SANFL Fixture Software

User Manual

Revision 1.0

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1   Features

SANFL Fixture Software allows you to schedule matches for the upcoming season. The software's features are:

- Even or odd number of teams. When odd number of teams, one team has a bye.

- Reserve matches. Reserve matches allow for scheduling traditional matches, grand final replays and club requests.

- Limit the number of home or away games for each team. This allows scheduling for a team that doesn't have a home ground.

- Limit the number of consecutive home or away games. This allows for a fair fixture.

- Fast generation of the fixture. A 10 team competition for 18 rounds takes approximately 20 minutes to create.

- Fixtures are random. This allows for variation between seasons.

- Unlimited leagues, teams and fixtures. Create and save as many fixtures as you want.

- Save the fixture to a spreadsheet which can be opened in other applications. Supports round view and teams view.

- Easy to use interface.

2   Limitations

SANFL Fixture Software's limitations are:

- Spread byes are not supported. You cannot add a bye for two teams. The limitation means you cannot stretch the fixture across a greater number of weekends.

- Split rounds are not supported. You cannot split a round across two or more weekends.

- Sometimes the software cannot generate a fixture. This could be because of two reasons:

  - The operation timed out. Try the generation again. As the fixtures are randomised subject to the constraints, subsequent generation may be successful.

  - The constraints entered do not allow for a valid fixture. The software will not inform you if the constraints do not allow for a valid fixture.

- Certain constraints result in an impossible fixture. The software informs you during fixture generation of the following:

  - Reserve matches break maximum home/away constraint.

  - Reserve matches break consecutive home/away constraints.

  - Conflict between maximum home/away and consecutive home/away constraints. For example, if you set maximum home games as 0, but set maximum consecutive away games as 2, you will be informed of this conflict.

- You will not be informed for all other constraints resulting in an impossible fixture. The software will inform you a solution cannot be found, but will not state why. An example of an illegal combination is if you set all teams to 0 maximum home games.

- The software does not inform you of illegal constraints when entering the constraint, only when generating the fixture.

- After generating a fixture, you may manually edit the fixture. The manual edits may be made without restriction – the software will not inform you of an invalid fixture.

- Edits may be reverted, but you cannot undo other tasks such as adding and deleting.

3   Creating a League

1. Select the [+] create league button.

2. Enter the league name [✔]

> This section is optional

3.1   Edit League Details

3. Select the league. The league's details are shown.

4. Select [Edit League]

5. Enter consecutive home games (max). This is optional. The maximum number of home games a team can play in a row. Enter a number greater than 1.

6. Enter consecutive away games (max). This is optional. The maximum number of away games a team can play in a row. Enter a number greater than 1.

> **i** The values entered become the default for all fixtures within this league. You can also set each fixture individually.

7. Select [Save Changes]

4   Creating Teams

1. With a league, select [Teams]

2. Enter the team name [✔]

> This section is optional

4.1   Edit Team Details

3. Select the team. The team's details are shown.

4. Select [Edit Team]

5. Enter the minimum or maximum home games. The minimum or maximum number of home games this team can play for the whole fixture. You may enter values for either, both or none. Enter numbers equal or greater than 0.

> **i** Enter a maximum home games of **0** if the team plays all games away.

6. Enter the minimum or maximum away games. The minimum or maximum number of away games this team can play for the whole fixture. You may enter values for either, both or none. Enter numbers equal or greater than 0.

7. Enter consecutive home games (max). This is optional. The maximum number of home games this team can play in a row. Select the enabled checkbox and enter a number greater than 1.

8. Enter consecutive away games (max). This is optional. The maximum number of away games this team can play in a row. Select the enabled checkbox and enter a number greater than 1.

> **i** The values entered will override values entered at the league details for this team.

