

**BCCSL Board Meeting**

Tuesday, Nov 5, 2019 @ 7:00pm – 9:00pm

Fortius

| <b>A. Agenda</b>  |      |  |              |
|---|------|--|--------------|
|   |      | Discussion   | Action Items |
| 1. Review & Approve Agenda<br><br>Motion to adopt Andrea, Dave M. adopted.  | Joe  |  |              |
| 2. Review and Approve minutes from previous meeting<br><br>Motion to adopt John B., Andrea carried  | Joe  | BC Soccer in beta testing for youth to adult permits. Looking for another technical person to support the tech side. No plans to work on discipline system at BCSA currently.<br><br>Discussed to send a letter to BCCSA to get discipline system in place |              |
| <b>B. Previous Business Arising</b>   |      |  |              |
| 1. League and LC Recognition<br><br>Moved by David M. second Gregor to provide team banner to all league winners at Metro and Division 1 and the League Champions finalists. Carried. | Joe  | League winners Metro & Div 1, LC would be the Champion. Present banners to Metro & Div 1 winners, banners to LC 1 <sup>st</sup> and 2 <sup>nd</sup> place.   |              |
| 2. Spring Soccer  | Joe  | BCCSL to look at spring soccer for transition years going into U11 and U13. Look at different options, short season, jamboree style. Spring 2021.  |              |
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| <b>C. Reports</b>   |      |  |              |
| 1. League Administrator   | Matt | As attached.<br><br>Discussion on software choices. Option B & C   |              |

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|---------------------------|--------|--|--|
|                           |        | don't seem viable. Ask BCSA to look at developing a registration/scheduling system for BC made in BC. Consensus was to stay with Stack.  |  |
| 2. Finance                | Matt   | Sent in September, Andrea (Treasurer) to present reports in future. See attached.  |  |
| 3. TAC                    | Steve  | No report  |  |
| <b>D. New Business</b>    |        |  |  |
| 1. Coastal Cup Scheduling | John B | <p>Cup games take precedence. Discussion about scheduling District Cup</p> <p>Coastal Cup birth 1 per district, 6 wild card.<br/>Div 1: Top 6 teams (pts per game) once you remove the District winners. For split divisions remove District winners and each division will split wild card spots equally based on points per game.</p>              |  |
| 2. Re-Tiering Meeting     | Joe    | 183 requests for re-tiering. Meeting took a couple of hours. TAC Chair had some input. Fall out that teams were put into different geographical regions and create more travel for teams. Metro travel across the region, Div 1 Travel east or west or broader dependent on number of teams. Div 2, 3 geographically situated to reduce travel time. |  |
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| <b>E. Correspondence/Communication</b>      |  |
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| <b>F. Next Meeting</b>                      |  |
| Xmas Social – December 3, 2019 location TBA |  |

| <b>Attendees</b> | <b>Position</b>            | <b>In Attendance</b> |
|------------------|----------------------------|----------------------|
| Joe Basic        | Chair - TCYSA              | Yes                  |
| Dave Monk        | Vice Chair - Richmond      | Yes                  |
| Harj Dhaliwal    | Secretary – South Fraser   | Yes                  |
| John White       | North Shore                | No                   |
| Gregor Young     | Vancouver                  | Yes                  |
| John Berry       | Burnaby                    | Yes                  |
| Mario Santos     | Alouette                   | No                   |
| Andrea Laycock   | Fraser Valley              | Yes                  |
| Steve Kindel     | BCCSL TD Committee Chair   | No                   |
| Matt Holbrook    | BCCSL League Administrator | No                   |



## **MONTHLY ADMINISTRATOR'S REPORT FOR THE NOV 5 (2019) BCCSL BOARD MEETING**

### **RE-TIERING FALL-OUT**

There were definitely more re-tiering requests that we anticipated, which was a little surprising based on:

- After year 1, we felt more clubs/teams had a better idea of where to place teams
- The approved TAC guidelines for the ratio of select level players based on club size was distributed after last season
- There weren't as many lopsided blowouts in the first few weeks of the 2019-20 season as there were in the 2018-19 season

However, we still received more than double the number of requests from the previous season. But with the district schedulers knowing all their clubs' wishes heading into the re-tiering meeting, we actually managed to get all of it done the same evening.

