

## *IPOS – Sports Ground Usage & Capacity*

The capacity of a sports ground is the maximum level of traffic / usage that the site can sustain without resulting in a major decline in the turf and surface condition that renders the site unsafe or 'unfit for purpose'.

Using data in relation to the number of competition games and training schedules, usage rates are determined on the basis of “**person hours per week**”. A factor is applied to junior activity to allow for the reduced wear impact.

Different sporting codes and venues have different playing field sizes which result in varying wear impacts. The same number of person hours usage will have a higher impact on a smaller playing field. In order to standardise information so that comparison can be made for different sporting codes and venues the measure or ‘**sports ground usage index**’ used to assess sports ground usage is **metres square per person hour per week (m<sup>2</sup>/phr/wk)**

This criteria has been developed as it reflects the number of hours the ground is used, the number of persons using the ground per week and the size of the field. It also provides a standard measure or sports ground usage index that can be compared across sporting codes and for varying sized sports grounds.

Using this information, benchmarks have been set for Low, Medium and High usage rates and the capacity of the sports ground can be evaluated. The factors that directly impact on the capacity of the sports ground include;

<b>Participation Rates</b>	<b>Turf Quality &amp; Condition</b>
No registered teams	Turf species and health
No of participants	Surface quality and stability
<b>Usage Rates</b>	<b>Weather Conditions</b>
Competition games	Temperature
Training schedules	Rainfall
<b>Type of Usage / Sporting Code</b>	
High impact (football / rugby)	
Low impact (cricket / athletics)	

Each factor is given a capacity rating score based on a scale of from 1 - 5 with 1 indicating significant impact on ground condition and 5 indicating little impact on ground condition.

The sports ground capacity analysis is based on validated data. It can be used to compare usage levels and capacity between sports grounds or to determine management strategies for a given venue. All data and reports are stored on the secure IPOS online system that can be accessed anytime, from anywhere.



## IPOS – Sports Ground Usage & Capacity

### Sports Ground Usage / Capacity - Summary

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FROM TO  
 Year:  Year:  Location:

Location	Club Name	Sporting Code Winter	Year	Teams Junior	Teams Senior	Teams Total	Games Junior	Games Senior	Games Total	Total Adj. Person hrs per week	Ground Area (m <sup>2</sup> )	Total m <sup>2</sup> per person hr per week	Usage Rating Description	Total Adj. person hrs per season	Ground Capacity Score	Ground Capacity Rating Description	Details
Aldridge Oval	Aldridge Football Club	Football - Australian Rules	2015	7	4	11	51	39	90	431	14,600	33	High	10,129	12	Low	
Bryce Oval	Bryce Football Club	Football - Australian Rules	2015	7	5	12	53	53	106	509	20,100	39	Medium	12,122	14	Medium	
Mawson Oval	Mawson Football Club	Football - Australian Rules	2015	7	4	11	52	41	93	433	16,700	38	Medium	10,270	14	Medium	
Mitcham Oval	Mitcham Football Club	Football - Australian Rules	2015	4	4	8	28	28	56	333	19,000	57	Low	8,003	18	High	
Moffat Oval	Moffat Football Club	Football - Australian Rules	2015	7	5	12	48	38	86	470	14,500	30	High	11,114	13	Low	
Notting Hill Oval	Notting Hill Football Club	Football - Australian Rules	2015	10	6	16	67	55	122	619	15,000	24	High	14,637	13	Low	

#### Sports Ground Usage Rates ( Person Hr per week ) ( AFL - 16,000 m<sup>2</sup> ) ( Usage Area - 13,000 m<sup>2</sup> )

#### Score Comment

>650	1	Extremely High Usage
360 - 650	2	High Usage
250 - 360	3	Moderate Usage
185 - 250	4	Moderate - Low Usage
< 185	5	Low Usage

#### Sports Ground Usage Rates ( Person Hr per week ) ( Soccer - 8,000 m<sup>2</sup> ) ( Usage Area - 7,000 m<sup>2</sup> )

#### Score Comment

>350	1	Extremely High Usage
200 - 350	2	High Usage
140 - 200	3	Moderate Usage
100 - 140	4	Moderate - Low Usage
< 100	5	Low Usage

#### Ground Usage Rates

#### ( M<sup>2</sup> per Person Hr per week )

#### Score Comment

<20	1	Very High
21 - 35	2	High
36 - 50	3	Moderate
50 - 70	4	Low
> 70	5	Very Low

#### Sports Ground Capacity Total Score Comment

Low Capacity	<13	Sports ground is significantly impacted by use and has little capacity for increased use.
Medium Capacity	13 - 17	Sports ground is impacted by use but it able to cope with current usage. Monitor impacts.
High Capacity	>17	Sports ground has little impact from current use and could cope with increased usage given current conditions.

