



# Amateur Football Combination

Respect 

Spirit of Football

Respect 

[www.amateurfootballcombination.com](http://www.amateurfootballcombination.com)

**President:** Trevor Syms    **Chairman:** David Goldring    **Treasurer:** Alan Robinson  
**Secretary:** Danny McConnell, PO Box 605, Bromley, Kent, BR2 0YQ. Tel: 020 8325 2448.  
Email: [secretary@amateurfootballcombination.com](mailto:secretary@amateurfootballcombination.com)

## Player Registration 2011-12

**Changes for 2011-12** - From the 2003-04 season onwards the Football Association and the Amateur Football Alliance have required that all leagues hold a register of players, and we are now required to monitor and ensure that clubs report players for each game played within the league.

**Full-Time League Administration** - The Amateur Football Combination uses Full-Time for its League Administration, and this will include Player Registration. Clubs will be required to register all players on Full-Time (emergency registrations are permitted, as long as players are logged within 48 hours of matches being played) and log their team details on Full-Time. All clubs should have team administrators with login details for Full-Time.

**Player Information** - we need name, address and date of birth for each player. Phone numbers and email addresses are optional, though may help clubs. If you have an [FA Player Pass](#), or know your FA Number (the numbers are the same), please give this as well.

**Registering Players with the League** - For 2011-12 we are providing clubs with two options for loading players onto Full-Time:-

1. The first is to provide details of your players on a [league template spreadsheet](#) - note that this is the only format of spreadsheet we can accept, and once completed this should be sent to [registration@amateurfootballcombination.com](mailto:registration@amateurfootballcombination.com) - please be aware that it may take up to 48 hours for these details to be loaded.
2. Clubs can log direct into Full-Time (via <http://fulltime-admin.thefa.com/gen/Login.do>) click on People Wizard and Register Players - please be aware that it may take up to 48 hours for player registration requests to be confirmed. When you register players by this method, select any of the teams from your club, and once registered we'll have set them to be eligible for all the teams you run.

**Please check that players have not been registered already, so we do not create duplicates. Lists of registered players can be found on every fixture page for the team concerned.**

**Recording Team Details** - For each match played, clubs are required within 48 hours of games being played to record the player details on Full-Time. Users will need to log in, click on Results/Stats and Statistics for the team concerned. Most people will find the "Quick Stat Entry" option easiest.

Note that emergency registrations of players may take 48 hours for us to load, so may not be immediately available for match detail recording.

**Clubs are required to record details of who started the game, and who was on the bench (used and unused).** All other statistics are optional, so if clubs want to record goalscorers, discipline, etc, they may do so. Full details of the stats available is given below.

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**AFC Rules** - failing to register players and log team sheets will leave clubs in breach of rule 8, which leaves clubs liable to fines and/or points deductions, but we are aware of the need for clubs to get used to the system.

**Data Protection Act** - This information is being collected by the Amateur Football Combination for the purposes of Player Registration and will be made available to the Amateur Football Alliance. It may also be made available to other County Football Associations and to the Football Association. It will not be made available to any external organisations for Commercial Purposes.

**Questions?** - If you have any questions, please send these initially to [Danny McConnell](#).

**Comprehensive Result Sheet** - all of this information is in addition to the Comprehensive Result Sheet - this still needs to be submitted in the usual manner (though in the future, we hope Full-Time will be developed so all of that can be recorded directly online as well).

**Match Statistics** - For those who wish to use the full range of match statistics, the following are all available, and in most cases can be recorded along with the time in the game when they occurred (if required).

**Mandatory** (these must be recorded)

Started	The eleven (hopefully) players who started the game
Bench Used	Substitutes who played in the game
Bench Unused	Substitutes named, but not used

**Optional** (these are all optional)

Subbed Off/Subbed On	Clubs can use these stats to record that Joe Bloggs (subbed off) was replaced by Sam Bloggs (subbed on)
Captain	Player who was captain on the day
Goal	Who scored
Assist	Who provided an "assist"
Opposition Own Goal	This is a "Team Stat", used to record that one of your goals was scored by an opposition player (you don't want to approach the opposition to ask the player's name!!!).
Own Goal Conceded	This allows a club to name and shame their own player who conceded an own goal
Penalty	Player who scored a penalty
Penalty Missed	Player who missed a penalty
Penalty Saved	Player who saved a penalty
Yellow Card	Player was cautioned
Second Yellow Card	Player was sent off for receiving a second caution
Red Card	Player was sent off
Penalty Conceded	Player gave away a penalty
Player of the Match	Player voted "Player of the Match"
Performance Rating	Player rating (out of ten)
Kit Wash	Who washed the kit this week!
Clean Sheet	Goalkeeper who kept a clean sheet