The one glaring issue that still stood out is the philosophy of travel/geography throughout the league. We had some people in the room that felt Div 2 would be fine to travel from one end of the lower mainland to the other, while others felt the original mandate of less travel the lower the division was the way to go. That's how Gordon and I have been building divisions and groups, that is:

- Metro and to a slightly lesser degree, Div 1, travel across the full lower mainland. Full travel to all clubs should be expected at the higher select levels of play
- U11/U12, due to larger sizes overall, can generally group geographically. But if required, Div 1 in these ages will travel more if tiering is required. We try to keep Div 2 geographic and with less travel
- In the U13-U18 Div 3 groups, where possible we have grouped geographically, but of course with less teams it is often difficult so these groups end up with varying geographic outcomes

But for 2020-21, we REALLY need to confirm the philosophy moving forward. It was clear from Steve's feedback/comments that he wanted more travel and more sub-tiering for many groups. This wasn't welcomed by all.

### **STACK SPORTS**

I summarized the main tech issues we've been dealing with in last month's report, but here's a brief update moving forward. Previously we lost a few support techs, along with their senior VP who helped support our account from the start, when they expanded again and took over Affinity. Through the grapevine I heard that they would be sun-setting the "Connect" platform that we're on as part of their new takeover of Affinity, even just 2 years after they launched Connect with US Soccer. I've now had it confirmed that they will be transitioning all current Connect users to the new Affinity platform that they've acquired in 2020. I don't know this platform, and don't know any Canadian clubs that are on it. It's a large US platform with a focus on the registration level with users, and I'm not sure they are any more focused on league software than others, including what we expected with moving to Stack originally. In talking to Jim Parent, kind of our last standing support person, he said within the next couple months we'll get something formally from Stack telling us of this transition plan to the Affinity software. And further updates, Jim has been tasked with more sales support within their organization and no tech support (which is too bad as he knows the product best), and combined with a few more people no longer in the Connect support area, this has impacted the support we (and our clubs) have received. Jim has actually cut his hours back to part time with Stack, and has taken on other contract work which is obviously concerning to us, and possibly the writing on the wall for the support we'll be getting in the future. Although the only saving grace, is that Jim said internally they are limiting their Connect support and training/hiring new reps on Affinity.

As I see it, there are a few options for the 2020-21 season relating to the software we need for scheduling:

- A) Stay with Stack, ride out the negatives, and 'hope' the Affinity platform they move us to is stable and works well. I don't have any current knowledge of it but it wouldn't be us voluntarily moving everyone again, but regardless, it would still be a new system for all of us to use. If we stayed with this system, I would find a way to limit the requirements of clubs/teams to enter rosters as that has been one of the glitchy items we've dealt with over and over again, and as we're using BCSA's external discipline system we can't use the players in the Stack system anyways for tracking discipline there.
- B) Pro-actively move to a new platform, or go back to GotSoccer. Either way, this is a change and we'd need to find a way to limit the requirement for clubs to build teams/rosters in a new system as I don't feel they can handle this for 3 years in a row in a different system. The GotSoccer '2.0' version is still possibly a year away from going to market. At this time last year, they had said the new system (which we saw demo'd and was impressive) would probably not be rolled out in time for our 2020-21 season. Their old 'legacy' 15 year old system, is what the platform would still be for us to move back to. To their credit, they are taking the time and making sure the 2.0 version works well before any large clients take it on.
- C) Cut back the requirements of clubs/teams to input rosters, and simply use Gordon's custom built scheduling system (that he previously built for and used with the girls league). This doesn't have roster capability, virtual cards, or discipline tracking, so we would definitely be going to a basic system and asking WAY less of clubs/teams overall. In fact, this would be about as basic as required, with just a scheduling system for people to find their teams, and teams would simply use template type printed rosters to bring to games rather than build rosters or in a system. But it does work well, and schedulers can use it easily.

\*\*\*\* Note 1: All the above options would see us continue to use the BCSA discipline system for player tracking. See below for that system recap.

\*\*\*\* Note 2: I am planning to attend the large soccer convention in Baltimore in mid-January. At that event, there is a large tradeshow component where Stack/Affinity, GotSoccer, and all other sports software providers will be. I will be able to dialogue with them all in one location.

