



Scheduling Guidelines

Field Procurement

The Director of Field Procurement shall procure fields for the eight game days and the Jamboree. Enough field time shall be procured for the expected teams using 1 hour 15 minute game times for Minors and 1 hour 30 minute game times for Majors and Seniors.

Scheduling

Conferences

Each age division shall be comprised of one or more conferences. The number of conferences is dependent upon the number of teams in an age division. Using the assumption that a majority of regular season games (3) should be intra-conference, a minimum of four teams shall comprise a conference. In the same note, a six team conference is ideal as each team will play the other five teams during the regular season. Using the preceding assumptions, the following criteria shall be used to form conferences:

- 2-7 teams in a division will form 1 conference
- 8, 10, or 12 teams in a division will form 2 equal conferences
- 9 teams in a division will form 2 conferences (5 and 4)
- 11 teams in a division will form 2 conferences (6 and 5)
- 13 teams in a division will form 2 conferences (7 and 6)
- 14 teams in a division will form 2 equal conferences
- 15 or 18 teams in a division will form 3 equal conferences
- 16 teams in a division will form 3 conferences (6, 5, and 5)
- 17 teams in a division will form 3 conferences (6, 6, and 5)
- 19 teams in a division will form 3 conferences (7, 6, and 6)
- 20 teams in a division will form 4 equal conferences

In the event there are 20 or more teams in an age division, the teams will be split into two separate divisions and will advance to their own, separate championship. For example, 24 Major JV teams would be placed as 12 teams in the MJV American and MJV National divisions.

The accompanying attachments include sample conference breakdowns for any number of teams from 4 to 24.

Placement of teams in the conferences has traditionally been by region. Regional and cross-town rivalries have been maintained.

- Bears and Cougars
- Wolves and T-Birds
- Rams and Blazers
- Beavers and Lightning
- Hawks and Sentinels
- Tornados and Climbers

An attempt shall be made to match team make-up of conferences in each age division as it aids in scheduling concessions, ride-sharing, and family attendance of multiple siblings.

Jamboree

The Jamboree format consists of two groups of three teams on the field at once. Each group occupies half of the field. In each group, one team plays offense, one team plays defense, and the other sits out during each play session. The clock runs continuously for the allotted time (suggested 10-12 minutes) and the teams run as many plays as they wish. At the end of a session, there is a break (suggested five minutes) while the offensive team rotates out, the defensive team rotates to offense, and the third team rotates to defense. After all three teams have participated once at offense, defense, and resting, the two groups leave the field and two other groupings take the field.

Should an age division consist of a number of teams that is not a factor of three, the most groupings of three shall be used with the remainder being groupings of two. For example, if there are ten teams, there shall be two groupings of three teams and two groupings of two teams.

The scheduler shall schedule the youngest age divisions early in the day and progress to the oldest age divisions later in the day.

An attempt shall be made to avoid grouping teams that play each other in the first week of the season.

An attempt shall be made to avoid grouping teams that share the same jersey color.

Pairings

The scheduler should use the attached templates for pairing teams for regular season games based on division size and conference make-up.

Game Days

The scheduler shall maximize the usage of the stadium fields the TCYFL rents each weekend. Stadium field time donated to the TCYFL shall be compensated by scheduling all the local teams on their home field on that game day. For example, all of the Beavers teams at each age division shall be scheduled at Tenino Stadium when available. Middle school and high school practice fields should only be used for Minors and as fill-in when not enough stadium fields are available.

The scheduler shall attempt to follow the scheduling requirements of the rented stadiums (i.e. Ingersoll and Tumwater District Stadiums). 50% of the teams participating at these venues shall be local teams.

When possible, all Minor games shall be scheduled at the same venue. Otherwise, a minimum of two Minor games shall be scheduled consecutively due to referee scheduling differences between Minors and Majors/Seniors.

The scheduler shall begin scheduling a game day by placing the Senior Varsity in the latest time slots and working backward to the Major JV and Minors earliest in the day. The scheduler shall be aware of travel times and attempt to schedule the shortest commute for the teams playing the first game at a venue.

The scheduler shall attempt to schedule all of the teams of a franchise at the same venue. As franchises grow larger this will become increasingly difficult and should be of lowest priority.

If natural rivals are placed in the same conference, and conference make-up is maintained at each age division, a rivalry week will emerge from the scheduling. This has typically been held during week 5 of the regular

season. Other options for rivalry week are to schedule those games to coincide with the high school varsity rivalries.

Playoffs

The TCYFL uses a three week playoff structure. Each age division shall fill an eight-team championship bracket using the seeding criteria set forth below.

Playoff weeks shall be scheduled using the same criteria as the regular season games referenced above. However, all five championship games in week 8 shall be scheduled at the same venue.

Within the Championship bracket, the higher seeded team shall be listed on the schedule as the home team.

The TCYFL will make its best effort to pair the two non-winning teams from the semifinal games in each division to play each other the following week on an artificial turf field excluding the Minors Division.

NOTE: Tie games count as one-half win and one-half loss for both clubs.

TO BREAK A TIE WITHIN A CONFERENCE

If, at the end of the regular season, two or more clubs in the same conference finish with identical conference won-lost-tied percentages, the following steps will be taken until a champion is determined.

