

OXFORD MAIL YOUTH FOOTBALL LEAGUE

Entering Match Statistics in Full-Time



Access and Login

Access

To access Full-Time, you will need to be set up as a Manager, Coach or Team Secretary by your club in Whole Game System (WGS). Please make sure your mobile phone and email address are attached to your FA profile and are kept up-to-date.

Once set up, you will be sent an email from the system, inviting you to create a username and password. Please remember these, as you will need them throughout the season.

Login

To login, access <http://fulltime-admin.thefa.com/gen/Login.do> or use the Sign In link on the League Full-Time screen.

When you log in for the first time, you will be asked to accept the FA Full-Time terms and conditions of use. Please tick the box and press Continue.

When you log in future, you will see a standard login page asking for your username and password.

A screenshot of a web login page. At the top center, there is a person icon followed by the text 'Sign In'. Below this is a white rectangular box with a thin border. Inside the box, the text 'Sign in to Full-Time' is at the top. Underneath are two input fields: 'Username' and 'Password'. Below the password field is a red button with the text 'Sign In'. At the bottom left of the box, there is a blue link that says 'Forgot Password' with a small blue circle icon to its left.

Accessing your match

Once logged in, you will arrive at the Admin Home screen (see below)

The screenshot shows the 'Admin Home' interface. At the top, there is a navigation bar with the following items: Admin Home, Fixtures, Results, People, Notices, Match Reports, and View Site. Below this, a breadcrumb trail reads 'Oxford Mail Youth Football League - 2017 - 2018 - Under 7 Autumn A'. The main content area is titled 'Admin Home' and features a 'Select Season and Division' section with two dropdown menus: 'Season' (set to '2017 - 2018') and 'Division' (set to 'Under 7 Autumn A'). To the right of these menus is a red alert box with the heading '★ Whole Game Season Team Admins' and a 'Read More' button. Below the alert box is a 'Full-Time User Guide' link. In the center, there is a vertical column of buttons: 'Fixture Wizard', 'Results / Stats', 'People Wizard', 'Notices', 'Contact Messages', and 'Match Reports'. On the left side, there are several text-based instructions for using the system, such as 'Change or create your schedules...' and 'Enter and modify your results and statistics...'. The FULL-TIME logo is visible in the top left corner, and 'Contact Us' and 'Sign Out' buttons are in the top right.

To enter a result, press the Result tab in the blue menu bar at the top of the screen. You will then be taken to the Team Admin Result Entry screen. Here you will see the fixtures for your team from the last seven days and for the next seven days (if you are a team admin for several teams, then you will see the fixtures for each of these teams).

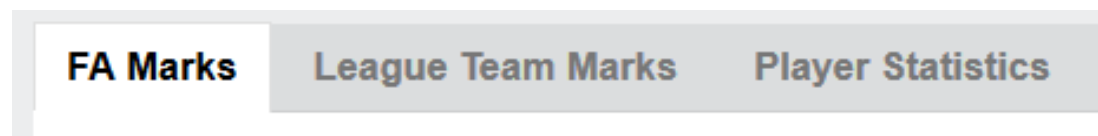
The match result will have been entered automatically from the SMS Results text message that you will have sent in earlier (or at least should have!).

The screenshot shows the 'Team Admin Result Entry' screen for a match on 'Sat 06/10/18 10:30 - Abingdon Town U7 v Crowmarsh Youth U7 Wolves'. The location is 'Abingdon Town FC 1'. The 'Status' is set to 'Normal'. There are checkboxes for 'Latest Score', 'Approved', 'Lock Home Stats', and 'Lock Away Stats'. Below this, there are two score entry sections: 'Home Team Score - Abingdon Town U7' and 'Away Team Score - Crowmarsh Youth U7 Wolves'. Each section has input fields for 'Half-time' and 'Full-time' and a 'Statistics' button. A 'Note' field is present with a 'Display Note?' checkbox. At the bottom, there is a 'Match Officials' section with an information icon and a note: 'Marks for match officials can be entered via the "Statistics" button'.

In this screen, press the blue Statistics button under your team (remember both home and away teams must do this, but you will have access to only your team).

The match statistics are in three tabs. You must enter the requested information in each of the tabs.

TAB 1 – FA Marks



Firstly you need to enter the referee mark.

