

# 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 must be created before league events can be submitted and approved.
- Leagues must either be a “remote league” with all remote events or an “in-person league” with hybrid or traditional event styles.
- 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.

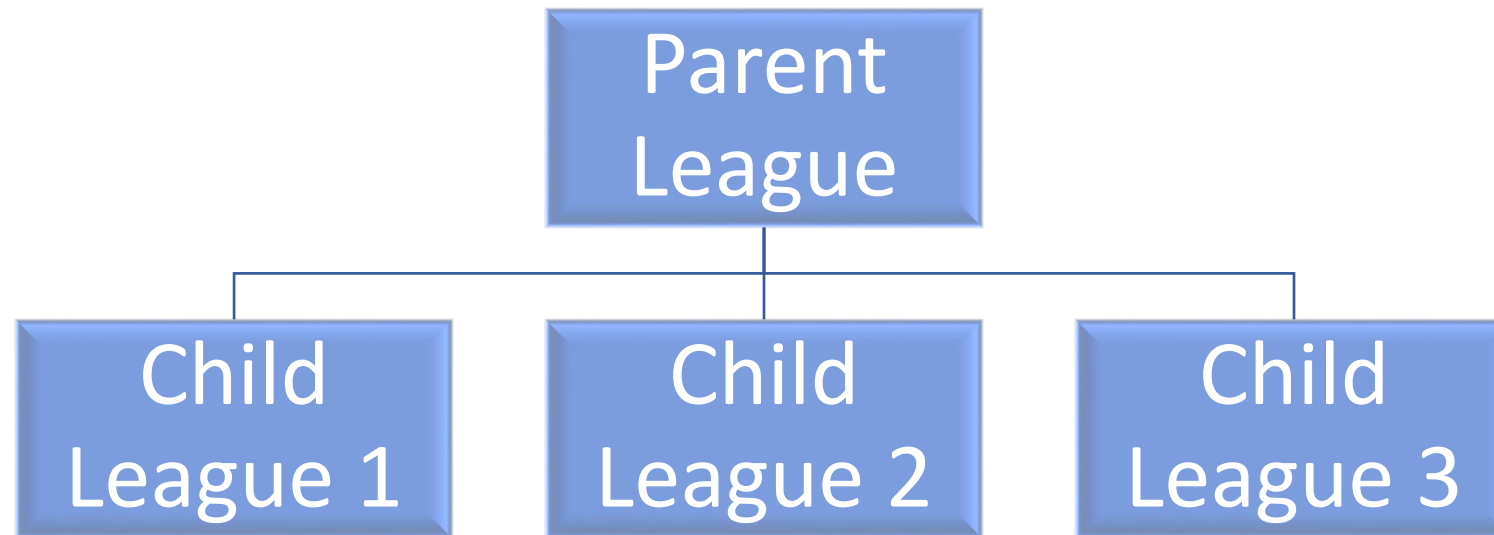
# League Definitions

## *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*



# 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

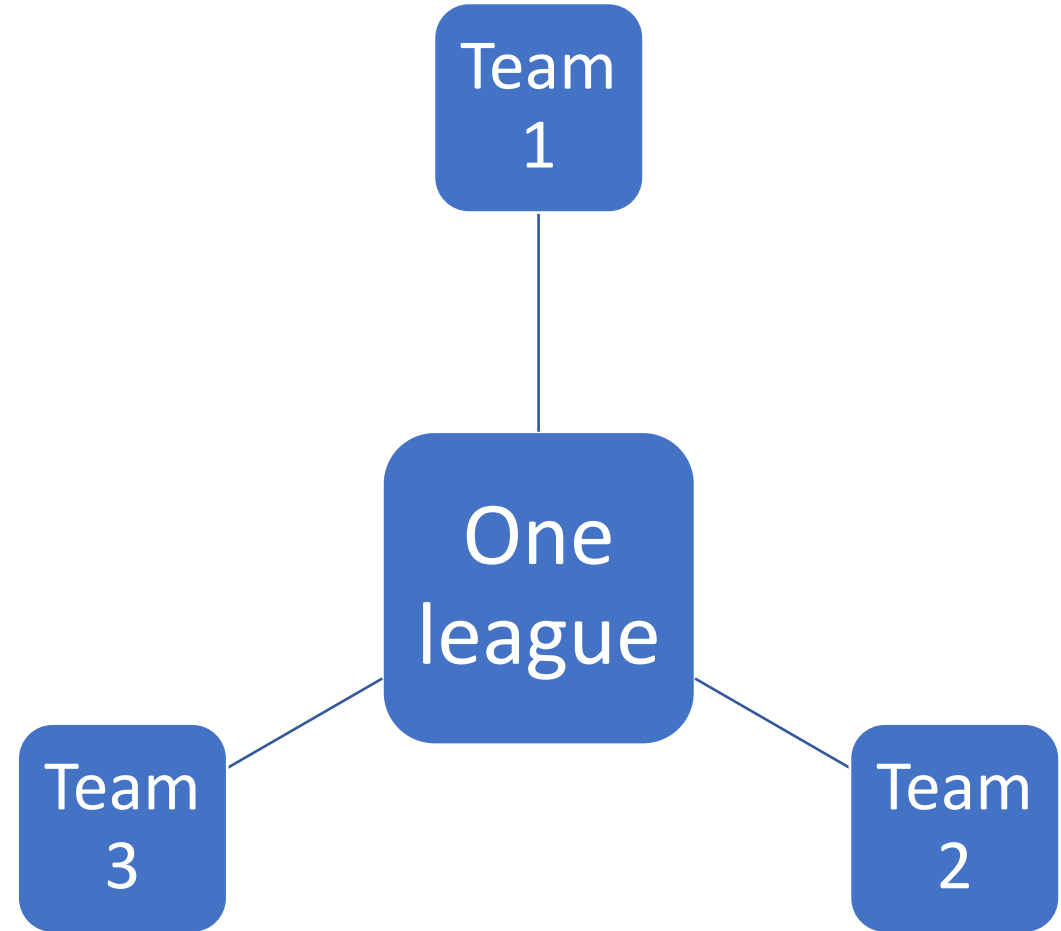


