

Perfect Game has introduced a major upgrade to our rostering system. With this update, it involves new features like the **Player Type** classification, better automation for managing rosters, and easier tracking of players across tournaments.

A video for more clarification: [HERE](#)

Summary of key changes you might expect:

Player Type Classification: Players can now be categorized as **Full-Time**, **Guest Player**, **Fall Only**, or **Spring/Summer Only**, which affects how they are added to tournaments.

1. **Full-Time:**
 - Automatically added to all tournaments.
2. **Guest Player:**
 - Must be manually added to each tournament.
 - All players will initially be treated as guest players until a player type is selected.
3. **Fall Only:**
 - Automatically rostered for tournaments before January 1.
 - Dropped from the team roster after January 1.
4. **Spring/Summer Only:**
 - Automatically rostered for tournaments after December 31
5. **Automatic Rostering:**
 - Depending on the player type, rostering for tournaments is now either automatic or manual, saving time and reducing errors in player assignments.

Roster Management:

1. **Assign Player Type:** Ensure each player on the roster has a **Player Type** set.
2. **Guest Player Management:** Manually add guest players to tournaments if needed.
3. **Automatic Rostering:** Make sure **Fall Only** and **Spring/Summer Only** players are registered at the appropriate times based on the new rules.
4. **Attendance Confirmation:** Verify if each player is attending this weekend's event.
5. **Jersey Numbers:** Assign jersey numbers to players attending the event.
6. **Electronic Waiver:** Ensure every player has completed their electronic waiver before they step on the field.
7. **Deadlines:** This should be completed 48 hours before the team's first game of the tournament

If there are any questions or concerns, you can reach out to us at PGWestNational@perfectgame.org