Two Clubs:

1. Best won-lost-tied percentage in games played within the conference.
2. Head-to-head (best won-lost-tied percentage in games between the clubs).
3. Best combined won-lost-tied percentage of teams beaten (Strength of victory).
4. Coin toss.

Three or More Clubs:

NOTE: If two clubs remain tied after third or other clubs are eliminated during any step, tie breaker reverts to step 1 of the two-club format.

1. Best won-lost-tied percentage in games played within the conference.
2. Head-to-head (best won-lost-tied percentage in games among the clubs).
3. Best combined won-lost-tied percentage of all teams beaten (Strength of victory).
4. Coin toss.

TO BREAK A TIE FOR THE WILD-CARD TEAM

If it is necessary to break ties to determine the Wild-Card clubs from each division, the following steps will be taken.

1. If the tied clubs are from the same conference, apply conference tie breaker.
2. If the tied clubs are from different conferences, apply the following steps.

Two Clubs:

1. Head-to-head, if applicable.
2. Best combined won-lost-tied percentage of teams beaten (Strength of victory).
3. Coin toss.

Three or More Clubs

NOTE: If two clubs remain tied after third or other clubs are eliminated, tie breaker reverts to step 1 of applicable two-club format.

1. Apply conference tie breaker to eliminate all but the highest ranked club in each conference prior to proceeding to step 2. The original seeding within a conference upon application of the conference tie breaker remains the same for all subsequent applications of the procedure that are necessary to identify the Wild-Card participants.
2. Head-to-head sweep. (Applicable only if one club has defeated each of the others or if one club has lost to each of the others.)
3. Best combined won-lost-tied percentage of teams beaten (Strength of victory).
4. Coin toss.

When the first Wild-Card team has been identified, the procedure is repeated to name the second Wild-Card, i.e., eliminate all but the highest-ranked club in each conference prior to proceeding to step 2. In situations where three or more teams from the same conference are involved in the procedure, the original seeding of the teams remains the same for subsequent applications of the tie breaker if the top-ranked team in that conference qualifies for a Wild-Card berth.

OTHER TIE-BREAKING PROCEDURES

Only one club advances to the playoffs in any tie-breaking step. Remaining tied clubs revert to the first step of the applicable conference or Wild-Card tie breakers. As an example, if two clubs remain tied in any tiebreaker step after all other clubs have been eliminated, the procedure reverts to step one of the two-club format to determine the winner. When one club wins the tie breaker, all other clubs revert to step 1 of the applicable two-club or three-club format.

Bye Rule

Certain conditions may require standings to be determined between teams with a differing number of regular season games due to byes or cancellations. In this event, the following criteria will be used for Conference Standings:

- Best won-lost-tied percentage in games played within the conference.
- Head-to-head (best won-lost-tied percentage in games among the clubs).
- Best combined won-lost-tied percentage of teams beaten within conference (Strength of victory).
- Coin toss,

and all Wild Card criteria will be applied to the cumulative won-lost-tied percentage of the first X games played by each team being considered, where **X** is the least amount of regular season games played by the teams being considered.

For example, teams Red and White played 5 regular season games, but team Blue played 4 regular season games because of a Bye/Cancellation. The appropriate standings criteria would be calculated based on the first 4 regular season games played by each team.

Any tie-breaker that proceeds to a coin toss, and would result in the loser being eliminated from the championship bracket, will instead be decided by a Kansas City Tie-Breaker per the TCYFL rules governing such tie-breakers.

Division Standings (Playoff Seeding)

Each age division with five or more teams will fill a three-week championship bracket. An age division with three or four teams will fill a two-week championship bracket. Seeding for the championship bracket differs depending on the number of conferences in the age division.

1 conference age division:

- Every team is seeded in the championship bracket.
- Seeding will be determined by ranking the win-loss-tied percentages of the conference.

2 conference age division:

- Top four teams in each conference are seeded in the championship bracket.
- Conference standings ranked by intra-conference win-loss-tied percentage and applicable tiebreakers.
- Brackets will have cross-conference pairings in first round of playoffs (e.g. West #1 vs. East #4, East #2 vs. West #3, etc.).

3 conference age division:

- Top two teams from each conference and two wild cards are seeded in the championship bracket.
- Conference standings ranked by intra-conference win-loss-tied percentage and applicable tiebreakers.
- Wild cards will be determined by ranking the best win-loss-tied percentage in all games and applicable tiebreakers.
- Brackets will be seeded by ranking the best win-loss-tied percentage in all games and applicable tiebreakers of the three conference champions for seeds one through three. The remaining teams will be ranked by best win-loss-tied percentage in all games and applicable tiebreakers for the remaining seeds.

4 conference age division:

- Top team from each conference and four wild cards are seeded in the championship bracket.
- Conference standings ranked by intra-conference win-loss-tied percentage and applicable tiebreakers.
- Wild cards will be determined by ranking the best win-loss-tied percentage in all games and applicable tiebreakers.
- Brackets will be seeded by ranking the best win-loss-tied percentage in all games and applicable tiebreakers of the four conference champions for seeds one through four. The remaining teams will be ranked by best win-loss-tied percentage in all games and applicable tiebreakers for the remaining seeds.

Attachments:

Sample Jamboree Schedule

Sample conferences

Sample schedule pairings

Sample weekly schedule

Sample playoff brackets