Website

https://wflysl.com

This format indicates a [Button] on the website.

Document Audience

League Officers, Club Coordinators, Coaches

Terminology

Bracket: An age/gender/subdivision grouping, such as U13BoysSouth or U18GirlsA.

League Parameters

The following decisions are set by the League in preparation for each season, and they all apply during the initial schedule generation:

- Which brackets will play on which nights — See [Play Nights]
- Minimum number of teams in a bracket — (5)
- # games per team, with half of them being home — (10)
- Initial maximum number of games per week, per team. — (2)
- Schedule blackout dates — (holidays, etc.)
- Start of Play — (June 1)
- End of Regular Play — (July 31)
- End of Extended Play — (August 6)

These can be violated in the course of a manual reschedule, because both coaches must agree to any schedule change.

Adding Authorized Club Coordinators

Every club registered in WFLYSL must identify at least one Coordinator. Every person wishing to be one must request that role: [Add Club Coordinator]

He/she will verify the provided email address, and then authorization can come from any already-approved coordinator from the same club, or if there are no others, then from a league officer.

Once authorized, a coordinator will be invited to set his/her individual site password which will be used to get access to the site's club functions:

- **Enroll My Club Teams** — Manage club's teams, home fields, and team blackouts.
- **Team Blackouts** — manage any blackout dates needed for individual teams.
- **Manage My Fields** — Add/modify fields owned by that club (if needed).
- **Request to Post News** — submit a news item (to be reviewed by League).

Functions Not Included

The following things are not managed by our website at this time:

- **Individual** player registration (proof of age and identity) [GotSport]
- Assignment of players onto teams [GotSport]

Pre-Season Workflows

One or more coordinators for each club must provide the following information according to the deadlines set on the league calendar. [The buttons shaded in deep-blue will only be seen in the website during the pre-season.]

Establish Fields associated with this club

- Use [List All Fields] to see which ones we already know about.
- Use [Manage My Fields] to modify (or add) a new field.

Enroll My Club Teams

- Use [Enroll My Club Teams]
- Select all teams that will represent your club (by age bracket, gender, and division)
- For each team, choose a field you control to be its designated home field.
- Each team may have one or more blackout dates (dates where this team should not be scheduled to play)

Bracketing Meeting

The enrolled brackets are seen via the [List All Brackets] button.

During the pre-season bracketing meeting, the Board may re-assign teams to a different bracket. This is typically only done for competitive balance reasons.

The Scheduling Process

Once all the clubs have entered their information, the Scheduling person can generate a complete schedule between the **Start of Play** and **End of Regular Play** dates, while obeying all of the constraints indicated above.

(The days between **End of Regular Play** and **End of Extended Play** are reserved for games that need to be rescheduled late in the season.)

The initial schedule is visible on the website according to the League Calendar.

New behavior: In the past, Preliminary Schedules were posted, then there was a 1-2 week period where changes were requested in the background, and then Final Schedules were ultimately posted. **Now**, once the initial schedule is posted, all changes become visible as soon as they are processed. This will help everyone be informed as to current conditions as they are considering new game changes.

During the brief "manual rescheduling period" prior to the start of the season, game changes can be requested.

Game Change Requests (GCRs)

Coaches or other staff can enter a [Game Change Request], where they will indicate which detail(s) they wish to change.

The online form allows for the change to be checked against the current constraints. If everything passes, AND both coaches have agreed to the change, then the GCR is queued up for the scheduler to look at.

Whoever requests a game change MUST get agreement from the coaches of both teams affected, and attest to that as part of the request.

> Note: conditions can change between the time of the request and the time it is processed. All requests are processed in first-come, first-serve order. For instance, a field might be available when you make your request, but by the time it's processed, someone else could have taken that field slot, which makes your change unworkable.

The Game Change process is the same, whether in the pre-season or once the season has started. The only difference is whether or not fines are assessed.

Viewing the Schedule

The schedule currently in place is available using the **Schedule** link in the site header. One can view:

- the entire schedule
- games on a certain date
- games on a certain field
- games involving a certain team

Any game that has changed since the initial schedule is clearly marked with a circled Δ and the date it was last changed. (If a game was changed more than once, you will only see the date of the latest change.)

Seasonal Workflow

All registered fields (including a map) are listed via [List All Fields].

Driving distances to and from all fields are seen by using [Show Distances]

Viewing Daily Game Status

Each day, the site automatically starts out as TBD status, and if nothing is done to override it before 4:00 PM, changes to NORMAL automatically.

If inclement weather, air quality, or some other factors cause a different game status to apply, someone from the League Board will make that change prior to 4pm, and it will be evident on the website.

Reporting Game Results

After every game, the home coach is expected to immediately report the result. Use **Report** in the site header. You'll only need the league PIN to report a game result. It remains 2238 (same as past years) and will be remembered for awhile in a browser "cookie", so you won't have to enter it every time.

Then you identify which game by its game number. Then you have two options:

1. Enter the scores, indicating a completed game (or one that reached half-time, which is considered "completed").
2. Mark as Suspended, meaning either it did not start, or it did not reach half-time, and therefore needs to be made up.
3. Depending on circumstances, the league board can reclassify any suspended game as:
    a. a **forfeit** (in favor of one team or the other)
    b. a **canceled** game (meaning it will not be played, but will count as a game for both teams). This will affect PPG and therefore standings of both teams.
    c. Leave-as-is (**suspended).** Game will not be played. League will not do this if it benefits either team in the standings.

Viewing Standings

Use **Standings** in the site header, to view standings in all brackets. Key columns:

Pts	Team points (win=3, tie=1, loss=0, canceled=0)
PPG	Points per game (first decider of rank. If two teams have the same PPG, head-to-head results break the tie.)
Pts	Team points (win=3, tie=1, loss=0, canceled=0)
G	Number of games affecting standings (sum of next four)
W-L-T-C	# Wins, Losses, Ties, Cancellations
GD3	Goal differential, max 3 per game (next tiebreaker after PPG & head-to-head)
GF	Goals For – does not affect standings
GA	Goals Against (last tiebreaker)

Any tiebreakers that apply are explained under each standings table.

Games which are suspended for any reason are expected to be rescheduled. When they are not, the league can reclassify them as forfeits, or cancellations, or leave them alone. Forfeits and Cancellations do affect the standings.

To drill down within a specific bracket, choose Team-By-Team Results above each standings table. Here you can choose any team in the bracket and see its game-by-game results.