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# League Structures

## *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

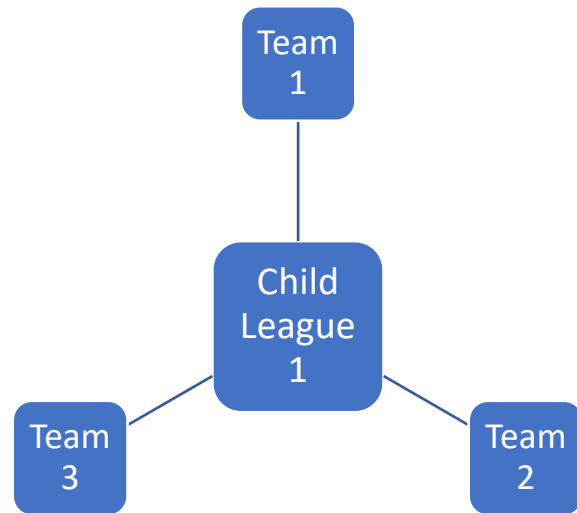
## *Inter-League Model*

- 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.

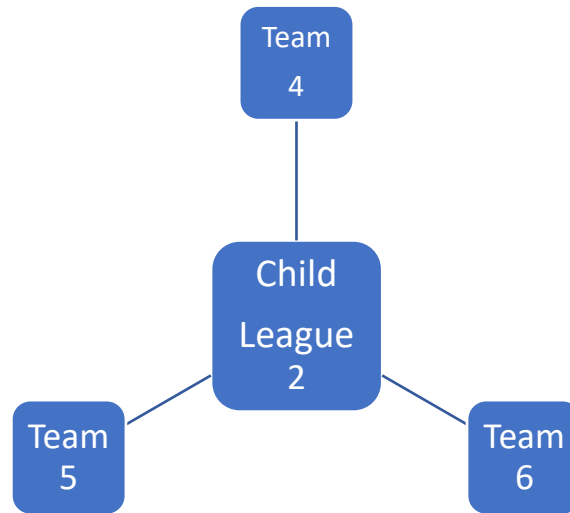


# League Structure – Inter-League Model

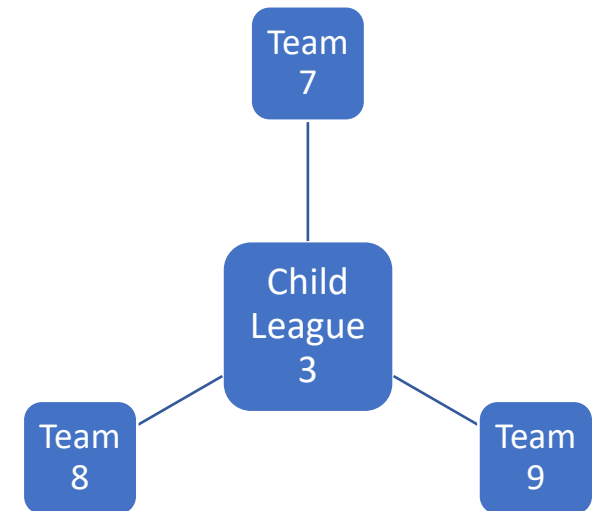
*How to Create an Inter-League: Add all teams to a parent league, then add teams to child leagues.*



