

Player Registration 2019/20

New League Officials



Player Registration 2019/20

Webinar

- All attendees will be muted throughout – reduces background disturbance
- Please note that the session will be recorded – to be shared with County FAs and League Colleagues
- Opportunity to ask questions - to ask a question please either Raise your Hand or use the Chat function
- Built-in pauses for Questions



Player Registration 2019/20

Aims of the session

State of Play

Player Registration Requirements & Full Demo

Full Time

Support

Communication to Clubs



Player Registration 2019/20

State of Play

2018 Milestones



Highest number of concurrent users



Over 1 Million Registrations



Over 600 Leagues using WGS Player Registration



Teesside Junior Football Alliance first to register over 10,000 individuals



60% of all affiliated football now uses WGS Player Reg



Over 780,000 individuals registered



357,551 Adult Players Registered



422,892 Youth Players Registered



Online Player Registration

WGS Process (7 Steps)

Step 1

- League specifies requirements for Registrations (Photos, ID)

Step 2

- Club creates/updates list of Club Players

Step 3

- Club gets consent from player to play for club (online or offline)

Step 4

- Club adds players to team(s) & ensures player details are correct



Online Player Registration

WGS Process (7 Steps)

Step 5

- Club to add Photos, ID Checks if required by the League

Step 6

- Club submits for League Registration

Step 7

- League validate and approves Player Registration
- **Once League approved, the player is eligible to Play**



Player Registration 2019/20

Player Registration Requirements & Demo

- Adding Club Officials
- Detaching Players
- Searching for and adding New Players
- Assigning Players to Teams
- Consent
- Submitting to League
- Contract Players
- Transfers/Notice of Approach



Demonstration



Player Registration 2019/20

Questions?

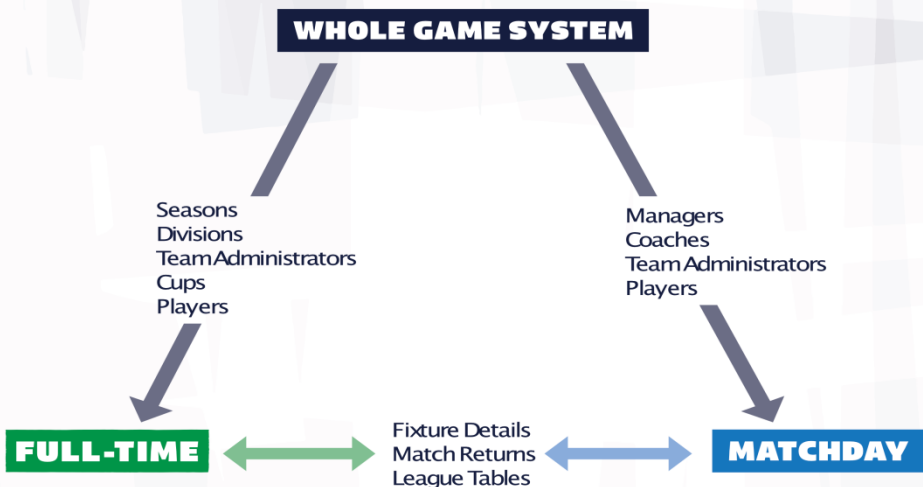


Grassroots Technology Eco System



GRASSROOTS TECHNOLOGY VISION TO 2021 Putting the participant at the Heart of the Game

FA DIGITAL ECOSYSTEM (AFFILIATED GAME)



WHOLE GAME SYSTEM

Users: Club, League & Team Officials

Usage: Club Affiliation | Player Registration | Safeguarding
| Discipline | League Sanction | Referee Registrations

FULL-TIME

Users: League & Team Officials, Coaches, Players, Parents

Usage: Fixture Administration | Reporting Results | Match
Reports | League Tables

MATCH DAY

Users: Team Officials, Coaches, Players, Parents

Usage: Manage Player Availability | Match Returns | View
Fixtures | League Tables | Give & Take Payments

Player Registration 2019/20

Full Time & Integration

- Data is KEY! Club Affiliation and League Sanction Data
- When and when not to Integrate
- Team Admins and Access
- No longer able to update in Full Time once Integrated
- Facility to Merge Teams and People
- Date of Integration from ? June 2019



Player Registration 2019/20

Support

- CFA Staff
- “Need Help” Flag (eLearning & PDF)
- playerregistrations@thefa.com
- Grassroots Technology Community
- Leagues within your CFA who already use WGS



Player Registration 2019/20

Communications to Clubs

Clubs will not be automatically notified of any changes to the Player Registration Requirements

Open Date for Registrations

Importance of Clean Data

Email Address



Player Registration 2019/20

Questions?



Player Registration 2019/20

Close



Thank you for your time

