



**DEVELOPMENTAL PASS PLAYER ASSIGNMENT  
INSTRUCTIONS**

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To assign a DEVELOPMENTAL PASS player to a specific game day roster list in the Utah Youth Soccer Association Gaming/Scheduling system please follow the steps outlined below to initiate the assignment.

**The current coach of record must be the coach that initiates and assigns the player to the team his / her player will participate with using the developmental pass system in any upcoming UYSA game.**

**This means that the coach wishing to use a player for developmental pass participation must contact the manager or coach of the team the player is rostered to in a timely fashion.**

Please log into the site either on your league / club URL website or the UYSA website – <http://uysa.affinitysoccer.com>

SERVER BASED ENVIROMENTS, NO WWW. NEEDED IN ADDRESS

**Step 1** Under “Tournament Applications/Game Scoring” Click “Edit”

**Utah Youth Soccer Association Online Management System**  
 4476 Century Drive Suite D, Salt Lake City, UT 84107 801-268-3365 800-618-6001

**My Account** Steve Brown

My Info  
 [Redacted] 112  
 (801) [Redacted]  
 Edit  
 Add More Family Members

Registration Applications

Fall/Spring 2007-2008							
A	Club	Playlevel	Age	Status	Date	Forms	
[Redacted]	League 45 - 01			Activated	5/2/2007	[E]	

Request Transfer Payment Edit

Teams

Team	Team ID	Season	
DFC Xtreme 96	0647-01CB12-0002	Fall/Spring 2007-2008	Edit Tournament Player Offer

Tournament Applications / Game Scoring

Team	Tournament	
DFC Xtreme 96 0647-01CB12-0002	08 Spring Gaming League Status: Final Submitted on 4/8/2008	Edit Schedules / Game Scoring

Click Here

Event Registration



Step 4 From the drop down menu select the team and the game number that you wish to assign the player. The site is configured based on the UYSA Rules and Regulations regarding Developmental Pass Play. **[Click] Save.**



**Note:** On this page, the system will keep track of all assignments for particular players and it will also keep track of any players that were assigned to your team during the season.

**Receiving teams** must activate / accept this player onto the lineup sheet. Click the edit button next to the team name (right in front of the Schedules / Game Scoring tab), Click player roster tab, and place a check mark next to the “club pass players name” and click the Set Active Players tab at the bottom of the page. You may activate and inactivate players on this screen. Should the addition of a developmental pass player to your game day roster put your roster over the maximum number of players allowed by UYSA Rules, for your age group, you will need to deactivate additional players in order for your game day lineup sheet to print up to 18 active players for an upcoming game.

After the assignment has been completed, the assigned player will show up on the game roster for that specific game labeled (**DEV**) and will be available to be added into the D&P items of any game day incidences that might occur during his/her participation with another team.