Meets for child  
League 1



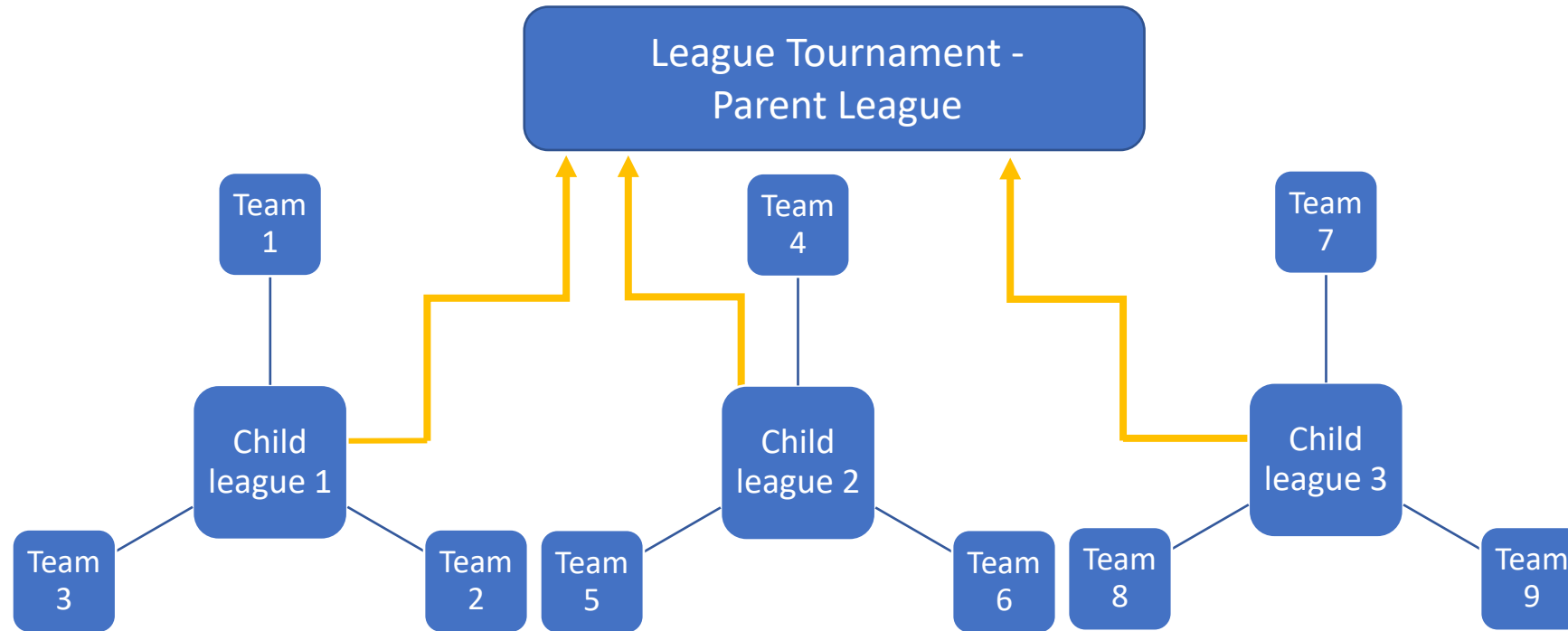
Meets for child  
League 2



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

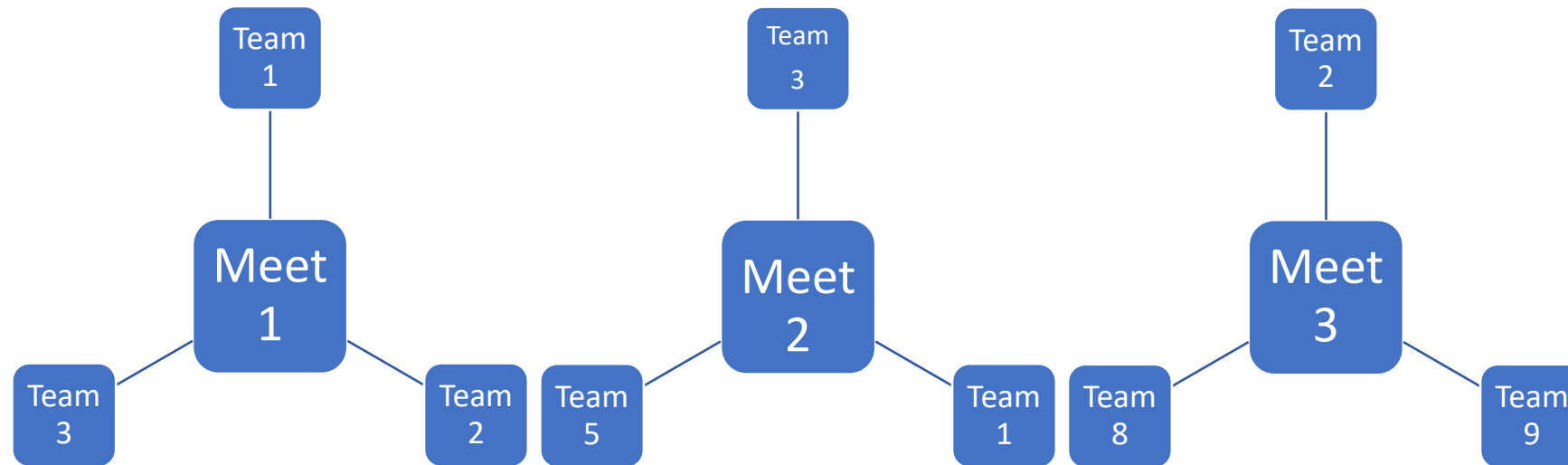
## *Metro League Model*

- 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.



