Match Sheets Procedure from 10/9/22 following FA guidance

PROCEDURE NOTICE CHANGE 1

As from 10/9/22 the DGLL will be operating a revised procedure for ALL games following FA guidance to leagues prior to the AGM

The FA reported the increase in teams playing ineligible players has dramatically increased and the number of fines has drastically increased across all leagues not just the DGLL

All teams are already aware that they can print off the match sheets for each game by using the following procedure.

On your Home page, having logged in as the team, by clicking the word FROZEN under team list the screen refreshes and your team list and all fixtures appear, I'm using Amber Valley Ladies below because the game I'm going to show you has a suspended player listed.

Each game has a Match sheet, indicated by the small pdf sign next to the game number.

In this case I'm clicking on Game 20 on the 25/9/22

The Match Sheet Downloads to your computer and this contains both teams' eligible players, the PIN for entering the result etc.

You will note that on this sheet there is an ineligible player, in red marked through, this player is suspended for this game.

The FA Standard Code has changed this year and it is MANDATORY that each club provides the opposition and the Referee with a Full List of players (not just Substitutes) prior to the game.

Following the FA guidance ALL HOME Teams are required to retain a file of Match sheets, signed by ALL parties together with Referee marks to be made available to the DGLL and DCFA upon request. These sheets are to be available UNTIL 1/9/23, after which they may be destroyed. Where additional players (over the 22 available on the team sheet) play in the game the players should be written on the back of the signed document and the opposition should ensure that they have confirmed the ID.

The fine for failing to produce a Match Sheet on request is a maximum of £100

The DGLL will require each team to submit at least 4 match sheets, requested at random during the season, in addition to the sheets for games where there may be disciplinary charges to be levied, so it is imperative you have a secure folder, either paper or digital, where you can access the documents.

Referee Marks must match those submitted using the Online team sheet submission.

All managers MUST be satisfied that the players in the game are those on the match sheet and ID checks are also Mandatory, teams must have either printed ID cards, printed from

the Player list page in GotFootball or by using the Virtual ID cards which are available using the instructions below.

The virtual ID cards are the best, but the DGLL suggests that teams screenshot each player ID card, as a lack of a mobile signal is not an excuse for having no ID's

PROCEDURE CHANGE NOTICE 2

As from 1/9/22 the HOME team in ALL games is required to submit the result of the game using the above or via a PC by the following deadlines

Saturday am/pm & Sunday am/pm fixtures by 6pm (18:00) ON THE DAY OF THE GAME

Midweek fixtures by 9am (09:00) ON THE DAY AFTER THE GAME

The Maximum fine for failing to do so is £20 and fines will be levied in the following manner 1st offence £5

2nd offence £10

3rd and subsequent offences £20

BOTH Teams have until the following times to submit their online team sheets

Youth Games 1pm Monday Open Age 3pm Tuesday Midweek Games 50 hours from the kick-off time of the game.

The Maximum fine for failing to do so is £20 and fines will be levied in the following manner 1st offence £5

2nd offence £10

3rd and subsequent offences £20

Team sheets will from season 22-23 checked at the above times and the fines automatically applied.

OFFICIAL DGLL INSTRUCTION TO TEAMS REGARDING JEWELLERY

Players and guardians have signed the consent form this season which includes the following (slightly varied at youth level)

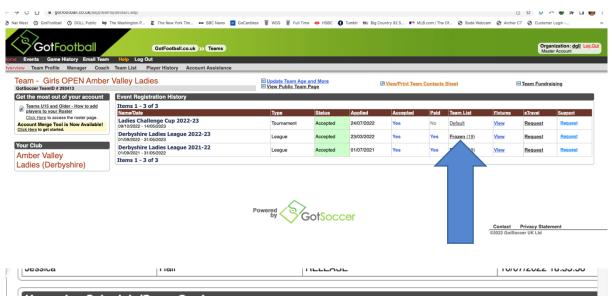
"I agree that i will NOT wear any jewellery whilst playing and i understand that refusal to remove jewellery when requested is a yellow card offence, and further understand that the wearing of Jewellery that is not removable means that i CANNOT play."

A reminder that jewellery cannot be taped up, there has been no taping for at least 6 years, if it cannot be removed the player cannot play.

The DGLL is officially making Team Officials responsible for ensuring that players do not wear jewellery.

Where a player is asked to remove jewellery by a referee or yellow carded for refusal the DGLL will in addition charge the team for failure to comply with a reasonable league request. The Maximum fine is £100 and referees have again been instructed to clamp down on the wearing of jewellery.

