Full-Time

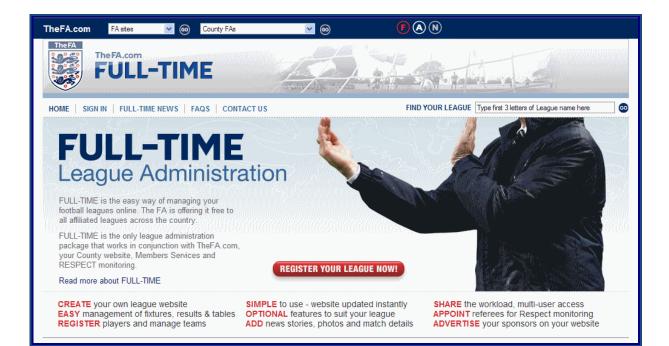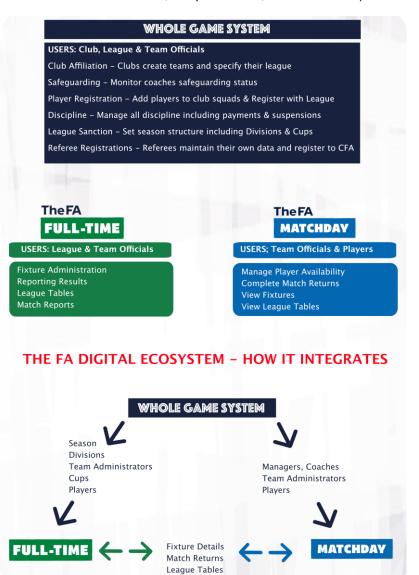## Changes for 2018-19

Version 5.3

Full-Time – Changes for 2018-19

Full-Time has seen a number of changes for season 2018-19, many of them driven by the need to share data smoothly with the new FA Match Day App. Match Day will both take data from Full-Time (e.g. fixture data, so managers and coaches can arrange their games with their players) and provide data to Full-Time (allowing managers and coaches to report scores for games, as well as the wider reporting that constitutes the "Match Return" – referee marks, Respect Marks, Pitch Marks etc).

In addition, we have made changes to update the marking scheme for referees and introducing a new format of Respect marking.

These changes apply to all users of Full-Time, even if the league is one of the 40% which is not currently an integrated league with Whole Game System (which is a requirement for the teams to be able to use Match Day). We are trying to simplify processes where possible, to reduce the workload for volunteers, and to make it easier for new administrators at team, club and league level to use online systems.

We would encourage any league which is not currently embracing the benefits of integration with Whole Game System, and is therefore not able to provide access to their teams to Match Day, to be actively working with their clubs during the season towards using Whole Game System Player registration and integration for season 2019-2020, which will also provide the benefits of using Match Day to the teams within the league.

WHOLE GAME SYSTEM

USERS: Club, League & Team Officials

Club Affiliation – Clubs create teams and specify their league

Safeguarding – Monitor coaches safeguarding status

Player Registration – Add players to club squads & Register with League

Discipline – Manage all discipline including payments & suspensions

League Sanction – Set season structure including Divisions & Cups

Referee Registrations – Referees maintain their own data and register to CFA

TheFA FULL-TIME

USERS: League & Team Officials

Fixture Administration
Reporting Results
League Tables
Match Reports

TheFA MATCHDAY

USERS; Team Officials & Players

Manage Player Availability
Complete Match Returns
View Fixtures
View League Tables

THE FA DIGITAL ECOSYSTEM – HOW IT INTEGRATES

WHOLE GAME SYSTEM

Season
Divisions
Team Administrators
Cups
Players

Managers, Coaches
Team Administrators
Players

FULL-TIME

Fixture Details
Match Returns
League Tables

MATCHDAY

Fixture Venues and Kickoff Times

Previously, leagues have been able to set whether a team administrator is able to change details of a fixture, via Setup → League Options → Team Admin Results and Fixture Options.

This has been amended, so that the options to change the venue (restricted to the venues allocated to the team concerned) and the kick-off time may now be amended by the home (but not the away team) with no option for the league to prevent this. With Match Day being used by team managers and players (from both teams) it is essential that the home team can amend these if required, for example in the event of bad weather or where, as is increasingly the practice, leagues give clubs flexibility to agree their own kick-off times mutually with the opposition and referee.

