Leagues
Definitions, Structure, and Set-up in FTC Scoring

FIRST
TECH CHALLENGE
League Creation

Introduction

- Important Note: League setup MUST be done in the cloud-based FIRST Tech Challenge Scoring (FTC) by a PDP/admin including adding teams, parent/child leagues.
- Leagues should no longer be created in the downloadable FTC Live software.
- There are three league structure options for FIRST Tech Challenge.
- League data has been centralized in the FTC Scoring system so terminology has been standardized.
League Definitions

League Relationships

• **Parent League or League** - A group/association of teams in a specific geographic location. This group of teams competes in meets, and then a league tournament. Each league tournament is associated with exactly one league. All teams that compete at a league tournament must be members of one (parent) league.

• **Child League** - An optional subset of a league (the “parent” league) that compete together before joining the rest of the parent league’s teams at the league tournament. All teams in a child league are also members of the parent league. This structure exists for regions that run large league tournaments and wish to divide teams up to help organize meets.
League Definitions

League Relationships

- Parent League
  - Child League 1
  - Child League 2
  - Child League 3
League Definitions

Types of Events

• **League Meet** - Meet is a one-field competition that uses the same field and game elements as other FIRST Tech Challenge tournaments. However, for a league meet, the event is abbreviated, and only includes qualification matches (but no judging sessions, awards or elimination matches). Results carry forward to future meets and the league tournament.

• **League Tournament** - The final event in league play. Each league tournament is associated with exactly one parent league. Team rankings incorporate performance in matches from league meets. League tournaments include judging and awards. Teams advance from a league tournament to a super qualifier or regional championship.
League Structures
Definitions and Examples
League Structures

Stand-alone leagues

- Regions that run single-league events and league tournaments with no inter-league play.
League Structure

Inter-League Model

• Regions that run leagues where multiple leagues may have been present at a single event, for example, inter-league tournaments (ILTs) or other inter-league play.
League Structure

Inter-League Model

• This model follows the standalone league model until the league tournament, where multiple leagues play in the same league tournament.

• In this model, the leagues are usually isolated until the ILT, but some variants may exist where teams play in meets with teams from other leagues.

• To enter this format into the system, first create a league (parent) that includes all teams that will play at a single ILT.

• Then, you can create a child-league to split the teams into the same groupings as you would have previously.
League Structure – Inter-League Model

How to Create an Inter-League: Add all teams to a parent league, then add teams to child leagues.

Meets for child League 1

Meets for child League 2

Meets for child League 3
League Structure – Inter-League Model

Inter-League Tournament Structure
League Structure

Metro League Model

- In this model, league inter-play is very common. Teams may play in any meet, and data is aggregated from the various meets at the League Tournament. Teams or events may be grouped into multiple child leagues but can play in any meets.
League Structure

Metro League Model

- Create one (parent) league and add all teams participating and all the meets.
- You may create child-leagues, if desired.
- Ensure that no team plays in a meet associated with a different parent league.
- It is OK if they play with a different child league, but not a different parent league.
League Structure – Metro League Model

How to Create an Metro League: Add all teams to a parent league. Teams play at different meets within the parent league.
League Structure – Metro League Model

Metro League Tournament Structure
Create a League

Login

1. Log in to the FTC Scoring system with your FIRST dashboard login.

2. Your main Region page has a list of options: Events, Teams, Leagues, Sponsors and Users. To set up a league go to Leagues, then Create League.
Create a League

1. Specify a unique League Code, following the same rules as event codes (all lowercase letters and numbers and underscores, no whitespace, preferably one word).

2. Specify the League Name and the Location (region).

3. Select "Create League."
Create a League

Add/Edit Teams for the (Parent) League

1. From the League's dashboard, select "Teams"
2. Select "Edit Team List"
Create a League

Add/Edit Teams for the (Parent) League

3. Add the teams to the (Parent) League
Configure League Events

Associate Events & Leagues

1. From the Region homepage, select an event to configure.
Configure League Events

Associate Events & Leagues

2. Select “Manage Event.”
Configure League Events

Associate Events & Leagues

3. Select the “Event Configuration” button.
Configure League Events

Associate Events & Leagues

5. From the drop-down, select the League (or Child League) to associate with this event.

6. Click "Save"
1. From the League's dashboard, select “Events” to access individual league events.
Create a League

Add/Edit Teams to a League Event

3. Select the event to edit.
Setup League Event

Add/Edit Teams to a League Event

4. Select “Manage Event.”
Setup League Event

Add/Edit Teams to a League Event

5. Select the “Add/Edit Teams” button.
Setup League Event

Add/Edit Teams to a League Event

6. Enter teams for the league event.

7. Press back to enter teams for another event.
Create a Child League

Add/Edit Teams for the Child League

Enter the child league information.

League Code:
child

League Name:
Child

Location:
ChildNH

Create League
Create a Child League

Add/Edit Teams for the Child League

Select “Teams” then “Edit Team List.”
FAQ

• Can I add/remove teams to an event on the day of an event through the Traditional Scoring System, FTC Live?
Yes! The online FTC Scoring System will be updated to reflect that change when internet is available. If the team needs to be added to a league, that will need to be done manually afterwards in the online FTC Scoring System.

• How do I import previous meet results into the traditional system, FTC Live?
This happens automatically when you import the event ("Play Event Locally") into the traditional, FTC Live system.

• When should I import an event into the Traditional Scoring System, FTC Live?
We recommend no earlier than 3 days before your event. For League Tournaments, make sure all previous meets are completed & published. Any changes made in the online FTC Scoring System after the import will not be reflected in the traditional Scoring System, FTC Live.

• How do I upload meet results if I have no internet at my event?
If possible, upload them once you get home and have internet. If you will not have access to the computer, download the archive (just like previous years) to a portable storage device, then import it into a copy of the traditional Scoring System, FTC Live running on a home computer and upload from there. As a last resort you can send it to FIRST through other means (email, github) and we can upload it for you.
Guidelines for Leagues

Remote and Traditional

- A parent or child league should have a determined style of play for meets.
- Remote leagues should continue to be remote for the duration of the season.
- Traditional leagues should continue to meet in person for the duration of the season.