

FAQ: Adding leagues to Sports Club Stats

How do I ask a question?

Ask the forum: <http://sportsclubstats.uservoice.com/forums/40897-sports-club-stats>
(this link is not working as of April 30, 2019)

Or email me, Ken Roberts, at kendroberts@gmail.com
(this link is not responding as of at least the start of 2020)
(there are people working behind the scenes, but Ken is still missing in action)

Does anyone know how to use the web API with the IDs? Manually editing the scores and entering the schedule is a PAIN.

How do I link playoff win probability to regular season results?

For example, my six team league runs a regular season with all teams qualifying for the playoffs. Playoffs are a round robin format, all teams starting over with 0 points. The only thing that changes is win probability, determined by regular season results. How do I structure the inputs to combine regular season with playoffs to determine probability of winning playoffs?

What is Sports Club Stats?

It is a website Ken started in 2006 that uses simulations (based on league schedules, scores, power rankings, and tiebreaker rules) to estimate each team's chances of making the playoffs, their likely seeding, and how upcoming games affect those chances.

What does it mean to add a league to the site?

If you email your league's teams and schedule and scores (in a format described below; [full example here](#)) to import@sportsclubstats.com, then Sports Club Stats will automatically compute the playoff probabilities, seeding, and big games for your league and post them [here](#).

Why would I want to?

Sports Club Stats is basically your handy, geeky sidekick.
It applies sophisticated math to answer questions like...

- What are the best (and worst) teams in my league?
- What are my team's chances of making the playoffs?
- What are the likely playoff seeds?
- Which upcoming games matter the most for playoff probability and seeding?
- Which teams improved (or hurt) their chances the most since the last game?
- How many games do we need to win over the rest of the season to make the playoffs?

It's free!

Oops, that wasn't a question.

Will it always be free?

I don't know. But you will never be charged for a season you already started.

What's in it for you?

I think I do this for the same reasons an artist creates art. Plus I get to pay bills with your donations. I hope it grows enough to pay all my bills.

Pretty much any league will work.

Any league can be added to Sports Club Stats as long as it has a list of "teams" and a list of "games", where each game is between 2 of the teams.

Will fantasy leagues work?

Rotisserie leagues don't work.

Head-to-head leagues

Each category is a win ?

Most categories is a win ?

Points format ?

For Head-to-Head type leagues take a look [here](#). (not too useful)

Can I add pro leagues?

Please. See the League Section below for how to tell my computer it is a pro league so it can show up on the proper tab.

Can I add racing leagues, like NASCAR?

Not now. Sports Club Stats has some race leagues but they are not user submitted. (Actually, I took out the race leagues to concentrate on the others.)

You don't need to sign up.

Just email the info to import@sportsclubstats.com, in the format described below.

How do I get started / update results?

To add a new league, the basic process is to copy [this text](#) into an email, fill it in with your info, and send it to import@sportsclubstats.com. Then, to update your league, just send the same email with new scores. Detailed instructions and tips are in the **Format Section** below.

How many leagues can I add?

As many as you want. Just give each league a different name or a different season. (pro leagues work; see League Section below)

Can anyone add results to my league?

Yes, anyone can email updates to your league, but they must CC you on the email. So they must know your email (it's not on the site unless you add it yourself to the `Note` field).

How often can I add results?

As often as you like. It's up to you. Every time you email new results I'll run the numbers and update the site.

Who can see my league and where?

Your league will be visible to everyone, pro leagues will be with the similar pro leagues on the site, other leagues will be linked to from this [page](#).

Can I tweak settings during the season?

Sure.

The current numbers all always based of the league you're sending, so it uses any changes.

But, other than the current day, I don't go back and retroactively adjust past numbers.

To do that just send your league with the subject: Start Over

I'll erase all the old numbers and regenerate them from scratch.

Can I delete my league?

Sure, send your league again, but make the subject: Delete

If you have multiple seasons each would need to be deleted separately.

When I delete a league I don't yet delete the web pages. But shortly the rest of SportsClubStats will stop linking to those pages. Email me if you're desperate to have the pages gone too.

What happens if I lost what I last sent?

Each league page has an "Add your own league!" link that always shows the latest version.

How do I format my league info in the email?

To start or update a league, you just send an email with your schedule and score data to import@sportsclubstats.com. The email needs to be formatted a specific way. The sections below describe the necessary formats in excruciating detail, which makes it look intimidating, but it's actually pretty

simple. Start by copying [this example text](#) into an email and see if you can fill it in with your info. If you're having trouble, come back here and see if you can find the solution. ([Still having trouble?](#))

What's with the new IDs I see for the teams, games, leagues, conf and divs?

The IDs are part of a web API I'm working on for updating leagues. You don't need to send them when emailing. I match up the old way if they are not there.

Commence excruciating detail...

