

Teesside Junior Football Alliance

Match Day App – Quick Guide

Step 1: Ensure you download and open the APP, sign in as Manager or Coach.

Step 2: On the bottom bar, select Fixtures. This will list all scheduled games in the league.

Step 3: Ensure you select the correct fixture on the correct date of the game.

- SETUP** This allows you to change KO time prior to the game and set any messages for your team.
- SQUAD** This is where you will complete which players are participating in the game. This is Mandatory.
- REPORT** This is where you confirm the score, enter Referee details and submit your result to the league.

SETUP should be completed prior to the game, ensure KO time is correct and venue, if problems amending details ensure your game confirmation to your opposition contains the correct details.

SQUAD: Select the players in bulk who are participating in the game and select the **PICK to start** button at the bottom of the screen.

Once all players that are participating in the game have been selected ensure you press the **Confirm** button as shown below:

Press Yes when prompted

FINAL SCORE Confirm or Edit the Final Score here

GAME EVENTS Add Goal Scorers and Discipline cards that occurred during the game.

REFEREE MARKS Your referee marks are constructed based on the following criteria:
 Referee First Name: Home Team Only
 Referee Surname: Home Team Only
 What was the overall decision making like from the referee? (1-40)

REPORT

Confirm or Edit the Final Score here

ADD GAME EVENT: Add Goal Scorers and Discipline cards that occurred during the game.

Referee Details (MANDATORY) Home team must enter the referee's name, FAN number not required. Both Teams must score the Referee (MANDATORY)

Once all information is completed ensure you press the **SUBMIT** button at the bottom of the REPORT section

ALL INFORMATION HAS BEEN COMPLETED FOR THE LEAGUE ONCE YOU SEE ALL 3 BUTTONS BELOW THE FIXTURE IN GREEN