9. Select [Save Changes]

5   Creating a Fixture

1. Within a league, select [Fixtures]

2. Enter the fixture name

3. Enter the fixture description. This is optional.

4. Select [Create Fixture]

5. Select the fixture. The fixture's details are shown.

6. Select [Edit Fixture]

7. Enter a Start Date.

8. Enter an End Date.

> **i** The start date and end date can be any day of the week. The fixture will be aligned correctly for the weekends.

5.1   Edit Fixture Details

> This section is optional

9. Select the fixture. The fixture's details are shown.

10. Select [Edit Fixture]

11. Enter consecutive home games (max). This is optional. The maximum number of home games this team can play in a row. Select the enabled checkbox and enter a number greater than 1.

12. Enter consecutive away games (max). This is optional. The maximum number of away games this team can play in a row. Select the enabled checkbox and enter a number greater than 1.

> **i** The values entered will override values entered at the league details for this fixture. Any values entered for a team will **not** override the values entered.

6   Reserving Matches

Setting reserved matches guarantees a match occurs in the fixture.

> This section is optional

> **i** Round 1 start date is the start date of the fixture. Subsequent round dates are on Saturdays

1. Within a fixture, select ⟨ Rounds ⟩ The round numbers and dates are shown.

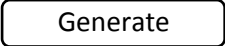2. Select the ⟨ + ⟩ create match-up button.

3. Select the home and away teams.

> **i** You cannot select the same team for both home and away.

> **i** If the league has an un-even number of teams, the bye option is available. A team may be reserved to have the bye.

4. Select ⟨ Create Match-up ⟩

7   Generating a Fixture

1. Within a fixture, select [Generate]

2. A summary and estimated time is presented.

> **i**   The fixture may generate much quicker than the estimated time.

3. Select [Generate]   When generation is complete, the progress bar will disappear and the [Review]   button will become available to select.

> **i**   Any errors that occur during fixture generation will be shown in an information box below the Generate button.

> **i**   Sometimes a fixture cannot be found within the estimated time. Try generating the fixture again. If generation fails three times, check the constraints. Consider relaxing some constraints or including less reserve matches.

> **i**   Certain constraints result in an impossible fixture. The software informs you of the following:
>
> - Reserve matches break maximum home/away constraints.
>
> - Reserve matches break consecutive home/away constraints.
>
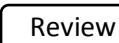> - Conflict between maximum home/away and consecutive home/away constraints.
>
> You will not be informed for all other constraints resulting in an impossible fixture. The software will inform you a solution cannot be found but will not state why.

8   Reviewing a Fixture

1. Within a fixture, select [Review]   The rounds, date, and matches are shown.

> **i**   Round 1 start date is the start date of the fixture. Subsequent round dates are Saturdays.

9   Editing a Fixture

1. Within a fixture, select [Review]

2. Select [Edit Fixture]

> ℹ️ Editing a fixture allows you to make edits freely. You may assign a team to play twice on a weekend. You may assign matches that break the constraints. The software will not inform you of broken constraints.

> ℹ️ You cannot undo your edits. You cannot revert to the generated fixture.

3. To edit a match:

   a) select the team name. It doesn't matter if you select the home or away team.

   b) select the desired teams.

   c) select [Edit Match-up]

4. To add a match:

   a) select the [+] create match-up button.

   b) select the desired teams.

   c) select [Create Match-up]

10 Saving a Fixture

You may save a generated fixture as a comma-separated values (CSV) file. The CSV file can be opened in a spreadsheet application.

1. To save the fixture arranged by rounds:

   a) select [Save Fixture…]

   b) select the filename and select [Save Fixture]

2. To save the fixture arranged by team:

   a) select [Save Teams Fixture…]

   b) select the filename and select [Save Fixture]

11 Deleting a League

1. Select the league.

2. Select [Delete League] A confirmation box is shown.

3. Select [Delete League]

12 Deleting a Fixture

1. Select the fixture.

2. Select [Delete Fixture] A confirmation box is shown.

3. Select [Delete Fixture]

13 Deleting a Team

1. Select the team.

2. Select [Delete Team] A confirmation box is shown.

3. Select [Delete Team]