Match Card Access



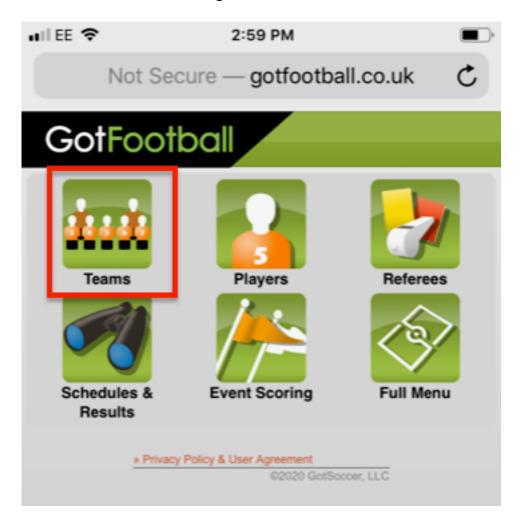


Field: Anthony Gell #21 Girls OPEN Div 1 **Date:** 25/09/2022 **Time:** 1:30 PM Game #: 020 H WIRKSWORTH COLTS WOMEN (Derbyshire) AMBER VALLEY LADIES (Derbyshire) Score: Score: Coach Luke Moore
Asst Coach Jake Pearce
Manager Jack Doughty Coach
Asst Coach
Vicki Cook
Asst Coach
Sarah Stimpson
Manager
Jade Boam Goals Yellow Red Card Goals Yellow Red Card ID ID Name Name 507063 Abbey Bennett Alisha Benson 584913 71119 Jade Boam 608686 Lara Bosworth 573541 Jessica Bower 127811 Grace Bradbury 584638 552306 Holly Carr Daisy Chapman 71137 Vicki Cook 629275 Emma Clarke Elise Earnshaw Lydia Heaney 439019 Nicole Heywood 573497 Charlotte Haywood 71123 573442 71167 Amie Johnson 573496 Megan James Ruth Jenner 10 597446 Emily Jones 15 584940 Hannah Lancaste Jo Lamb 584914 17 Nicola Litchfield-Shaw Poppy Lloyd 596319 14 Natalie Longdon Eve Miles Lorraine Taylor 597143 Samantha Wooley 705664 585054 Kyrie Straw 597836 10 Yasmine Uppal 9 691551 16 Millie-Jo Williams Home Official Signature Away Official Signature Referee Mark 0/100 By signing this report you agree all items reported are valid By signing this report you agree all items reported are valid

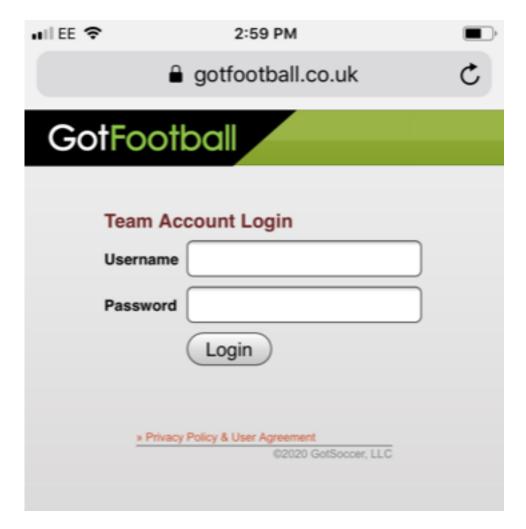
SCORING INPUT PROCEDURE & VIRTUAL CARD ACCESS

Go to www.GotFootball.co.uk/m on a mobile device

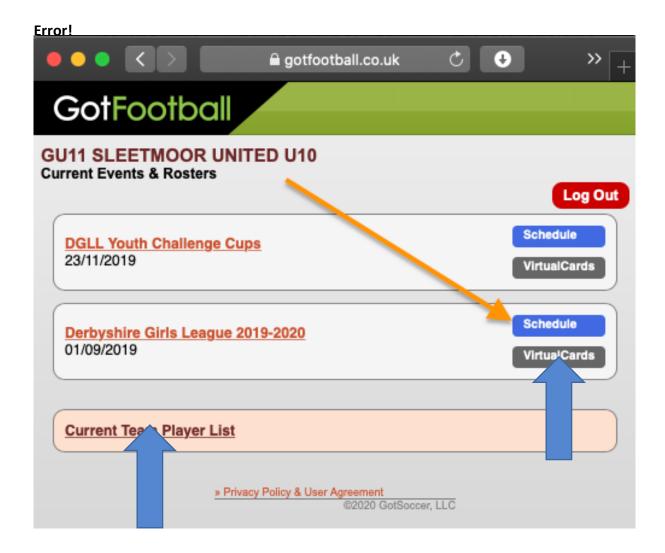
From the mobile home menu go to Teams



Input your Team Login



From the mobile team account, you can view your games by clicking blue Schedule button:



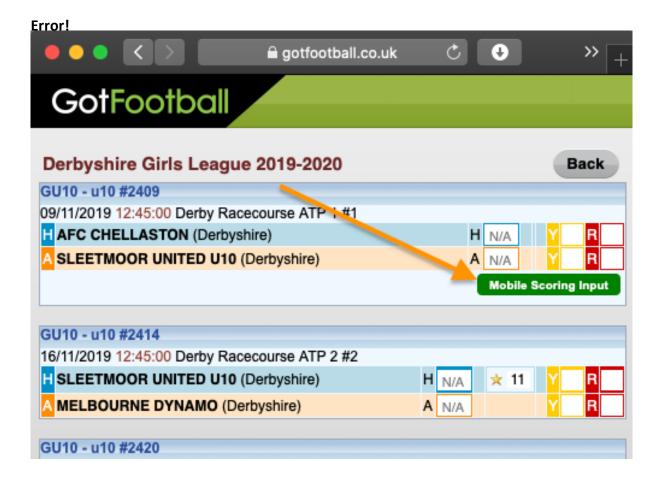
PLEASE NOTE

By Clicking the VIRTUAL CARDS BUTTON the only ID cards available are those eligible to play in the CURRENT GAME

By Clicking the CURRENT TEAM LIST all ID cards for all players , INCLUDING UNREGISTERED PLAYERS are available.

PLEASE ENSURE THAT WHEN VIEWING VIRTUAL ID CARDS you are being shown the list for the CURRENT GAME.

Below is the button that allows Mobile Scoring Input, if the scoring input is turned ON and the match doesn't have a final score yet:



And when clicked, it takes you to the mobile scoring UI just like you would see if they input the PIN,

