsoccer app on a smart phone for virtual passes after logging into your team account, then you will have to have pictures uploaded into the system.

(If you use virtual player passes on your phone, make sure to always keep a hard copy well in cases of poor cell reception or any other issues.)

MEMBER PASS
Manager: KidSafe: Approved 8/16/2013
State: OK Age Group: U12

Name: John XXXXX
Birthdate:
Club: Enid Soccer Club
Team: + Strikers
Team I.D.#: 500STRKR
Season: 2013-2014
I.D. #: OWENCHAA000000

Monroe Bill

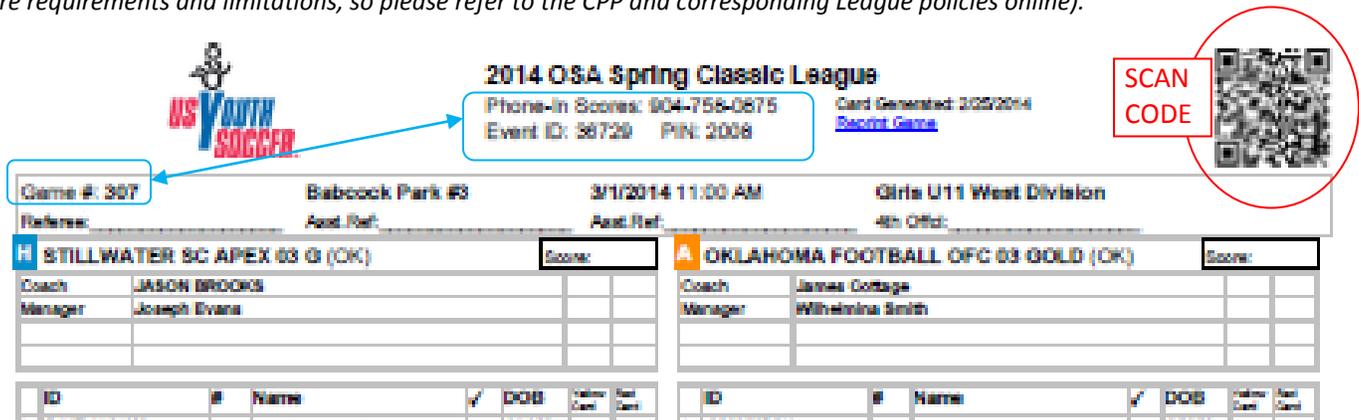
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Player passes are required in ALL leagues for U11 and up. All passes are one-sided, should have pictures, and should be laminated.

PLEASE NOTE: When any changes are made to a roster, be it an add, release, transfer, or update, the CLUB REGISTRAR and/or ADMIN needs to email the corresponding OSA Staff to have both the official documents in registration updated AS WELL AS the LEAGUE PLAYER LIST. If the League player list is not updated, the game cards will not be up to date. *(Please have teams check their documents and game cards regularly to make sure they are up to date.)*

REGISTRATION/ROSTER UPDATES should be emailed including: CLUB, TEAM NAME, LEAGUE, and CHANGES requested. *(I.e. Someone emailing "Please reset my roster" is not enough information to process the updates.)*

ALL changes/updates requested for a team's game cards for the upcoming weekend (scheduled games) must be submitted no later than the THURSDAY at 12:00 P.M PRIOR to that weekend. Any changes/updates submitted after this time will not be reflected on that weekend's game cards. If you run into issues with a player not updated on the game card for the weekend being played and/or was a late update, a team can add a player using CPP under the team account (*CPP is available in all leagues but there are requirements and limitations, so please refer to the CPP and corresponding League policies online*).



This is a screen shot of a game card. They are the same for any league – OPL, Classic, Travelling Recreation, or Rec Select. The league is named at the top with phone-in information listed below. There is a scan code to the right, or scores can be submitted via the Gotsoccer App or online at www.gotsoccer.com via a smart phone, tablet, or pc.

The winning team will get the game cards and enters the scores that GAME DAY. If there is a tie, the home team will be given the game cards and will enter the scores.

Score Submission Methods:

- By **SCAN CODE** – This is the easiest method. Use your smart phone using a barcode reader application (usually several free apps in the market on your phone). Scan the barcode and it takes you directly to the game to enter scores.
- By **PHONE** – Dial the number, Press 1 to update then enter the Event ID and press #. Next it will ask for the PIN listed and press #. Enter the game number and press #. Enter scores following instructions.
- By **GOTSOCCKER PHONE APP** or **ONLINE** – (*The Gotsoccer App can be found in your phone market and is free. This can be used for not only scores, but virtual player passes, and other features.*) Event scores are NOT entered from within the team account. This is through the app or online at www.gotsoccer.com. You will need to know the same info as used for the phone-in method from the game card: Event ID, PIN number, and Game number. **CLICK User Login** in the top right corner. There are a variety of login options - **CHOOSE Event Scheduling/Scoring**. **CLICK** the link for **Scoring Input**. (see below)



ENTER your **Event ID** and **PIN Number** and **CLICK Go**. ENTER the match information for the event.

- ❖ Once you have entered your scores on game day, KEEP YOUR GAME FORM. You will need to have the game card available if requested for verification, so keep your game cards until JUNE 30TH. After that time, you may destroy the cards. If you are asked to provide a game card, you can email, fax, or mail it.

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