

### How to register a new player

# If you want to register a player that didn't play for your club in season 2019/20 follow this process

### **Registration System**









Add all the relevant information

	Add a Player 📋						
[	Identifying Information						
	First Name	Wayne	*				
	Surname	Rooney	*				
	Date Of Birth	1 ▼ Jan ▼ 2002 ▼					
	Player's Gender	Male v					
	Identity Document		]				
	Identity Reference Number		]				

Consent for a player to join a club is now obtained electronically, players signatures are no longer required to be held by the SYL, although Clubs still need to have these

The parents Email address

Parents Name	Joan
Parents Mobile	Rooney
Parents Email	joan.Rooney@wsyl.org.uk

Once complete, click the "Specify a Team"



Club /	Association				
Playe	r's Club	xtown		T	
Cancel	Spe	cify a Team	]		
16 year	Lucart.	no bi sekil de a	and Marker	LULAVER LICEN	x shell

#### Use the drop down to select the required team

Team Association		
Player's Team	Not in team	▼ (?)
	Not in team	<u> </u>
Request Registration	xtown 1 U18's	
	xtown 2 U18's	
	xtown 3 U18's	
	xtown 4 U18's	
Cancel Previous	Click to save	
Melven Vileyak de	we have a start of the second	Lucard and the set of

Tick "request Registration" and click "click to save"

Team Association Player's Team	xtown 2 U18's	•	
Request Registration	۲		
Cancel Previous	Click to save		



Click edit player



Reg Number	55901	
First Name	waye	
Surname	Rooney	
Date of Birth	01/01/2002	
Identity Document		
Identity Reference Number		
Address	1 High Street	
		INTROP
	newtown	AVAILADIE
County		
Post Code	kt1 1aa	
Home Phone		
Allergies/Medications		
Parents Email	joan.Rooney@wsyl.org.uk	
Permission Given		
Parents Mobile	Rooney	
Parent / Guardian Name	Joan	
Emergency Contact		
Emergency Number		
School	Not at School/College	
School Year		
Gender	Male	
Team	xtown 3	
AgeGroup	U18's	
Registration Status	Registration Requested	
Date of Registration		
Notes		
Previous	Next	

Edit Player

The next step is to upload the photo

Tap "choose file"



 Choose file
 No file chosen

 Note:
 Image file should be the approx square to be used for identification within the system

 Only jpg, jpeg and png files are supported
 Please click on Upload once images are selected.

Upload

Navigate to the picture you require and then press "upload"

# \*\* The picture must be square, if it isn't the picture will be distorted when uploaded \*\*



Upload



Press "Save Changes"



Once you have uploaded the picture you can request permission from the players Parent / Guardian to confirm they want to "sign" for your club.

Parents Email		joan.Rooney@wsyl.org.uk		*
Permission Given		Not Provided		
Reque	st Permission			
Enter text to searc	h			
		Email Permission Audit	:	
Date	Email Address		Action	Ву

#### The audit trail will display when the request was sent

Email Permission Audit						
Date	Email Address	Action	Ву			
08/05/2019 19:39:59	joan.Rooney@wsyl.org.uk	Request Sent	Joe smith			

#### Once the parent has responded to the email confirmation will be shown as below

Date	Email Address	Action	Ву
08/05/2019 19:46:11	joan.Rooney@wsyl.org.uk	Consent Given	Parent

	Sa	ive Ch	nanges			
<b>\</b>			1.51	1	17.	

### For more details see SYL Parent consent document

At this stage as long as the player registration details are valid and the image is suitable the SYL Registration Secretary will register the player



How to produce Team Sheets / ID cards

# Team sheets will only be available once a team has been placed in a division

Sign in to Prawnsandwich as <u>www.prawnsandwich.com</u>

In the Managers Area



### Log in with you credentials

LOG IN	
town1	
•••••	
Log in	
Club and League officials click here	

Click generate ID cards



ø	Generate	ID	Cards	(2 per row)
•	Generate	ID	Cards	(singles)

you have the option to produce via an A4 sheet (2 per row) or via a Single ID card per row suited for viewing on an electronic device

Select the ID cards you wish to produce



Once all the players are in the right hand pane then press "generate"





Then print from your browser