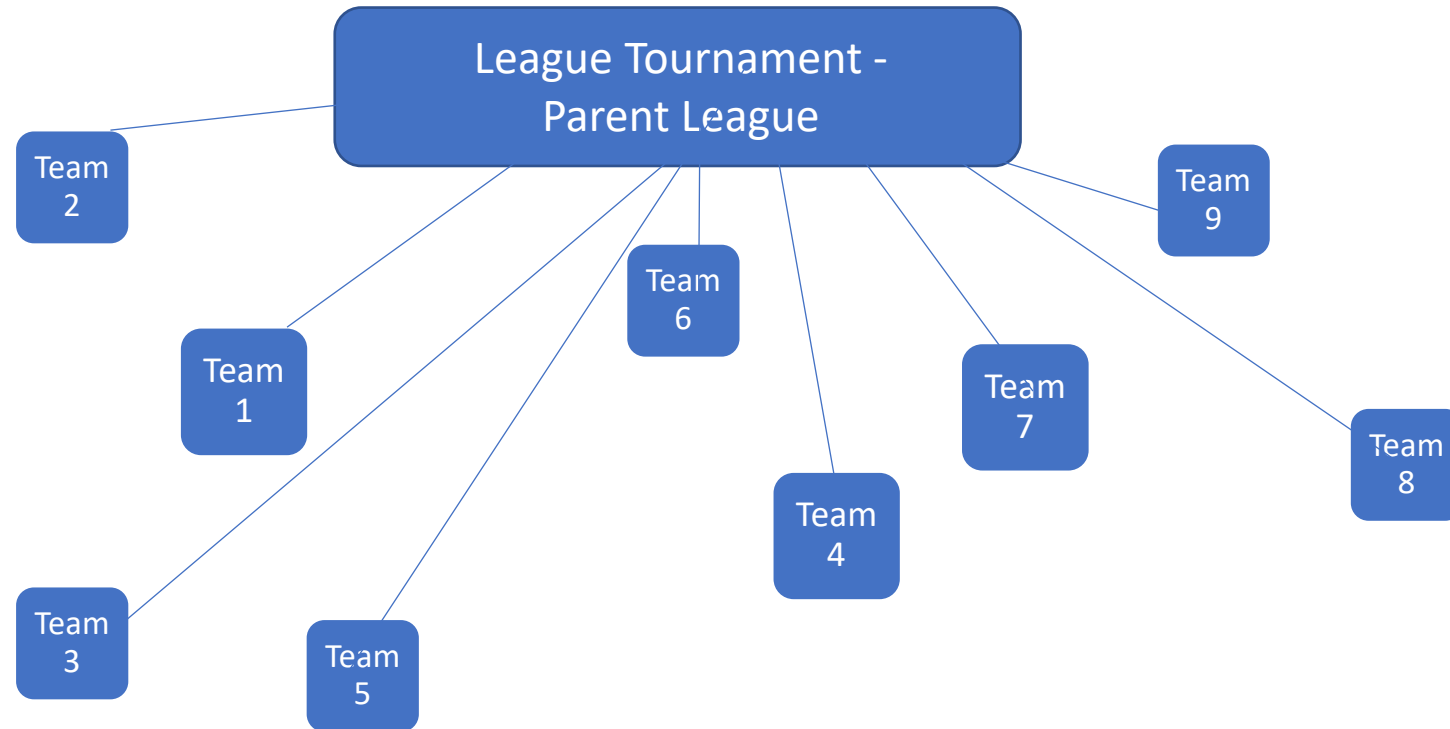
# League Structure – Metro League Model

**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





# League Creation in FTC Scoring



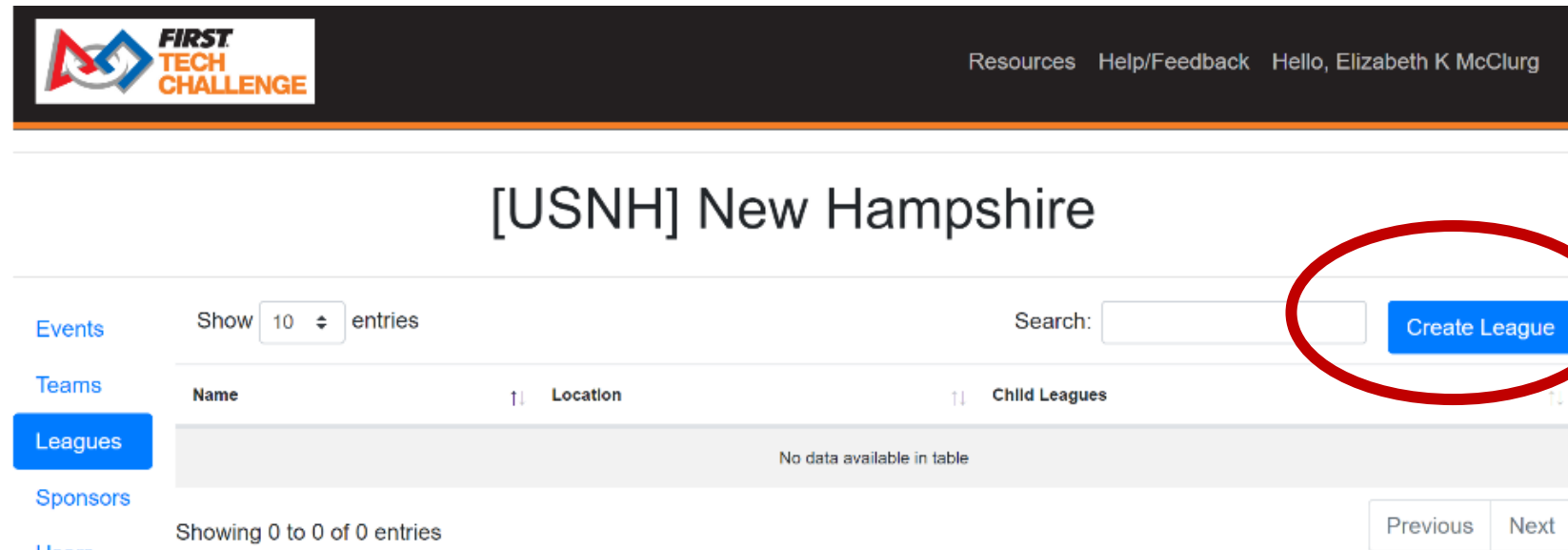
**FIRST**  
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# Create a League

## Login

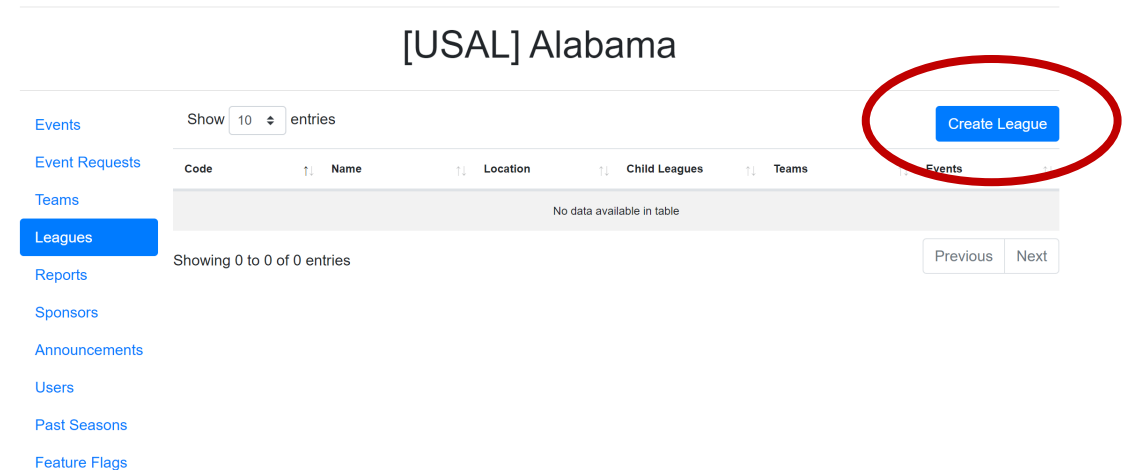
1. Log in to the [FTC Scoring](#) system with your *FIRST* dashboard login.
2. Your main Region page has a list of options: Events, Teams, Leagues, Sponsors and Users. To set up a league go to Leagues, then Create League.



