SIS Football

Glossary of terms

|  |  |
| --- | --- |
| **Football association** | Body that governs affiliated competitions and associations.  Associations can be members of other associations.  For example, FA (englands football associoation) is member of UEFA (europian football association) which is in turn member of FIFA (world football association).  Clubs and competitions are usually affiliated to nacional football association. |
| **Competition** | Set of matches played by contestant teams acccording to predefined rules.  Competitions are usually affiliated to parent association. We can distinguish between domestic and international competitions. Competitions are described in more detail by their format, which is broadly speaking either league or cup. |
| **Competition format** | Competition format describes flow of the competition in detail.  It holds list of competition stages which decribe competition progress. Competitions can vary from extremly simple ones (just regular season), to more complicated ones (UEFA champions league with multiple quialifying stages, group stage and knockout finish), to extremely complicated ones (Belgium, MLS and their regions etc.). |
| **Competition stage** | Atomic unit of a competition. Stage can be **league** or **knockout**, and is described by name and level. Multiple stages can progress simultaneously in a group |
| **League** | *System where every team plays all other teams* (usually home and away), and rank is calculated upon number of scored points. Win = 3, Draw = 1, Loss = 0. |
| **Knockout** | *System where two teams play each other (head to head)*  at least once. Team that is more succesfull progresses. |
| **League system** | System of leveled competitions where higher level competition **releagte** teams, to lower level competitions, and lower level competitions **promote** teams to higher level competitions. |
| **Competition stage group** | In competitions such is World Cup, multiple stage scan progress simultaneously. This is called group stage of a competition. We have group of mini leagues, whose winners progress further and compete in following stages. For example, Qualifiers, Group A, B, C etc. |
| **Season** | A period in which competition runs its course from beginning to conclusion. At the end of season, a winner is determined, and new season begins. Usualy this period spans across adjecent years, but is its possible to be within one year. Exaple: season of 2009/2010, or season of 2013. |
| **Team** | Team competes in competitions, and is a part of club. |
| **Player** | A person that plays football, and is a part of team. Players can be transferred between clubs. Match contains player related game events which are used for stats projections and outcome calculation |
| **Player position** | Determines players role on field:   1. Goalkeeper 2. Defender 3. Midfielder 4. Forward |
| **Match** | Head to head contest between 2 teams. |
| **Match status** | Describes current status of match. Valid statuses are:   1. Scheduled 2. In progress 3. Finished 4. Postponed - start will be moved to later date 5. Abandoned - match started but never ended and never will 6. Cancelled - match did not start, and never will |
| **Match event** | All relevant game events are recorded and ordered by game time |
| **Game time** | Describes point in time when game event occured. It consists of period of play and time unit (second) |
| **Period of play** | 1st and 2nd half time, 1st and 2nd overtime, and penalities |
| **Score** | Score is recapitulation of game events. It resolves team's performance to one of three posible states:   1. Win - 3 ponits 2. Draw - 1 point 3. Loss - no points |
| **Venue** | Stadium where match takes place |
| **Archivist** | Information professional who assesses, collects, organizes, preserves, maintains control over, and provides access to records and archives determined to have long-term value |
| **Administrator** | Person who creates other administrators, archivists, and assigns permissions to various parts of system |