

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 1 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	All Stars
Away Team	Rebels
Age Group	G14
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM1938@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is All Stars 3 v 1 Rebels, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 2 and are the **HOME TEAM**

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Echidnas
Away Team	Masada Sixers
Age Group	G14
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM1957@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Echidnas 1 v 1 Masada Sixers, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 3 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Snives Hi
Away Team	super 8
Age Group	G14
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2091@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Snives Hi 2 v 5 super 8, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 4 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Indecisives
Away Team	Red Robins
Age Group	G18
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2042@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Indecisives 3 v 3 Red Robins, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

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ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 5 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	North Shore
Away Team	Black Birds
Age Group	G18
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2146@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is North Shore 7 v 0 Black Birds, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

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ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 6 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Prouille Girls
Away Team	Power Rangers
Age Group	G18
Division	2
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2054@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Prouille Girls 4 v 1 Power Rangers, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

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ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 7 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Slammers
Away Team	WP Girls
Age Group	G18
Division	2
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2102@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Slammers 2 v 3 WP Girls, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

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ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 8 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	BRAVO
Away Team	ALPHA
Age Group	M35
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2045@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is BRAVO 18 v 0 ALPHA, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 9 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Greengoats
Away Team	Reds Downunder
Age Group	M35
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2024@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Greengoats 6 v 6 Reds Downunder, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

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ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 10 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Northbridge Red
Away Team	Rush Hour
Age Group	M35
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM1955@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Northbridge Red 2 v 2 Rush Hour, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

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ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 11 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	LC Leopards
Away Team	Ivory Toast
Age Group	M35
Division	2
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM1962@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is LC Leopards 3 v 1 Ivory Toast, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 12 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Toe Punters FC
Away Team	Lane Cove Foxes
Age Group	M35
Division	2
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM1986@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Toe Punters FC 1 v 1 Lane Cove Foxes, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 13 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	RED GOATS
Away Team	LC Wolves
Age Group	M35
Division	3
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2148@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is RED GOATS 2 v 5 LC Wolves, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 14 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Scratch n Win
Away Team	Ryans Rangers
Age Group	M35
Division	3
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2147@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Scratch n Win 3 v 3 Ryans Rangers, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 15 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	The Wonderers
Away Team	Fortune
Age Group	M45
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM1951@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is The Wonderers 7 v 0 Fortune, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 16 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	442
Away Team	The BOBS
Age Group	M45
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2061@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is 442 4 v 1 The BOBS, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 17 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	The Older
Away Team	Sacred Heart
Age Group	M45
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2096@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is The Older 2 v 3 Sacred Heart, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

