

USSSA.com Help

How to Deactivate/Reactivate a Player in Guest Player System



Deactivating a Player

The number of guest players allowed for a team is based upon the division of the event that the team is entered into:

A/Open Divisions - Max of 20 Active Players

B/C Divisions - Max of 15 Active Players

How to calculate Active Players:

- **Active players are the total of Regular Rostered Players + Guest Players.**
- **This calculation is NOT a limit of the number of players you are allowed to have on your roster. Those values are determined in your [Manage my Players] section. This calculation is just for the purpose of the Guest Player System.**
 - **If you have rostered players ABOVE these limits, it means you will not be allowed to use a Guest Player UNLESS you Deactivate Players.**

Common Examples:

- **B/C division of an Event:** You have 16 rostered player and 3 players aren't available that specific weekend, you would need to deactivate the 3 rostered players not available prior to being allowed to add 2 guest players to get you to 15.
- **A/Open division of an Event:** You have 20 rostered player and 6 players aren't available that specific weekend, you would have to deactivate 6 rostered players before you would be allowed to have 6 guest player to get you to 20.

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If you need to Deactivate any players, click on the red [Deactivate] button for that player.

- This would need to be done if a player is not available for an event and you need to open a spot for a guest player to be used during the event.

The screenshot shows the USSSA.com interface. On the left, there is a sidebar with a "Logout" button, a "SHOPPING CART" section indicating "Your shopping cart has no items!", and an "Events Saved for Later" section. The main content area is titled "Active Rostered Players for this Event" and includes a "Click to Deactivate" link. Below this is a table with two rows of player information. Each row has a red "Deactivate" button in the first column. A blue arrow points from the "Click to Deactivate" link to the "Deactivate" button for the first player.

| | # | Name | Birthdate | Age & Grad Yr | Address | Phone & Email |
|----------------------------|---|-------------------|------------|---------------|-------------------------------------|--|
| Deactivate | | ia Test Player 1 | 12/01/2004 | 14 | 332 Holiday Circle West Des Moines, | 5555555555 kellypc@live.com |
| Deactivate | | ia Test Player 10 | 10/08/2004 | 14 | 2425 Hubbell Ave Des Moines, IA | 5152161099 kelly.angus-thorne@usssa.com |

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Re-activating a Player

If you need to move a player from Deactivated back to Active, click on the green [Activate] button for that player.

- To Activate a player that has been deactivated, your roster must have an available slot for that player to be activated to.
- If you have added guest players for this event and you have reached your maximum capacity, you will be required to delete a guest player before you can reactivate that player.
- The ability to Activate or Deactivate a player is blocked after the deadline for managing guest players has passed.

Inactive Players for this Event

| | # | Name | Birthdate | Age & Grad Yr | Address | Phone & Email |
|--------------------------|---|-------------------|------------|---------------|---------------------------------|--|
| Activate | | ia Test Player 15 | 05/15/2004 | 14 | 2714 Caulder Ave Des Moines, IA | 5152161099 kelly@centraliowasports.com |
| Activate | | ia Test Player 9 | 10/01/2004 | 14 | | 5555555555 kellypc@live.com |