Leagues should highlight to their clubs that this does not allow clubs to circumvent league rules. Should a league require approval before any change of kick-off time or venue (for example, the league has centrally booked venues, so a team has a defined booking) this must still take place, and clubs cannot simply change venues and/or times to suit themselves without following the correct processes.

The away team cannot make these changes, and the existing functionality for automated emails will communicate any changes. If a league wishes to find out who has made a change to a fixture, the "Fixture History" option on the edit fixture page provides details of who has updated a fixture. The league still has control over whether a team administrator can change the date of a fixture.

Match Duration

One of the functions of Match Day is to allow users during a match to record events along with their time within the game, so an enhancement has been added to Full-Time such that the default length of a half is provided dependent on the age group concerned. This can then be used so that times can be recorded included added on time if required.

The default times by age group are as follows:-

U7 & U8 – 20 minutes   U9 & U10 – 25 minutes

U11 & U12 – 30 minutes   U13 & U14 – 35 minutes

U15 & U16 – 40 minutes   U17 & U18 – 45 minutes

Other Ages – 45 minutes

The default fixture times may be amended via the Divisions and Cups pages if required (for example, for open-aged competitions which are not 45 minutes each way).

Match Day Stats Locking

One of the functions of Match Day is to allow users during a match to record events along with their time within the game. In these circumstances, updates by Team Administrators through Full-Time Admin will be locked out (to prevent Team Administrators trying to update statistics at the same time as a Match Day user). SMS results will also be blocked if a team is using Match Day to record the result of a game.

If this is the case, a Team Administrator logged into Full-Time Admin will see a warning that the game is currently being updated via Match Day, and provided with an option to "Release" the game, though this may lock out the Match Day user.

Note – we do not expect this situation to occur very frequently. If a user wishes to update a game whilst it is in progress, they should be using Match Day and not logged in via Full-Time Admin.

Sporting Marks

The functionality to record "Sporting Marks" has now been removed, though it can still be seen for historical seasons. "Respect Marks" (see separate section) are now standard for all games within Full-Time, and should be used instead of the historical Sporting Marks. If leagues need to capture a different mark from the Respect Marks, they can do so via the "League Team Marks".

Actual Kick-off Time

The functionality to record "Actual Kick-off Time" for each team has now been removed. If leagues need to capture a discrepancy from the scheduled kick-off time, they can do via the "League Team Marks" option.

Team Administrators

Leagues no longer have the option to disable Team Administrators, as Match Day users will automatically be given the role of Team Administrators. Leagues still have discretion about whether to assign a login to Team Administrators to Full-Time Admin, and may still lock fixtures once they have been completed to prevent users of Match Day updating historical games.

Results and Marks (Match Officials, Respect and Other Marks)

A number of changes have been made to the "Statistics" section which appears for each fixture, with the referee mark having been moved away from the main results page, and the current results and statistics page having been separated into three tabs. These tabs are as follows:-

FA Marks – Match Official Marks, Respect Marks and Pitch Quality Marks (all are now mandatory)

League Team Marks – these are the "Team Questions" previously configured, and are at the discretion of the league to create and ask of their clubs (though we would ask leagues to limit the questions they ask, as this is extra workload for their clubs and administrators)

Player Statistics – these are the player statistics and are unchanged.

One further change has been made. As a consequence of Match Day allowing live updates to player statistics (e.g. goals can be recorded whilst the game is in progress, and therefore before a referee mark is input) access to the player statistics is permitted even if a referee mark has not yet been recorded, but on screen warnings of sections not completed will be provided.

Leagues are reminded that the main result menu has a number of options at the top of the screen to filter on results (including those with conflicts, and those with and without statistics entered). During the season we will be adding enhancements to allow for more sophisticated filtering of results with and without statistics (for example, at present a match return with one player only would be counted as "with statistics", but probably would not constitute a proper match return.

Results Sat 18/08/18

⋮☰ **Results Filter**

Fixture Group:		**Status:**		**Date:**	
All ▾		All ▾		Sat 18/08/18 ▾	
Club:		**Team:**		**Venue:**	
All ▾		All ▾		All ▾	

Only include with:

Latest Scores: ☐ Show   **Result Conflicts:** ☐ Show   **Statistics Entered:** ▾

☐ Hide Statistics

Match Official Marks

The section for recording the marks for Match Officials has been significantly changed for 2018-19 onwards. First of all, it is now mandatory for all matches, regardless of whether a referee has been appointed. This removes a headache from leagues previously where if no referee was appointed, there was no mechanism for capturing the marks for a stand-in.