Statistics

FA Marks | League Team Marks | Player Statistics

Results

Marker's Team - Abingdon Town U8
Sat 13 Oct 2018 10:30 Abingdon Town U8 v St Edmunds U8

Information: The following marks and responses are all required by the Football Association and are used for measuring and shaping the various programmes we promote and encourage.
[View guidance document](#)

Official Marks

No referee has currently been recorded

Enter referee name if not appointed or is different from appointed referee

First Name: Last Name:

Overall decision making (1-40) Judgement of major decisions (1-30) Overall control (1-30)

Overall mark:

Reasons for mark of 60 or below:

Only required if mark is 60 or below

Please enter the following:

Referee name: If you are the home team, you need to enter the name of the referee, if no referee was appointed or the appointed referee was unable to do the match. If the appointed referee does the match, then leave this blank.

Referee mark (in three parts):

Out of 40 Overall decision making

Out of 30 Judgement on major decisions

Out of 30 Overall control

For guidance on the referee mark, see Appendix 1.

Referee report (low mark): If the total mark is below 61, you must include your reasons for this in the box provided.

Below the referee section, you will find the Respect Marks and the Pitch Marks section. Please answer both questions for the Respect Marks and select the appropriate answers regarding the pitch.



2 Respect Marks

How would you describe the behaviour shown **on the pitch** today? Think about players from **both teams** towards each other and match officials

- Behaviour was positive and consistent with Respect guidelines throughout
- There were occasional incidents of poor behaviour
- There were regular incidents of poor behaviour

How would you describe the behaviour shown **around the pitch** today? Please consider all coaches and spectators

- Behaviour was positive and consistent with Respect guidelines throughout
- There were occasional incidents of poor behaviour
- There were regular incidents of poor behaviour

3 Pitch Marks

i Please rate the pitch - considered feedback on the quality of facilities will assist the Football Association and Football Foundation in their investment decisions for the future.

Pitch Type?

- Grass
- 3G Astro turf
- Indoor
- Other

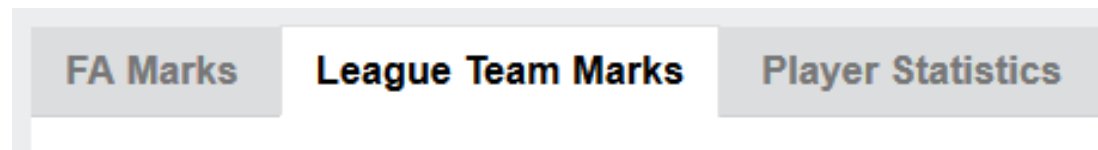
Pitch Mark?

- Very Poor
- Poor
- Satisfactory
- Good
- Excellent

Update **Clear All** **Back**

Enter all the required information, press **Update** and then press the League Team Marks tab.

TAB 2 – League Team Marks



Next you need to answer three quick questions to help the League ensure rules are being followed. For the second question, if you did not ask to see the Squad List, then leave this blank.

The screenshot shows a web interface for entering match data. At the top, there are three tabs: 'FA Marks', 'League Team Marks', and 'Player Statistics'. Below the tabs, there is a 'Results' section with a blue arrow icon. The main heading is 'Marker's Team - Abingdon Town U7', with a subtitle 'Sat 06 Oct 2018 10:30 Abingdon Town U7 v Crowmarsh Youth U7 Wolves'. A light blue information box states: 'The following marks and responses have all been requested by your league and are required at their discretion.' Below this is a 'Note' section with a pencil icon and a text input field. The 'Team Marks' section contains three questions, each with radio button options for 'Yes' and 'No':

- Did your manager check the opposition WGS squad list? *
- Was the opposition squad list available for inspection in printed form?
- Was a respect barrier (designated spectator area) used at the match?

A red asterisk note at the bottom left of the form says '* means value is required'. At the bottom of the form are three buttons: 'Update' (red), 'Clear All' (dark blue), and 'Back' (black).

Enter the required information, press  and then press the Player Statistics tab

TAB 3 – Player Statistics

FA Marks

League Team Marks

Player Statistics

Finally, you need to enter the player statistics. It is recommended that you use the Quick Stat Entry screen for this.

Quick Stats screen

The list of eligible players will appear on the left (where the blue box appears on the image below).

FA Marks League Team Marks **Player Statistics**

Results

Quick Stat Entry - Abingdon Town U7
SAT 06 OCT 2018 10:30 Abingdon Town U7 -v- Crowmarsh Youth U7 Wolves

Switch to Team Sheet Wizard

	Started	Bench Used	Bench Unused	Captain	Goal	Own Goal Conceded	Yellow Card	Sin Bin	Second Yellow Card	Red Card
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="text"/>	<input type="text"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

Update Stats For Players Back

Various stats are shown on the screen and below is a summary of what must be entered (**mandatory**) and what is up the team (optional).

