# APPENDIX 4: FA Model - Impact of 3G Pitches for Matches

Scenario testing - FA model and matches for Banbury Banbury Rural

## SCENARIO TESTING - 3G PITCHES

The greatest sum within the green boxes shows how many AGP's are required to service all affiliated football within the LA.

| Format of the game | Total number of teams | Number of teams playing at peak time | Fixture Equivalents | Matches per full size AGP | Number of match sessions | Duration of session (inc. changeover | Hours of play on 3G AGP | Assumptions |
|---|---|---|---|---|---|---|---|---|
| 5v5 | **17** | **17** | 9 | 4 | 2.1 | 1 | 2.1 | Assumes that 5v5 and 7v7 fixtures are programmed on the hour |
| 7v7 | **23** | **23** | 12 | 2 | 5.8 | 1 | 5.8 | |
| 9v9 | **19** | **17** | 9 | 2 | 4.4 | 1.5 | 6.6 | Assumes that 9v9 fixtures are programmed every 90 minutes to allow for 60 mins game, 15 mins half time and 15 mins changeover |
| Youth 11v11 | **27** | **17** | 9 | 1 | 8.6 | 2 | 17.3 | Assumes that 11v11 fixtures are programmed every 120 minutes |
| Adult 11v11 | **37** | **26** | 13 | 1 | 13 | 2 | 26 | |
| Total | **123** | **101** | **50** | | **34** | **8** | **254** | **Hours of play required on 3G AGP per weekend** |

| **Mini Soccer** | |
|---|---|
| **2** | Number of programme hours available (e.g. Saturday 9am - 11am) |
| 5.0 | Number of 3G AGPs required to accommodate all mini fixtures within same time band |
| **0** | Current supply of 3G AGPs - Registered or with the ability to become Registered (and used for fixtures) |
| **5.0** | Additional 3G pitches required to accommodate all mini fixtures within the same time band |

| **Youth 9v9** | |
|---|---|
| **2** | Number of programme hours available (Sat 11am-1 pm) |
| 3.3 | Number of 3G AGPs required to accommodate all 9v9 fixtures within same time band |
| **0** | Current supply of 3G AGPs - Registered or with the ability to become Registered (and used for fixtures) |
| **3.3** | Additional 3G pitches required to accommodate all youth 9v9 fixtures within the same time band |

| **Youth 11v11** | |
|---|---|
| **4** | Number of programme hours available (Sunday 9am - 1 pm) |
| 4.3 | Number of 3G AGPs required to accommodate all youth 11v11 fixtures within same time band |
| **0** | Current supply of 3G AGPs - Registered or with the ability to become Registered (and used for mini fixtures) |
| **4.3** | Additional 3G pitches required to accommodate all youth 11v11fixtures within the same time band |

| **Adult 11v11 Saturday** | |
|---|---|
| **3** | Number of programme hours available (Saturday 1 pm-4pm) |
| 8.6 | Number of 3G AGPs required to accommodate all adult 11v11 fixtures within same time band |
| **0** | Current supply of 3G AGPs - Registered or with the ability to become Registered (and used for fixtures) |
| **8.6** | Additional 3G pitches required to accommodate all youth 11v11fixtures within the same time band |

## SCENARIO TESTING - 3G PITCHES

The greatest sum within the green boxes shows how many AGP's are required to service all affiliated football within the LA.

| Format of the game | Total number of teams | Number of teams playing at peak time | Fixture Equivalents | Matches per full size AGP | Number of match sessions | Duration of session (inc. changeover | Hours of play on 3G AGP | Assumptions |
|---|---|---|---|---|---|---|---|---|
| 5v5 | **12** | **12** | 6 | 4 | 1.5 | 1 | 1.5 | Assumes that 5v5 and 7v7 fixtures are programmed on the hour |
| 7v7 | **17** | **17** | 9 | 2 | 4.3 | 1 | 4.3 | |
| 9v9 | **14** | **13** | 6 | 2 | 3.2 | 1.5 | 4.8 | Assumes that 9v9 fixtures are programmed every 90 minutes to allow for 60 mins game, 15 mins half time and 15 mins changeover |
| Youth 11v11 | **21** | **13** | 7 | 1 | 6.7 | 2 | 13.4 | Assumes that 11v11 fixtures are programmed every 120 minutes |
| Adult 11v11 | **30** | **21** | 11 | 1 | 11 | 2 | 21 | |
| Total | **94** | **76** | **38** | | **26** | **8** | **196** | **Hours of play required on 3G AGP per weekend** |

