GMS

Team Roles - Adding Roles to Teams

Introduction

A club can create all its Teams in GMS, once all the Teams have been created, upon registering players for the clubs, based on the age of the player or eligibility requirements and the parameters of the team (age grade) the players will be mapped to their applicable Team.

This allows the club administrators to have an overall picture of its Teams and players that are eligible to play in those teams.
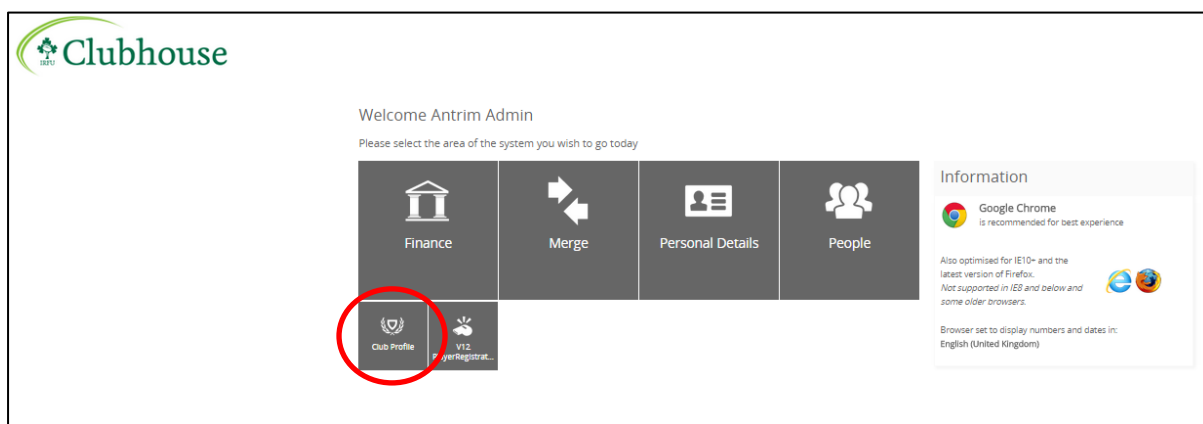
GMS also permits the assigning of Coaches, to specific teams. Allowing them to manage that team and obtain their players details.

Prior to being assigned to a Team, coaches in GMS have very limited access, assigning them Team permissions
Based on permissions, the coaches will ONLY have access to that Team of players.

1. **Assigning Coaches to Teams**

To add a coach to a Team, select **Organisations Profile**

From the Club Profile Dashboard, select **Teams**

Select the relevant Team (each team is hyperlinked)

Select **Team Roles**

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Select **Add**

Insert the name of the Coach, to add to the Team (Note: Only those with the role assigned to them can be added and will appear in the search)

Select the **Individual & Save**

The new individual has been assigned to the Team. The next time that individual logs into GMS, they will be able to view their group of players via the Player tab in the Team, email and Export that group of players.