The screenshot shows the FIRST Tech Challenge dashboard for the [USNH] New Hampshire region. The top navigation bar includes the FIRST Tech Challenge logo, a search bar, and links for Resources, Help/Feedback, and a user greeting. The main content area features a sidebar with navigation options: Events, Teams, Leagues (highlighted), Sponsors, and Users. The main panel displays a table for Leagues, which is currently empty, showing 'No data available in table'. A 'Create League' button is located in the top right corner of the main panel, circled in red. The table headers include Name, Location, and Child Leagues. The bottom of the page shows pagination controls for 'Showing 0 to 0 of 0 entries' with Previous and Next buttons.

# Create Leagues in FTC Scoring

- Only a PDP(regional admin) or regional manager can create leagues for the region.
- Once the leagues are created, a PDP or Event Request Manager can request league events and associate them with a league(s).
  - League event requests can be done before league creation but cannot be submitted until leagues are created and associated.



# Create Leagues in FTC Scoring

## *League Event Style*

- Leagues must either be a “remote league” with all remote events or an “in-person league” with hybrid or traditional event styles.
- Child leagues (optional) must match the parent league style.

League Style

New for POWERPLAY!


Leagues are now either "traditional" or "remote". Remote and traditional rankings are no longer compatible. Leagues of different styles will not share rankings. For example, matches from a remote meet will not contribute towards a team's ranking at a traditional or hybrid league tournament.

- **Traditional League:** Can only have traditional meets. Can have a traditional or hybrid league tournament.
- **Remote League:** Can only have remote meets. Can only have a remote league tournament.
- **Child Leagues:** Must match the style of their parent.

OK

# Create Leagues in FTC Scoring

- Important changes have been made to league code convention in order to maintain consistency across league codes and associated event codes.

English ▾ Resources Help/Feedback Hello, Elizabeth K McClurg

[<< Back](#)

## New League

League Code  
Recommended 2 characters. Max of 4 characters. Capital letters or numbers only. [More Info](#)

League Name:

Location:


Style: [New! More Info](#)

Create League



# Create a League

1. Specify a unique League Code, (four characters).
2. Specify the League Name and the Location (region).
3. Select the league's event style for the season. This cannot be changed.
4. Select "Create League."

English ▾ Resources Help/Feedback Hello, Elizabeth K McClurg

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New League

League Code

*Recommended 2 characters. Max of 4 characters. Capital letters or numbers only. [More Info](#)*

NL

League Name:

New league

Location:

Mobile

Style:

[New! More Info](#)

Traditional ▾

Create League

# League Creation

## *Next steps*

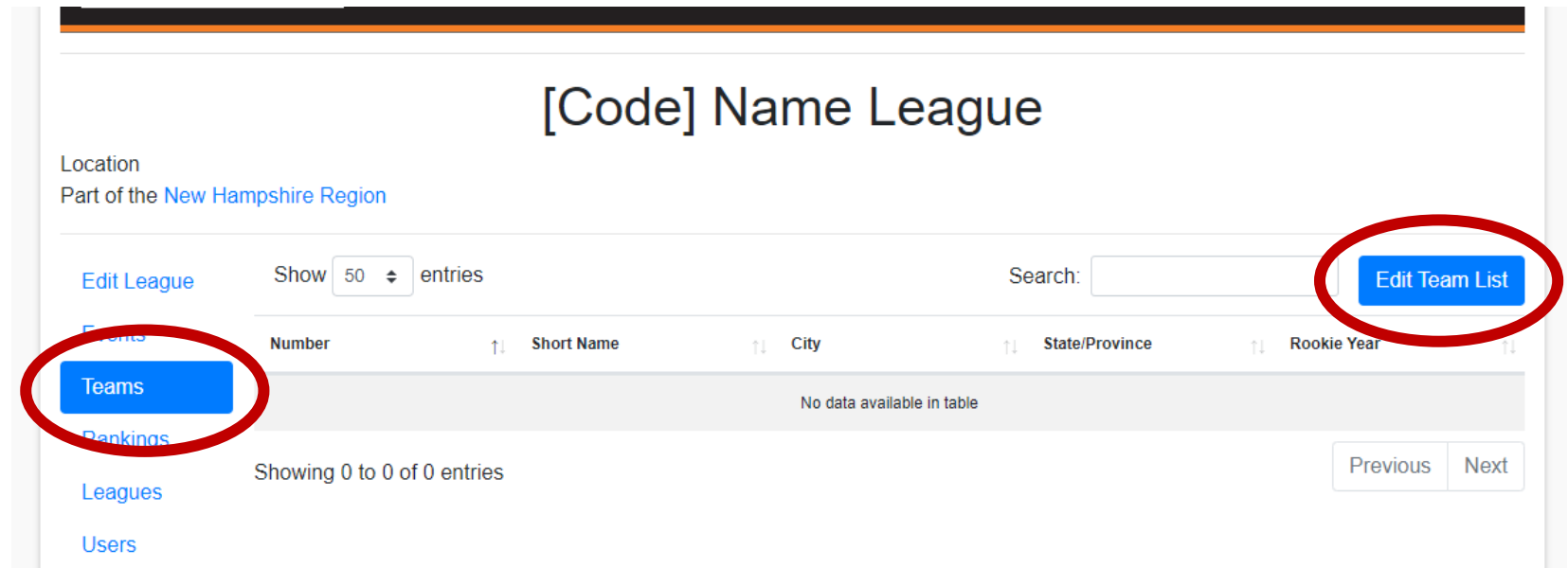
- Once you have pressed “Create League” you have two options:
    - Continue to adding teams and other league inputs.
- OR
- Go to “Event Requests” to create events for the league.