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ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 18 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	420
Away Team	Razzle City
Age Group	MAA
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2122@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is 420 18 v 0 Razzle City, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 19 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	2 Goals 1 Cup
Away Team	6 Point Squad
Age Group	MAA
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2046@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is 2 Goals 1 Cup 6 v 6 6 Point Squad, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 20 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Chubs Petersham
Away Team	Glo FC
Age Group	MAA
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2057@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Chubs Petersham 2 v 2 Glo FC, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 21 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Barkley Markets
Away Team	Bantchester Utd
Age Group	MAA
Division	2
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2107@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Barkley Markets 3 v 1 Bantchester Utd, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 22 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Koussa FC
Away Team	TheBackslappers
Age Group	MAA
Division	2
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2065@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Koussa FC 1 v 1 TheBackslappers, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 23 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Phoenix
Away Team	Sky Blues
Age Group	U12
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM1967@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Phoenix 2 v 5 Sky Blues, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 24 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	The Saints
Away Team	Galaxy 11
Age Group	U12
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM1985@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is The Saints 3 v 3 Galaxy 11, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 25 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	LC Saints
Away Team	Bantams CF
Age Group	U12
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2013@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is LC Saints 7 v 0 Bantams CF, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 26 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	EPL All Stars
Away Team	Kung Fu Pandas
Age Group	U12
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2003@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is EPL All Stars 4 v 1 Kung Fu Pandas, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 27 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Penguins
Away Team	HNPS United
Age Group	U12
Division	2
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2072@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Penguins 2 v 3 HNPS United, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 28 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Vipers
Away Team	Pace United
Age Group	U12
Division	2
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM1949@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Vipers 18 v 0 Pace United, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 29 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Ranger Danger
Away Team	Vikings
Age Group	U12
Division	2
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2033@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Ranger Danger 6 v 6 Vikings, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 30 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	LC Warriors
Away Team	Amigos
Age Group	U12
Division	2
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM1925@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is LC Warriors 2 v 2 Amigos, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 31 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	LC Rebels
Away Team	Lane Cove Barca
Age Group	U16
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2009@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is LC Rebels 3 v 1 Lane Cove Barca, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 32 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Sexy Panthers
Away Team	The Beasts
Age Group	U16
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2011@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Sexy Panthers 1 v 1 The Beasts, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 33 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Spitfire
Away Team	The Sloths
Age Group	U16
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM1933@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Spitfire 2 v 5 The Sloths, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 34 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Doesnt Mata
Away Team	THE MUNTERS
Age Group	U16
Division	2
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2155@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Doesnt Mata 3 v 3 THE MUNTERS, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 35 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Aloys
Away Team	Fish Polis
Age Group	U16
Division	2
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2158@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Aloys 7 v 0 Fish Polis, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 36 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Cork City
Away Team	ABCDEF
Age Group	U16
Division	2
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2124@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Cork City 4 v 1 ABCDEF, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 37 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Go Easies
Away Team	Cougars
Age Group	W35
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2015@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Go Easies 2 v 3 Cougars, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 38 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	ALOUND
Away Team	Dark Horses
Age Group	W35
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2055@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is ALOUND 18 v 0 Dark Horses, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 39 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	YOLO
Away Team	Hot Shots
Age Group	W35
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM1983@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is YOLO 6 v 6 Hot Shots, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 40 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Red Sapphires
Away Team	NFIFA
Age Group	WAA
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2069@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Red Sapphires 2 v 2 NFIFA, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 41 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Goal Diggers
Away Team	LC Team 2
Age Group	WAA
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2084@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Goal Diggers 3 v 3 LC Team 2, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 42 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Tigers
Away Team	Tiger Lilies
Age Group	WAA
Division	1
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM1965@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Tigers 7 v 0 Tiger Lilies, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 43 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	The Sapphires 2
Away Team	The Tigers
Age Group	WAA
Division	2
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM2134@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is The Sapphires 2 v 1 The Tigers, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

Northern Suburbs Football Association

ELECTRONIC MATCH CARD SIMULATION

Below are a series of steps that will simulate the GAME DAY activities for a Team Manager in the new Electronic Match Card system

You are part of Match # 44 and are the HOME TEAM

There are three people involved in the same match: you, your opponents and the referee.

Home Team	Hornets
Away Team	LC Team 1
Age Group	WAA
Division	2
Round	2

To gain access to the Electronic Match Card for this match, enter the following into your Smartphone's web browser:

nsfatest.myclubmate.com.au/TeamManagers

A login screen will appear, please enter the following details which are unique to you:

Username	TM1953@nsfc.asn.au
Password	test

Then select your team from the team drop down list and click **Login**

Click on **GAME DAY**.

Your task is to **submit** a team for the match (maximum 9 for testing purposes) and then review the oppositions EMC and **accept**. Use the handouts to assist if necessary. Explore the following and see if the system reacts as you would expect. You have 10 minutes for this exercise or the game will start late and be shortened.

- Submit less than 7 players
- Leave out a shirt number
- Try to pick more than 9 players
- Try to pick a male in a female team
- Try to pick an overage player

Once this is done, advise the referee that all is ok from your point of view.

A whistle sounds the end of the game.

The score is Hornets 2 v 3 LC Team 1, Enter the score and **submit**.

Your duties for EMC are now complete for this match.

Please complete the feedback form.

We will now debrief the exercise.