The email must be divided into four sections: League, Sort, Rules, and Games. Detailed formats for each of these sections are described below. Here is the basic layout of the email:

```
LeagueBegin
#Teams and any conferences and divisions go here.
#The format is strict. See below.
LeagueEnd

SortBegin
#Tiebreakers here
SortEndgo

RulesBegin
#Rules go here. Format is strict but all rules are optional.
RulesEnd

GamesBegin
#Full schedule goes here. The format is flexible. See below.
GamesEnd
```

Technical notes:

- Anything outside of the four sections (League, Games, Rules, and Sort) is ignored.
- Extra white space and case does not matter.
- I'll strip out any >>>>> reply symbols.
- Don't worry if your email program automatically line wraps the long lines.

1. What goes in League section of the email?

You can send in any of four league "structures":

- League → Teams
- League → Divisions → Team (wildcards picked from all teams in league)
- League → Conferences → Teams (each conference decides which of their teams make playoffs)
- League → Conferences → Divisions → Teams (conference decides wildcards, too)

Here is an example of the last option. I'm only showing the first team to keep it short:

```
LeagueBegin
League: National Football League (NFL) (sort: Lottery)
Conference: AFC (playoffs: 6) (sort: Conf)
    Division: AFC Eastern Division (East) (playoffs: 1) (sort: Div)
        Team: Buffalo Bills (Bills)
    Division: AFC Northern Division (North) (playoffs: 1) (sort: Div)
    Division: AFC Southern Division (South) (playoffs: 1) (sort: Div)
    Division: AFC Western Division (West) (playoffs: 1) (sort: Div)
```

```

Conference: NFC                                (playoffs: 6) (sort: Conf)
    Division: NFC Eastern Division (East)      (playoffs: 1) (sort: Div)
    Division: NFC Northern Division (North)    (playoffs: 1) (sort: Div)
    Division: NFC Southern Division (South)    (playoffs: 1) (sort: Div)
    Division: NFC Western Division (West)      (playoffs: 1) (sort: Div)
# options: pro, college, high school, rec, fantasy, sandbox
Kind: pro
# any sport. Use soccer for football.
Sport: football
# options: male, female, coed
Gender: male
# any country, or blank
Country: USA
# any string, usually blank
State:
# any string. I've been using A for the top league, then B, etc.
Level: A
# Season can be anything, like 2009 or 2009-2010 or 2009 Fall.
# (current: True) means this is the latest season.
# (current: False) means this is a past season
# which just means I'll put the season in the page URLs.
Season: 2009 (current: True)
# It will be listed on the site. Leave it blank if you want to be anonymous.
Author: Your name
# Text that appears under your league standings.
# may use these html tags: p, br, hr, b, strong, em, and i.
Note: This is the best <br/> league in the universe!
# Text that appears under your lottery page standings.
# (only leagues with conferences have lottery pages)
# may use these html tags: p, br, hr, b, strong, em, and i.
LotteryNote: Where will we finish the regular season, league wide? <br/>
    Doesn't show any reseeding based on playoff results,
    or how seeds map to draft picks.
LeagueEnd

```

Technical notes:

- Each conference and division needs a (playoffs: #) telling me how many teams that conference or division is guaranteed to send to the playoffs.
 - For example, in the NFL each conference says (playoffs: 6) and each of a conference's four divisions say (playoffs: 1). From that I know that the four division winners make the playoffs plus two conference wildcards for a total of six teams from each conference.
- A league without playoffs would say (playoffs: 1). I'll calculate "odds of winning the title" instead of the "odds of making the playoffs." For example:

```

LeagueBegin
    League: Premier League (playoffs: 1) (sort: Div)
        Team: Arsenal
        Team: Aston Villa
        Team: Birmingham City (Birmingham)
    ...

```

- Each conference and division needs a (sort: Tag) telling me what tiebreaking sort to use from the Sort section (see below). If the League level also has one I'll use it to create a league wide "lottery" page.
- A league without playoffs needs a (sort: Tag) on the League.
- The names in parentheses (e.g., "Birmingham" or "East" and "West") are optional shorter abbreviated names for teams/divisions/conferences/leagues. The shorter name is what appears in most places on the site.
 - If the name is long and you don't provide an abbreviated name, I'll make one for you.
 - Again, you can change any of this any time down the road.

How do I start a new season?

- To begin a new season, send it in as normal and make sure the new season has `Season: Something Different (current: True)`.
- All of your seasons will automatically link to each other.

What if a team starts the season with a penalty or bonus?

Use the `StartPoints` tag after the team's name:

```
Team: Arsenal (StartPoints: -10)
Team: Birmingham City (Birmingham) (StartPoints: 2.5)
```

What about Fair Play?

Use the `FairPlay` tag after the team's name:

```
Team: Arsenal (FairPlay: -10)
Team: Birmingham City (Birmingham) (FairPlay: 2.5)
```

Then `FairPlay` can be one of your tiebreakers.
FairPlay values currently do not show up on the site.

How do I tell you it is a "real" league (not rec or fantasy)?

All you have to do is put `[Kind: pro]` or `[Kind: college]` or `[Kind: high school]` and I'll group the league with its counterparts on the site.