#### **BCSA DISCIPLINE SYSTEM**

As you know, we are asking for officials to report into the BCSA system. It has its drawbacks for sure. Those are:

- No connectivity to the scheduling system with rosters, so we are truly using a stand-alone system where we need to export/sort separately, and then come back to suspend players within the Stack system.
- It's an older system, and we've already had BCSA respond to us that they won't be putting any more money into its development or software maintenance. At this point, only their discipline staff person (Nicole) can make minor software edits or catch tech issues, but can't fix anything on a larger scale.

Jackie and I previously put together our list of enhancements required for the system to make it work well with league platforms, and BCSA staff came back and said it wasn't possible to spend more on its upgrades/development. I think it was mainly around finding a person who could manage the system, as I understand the original company/person that built the system for them is no longer available. Without getting too deep into any daily tech glitches that we've encountered, the main issue is that it's not a CRM system where you can track a player. Each referee entry of a card creates a new player name/trail, and doesn't let us search within a player's record. Ie: Jimmy Smith gets a yellow for 3 games in a row with 3 different refs, and each ref creates a new Jimmy Smith in the system. Keeping aside the spelling issues if a ref enters Smith, Smyth or Smythe, the system is constantly generating a new player entry without in fact keeping one player's record and a true discipline history of that player. That's what is required overall. It doesn't even help for us to put together the "small glitch" list now, as without a true player database included, fixing small glitches is irrelevant overall. Ironically, the discipline system was built in parallel to their CRM system where districts/leagues upload player data. So sitting right next to the discipline page in their software is a full CRM database of players, it's just too bad they didn't connect the dots from the start so the uploaded player database could be used by officials for entering discipline data. They did tell us in the past that they would eventually build out a useable database where players could be selected for permits and things like that, so if it could connect for discipline as well, that would be huge.

### **VIRTUAL ID CARDS**

While it was a good idea, it clearly was hit or miss at some times for clubs/teams to use the VIC option. When it worked well for some the first few weeks of the season, the cards were pulling the ID numbers to the virtual cards. However, more and more glitches were happening and the ID #'s stopped pulling there. And sometimes, even photos that were uploaded weren't showing up. As it was noted over and over again to those using it that it was only attached to league games, meaning anyone using VIC for league games still had to plan for hard copy ID cards for any external cup play (district, coastal or provincial cups), I have been telling people over and over again for the last couple weeks to abandon its use and just go hard copy. Jim from Stack uploaded BCSA templates to VYSA and Alouette, as they had clubs on virtual, and those clubs can now print cards from the system on BCSA template cards and then get them cut/laminated. There's no doubt that many teams have played games without ID cards over and over again due to the VIC glitches.

### **CARRY-OVER ITEMS**

As I won't be at this next board meeting, I need direction on a couple things people keep asking about:

- 1) Qualifying for Div1 into Coastal B Cup play. How many teams, and what is the format?
- 2) Awards for teams this year? Last year we bought medals for Div 1-3 league cup winners/finalists, and nothing for metro league winners. I've had a few people asking what teams will win this year? I also need to order ASAP if we are giving medals/awards this season.



# BC Coastal Soccer League

## Profit and Loss

Basis: Accrual

From 04/01/2019 To 09/30/2019

| Account                                   | Total             |
|---|-------------------|
| Operating Income                          |                   |
| Fines / Fees                              | 14,000.00         |
| Sales                                     | 102,935.00        |
| <b>Total Operating Income</b>             | <b>116,935.00</b> |
| Cost of Goods Sold                        |                   |
| <b>Total Cost of Goods Sold</b>           | <b>0.00</b>       |
|   |                   |
| <b>Gross Profit</b>                       | <b>116,935.00</b> |
| Operating Expense                         |                   |
| Contract - Discipline Manager             | 2,900.00          |
| Contract - General Manager                | 27,720.00         |
| Contract - League Scheduler               | 8,500.00          |
| League Cup refs / fields                  | 600.00            |
| Meals and Entertainment                   | 87.81             |
| Medals and Awards                         | 77.27             |
| Meeting Room                              | 241.50            |
| Office Supplies                           | 53.74             |
| Other Expenses                            | 210.66            |
| Stack - scheduling software               | 605.00            |
| <b>Total Operating Expense</b>            | <b>40,995.98</b>  |
|   |                   |
| <b>Operating Profit</b>                   | <b>75,939.02</b>  |
| Non Operating Income/Expense              |                   |
| <b>Total Non Operating Income/Expense</b> | <b>0.00</b>       |
|   |                   |
| <b>Net Profit/Loss</b>                    | <b>75,939.02</b>  |