



How do I send an SMS to my participants?

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Before you can send an SMS message through Communicator you must firstly:

1. [Create an SMS Sender Account and purchase credits](#)
2. Follow the steps to [send a message](#).
2. Click on **SMS** on the 'Confirm Recipients' screen.

Communicator - Confirm Recipients

You have chosen to send a message to **Predefined List Players**.

The number of email addresses in the selected list exceeds the allowable limit (2000).

You are only able to send an SMS message.

Choose the type of message(s) you would like to send.

<input checked="" type="radio"/> SMS	To send an SMS you require sufficient credits. You have 1190 SMS credits available. Using account YJFL
<input type="radio"/> Email	Send a longer less urgent message
<input type="radio"/> Combo	This option will SMS contacts with a mobile number and automatically email those contacts with an email address but no mobile number listed.

2. The 'Compose Message' screen will open. Type the message to be sent to recipients into the Message field.

There is a 140 character limit for SMS messages. As you type, the 'counter' below the message field will show the number of characters you have remaining.

Important: SMS credits are not refundable, so please make sure these are being sent to the relevant members and the message is clear and correct. [Click here to read the Gameday SMS Terms and Conditions](#).

Communicator - Compose Message

All fields must be completed. When finished, press the 'Send Message' button.

SMS

Sender:

Message:

You have **85** characters remaining.

3. Enter your association/ club/ team's SMS Password in the **SMS Password** field.

4. Select the type of message you want to send it as.

SMS
Password:

Type of Message:

5. When ready to send, click on Send Message.

6. A message will appear confirming that the SMS message has been sent and the number of recipients it has been sent to.
