HAMPSHIRE GIRLS YOUTH FOOTBALL LEAGUE

FA FULL-TIME AFTER MATCH GUIDE

Simple step-by-step help for team managers

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About this guide

This guide explains how to complete match returns on the FA Full-Time system after a game. It covers entering the result, completing match marks and adding player statistics.

5 simple steps

Follow these steps after each game to ensure your match return is completed.

1 Open Results

Log in to FA Full-Time and go to Results. Find your fixture from the list.

2 Enter the score

Open the fixture and enter the final score for both teams. Save your changes.

3 Complete marks

Fill in the Respect Marks for players, coaches/managers and spectators.

4 Add player statistics

Record your players' starting position, appearance and other statistics.

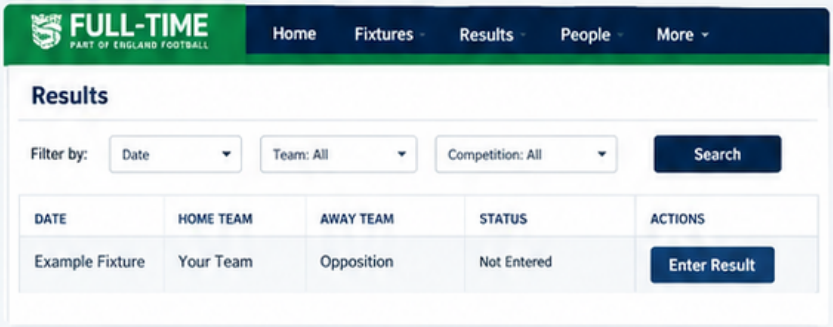
5 Check it's saved

Review all sections and make sure your match return is submitted and saved successfully.

What it looks like

Here are a couple of examples of the key screens you'll use (simplified for guidance).

1 Find your fixture in Results



2 Enter the result



TOP TIP

Complete your match return as soon as possible after the game while the details are fresh.

More Than A Game

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STEP 1 & 2:
FIND THE FIXTURE AND ENTER THE RESULT

Start your match return

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About this step

This page shows you how to find your fixture in FA Full-Time and enter the final score.
Once the result is saved, you can move on to add player statistics (see next step).

Follow these steps

Complete steps 1–4 to find your fixture, enter the result and open the Statistics page.

1 Go to Results

Log in to FA Full-Time. From the top menu, go to **Results** and select **Results** from the dropdown list.

2 Find your fixture

Use the filters (e.g. date, team or competition) to find your match. Click **Enter Result** next to your fixture.

3 Enter the final score

In the result screen, enter the final score for both teams. Check the score is correct before saving.

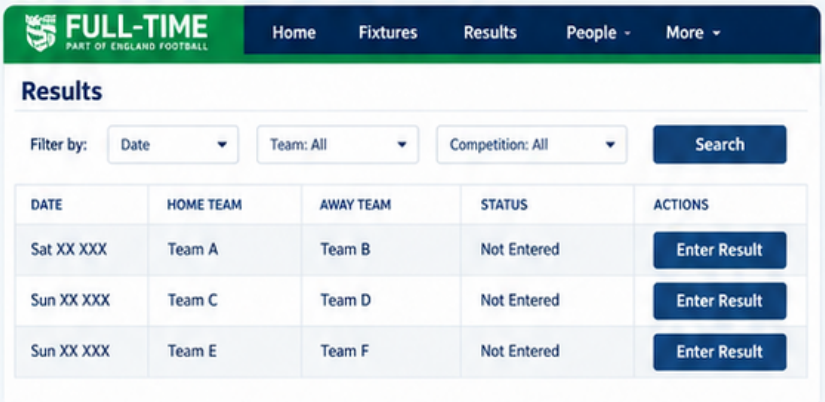
4 Save and open Statistics

Click **Save Result**. You can then click the **Statistics** button to add player details, as shown on the next page.

What it looks like

Here are some examples of the key screens you'll use (simplified for guidance).

1 Results page – find your fixture



2 Enter the result



TOP TIP

If the score needs changing, update it before completing the statistics.

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STEP 3: COMPLETE THE MATCH MARKS

Fill in the sections shown on your screen

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Not every match return looks the same

The sections you see will depend on your fixture, age group and league requirements. Complete the sections that appear on your screen for your match.

1 FA / official marks

Complete referee or official marks if this section is shown.

Official Marks

Overall decision making (1-40)	30
Judgement of major decisions (1-30)	28
Overall control (1-30)	26

Overall mark: 84

Reasons for mark of 60 or below (optional)

Maximum 500 characters

2 Respect marks

Choose the behaviour rating for each group.

Respect Marks

	Unacceptable	Poor	Acceptable	Positive	Excellent
Players	○	○	○	◉	○
Coaches / Managers	○	○	◉	○	○
Parents / Spectators	○	○	○	◉	○

3 Pitch marks

Select the pitch type and pitch mark if this section is shown.

Pitch Marks

Pitch Type

◉ Grass ○ 3G Astroturf ○ Indoor ○ Other

Pitch Mark

○ Very Poor ○ Poor ◉ Satisfactory ○ Good ○ Excellent

4 Team or league marks

Answer any additional questions shown for your fixture.

Team Marks

Did you use the Parity Play rule?

◉ Yes ○ No

Where were spectator barriers used at your game today?

○ Yes ◉ No

Any other questions may appear here depending on your league.

TOP TIP

Use the comments box if you have something important to say, including both positive and/or negative feedback.

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STEP 4 & 5:
ADD PLAYER STATISTICS AND CHECK EVERYTHING IS SAVED

Finish your match return

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About this step

This step shows you how to add player statistics for your team and then check your match return is complete. Make sure all sections are filled in before saving.

5 simple steps

Follow these steps to add player statistics and complete your match return.

1. **Open Player Statistics**
   From the results page, open the Player Statistics section for your team.
2. **Mark each player**
   Select whether each player was a Starter, Bench or Unused Bench.
3. **Add player details**
   Choose the player position and add any other required statistics (e.g. goals, cards).
4. **Click Process / Next or Save**
   Once all players are added, click the Process / Next or Save button.
5. **Review the return**
   Check all sections are complete and make sure your match return is saved successfully.

What it looks like

Here's an example of the player statistics screen (simplified for guidance).

1 Player statistics screen

Your Team - Player Statistics

PLAYER	POSITION	SQUAD NUMBER	STARTER	BENCH	UNUSED BENCH	GOALS	CARDS
Player 1	Defender	1	☑	☐	☐	0	0
Player 2	Midfielder	2	☑	☐	☐	0	0
Player 3	Forward	3	☐	☑	☐	0	0
Player 4	Goalkeeper	4	☑	☐	☐	0	0
Player 5	Midfielder	5	☐	☐	☑	0	0

2 Save your statistics

Process / Next | Save

3 Confirmation (example)

Player statistics saved
Your player statistics have been saved successfully.

4 Final checklist

- **Result entered** — Final score added for both teams
- **Marks completed** — Player, coach and spectator marks filled in
- **Player statistics saved** — All players added with correct details
- **Match return checked** — Review all sections before submitting

TOP TIP

Make sure the correct number of players are marked as STARTERS.
List all remaining matchday players as substitutes (Bench or Unused Bench).