# Create a League

## Add/Edit Teams for the (Parent) League

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




The screenshot displays the League dashboard for a league named "[Code] Name League". The location is listed as "Part of the New Hampshire Region". The interface includes a sidebar with links for "Edit League", "Teams", "Rankings", "Leagues", and "Users". The "Teams" link is circled in red. The main content area shows a table with columns: "Number", "Short Name", "City", "State/Province", and "Rookie Year". The table is currently empty, displaying "No data available in table". A search bar and a button labeled "Edit Team List" (also circled in red) are located at the top right of the table area. The bottom of the page shows "Showing 0 to 0 of 0 entries" and "Previous" and "Next" navigation buttons.

# Create a League

## Add/Edit Teams for the (Parent) League

3. Add the teams to the (Parent) League

 CHALLENGE

[<< Back](#)

Adding to League (Code)  
Name League

Find by State/Province

From Region

Add Individually

Done

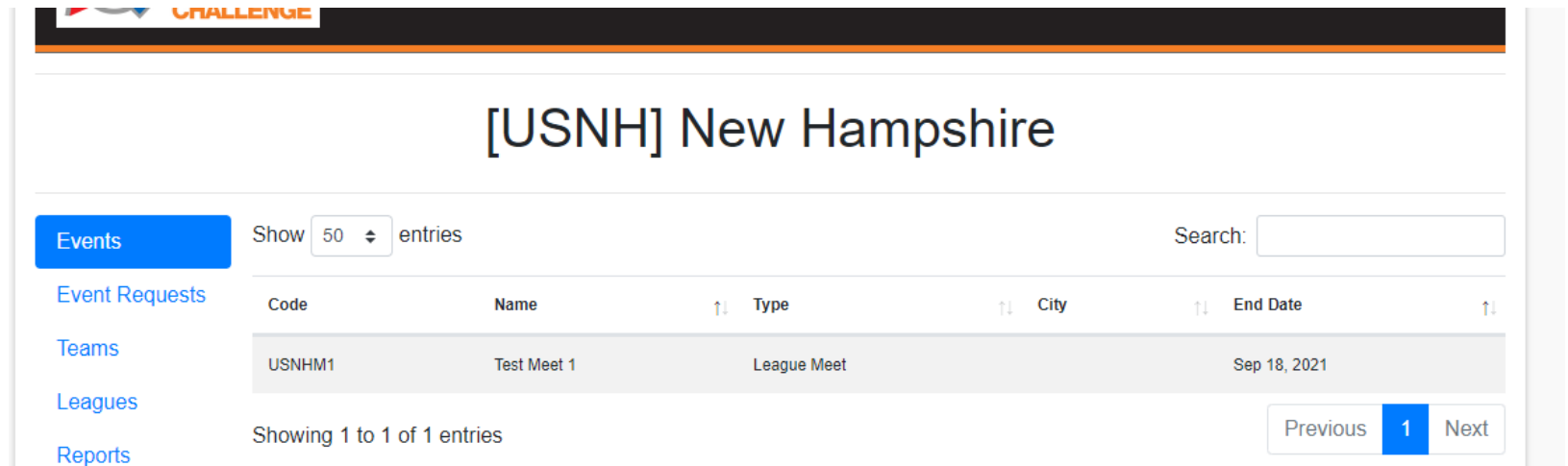
	↑↓ Number	↑↓ Short Name	↑↓ City	↑↓ State/Province	↑↓ Country	↑↓ Rookie Year
<input type="checkbox"/>	7078	Ov3r1y K0mp13x	Dunbarton	NH	USA	2013
<input type="checkbox"/>	7135	Hornets	Andover	NH	USA	2013
<input type="checkbox"/>	7804	Tie Fighters	Dover	NH	USA	2013
<input type="checkbox"/>	8888	Infinity Factor	Hollis	NH	USA	2014



# Configure League Events

## Associate Events & Leagues

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



The screenshot shows the 'CHALLENGE' header at the top. Below it, the region name '[USNH] New Hampshire' is displayed. On the left, a sidebar contains navigation links: 'Events' (highlighted in blue), 'Event Requests', 'Teams', 'Leagues', and 'Reports'. The main content area shows a table of events. The table has columns for 'Code', 'Name', 'Type', 'City', and 'End Date'. A single entry is visible: 'USNHM1', 'Test Meet 1', 'League Meet', and 'Sep 18, 2021'. Above the table, there is a 'Show 50 entries' dropdown and a 'Search:' input field. Below the table, it says 'Showing 1 to 1 of 1 entries' and a pagination bar with 'Previous', '1' (highlighted), and 'Next'.

