

County League Web Site

The County League site is designed to allow the on-line display and entry of clubs, teams, fixtures and results for any sport that uses a conventional 'round-robin' league system, as used by huge numbers of sports throughout the country. This assumes that:

You have an **association** which has a number of **clubs** affiliated to it.

This association runs at least one **league** for its affiliated clubs.

You have a number of clubs that play in a league, each one having at least one **team**.

Each league is made up of at least one **division**, containing at least two teams.

Each team in a division plays all the other teams in that division twice.

Each league is made up of two **league periods** per year, such as Winter and Summer.

If you think your league system does not meet these requirements, please let us know. We may still be able to accommodate it.

Setting up the County League web site

Although we are in the process of developing tools that can be used by league administrators, the complexity and potential problems of creating the leagues has meant it is a task carried out by League Master as part of the setting up cost included in the subscription.

We would expect to be provided with the following:

List of all clubs in your association.

List of all leagues.

List of all clubs in each league.

List of all divisions in each league.

Fixture matrix.

It is possible to enter fixtures individually, but this is a hugely time consuming process (more or less so depending upon the number of teams in your league) and most league organisers will at least start with a basic matrix to establish the fixtures, even if these are then adjusted to suit specific venue or team requirements.

The other point to note is that although the fixtures are initially entered by League Master, you can edit the date and time of any fixtures via the administrative web interface, so even if the fixture matrix does not represent the exact details correctly, you can easily make whatever changes are necessary.

Passwords

Every club has it's own password and this applies to each team within the club. This means that a single club administrator can easily enter results for all the teams if required.

Once we have your club details (see above), we will provide a list of user names and passwords for each one, which you will need to pass on. These can be changed if required, but there is no facility for clubs to change their passwords via the web site.

Once logged in, a club password gives access to all club information as well as the ability to enter results. Once someone has logged in, we suggest they click on the help link, which should tell them everything they need to know.

We can also provide an administrative password which gives access to all club information, which is normally used as discussed below.

Administrative Facilities

There are three main ways in which results can be entered:

Club Level

Under normal circumstances, each club can enter their own home results and of course see the revised positions immediately. Since the away team can easily see the results entered by the home team, errors are very quickly spotted.

It can also be set so that both home and away teams can enter results. If you expect that some teams will not enter their own results, then you may wish to allow this option.

Admin Level

An alternative is that clubs can enter their own email, but an administrator 'verifies' the result. Once it has been verified, the result can no longer be edited by the club.

Admin Level Only

A third option is that clubs cannot edit their results at all and that all results are entered by a administrator. the clubs can, however, still update their own club and teams details as normal.

Help

Clicking on the Help link on the home page will bring up most of the information that users will need and doing the same once logged in, will bring up further information relevant to results entry etc.

Appendix:

The following pages are examples of the information that we would expect

Association Name	Surrey County Squash League				
Results Entry	<table border="1"> <tr> <td>Club</td> <td>?</td> <td>Club/Admin</td> <td>Admin</td> </tr> </table>	Club	?	Club/Admin	Admin
Club	?	Club/Admin	Admin		
Associated Clubs	Limpsfield				
	Horley				
	Riverbourne				
	Richmond				
	etc.				

League Name	Winter League 2004/2005
Club	Teams
Limpsfield	Limpsfield 1
"	Limpsfield 2
"	Limpsfield 3
Horley	Horley 1
Riverbourne	Riverbourne 1
"	Riverbourne 2
	etc.

League Name	Winter League 2004/2005
Divisions	Teams
Division 1	1 Purley 1
	2 Wimbledon 1
	3 Dorking 1
	4 New Malden 1
	5 Ebbisham 1
	6 Colets 1
	7 Oxshott 1
	8 Varsity 1
Division 2	1 Dorking 2
	2 Surbiton 1
	3 Purley 2
	4 etc.

Fixture Matrix

County Leagues does not provide a mechanism for producing fixtures scratch for the simple reason that the range of criteria by which different clubs and associations wish to base their leagues on are far too varied. Having said that, by far the most common way of establishing fixtures is to use the matrix method.

Assume that you have one division with eight teams in it and that each team plays one match per week. There are many combinations, but you might create a matrix where in the first week, team 1 plays team 2, team 3 plays team 4 etc. and this can be simplified into a matrix as follows:

Week 1

1 v 2

3 v 4

5 v 6

7 v 8

In the next week the matches are:

Week 2

4 v 1

6 v 3

8 v 5

2 v 7

and so on through all the first half fixtures. Note that this mechanism also alternates home and away fixtures for each team. For the second half matches, exactly the same matrix is used, but reversed:

Week 1

2 v 1

4 v 3

6 v 5

8 v 7 etc.

An example of what we would expect to see is as follows:

Date	Fixture
7 Jan 2005	1 v 2
	3 v 4
	5 v 6
	7 v 8
14 Jan 2005	1 v 3
	2 v 4
	5 v 7
	6 v 9
21 Jan 2005	etc.