



Cheltenham Youth Football League

An FA Charter Standard League

Questions Put to the Fixtures Secretary on Numerous Occasions

When fixtures are first published are they set in stone?

No. Due to all sorts of reasons e.g County Cup , League Cup matches, bad weather: fixtures can and do change.

From the published fixtures I see that I have a weekend with no match – can I assume this weekend will remain free so that I can plan to do other things.

No.

The Fixtures Secretary can put fixtures in with just 5 clear days' notice and well within the 28 days' notice period.

How much notice do I need to give to cancel a game without losing the points or being fined.

At least 28 days' notice is required.

If I have less than 11 players can I call a match off?

League rules allow for a match to commence with a minimum of 7 players on the pitch for U13-U18, 6 players for U11 & U12 and 5 for U9 & U10.

Clearly if you have less than this number of players available the match cannot take place, although this will constitute a game being unfulfilled (broken fixture) and will be referred to the Management Committee.

What happens if I have a broken fixture?

The Management Committee will decide on the punishment which in the past has been a £10 fine (this season will be a £20 fine) and 3 point deduction.

Can I forfeit the match and give the points to the other team?

No.

The match will be still have to be played and will be rescheduled by the Fixtures Secretary

Can I agree with my opponent's team manager to reschedule a published Fixture?

Clubs can bring forward a fixture with the agreement of the Fixtures Secretary prior to the fixture going ahead. Clubs cannot agree between themselves to move a fixture to a later date

SMS Results Reporting

“This is a system whereby a nominated person from each team, usually the person named as the Manager in the handbook receives a text reminding them to report their result



The texted reply is automatically posted on the Web Site WITHOUT HUMAN INTERVENTION. If your result does not get posted within minutes of you texting back it is because you haven't replied correctly

All you need to put in your reply is the actual result in the format H-A with H being the Home Team and A being the Away.

See examples of correct reporting below

Leckhampton Whites v Swindon Village Blues – match ended
2 nil to the Whites

Text
2-0

The only time you need to include anything else is if you are the Contact for more than one Team. In this case You need to leave a space after the result

and then include the Four Digit Code

Text

2-0 LEC4

The code will be on the text message sent to you and most importantly you MUST HAVE A SPACE between the result and the code (otherwise it is not accepted)

CUP MATCHES

This changes slightly as penalties can be involved

Example

FC Lakeside draw against Bishops Cleeve
Colts 1-1 lost the penalties 6-7

We do not have AET on any of our games so ignore the part on the text which states this

So you text

1-1 6-7 PENS

or if you have to put a code in

1-1 LAK2 6-7 PENS

Again the spaces are important to the computer, so make sure they are where I have indicated

Postponed Fixtures

You text

P-P

However, you should have phoned me by 2pm and the text reminder only comes out around 2:15.

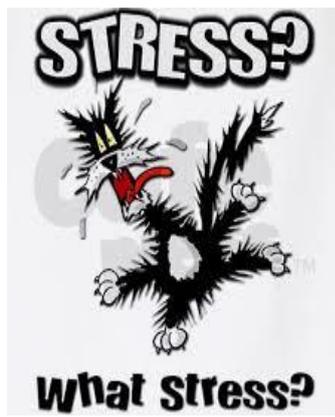
Abandoned Match

Your text

A-A

An abandoned match is a match which has started and been called off before the official end time, not a match which never started.

Again as Fixtures Secretary I need a report on this asap



Managers Responsibilities

“This is what you need to do before your match on the Saturday/ Sunday. We know you have to arrange players, beg parents for lifts, wash kit and collect money!

However, this is what the League expects you to do

1. If you are the home team Manager.

You ring up the opposition Manager by Thursday to confirm Match details. Things like pitch address, whether both teams are playing in the same colour. In which case the home needs to change kit or use bibs.

Yes we know you have played them at the same pitch for years and your teams do not wear the same colour.

This is why it is called a ‘Courtesy Call’

2. You phone the referee on the Thursday and confirm the venue to him. Give him have the post code of the ground as he may not have been here before and a few details as to exactly where the entrance is, because as we all know football pitch post codes are for the house 100 yards down the road.

Yes you do want the referee to turn up in a happy mood not having to have tried unsuccessfully to find the ground for the last half hour before the match. If he is

irritated then he is human and may adhere to the rules very closely and not give your player a talking to and may just book him for the offence.

Also if he has a problem on the day you would have given him your mobile number. This way he can contact you directly and you will not be stood there at 2pm wondering if your Referee is running late or not coming due to illness.

3. At the end of the match you text your result in by SMS – all explained on page 2



FULL-TIME
League Administration

*Referees Marks and
Players Stats*



Referee Marks and Player Stats – this is all done on Full Time and is really quite simple.

You are given a user name and password.

You answer a few questions with yes or no answers.

You put in the referees mark out of 100. A mark of less than 61/100, you will need to email in a report.

You then just tick each player that started and those you had on the bench.

This is all that WE require, if you wish to put in goals scorers/assists etc that is entirely up to you

Now this you would think is quite simple, no finding stamps or the address of the Results Secretary, or then leaving the card in your car for days on end until you are fined.

But now we encounter new problems, what.... I am asked could possibly go wrong?

1. Ok first you must get it in within 3 days not 4 or 5 or “I had a really hard week and this was not my priority.”

2. Starters in a game. Yes, we all know 11 a side means we start with 11. On the card

you simply ran out of spaces after 11! Now some of you are click happy and end up with 12 or 13 starters.

The same goes for 9 a side starts with 9 players and 7 a side starts with 7 players. I know it sounds simple but it is amazing how many of you cannot count!

3. Substitutes. Again it is a counting problem because you are only allowed 5 subs. So when you click on 6 subs you may find that your opposition has requested a replay...as you have broken the rules by playing too many subs

This Newsletter is just a guide for the full information please look and digest your League Hand Book 2015-16 which is handed out each season or can be found on-line

cyfl.btck.co.uk

So in short

- ***Phone opposition by Thursday before the match***
- ***Phone the referee by Thursday***
- ***Fill in and swap team sheets and swap cards on the day***
- ***SMS the result at the end of the match or latest 5:15***
- ***Referee Marks and Player stats into Full Time within 3 days of Match***