



York & Ryedale Mitchell Sports Football League Result Reporting



SMS TEXT MESSAGES

- Team Managers mobile numbers supplied by your club are registered on FA Full Time
- Team Managers will receive a text message(s) on the day of league scheduled fixtures.
- If you **do not** receive a text on a match day please email secretary@yrmsfl.co.uk
Please confirm your Name, Club, Age Group, Team(s) and Mobile Number
- Team Managers who manage more than 1 Team will receive a separate text for each team

REPORTING OF RESULTS

- To report a result simply respond with the result eg **2-1** (Home Team score first) **do not add anything else to the text message** unless you manage more than 1 team.
- If you manage more than 1 Team you must add your **FA team code** after the result
- For example. **1-2 7B1** Reports an away win
- A list of all FA Team Codes can be found on the league website in the documents section or on FA Full Time Fixtures and Results Page.

- Please respond to the text message by **6pm on the day of the fixture**
- Both teams should confirm the same result otherwise a conflict of results occurs.
- Results can only be approved if both teams confirm the **same result**.
- All Team Managers (U7 to U12) are required to confirm the result of the league scheduled fixture. Only U12 results will be published, but the league require confirmation of scheduled fixture results to enable teams to be graded for fixtures in the New Year.

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

- Don't submit the score before you receive the incoming SMS prompt from Full-Time
- If Full-Time asks for a team code, make sure it's included, **AFTER** the scores.
- Make sure you give the **home score first**, away score second.
- Inform your Club Secretary and the League via Email if you change your mobile number!
- Inform the league by email if a fixture is incorrect on Full-Time before the game is played.
- **Remember that the SMS score is processed by a computer, so the format needs to be correct.**