

Amateur Football Combination – Reporting Results 2012-13

There are a number of changes to the way clubs are asked to report results within the Amateur Football Combination for 2012-13, specifically that all scorelines (including cup games, extra time and penalties) can now be reported by SMS text message, and that the Comprehensive Result Sheet has now been replaced, with clubs recording their match return details on Full-Time.

SMS Reporting of Scorelines

We are continuing to use the Football Association's Full-Time system to report scorelines, but this has now been extended to include extra time and penalties for cup games. Full-Time will send out an SMS prompt to designated team administrators (maximum of two) for each team involved in the fixture. This outgoing SMS message may require the user to include a four character code to identify which team they are reporting for, but if the user is only registered for one team, this code is not included (Full-Time identifies which team you are reporting for by recognising your mobile phone number).

League Games – the format of the outgoing SMS text message is as follows:-

FA Full-Time Automated Results: ARS1 v BIR1, Mon 13 Aug 19:15. Reply with home and away scores exactly in format: H-A ARS1 e.g. 3-2 ARS1

e.g. a response of 3-2 ARS1 reports that the home team (ARS1) won 3-2.

Cup Games – the format of the outgoing SMS text message may be the same as for a league game, or otherwise will be as follows:-

FA Full-Time Results: CHED v ARSD, Sun 12 Feb 14:15. Reply with H-A score & code CHED, followed by AET & PENS if required: eg 2-2 CHED 3-3 AET 3-1 PENS

The Team Administrator is therefore required to potentially send back up to four pieces of information in the same SMS text message:-

1. **Score** – The score after normal time in the usual way
2. **Short Code** – if they are required to submit a short code, to identify which team is involved.
3. **Extra Time score** – the score line after extra time, followed by **AET** (it is essential that AET is included, to identify that the scores beforehand applies to extra time)
4. **Penalty score** – the score after penalties, followed by **PENS** (it is essential that PENS is included, to identify that the scores beforehand applies to penalties)

If the normal time score is not level, then any extra time and penalty score will be ignored.

If extra time is not played, and the game goes direct to penalties, then do not input an extra time score nor AET (e.g. 2-2 CHED 3-1 PENS means the game finished 2-2 and went straight to penalties).

Match Returns on Full-Time (The “new CRS”)

In 2011-12 Clubs were required to log onto Full-Time and record details of players who played in games for them, but were still required to submit a separate CRS (Comprehensive Result Sheet). For 2012-13 the Football Association have upgraded Full-Time to allow us to have the CRS information logged onto Full-Time as part of the same process, which should make administration easier for clubs (by providing a “one stop shop” and the league, as the information is loaded direct onto the Full-Time database).

Clubs will log into Full-Time (via <http://full-time.thefa.com>) and select the Results/Stats page in the usual way. Clubs should then click on the “Statistics” link for the game concerned.

Status: Normal			Lock Ref. Marks: <input type="checkbox"/>
Sat 15/09/12 15:00 [Snr1]	Half-time	Full-time	
UCL Academicals	<input type="text"/>	<input type="text"/>	Statistics
Hale End Athletic	<input type="text"/>	<input type="text"/>	Statistics

By default, the “Team Marks” tab is selected. Note the “Statistics?” tab is also present, to record details of players, but this won’t be available until the Team Marks have been entered.

Results **Team Marks** Statistics?

Team Marks

Sat 15 Sep 2012 15:00 UCL Academicals v Hale End Athletic - Marker's Team: UCL Academicals

Marks for ref: McConnell, Danny

Note:

QUESTION	ANSWER
Spirit of Football (1-10) *	<input type="text"/>
Organisation (1-10) *	<input type="text"/>
Was Post Match Hospitality Offered? *	<input type="radio"/> Yes <input type="radio"/> No
Was Post Match Hospitality Accepted?	<input type="radio"/> Yes <input type="radio"/> No
Ground Name/ID *	<input type="text"/>
Discipline - Home Team Cautions *	<input type="text"/>
Discipline - Home Team Dismissals *	<input type="text"/>
Discipline - Away Team Cautions *	<input type="text"/>
Discipline - Away Team Dismissals *	<input type="text"/>
Late Kickoff? *	<input type="radio"/> Yes <input type="radio"/> No
Reason for Late Kickoff (include how late KO was)	<input type="text"/>
Change of Referee/Club Referee (give name & mark if referee not as above, or no referee shown)	<input type="text"/>

* required.

Required team marks must be entered before statistics button is enabled.

Back Update Clear All

Once the marks have been input, click on “Update”.

Clubs should note the following when inputting their team marks:-

Referee and Marks – if a league referee has been appointed to the fixture, then his/her name will appear, and the mark for the referee can be input.

Wrong or no Referee – if the wrong referee is given, ignore the referee mark section at the top of the screen (this won't even appear if there is no referee given) and instead input the correct name of the referee and their mark in the "Change of Referee/Club Referee" box at the bottom of the screen.

Low Marks for Referees – remember that a mark of 60 or below requires a low mark report to be sent to Bob Coates (Referees' Secretary) within seven days of the match being played. Full guidance on marking referees can be found on p20 of the AFC Handbook and on the league website.

Note – the note box may be used for providing the league with any key information regarding a fixture. Any complaints or protests should **not** be recorded here, and should be submitted to the appropriate league officer in the usual way.

Spirit of Football, Organisation and Facilities – all of these should be marked from 1-10, with an explanation of any mark of 4 or below provided in the Note section, or via a separate email. Note that the Facilities mark only appears for away teams to answer.

Ground Name/ID – the name of the ground and the letter code used to identify it on the league website/handbook should be provided here. Note that the Ground Name question only appears for home teams to answer.

Discipline (Cautions and Dismissals) – both teams are required to provide numbers of cautions and dismissals for their team, and the opposition. Clubs should report in the "Note" field details of any action taken by the club as a consequence.

Late Kickoff and Reason – both teams are required to report whether the game kicked off late. If there was a late kickoff, give brief details of how late and the reason why in the box concerned.

Once the "Team Marks" have been input, player statistics can be input. Click on the "Statistics" link at the top of the page. If the Team Marks have not been completed properly (any Team Mark which is mandatory is shown with a *) then Full-Time will not allow the Statistics tab to be enabled – this prevents clubs from accidentally failing to input some information (and should help to reduce fines!).



Once the player stats pages are active, clubs **must** give the details of all players who started the game (presumably eleven) and the details of the substitutes (maximum of three). With the Repeat Substitutions pilot for season 2012-13 clubs need only indicate that the substitutes participated in the game (using Bench or Bench Unused). If clubs wish to record other match statistics, they can do so.

	STARTED	BENCH USED	BENCH UNUSED	CAPTAIN	GOAL	ASSIST	OWN GOAL CONCEDED	YELLOW CARD	SECOND YELLOW CARD	RED CARD	PLAYER OF MATCH	PERFORMANCE RATING	KIT WASH	CLEAN SHEET
Brady, Liam	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	1	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
Fabregas, Cesc	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
Groves, Perry	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>
Keown, Martin	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	1	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>

Once the Player Stats have been input, click on "Update Player Stats".