



# OXFORD MAIL YOUTH FOOTBALL LEAGUE

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### REPORTING RESULTS VIA FULL-TIME SMS



In order to ensure that all match results are submitted on time (and help clubs avoid fines) and to help reduce the amount of manual work by League officials, all results will now be reported via the Full-Time SMS Text Message system.

#### SMS Text Message

During each game (normally 15 minutes after kick-off), the Full-Time system will send an SMS Text Message to each registered mobile number, reminding them to send in the result of the game.

For example:

FA Full-Time Results: AB12 v KY12,  
Sun 16 Oct 10:30. Reply H-A score:  
e.g. 2-2 3-3 AET 3-1 PENS

#### Key to highlighted parts of SMS Text Message

Fixture (home and away teams)  
Date/time of fixture  
Format of reply requested  
Example score (including cup game options)

The SMS Text Message does look a bit confusing and full of information, but don't worry, sending a response is straightforward.

#### Replying to the SMS Text Message

When the game has finished and before the League result reporting deadline arrives, **BOTH** home and away clubs should report the score by replying to their message.

##### 1. League Games

Most teams will be able to send just a simple reply, giving the score for the game, home team first, away team second, and separated by a hyphen. For example, if the score was Home 2 Away 1, the reply would be:

2-1

##### 2. League Games - multiple team admin

If you are responsible for sending results for more than one team, then you will be asked to include a team code (see **Team Codes** section below) to identify the correct fixture/team. The team code will be included in the SMS Text Message (example highlighted in yellow below):

FA Full-Time Results: AB12 v KY12, Sun 16  
Oct 10:30. Reply H-A score and code AB12:  
e.g. 2-2 AB12 2-2 AB12 3-3 AET 3-1 PENS



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So your reply would be the score (using format H-A) and your team code, for example:

2-1 AB12

### 3. Cup Games

These games may involve extra time and penalties, and the SMS Text Message shows how this information should be included if appropriate (see green highlighted text below). For example:

FA Full-Time Results: AB12 v  
KY12, Sun 16 Oct 10:30. Reply H-  
A score and code AB12: e.g. 2-2  
AB12 **3-3 AET 3-1 PENS**

When reporting the result for a Cup game, only include the relevant information. For example (again, include the team code if it is requested):

	Submitting score only	Submitting score and team code
result in normal time	2-1	2-1 AB12
result after extra time	2-2 2-3 AET	2-2 AB12 2-3 AET
result after penalties	2-2 3-3 AET 3-1 PENS	2-2 AB12 3-3 AET 3-1 PENS

### 4. Postponements/Abandoned games

These are treated the same as normal scores, so you would enter P-P for postponed and A-A for abandoned (plus the team code if requested, as noted above for multiple team admin). For example:

	Submitting score only	Submitting score and team code
postponed game	P-P	P-P AB12
abandoned game	A-A	A-A AB12



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### 5. Switched games

If a game is switched to your opponent's ground or a neutral ground, please make sure you report the score the correct way round. If you are down as the home side on Full-Time, please put your score first and if you are the away side on Full-Time, please put your score second (irrespective of whether you played at home or away or at a neutral venue).

### 6. Futsal games and Trophy Events

You may receive SMS Text Messages for Futsal games and Trophy Events – you can ignore ones for Futsal and U7-U8 Trophy events, but **you must reply to SMS Text Messages for U9, U10 and U11 Trophy event fixtures.**

### Team Codes

Each team has been given a unique four digit code to identify it in the system. For example

AYY9 Abingdon Youth Yellow Under 9s

KY12 Kidlington Youth Under 12s

MS08 Marston Saints Under 8s

### Important Notes To Remember

Do **NOT** include any extra information in your reply to the SMS text message other than the information requested, as it will cause errors in the Full-Time system.

Do **NOT** try to submit the result before you receive the SMS text message.

If the SMS text message asks for a team code, make sure you add it after the score.

Please tell the League asap if you change your mobile number! Contact Paul Lyon ([fixtures@oyfl.org.uk](mailto:fixtures@oyfl.org.uk)) or Rob Roslyn ([secretary@oyfl.org.uk](mailto:secretary@oyfl.org.uk)).

Please tell the League if a fixture is incorrect on Full-Time before the game is played. Contact Paul Lyon ([fixtures@oyfl.org.uk](mailto:fixtures@oyfl.org.uk)).

Remember that the SMS score is processed by a computer, so the format needs to be correct.



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### Frequently Asked Questions (FAQs)

#### **I have not received a text message from Full-Time requesting the result. What do I do?**

Text the result to Paul Lyon (07876 682501), stating that no Full-Time SMS has come through. Please also confirm the correct mobile number for SMS results reporting for your team so we can check the system has the correct number.

#### **I have received the SMS text message. Do I have to respond immediately?**

The reply can be sent any time after the final whistle has been blown for the game and before the standard deadline for reporting results. However, if you report the score immediately after the game, then it is one thing less to sort out later.

#### **I have sent in the result by SMS but it has not appeared on Full-Time. Should I send the message again?**

No. There could be a short time delay whilst the system processes all the scores and adds them to the system. Also, there may be a conflict in the system if the scores sent by the two teams are different – this will be resolved by a League Administrator after checking the match card.

#### **I am submitting more than one result. How does the system know which game I mean?**

If you are submitting the results for more than one game on the same day, you will need to include the unique team code for your team after the score, e.g. 1-0 SS12. The unique team codes should be in the SMS from Full-Time but we will circulate a list of team codes to all clubs.

#### **I have tried to reply to the SMS but my phone says it is not being delivered. Should I send the message again?**

Yes, you can try again. If you are approaching the reporting deadline and your phone has still not delivered the reply, send a separate text or email to Paul Lyon with the result. Please also use this method if your phone is not working or has been lost/stolen (in addition, remember to let us know if you want to change to a different mobile number going forward).

#### **Does the away side have to reply to the Full-Time SMS?**

Yes, both teams have to text the score for each game to ensure that the score is correct.

#### **What happens if I make a mistake sending the score?**

Let Paul Lyon know of the error, along with the correct score, and it will be updated manually.

#### **What happens if I don't reply to the Full-Time SMS?**

If you don't submit a score (either via the SMS Text Message or to Paul in cases where the SMS message does not arrive) and you have not reported any problems to the League, then your club will be fined for not submitted a result.



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### What about goal scorers/match reports (U12-U16 only)?

Please do not include the goal scorers or match reports in your SMS reply to Full-Time.

Goalscorers should now be added on Full-Time after the match as part of the online match statistics reporting (see separate guide).

Match reports should be sent to Paul in the usual way via email.

### League Full-Time contact details

Paul Lyon	League Fixtures Secretary	<a href="mailto:fixtures@oyfl.org.uk">fixtures@oyfl.org.uk</a>	07876 682501
Rob Roslyn	League Secretary	<a href="mailto:secretary@oyfl.org.uk">secretary@oyfl.org.uk</a>	07542 891092