

## LeagueOne Player ID

LeagueOne automatically generates a Player ID based upon the player's name, birth date and the player's mother's month and day of birth. The purpose of this ID scheme is to provide an ID that can be determined from information that most people know rather than requiring the memorization of a random number. Player ID consists of 12 digits; first letter of first name, first letter of last name, next six digits are the player's birth date (mm/dd/yy) and then mother's month and day of birth (mm/dd) OR if the mother's month and day of birth is impossible to retrieve, use the #9 and the last three digits of the home phone. If player is already in system, and you create new record you are creating duplicate records and work for yourself as it is so much easier to add a registration to an existing player and not have to do the data entry.

Handling Duplicate ID's: There are situations where two players will have the same Player ID. This is most commonly occurs when there are twins with the same first initial. In this case, alter the mother's birth day by adding one to the day (i.e. use 0332 instead of 0331 where the mother's birthday is March 31<sup>st</sup>).