

Worcester & District Football League

SMS Results Reporting

The league is now asking clubs to report the scores of games using the SMS message system provided by the Football Association, as part of their "Full-Time" league administration package.

For each team, two mobile numbers can be registered. Initially we'll register the number of the Club Secretary, but if you want the Team Manager (or someone else) adding just let us know the names and mobile numbers of the two people you want to register. Please make sure you send us the update at least 48 hours before games kick off to give us time to process them.

During each game (quarter of an hour after kickoff), the FA system will send an SMS Text Message to each registered mobile number, reminding you to send in the result of the game. After the game, both home and away clubs should report the score by replying to their message giving the score for the game, home team first, away team second, and separated by a hyphen.

For example:-

FA Full-Time Results: DSP1 v MRAD, Sun 15 Nov 10:30. Reply home and away scores in format: H-A e.g. 3-2

To report a 2-1 win to the home side (Droitwich Spa Eagle 1st!) you would simply reply: **2-1**

(Clubs with more than one team note) - The only exception is if you are registered to send in results for more than one team, in which case Full-Time will include a team code (maximum of four characters), which you need to add after the result so that Full-Time can identify which team is being reported. In the above example the text you would receive would say:-

FA Full-Time Results: DSP1 v MRAD, Sun 15 Nov 10:30. Reply home and away scores in format: H-A DSP1 e.g. 3-2 DSP1

(note the DSP1 team code at the end) and the reply would be: **2-1 DSP1**

It is important to note you should not add other information and that the score must be given first. The text must be sent from one of the registered mobiles (as Full-Time identifies you by the mobile number it has been given). Full-Time allows you to report postponements (P-P) and abandonments (A-A).

Hints and Tips

If users are having problems with sending in results, please ask them to check the following:-

- Make sure you give the home score first, away score second.
- If Full-Time asks for a team code, make sure it's included.
- Make sure you give the correct team code (if one is required) after the scores.
- Tell the league if you change your mobile number!
- Only 2 team administrators can receive messages
- Any SMS responses sent 48 hours after the game has been played are not processed.
- Any SMS responses sent where either score submitted is 20 or more are also not processed (they are assumed to be erroneously submitted scores). If you are fortunate to score 20 or more, or unfortunate, then please contact the league and the result will be added manually.

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How To...Submit SMS Results for Cup Games

Full-Time also allows SMS users to submit full score-lines from cup games, including the scores after extra time and penalties.

The format of the outgoing SMS message sent to administrators (for Cup Fixtures and Other Fixtures, for league games the current outgoing message is unchanged) is as follows:-

FA Full-Time Results: DSP1 v MRAD, Sun 12 Feb 14:15. Reply with H-A score & code DSP1, followed by AET & PENS if required: eg 2-2 DSP1 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 PEN (it is essential that PEN 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 DSP1 3-1 PEN** means the game finished 2-2 and went straight to penalties).

The “SMS cup format” is also used for all “Other Fixtures” (in most cases, “Other Fixtures” are used for cup games – if the game is not a cup game, then the user can simply report it the same way as any other fixture which is completed after normal time).