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

The Match Official section now includes the following fields

First name and Last Name of Referee if changed – these boxes allow the home team or league to record the name of the referee, either in the circumstance that no referee was appointed or there was a last minute change of referee). Leagues should provide their own guidance if more than one referee was involved (e.g. each manager refereed a half).

Overall Decision Making (1-40), Judgement of Major Decisions (1-30) and Overall Control (1-30) – these boxes must be filled in separately, and will be tallied together to give the overall referee mark out of 100. If a mark of 60 or below is provided, the club are required to provide the reasons in the box provided (note that this requires a minimum of 50 characters to be input).

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

Note that where the name of an alternative referee is provided, this is also displayed on the Referee Appointment pages, so that leagues can easily update changes of referees as required. If a registered referee is changed to a different fixture, leagues will want to update this appointment so that the correct marks are allocated to the appropriate Match Official.

Where a league requires separate marking of Assistant Referees and Fourth Officials, a single mark (from 1-100) is still utilised – the "three components" only applies to a referee.

The Referees Download (see Download Wizard) has been modified to show the various components of the marks, changes to the referee and the low mark report section.

Respect Marks

For season 2018-19 onwards, the questions asked for Respect have been simplified, but have also been made mandatory for all leagues using Full-Time. Respect is a National Programme, and it is right that all clubs and teams are asked to complete the same questions, which will provide the opportunity for wider insight into behaviour on and around the pitch.

Users will be presented with two questions, each of which has three options, to be completed.

Any leagues who have existing programmes may still monitor these using the League Team Marks, but we would encourage them to adopt the standard Respect Marks.
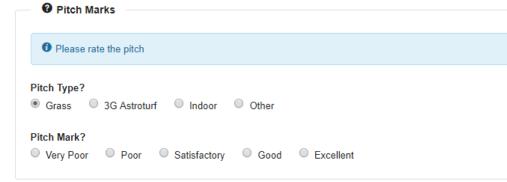
Access to the "old" Respect Marks (there used to be seven) has been removed for all matches dated on or after 1st July 2018.

The Respect Marks Download (Download Wizard) has been modified to produce the appropriate marks for the new season.

Pitch Quality Score

The section on completing Pitch Quality is unchanged, asking the users to confirm the pitch surface type, and also to rate the Pitch from 1-5. These marks are used by the Football Association, for assessing the overall quality of pitches, and you may have seen in the Press at the end of the 2017-18 season, some headlines around pitch quality which were derived from these marks.

Please continue to provide considered feedback on the quality of facilities as this will assist the Football Association and Football Foundation in their investment decisions for the future.

Player Statistic Setup

The introduction of Match Day has also meant we have streamlined the Player Statistic Setup pages. This can still be found under the Results menu, but it now has two distinct tabs, the Recording tab which determines which statistics can be recorded, and the Reporting tab which determines whether they are displayed.

The Recording tab allows leagues to select which statistics are available to their teams, but note that many of the statistics (e.g. Started, Goals) are available within Match Day, and are therefore automatically shown. Leagues cannot override these statistics and they will be made available to team administrators and Match Day users alike.

The Reporting tab has options to block a particular statistic from being displayed for all fixture groups (for example a mini soccer league would be blocking goals for all groups) and a "Manage" option which allows leagues to mark individual fixture groups as being hidden (e.g. a youth league would be hiding goals for all age groups below the competitive level).

During the season we are expecting to add an enhancement whereby these settings are made automatically based on the age group of the competition.

Note also that the player statistic "Blue Card" which was rarely used, has now been converted to be "Sin Bin" and is shown for all matches, so Sin Bin offences can be recorded.

Highlighting Players with Suspensions

The option to "Remove Suspended Players from Stat Entry Page" has now been amended. If a suspended player participated in a game, this is a matter of fact, and the functionality has now been changed to allow leagues to specify (via League Options → Player Suspension Options) whether a suspended player should be highlighted on the player input pages, rather than being removed (which would generally alert the club to having played a suspended player).

This option will normally be unticked, so if a club does play a suspended player, they are not warned of this being the case.

Leagues will still be able to see whether a suspension violation has occurred, via the Player Wizard and the usual options.

Match Day will highlight to a team if they are potentially going to play a player with a suspension, as it is drawing the suspension data direct from Whole Game System.

If this option is left ticked, any player selected will be highlighted as "Suspension".