Code	Name	Type	City	End Date
USNHM1	Test Meet 1	League Meet		Sep 18, 2021

# Configure League Events

## Associate Events & Leagues

2. Select  
“Manage  
” Event.

### [USNHLM1] USNH Test League Meet 1 League Meet

2020-09-17  
Test Arena  
1234 test Dr  
USNH Test City 7, Test State USNH, Test  
Part of the [New Hampshire Region](#)

- [Manage Event](#)
- [Match List](#)
- [Rankings](#)

# Configure League Events

## Associate Events & Leagues

3. Select the “Event Configuration” button.

[<< Back to Event Home](#)

### USNHLM1 Dashboard

#### USNH Test League Meet 1

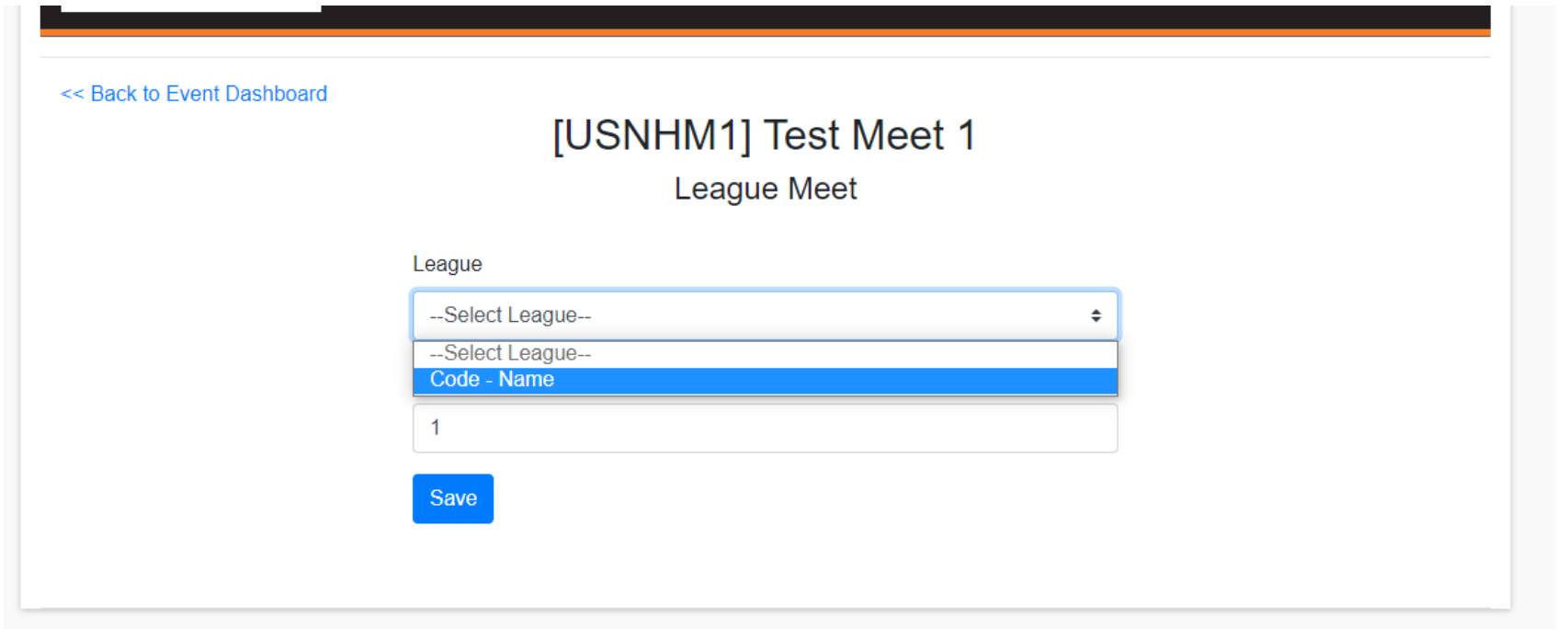
League Meet

Step	Action	Status
1	Event Users	Optional
2	Event Configuration	Incomplete
3	Add/Edit Teams	0 Teams added
4	Add/Edit Event Sponsors	0 Sponsors added
6	Play Event Locally	Optional
7	Publish Event Results	Incomplete

# 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"



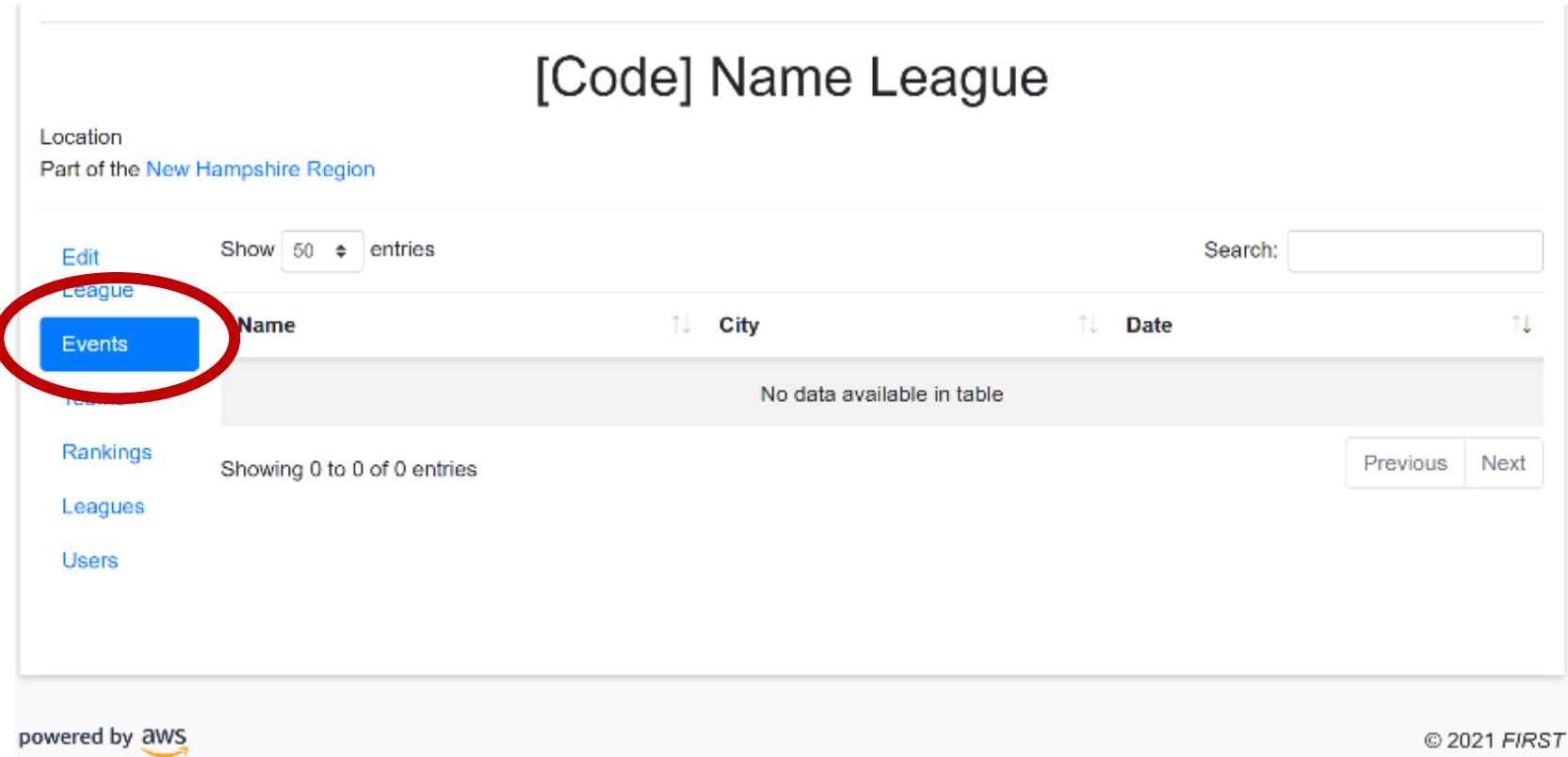
The screenshot displays a web interface for configuring league events. At the top left, there is a link labeled "<< Back to Event Dashboard". The main heading is "[USNHM1] Test Meet 1", with the subtitle "League Meet" below it. A label "League" is positioned above a dropdown menu. The dropdown menu is open, showing a list of options: "--Select League--", "--Select League--", and "Code - Name". The "Code - Name" option is highlighted in blue. Below the dropdown menu, the number "1" is entered in a text field. At the bottom of the form, there is a blue button labeled "Save".



