



Ballarat & District Soccer Association

Section 8. Local Fixture Generation.

Version 6 of the 14 February 2012.

Adopted at the Association's Board Meeting of 14 February 2012.

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8.1 INTRODUCTION

- (1) This section sets out the processes and procedures for the generation of fixtures for matches under the control of the Association.
- (2) The goals of the fixture generation are to ensure that as far as practical:
 - A) Each Club is given an equal number of home and away games for the competitive fixture.
 - B) Minimise the number of double home/away sequences.
 - C) Have no triple home/away sequences.
 - D) Each Clubs will have as many teams at home in the same round as often as possible.
 - E) Each team, at each grade, plays all other teams the same number of times.
 - F) The Small Sided Football (SSF) carnivals are spread across Clubs in relationship to their SSF player numbers.
- (3) For the SSF carnival locations the following will apply:
 - A) Only Clubs close to or in Ballarat will participate in the SSF carnivals on a weekly basis i.e. Horsham, Maryborough and Warrnambool SSF teams will not need to travel to Ballarat on a weekly basis.
 - B) The SSF will be split over 2 locations each week.
 - C) As far as practical the away competitive Clubs will host the SSF carnivals, but to ensure an even distribution of SSF carnivals, some home Clubs will host an SSF carnival.
 - D) SSF will rotate through the Clubs to ensure, as far as possible, that Clubs hosts the SSF carnivals in relationship to their SSF player numbers.

8.2 DRAW

- (1) The Association will use the FFV draws modified to achieve the goals of Section 8.1. This is where all teams play each other once before playing each other again, while attempting to alternate home and away matches for a given team. The draw for 4, 6, 8, 10, and 12 team grades are given below.

For 4 Team Grades					
Round 1		Round 2		Round 3	
2	v	1	1	v	3
3	v	4	4	v	2

For 6 Team Grades									
Round 1		Round 2		Round 3		Round 4		Round 5	
2	v	1	1	v	3	4	v	5	3
3	v	5	2	v	4	5	v	2	4
4	v	6	5	v	6	6	v	3	6

Round 1		Round 2		Round 3		Round 4		Round 5		Round 6		Round 7	
2	v	1	1	v	3	3	v	2	1	v	7	5	v
3	v	7	6	v	5	4	v	1	2	v	6	6	v
4	v	6	7	v	4	5	v	7	7	v	5	7	v
5	v	8	8	v	2	6	v	8	8	v	8	8	v

For 10 Team Grades																	
Round 1			Round 2			Round 3			Round 4			Round 5			Round 6		
2	v	1	1	v	3	3	v	2	1	v	5	4	v	3	1	v	7
3	v	9	7	v	6	4	v	1	2	v	4	5	v	2	2	v	6
4	v	8	8	v	5	5	v	9	8	v	7	6	v	1	3	v	5
5	v	7	9	v	4	6	v	8	9	v	6	7	v	9	9	v	8
6	v	10	10	v	2	7	v	10	10	v	3	8	v	10	10	v	4

For 12 Team Grades																																
Round 1			Round 2			Round 3			Round 4			Round 5			Round 6			Round 7			Round 8			Round 9			Round 10			Round 11		
2	v	1	1	v	3	3	v	2	1	v	5	4	v	3	1	v	7	5	v	4	1	v	9	6	v	5	1	v	11	7	v	6
3	v	11	8	v	7	4	v	1	2	v	4	5	v	2	2	v	6	6	v	3	2	v	8	7	v	4	2	v	10	8	v	5
4	v	10	9	v	6	5	v	11	9	v	8	6	v	1	3	v	5	7	v	2	3	v	7	8	v	3	3	v	9	9	v	4
5	v	9	10	v	5	6	v	10	10	v	7	7	v	11	10	v	9	8	v	1	4	v	6	9	v	2	4	v	8	10	v	3
6	v	8	11	v	4	7	v	9	11	v	6	8	v	10	11	v	8	9	v	11	11	v	10	10	v	1	5	v	7	11	v	2
7	v	12	12	v	2	8	v	12	12	v	3	9	v	12	12	v	4	10	v	12	12	v	5	11	v	12	6	v	12	12	v	1

- (2) Once a cycle has been completed, i.e. 5 rounds in a 6 team grade, the cycle is repeated, with the home and away team reversing at the completion of each cyclic, until the correct number of rounds have been played.
- (3) Clubs should note that it is not possible to ensure that all teams play each other the same number of times unless the number of rounds is twice the number of teams less 1. For the Association's 18 week season only a grade with 10 or 9 teams will all teams play each other twice.
- (4) As the Division 1 (Firsts) Open play each other team the same number of times the allocation of Clubs to team numbers in the draws will be adjusted to ensure as far as practical as many as possible of the Club's teams will be at home in the same rounds.
- (5) If a Club withdraws a competitive team after the team entry date then:
 - A) If the number of teams decreases to an odd number a bye will be introduced.
 - B) If the number of teams decreases to an even number the draw will NOT be redone and the 2 teams with a bye will play each other.
- (6) The SSF draws will be redone if the number of teams increases.
- (7) The SSF draw will NOT be redone if the number teams decreases.
 - A) If the number of teams decreases to an odd number a bye will be introduced.
 - B) If the number of teams decreases to an even number the 2 teams with a bye will play each other.