- Started – **mandatory for all teams***
- Bench used – **mandatory for all teams**
- Bench unused – optional
- Captain – optional
- Goal – **mandatory for U12-U16**, optional for U7-U11
- Own goal conceded – do not use (see below on **entering own goals**)
- Yellow card – optional
- Sin Bin – not used (will come in next season)
- Second yellow card – optional
- Red card – optional

* This should not be more than the format of your match, e.g. for 5v5, the starters should not be more than 5.

When you have entered all the stats, press

Update Stats For Players

After you press the update button, a summary table will appear underneath for you to double check what you have entered.

Entering own goals

These should be entered by the team that benefits from the own goal and should NOT be entered as “Own Goal Conceded” by the team that scored them, as the reporting system enters these incorrectly.

If you need to record an own goal scored by the opposition in the match, click

→ Switch to Team Sheet Wizard

And then click

→ Switch to Simple View

The screen should then look like the image below. In the section headed **Time Stat**, click on the dropdown box with the title **Stats** and select Opposition Own Goal and press the red Create button to save (you can include the time if you wish, but this is not important).

If there are more than one own goals by the opposition, do this as many times as required, e.g. if there are two own goals scored by the opposition, you create two “opposition own goal” entries.

→ Switch to Quick Stat Entry

→ Switch to Starter / Bench View

Player

Select a player if appropriate and complete one of the forms below to create a stat

Time Stat

1st Half 2nd Half

Stat

- Goal
- Goal
- Opposition Own Goal
- Own Goal Conceded
- Opposition Goal
- Yellow Card
- Sin Bin
- Second Yellow Card
- Red Card

Stat

Stat

Note

Create

Time	No.	Player	Stat	Value	Note	Team
Finished						

When you are happy that everything has been done, then log out of the system

And then relax – you have completed the match stats.

Note: Match Statistics can also be entered via the FA Matchday App.

Appendix 1 – guide to referee marks

Referee Marking Guidance

When marking a referee, clubs are advised to take the following into consideration

Overall Decision Making

- Did the Referee:

- Recognise patterns of play and not invade player/game space
- Correctly recognise and award throw-ins, goal-kicks and corners
- Demonstrate consistent and credible recognition, detection and interpretation of 'normal' Law 12 offences i.e. but not limited to; foul tackles, holding, aerial challenges, handball etc.
- Recognise Law 11 + 12 offences and advantage application opportunities, not merely possession, applied in credible areas and/or applied without detriment to match control
- Demonstrate awareness of when appropriate to use the range of management techniques available, before resorting to formal disciplinary action i.e. the STEP process
- Recognise where player(s), teams(s) are using time consuming tactics and takes positive appropriate action i.e. preventative actions
- Demonstrate high levels of fitness and work rate throughout the entire game to meet the demands of the game

Judgement of Major Decisions (Cautions/Non-Cautions, Send Offs/Non-Send Offs, Penalties/Non-Penalties, Goal Awarded/Disallowed or other significant game changing decisions)

- Did the Referee:

- Demonstrate identification of 'significant game impact' incidents and offences with appropriate action(s) applied
- Demonstrate the ability to recognise the importance of potential key match decisions and effectively move towards/gain an optimum viewing angle to (a) judge, (b) enhance credibility and (c) adds value to the decision

In the highly unlikely event of there being no major decisions, a standard mark of 15 should be awarded to the Referee.

Overall Control and Player Management

- Did the Referee:

- Act in a positive manner in their Pre-match Communication and Off-Field Behaviour
- Lead their team, ensuring all officials worked in harmony without contradictory decisions (where ARs are appointed)
- Display empathy for the game, managing game situations in an empathetic manner recognising the ever-changing ebbs/flows, nature and temperature of the game and adapts refereeing style to suit
- Recognise when/how to raise his/her profile to aide their match control and remain in self-control of emotions, demonstrating composure
- Recognise when appropriate to enter face-to-face dialogue with the Assistant Referee(s) (where applicable), to aide visual co-operation and major decision making
- Effectively manage, when appropriate, two-way interaction with players, technical staff etc.
- Demonstrate a natural authority/confidence – not influenced by players, spectators or team officials