

### **Tiered Schedule Explanation**

PSSA plays a 16 game schedule in the Spring season for all divisions except A/B. That number does not change with the number of teams in a division, so we have to decide on how to handle the extra games beyond full round robins within a division. Tiered schedules are built to keep a balanced schedule for teams competing for the GSWS bid while having all 16 games count in the standings.

Beyond tiered scheduling, two other options exist. We can either play the extra games as exhibitions that do not count in standings or we can accept an unbalanced schedule. The board has opted to implement tiered scheduling to avoid those two. The following outlines what all three look like in a real world setting using two teams in this year's 14 team D division as a hypothetical example:

#### **Unbalanced Scheduling - All Games Count**

<b>Game</b>	<b>Demons - 1st Place</b>	<b>Texas Tea - 2nd Place</b>
Games 1 to 13	Full Round Robin playing all teams	Full Round Robin playing all teams
Game 14 - Randomly assigned	Thunder Kats - 10th	Crew - 3rd
Game 15 - Randomly assigned	Kiki - 8th	Heartbreakers - 5th
Game 16 - Randomly assigned	Woofpack - 12th	Oso Sexy - 4th

In this scenario, Texas Tea winds up with a randomly selected set of opponents that is much more difficult than what Demons would face. Yet they are playing for the same GSWS bid with that unbalanced schedule. This is not ideal.

#### **Exhibition Game Scheduling - Only games in a full round robin count, 3 games that do not count are needed**

<b>Game</b>	<b>Demons - 1st Place</b>	<b>Texas Tea - 2nd Place</b>
Games 1 to 13	Full Round Robin playing all teams	Full Round Robin playing all teams
Game 14 - Exhibition	Thunder Kats - 10th	Crew - 3rd
Game 15 - Exhibition	Kiki - 8th	Heartbreakers - 5th
Game 16 - Exhibition	Woofpack - 12th	Oso Sexy - 4th

In this scenario, the schedule is balanced because only the round robin games count in the standings. However, you wind up playing 3 games that don't count. In the 10 team E division projected for this season, the number of exhibition games would grow. They would have 9 games that count and 7 exhibition games. We have done this in the past and teams did not like that many games that don't count.

**Tiered Scheduling - All games count, teams are broken into tiers for games outside of full round robins**

<b>Game</b>	<b>Demons - 1st Place</b>	<b>Texas Tea - 2nd Place</b>
Games 1 to 13	Full Round Robin playing all teams	Full Round Robin playing all teams
Game 14 - Tier 1	Oso Sexy - 4th	Crew - 3rd
Game 15 - Tier 1	Texas Tea - 2nd	Demons - 1st
Game 16 - Tier 1	Crew - 3rd	Oso Sexy - 4th

In this scenario, we basically pick up where the ones above leave off after the round robins. In those scenarios, you would either have games that don't count (so the GSWS bid would already be determined) or you would have an unbalanced schedule (with 3 games left to determine the bid). For this one, tiers would pick up at this point in groups of 4 or more to schedule the remaining 3 games. The 4 teams with the best record would be placed in tier 1, with ties broken based on the tiebreakers in the Competitive Division rules. The next 4 in tier 2 and the remainder in tier 3 (anyone outside of tier 1 is eliminated from GSWS contention for the regular season, but most likely those teams already were mathematically eliminated from contention by this stage anyway). This makes the schedule for everyone in tier 1 balanced and allows all games to count as we determine the GSWS bid for the season. Each team will have played a full round robin of the D division then a full round robin of the teams in tier 1.