8.3 FIXTURE ALTERATIONS

- (1) After team entries have been finalised, the draw i.e. who plays who in each Round, will be fixed and not alter for the rest of the season unless a team withdraws.
- (2) The Association's Board reserves the right to move the location of matches if grounds are deemed unplayable or unavailable. If matches have to be moved then the Association will attempt to swap the corresponding game in the latter part of the season.
 - A) In swapping home rounds the receiving Club may be required to travel away for 3 or more weeks in a row in the later part of the season. The Association will attempt to minimise these away sequences.

- B) Some ground changes will mean that neither team play at home i.e. both teams are "away". Under these circumstances the "home" will lose their "home" match.
- C) The Association will attempt to notify Clubs of any location changes as soon as they are known. To provide some certainty, changes will be notified either 12 or 5 days before the scheduled games.

8.4 MATCH TIMES

- (1) Indicative competitive match times are:

Time	Pitch 1	Pitch 2
8:45 am		U13 / 15
9:00 am	U16 / U17	
10:20 am		U13
11:00 am	U17 / U16	
11:30 am		U15 / U13
1:00 pm	Division 2 (Reserves) Open	Division 3 Open
3:00 pm	Division 1 (Firsts) Open	Division 1 (First) Women

- A) To allow for travel to and from outlying Clubs, i.e. Club that are greater than 50 km away from Ballarat, games involving these Clubs will, where possible, be scheduled at or after 10:15 am.
- B) If a Club has only Division 2 and Division 3 teams the Division 3 team will be schedule for 3 pm.

- (2) SSF Tournament match times are:

Time	30 x 20 m Pitches	40 x 30 m Pitches	60 x 40 m Pitches
9 am	Under 6 & 7	Under 8 & 9	Under 10 & 11
10 am	Under 6 & 7	Under 8 & 9	Under 10 & 11
11 am	Under 6 & 7	Under 8 & 9	Under 10 & 11
12 noon	Under 6 & 7	Under 8 & 9	Under 10 & 11

- A) The number of SSF pitches will depend on team entries and grades.

8.5 COMPETITIVE DRAW

- (1) The competitive fixture will be based on the draw tables of Section 8.2
 - A) The Board reserves the right to promote the winner of a lower Division competition e.g. Division 2 (Reserves), to a higher Division, e.g. Division 1 (Firsts), and demote the last team in a higher Division to a lower Division.

8.6 SMALL SIDED FOOTBALL DRAW

- (1) The non-competitive fixture will be based on the draw tables of Section 8.2
- (2) All games will be played at 2 locations each weekend. As far as practical the draw will be split into 2 equal sizes.

- (3) The SSF season will be the same duration as the Junior Competitive Home and Away season.

VERSION MANAGEMENT

Version	Date	Reason for Change	Author	Approved
1.2A	3 March 2007	First draft for 2007 season	Peter J Reid	—
1.2B	10 March 2007	Second draft for 2007 season	Peter J Reid	—
1.2C	14 March 2007	Draft approved for distribution	Peter J Reid	—
2	22 March 2007	Adopted at General Meeting	Peter J Reid	General Meeting
2A	1 Nov 2007	Post 2007 season review	Peter J Reid	—
2B	21 March 2008	Inclusion of Red Devil's Old Boys	Peter J Reid	—
3	3 April 2008	Adopted at General Meeting	Peter J Reid	General Meeting
3A	27 Aug 2008	Post 2008 season review	Peter J Reid	—
3B	20 Jan 2009	Addition of 10 th Club – Section 8.3 – deleted.	Peter J Reid	—
3C	7 Feb 2009	Addition of 10 th Club – Section 8.3 – deleted. Added 4 team Draw – Section 8.2 Match times – Section 8.4	Peter J Reid	—
4	10 Feb 2009	Board Approval	Peter J Reid	Board Meeting
4A	28 Aug 2009	Review after 2009 season Location of matches – Section 8.3 – deleted. Match times – Section 8.4	Peter J Reid	—
4B	2 Sept 2009	Clarification of goals – Section 8.1 Fixture alteration – Section 8.3	Peter J Reid	—
4C	5 Sept 2009	Competitive draw – Section 8.5	Peter J Reid	—
4D	10 Feb 2010	Competitive team entries as per 3 rd December AGM motion – Section (3)	Peter J Reid	—
4E	14 March 2010	Board review: Fixture alteration – Section 8.3	Peter J Reid	—
5	8 April 2010	For approval	Peter J Reid	General Meeting
5A	12 Jan 2012	Complete revision in light of 2010/11 experience.	Peter J Reid	—
6	14 Feb 2012	Board approval	Peter J Reid	Board Meeting