# Setup League Event

## Add/Edit Teams to a League Event

1. From the League's dashboard, select "Events" to access individual league events.




The screenshot shows the 'League Event' setup interface. The title is '[Code] Name League'. Below the title, the location is set to 'Part of the New Hampshire Region'. The left sidebar contains links for 'Edit League', 'Events', 'Rankings', 'Leagues', and 'Users'. The 'Events' link is highlighted with a red circle. The main content area shows a table with columns 'Name', 'City', and 'Date'. The table is currently empty, displaying 'No data available in table'. The bottom of the page features the 'powered by AWS' logo and the copyright notice '© 2021 FIRST'.

# Create a League

## Add/Edit Teams to a League Event

3. Select the event to edit.

Resources Help/Feedback Hello, Elizabeth K McClurg

### [USNH] New Hampshire

**Events**  
Teams  
Leagues  
Sponsors  
Users

Show 50 entries

Search:

Name	Type	City	Date
USNH Test Scrimmage 0	Scrimmage	USNH Test City 0	Sep 13, 2020
USNH Test League Meet 0	League Meet	USNH Test City 7	Sep 15, 2020
USNH Test League Meet 1	League Meet	USNH Test City 7	Sep 17, 2020

# Setup League Event

## Add/Edit Teams to a League Event


4. Select “Manage Event.”

### [USNHLM1] USNH Test League Meet 1

League Meet

2020-09-17  
Test Arena  
1234 test Dr  
USNH Test City 7, Test State USNH, Test  
Part of the [New Hampshire Region](#)

- [Manage Event](#)
- [Match List](#)
- [Rankings](#)

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# Setup League Event

## Add/Edit Teams to a League Event

5. Select the “Add/Edit Teams” button.

[<< Back to Event Home](#)

### USNHLM1 Dashboard

#### USNH Test League Meet 1

League Meet

Step	Action	Status
1	Event Users	Optional
2	Event Configuration	Incomplete
3	Add/Edit Teams	0 Teams added
4	Add/Edit Event Sponsors	0 Sponsors added
6	Play Event Locally	Optional
7	Publish Event Results	Incomplete



# 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.

[<< Back](#)

Adding to event 'USNHLM1'  
USNH Test League Meet 1

Find by State/Province

From Region

League Members

Add Individually

Done

↕	Number	↕	Short Name	↕	City	↕	State/Province	↕	Country	↕	Rookie Year	↕
<input type="checkbox"/>	11780		B.L.U.E Box		Windham		NH		USA		2016	
<input type="checkbox"/>	14590		Prometheus		Hopkinton		NH		USA		2018	
<input type="checkbox"/>	15772		Brady Goats		Concord		NH		USA		2018	
<input type="checkbox"/>	16169		Banana Box		Windham		NH		USA		2018	

Showing 1 to 4 of 4 entries

# Create a Child League

## *Add/Edit Teams for the Child League*

Enter the child league information.

[<< Back](#)

League Code:

League Name:

Location:

Create League

# Create a Child League

## *Add/Edit Teams for the Child League*

Select “Teams” then “Edit Team List.”

### [child\_] Child1 League

ChildNH  
Part of the [New Hampshire Region](#)  
Child of the [Test Parent League](#)

[Edit League](#)

Show 50 entries

Search:

[Edit Team List](#)

[Events](#)[Teams](#)[Rankings](#)[Users](#)

Number	↑↓	Short Name	↑↓	City	↑↓	State/Province	↑↓	Country	↑↓	Rookie Year	↑↓
No data available in table											

Showing 0 to 0 of 0 entries

PreviousNext

# 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 must have a determined style of play for meets.
- Remote leagues will continue to be remote for the duration of the season.
- Traditional leagues will continue to meet in person for the duration of the season.