| **Mini Soccer** | |
|---|---|
| **2** | Number of programme hours available (e.g. Saturday 9am - 11am) |
| 3.6 | Number of 3G AGPs required to accommodate all mini fixtures within same time band |
| **0** | Current supply of 3G AGPs - Registered or with the ability to become Registered (and used for fixtures) |
| **3.6** | Additional 3G pitches required to accommodate all mini fixtures within the same time band |

| **Youth 9v9** | |
|---|---|
| **2** | Number of programme hours available (Sat 11am-1 pm) |
| 2.4 | Number of 3G AGPs required to accommodate all 9v9 fixtures within same time band |
| **0** | Current supply of 3G AGPs - Registered or with the ability to become Registered (and used for fixtures) |
| **2.4** | Additional 3G pitches required to accommodate all youth 9v9 fixtures within the same time band |

| **Youth 11v11** | |
|---|---|
| **4** | Number of programme hours available (Sunday 9am - 1 pm) |
| 3.4 | Number of 3G AGPs required to accommodate all youth 11v11 fixtures within same time band |
| **0** | Current supply of 3G AGPs - Registered or with the ability to become Registered (and used for mini fixtures) |
| **3.4** | Additional 3G pitches required to accommodate all youth 11v11fixtures within the same time band |

| **Adult 11v11 Saturday** | |
|---|---|
| **3** | Number of programme hours available (Saturday 1 pm-4pm) |
| 7.0 | Number of 3G AGPs required to accommodate all adult 11v11 fixtures within same time band |
| **0** | Current supply of 3G AGPs - Registered or with the ability to become Registered (and used for fixtures) |
| **7.0** | Additional 3G pitches required to accommodate all youth 11v11fixtures within the same time band |

## SCENARIO TESTING - 3G PITCHES

The greatest sum within the green boxes shows how many AGP's are required to service all affiliated football within the LA.

| Format of the game | Total number of teams | Number of teams playing at peak time | Fixture Equivalents | Matches per full size AGP | Number of match sessions | Duration of session (inc. changeover | Hours of play on 3G AGP | Assumptions |
|---|---|---|---|---|---|---|---|---|
| 5v5 | **5** | **5** | 3 | 4 | 0.6 | 1 | 0.6 | Assumes that 5v5 and 7v7 fixtures are programmed on the hour |
| 7v7 | **7** | **7** | 4 | 2 | 1.8 | 1 | 1.8 | |
| 9v9 | **5** | **5** | 2 | 2 | 1.2 | 1.5 | 1.7 | Assumes that 9v9 fixtures are programmed every 90 minutes to allow for 60 mins game, 15 mins half time and 15 mins changeover |
| Youth 11v11 | **8** | **5** | 3 | 1 | 2.6 | 2 | 5.1 | Assumes that 11v11 fixtures are programmed every 120 minutes |
| Adult 11v11 | **13** | **9** | 5 | 1 | 5 | 2 | 9 | |
| Total | **38** | **31** | **15** | | **11** | **8** | **80** | **Hours of play required on 3G AGP per weekend** |

| **Mini Soccer** | |
|---|---|
| **2** | Number of programme hours available (e.g. Saturday 9am - 11am) |
| 1.5 | Number of 3G AGPs required to accommodate all mini fixtures within same time band |
| **0** | Current supply of 3G AGPs - Registered or with the ability to become Registered (and used for fixtures) |
| **1.5** | Additional 3G pitches required to accommodate all mini fixtures within the same time band |

| **Youth 9v9** | |
|---|---|
| **2** | Number of programme hours available (Sat 11am-1 pm) |
| 0.9 | Number of 3G AGPs required to accommodate all 9v9 fixtures within same time band |
| **0** | Current supply of 3G AGPs - Registered or with the ability to become Registered (and used for fixtures) |
| **0.9** | Additional 3G pitches required to accommodate all youth 9v9 fixtures within the same time band |

| **Youth 11v11** | |
|---|---|
| **4** | Number of programme hours available (Sunday 9am - 1 pm) |
| 1.3 | Number of 3G AGPs required to accommodate all youth 11v11 fixtures within same time band |
| **0** | Current supply of 3G AGPs - Registered or with the ability to become Registered (and used for mini fixtures) |
| **1.3** | Additional 3G pitches required to accommodate all youth 11v11fixtures within the same time band |

| **Adult 11v11 Saturday** | |
|---|---|
| **3** | Number of programme hours available (Saturday 1 pm-4pm) |
| 3.0 | Number of 3G AGPs required to accommodate all adult 11v11 fixtures within same time band |
| **0** | Current supply of 3G AGPs - Registered or with the ability to become Registered (and used for fixtures) |
| **3.0** | Additional 3G pitches required to accommodate all youth 11v11fixtures within the same time band |