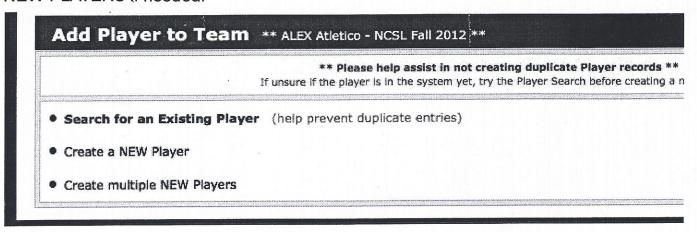When you log into the TEAM PAGES and click on a TEAM, then click on ROSTER you will notice Demosphere has done some development work in regards to the options that are available.

When a team logs in they now have the option to: ADD RETURNING PLAYERS, ADD NEW PLAYERS, or do a TEAM ROSTER EXPORT.

When you click on the ADD RETURNING PLAYERS link, you are presented with the option to select a roster from a previous season. You can select players from the previous season (for example Spring 2012), you can opt to add more or take players off the roster as well. Once done selecting the players, you can click save and the roster is complete for the current season.

All-Time Player Pool

Add ☐ All	Player name (players in gray are on current roster)	Fall 2012 U14 Division 2
☑	Arcos Abatte, Diego	X
☑	Bonilla Joya, Yecson	X
☐	Buek, Dylan	-
☑	Carroll, Max	X
☐	Conger, Tom	-
☑	Davila, Andrew	X
☑	Elkins, John	X
☑	Fonvielle, McLean	X
☑	Garcia, Dylan	X
☐	Gomez, Elvis	-
☐	Lazaroae, Nicholas	-
☑	Lopez, Levis	X
☑	MacKeigan, Jameson	X
☑	Mayen, Juan	X
☐	Moser, Jackson	-
☑	Norman, Isiah	X
☑	Peterson, Joseph	X
☑	Portillo Cardona, Felipe	X
☑	Portillo Romero, Cooper	X
☑	Smith, Tyler	X
☐	carroll, max	-

Save   0 players will be added to the 15 already currently on the roster for a to

(over)

If a new player needs to be added to the team, one can click the ADD NEW PLAYER link. This will present them with the option to search for an existing player (which will help reduce the amount of duplicates) or create a new player if the player is not on the roster and is not found in the system. There is also the option of CREATE MULTIPLE NEW PLAYERS if needed.

Add Player to Team ** ALEX Atletico - NCSL Fall 2012 **

** Please help assist in not creating duplicate Player records **
If unsure if the player is in the system yet, try the Player Search before creating a n

- **Search for an Existing Player** (help prevent duplicate entries)

- Create a NEW Player

- Create multiple NEW Players

Hopefully, this new system will cut back on the amount of duplicates that are being added to the system. Teams should understand that they should first check the rosters for the players and add them to the team, then search the system for existing players, and then, as a last resort, add a new player.