- The combination of `Kind`, `Sport`, `Gender`, `Country`, `State` and `Level` "defines" the league and determines where it is listed on the site.
For the sports with only a few leagues I list all the leagues on the left. If a sport gets a lot of leagues, like soccer has now, I group them by country, and then inside country I'll order them by the other values. So if you use letters for `Level` they will show up sorted on the site by the letter. All the pro males will be sorted by level, then all the pro females by level, etc.
- The league name can change between seasons and the system will know it's still the same league as long as those six values (`Kind`, `Sport`, `Gender`, `Country`, `State` and `Level`) don't change.

2. What goes in Games section of the email?

- Basic format example:

```
GamesBegin
# Options: home, away.
TeamListedFirst: away
# If the "away" option is chosen,
# the first of the two teams listed should be the visiting team.
9/10/09 8:30 PM Steelers 13-10 (ot) Titans
# Use OT for overtime and SO for shootout.
# (ot works too because case never matters.)
9/13/09 1:00 PM Bengals 7-12 Broncos
9/13/09 1:00 PM Browns 20-34 Vikings
# Send all games; I'm leaving most out for brevity.
...
1/3/10 4:15 PM Broncos Chiefs
# This game is at a neutral location
# so no home field advantage
1/3/10 4:15 PM Cardinals Packers (Neutral)
```

```

# This games date is To Be Determined
TBD Cardinals Packers
GamesEnd

```

- Special cases:
 - If games are played at the same date and time, you can save a little bit of typing this way:

```

GamesBegin
# Normal way, at the beginning of the game
9/10/09 8:30 PM Steelers Titans

# All of these games have the same date and time.
9/13/09 1:00 PM Bengals Broncos
Browns Vikings

# ...as do these.
Date: 1/3/10 4:15 PM
Broncos Chiefs
Cardinals Packers
GamesEnd

```

- For Yahoo Fantasy Football leagues, it's easy to copy and paste schedules this way:

```

GamesBegin
Date: 09/15/09

The Mudge          79.62      Final
Pissed-Off Americans 142.52
Blue Horseshoe     89.64      Final
Beer Snob          72.94
Rodgers' Revenge   108.46      Final
FRNX Mullets       95.26
Blonde Asians      117.98      Final
The Juggernaut     77.18
Shankopotamus      110.12      Final
Mike's Public Plan  71.38

Date: 09/22/09

The Mudge          0.00      Match Up
Blonde Asians      0.00
Blue Horseshoe     0.00      Match Up
FRNX Mullets       0.00
Rodgers' Revenge   0.00      Match Up
The Juggernaut     0.00
Shankopotamus      0.00      Match Up
Beer Snob          0.00
Pissed-Off Americans 0.00      Match Up
Mike's Public Plan  0.00

# Send all games; I'm leaving most out for brevity.
...
GamesEnd

```

Technical notes:

- The schedule format is flexible (although the game's date has to come first). Try pasting in whatever you have and see if it works.
 - Scores can be grouped together like 7-3 or listed separately after each team.
 - Decimal scores work too, like 5.42256 - 112.0003.
 - Extra stuff (besides the date, opponents and score) is usually safely ignored.
- You don't need to specify game statuses (e.g., win or loss, not-yet-played or final). If a game has a score, then it is considered final. And if a game does not have a score, then it is considered scheduled but not-yet-played. Therefore:
 - Don't enter scores for in-progress games.
 - Don't list a postponed game and its makeup separately. Just change the date and leave the score blank until it's final.

It is important to change the date if you want the "big game" information to be correct. If a make-up date has not been scheduled, choose an arbitrary date far into the future until it has.
 - Delete canceled games.

What if a team gets a penalty or bonus during the season?

Use the HomeBonus or AwayBonus tags:

```
TeamListedFirst: home
9/10/09 8:30 PM Arsenal 6-5 Birmingham (HomeBonus: -10) (AwayBonus: 2.5)
```

In the standings this game will show as an Arsenal win (6-5), but the bonus tags will cause Arsenal's point total to go down by 7 (3 points for the win - 10 points for "bonus") and Birmingham's to go up by 2.5 points (0 points for the loss + 2.5 points for "bonus").

3. What goes in Rules section of the email?

Here are all the possible settings

```
RulesBegin
# "Points" as in standing points
# (e.g., a hockey team has 12 points in the standings),
# not points as in scoring points
# (e.g., a basketball scored 90 points in tonight's game)
# Here is how NFL football would look:
# notice how I say 1 point for shootout win even
# though they don't happen in the NFL.
PointsForWinInRegulation: 1
PointsForWinInOvertime: 1
PointsForWinInShootout: 1
PointsForLossInRegulation: 0
PointsForLossInOvertime: 0
PointsForLossInShootout: 0
PointsForTie: 0.5

# Options: Between 0 and 1.
# These don't have to be perfect, just use a rough
# historical average or just guess.
# The values are "exclusive", so below 30% of games
# either tie or go beyond regulation.
PercentOfGamesThatEndInTie: 0.05
PercentOfGamesThatEndInOvertimeWin: 0.10
PercentOfGamesThatEndInShootoutWin: 0.15

# The league-wide percentage
# of non-tied games that the home team wins.
# Options: Between 0 and 1.
# The default is 0.5 (i.e., the home team has no advantage).
HomeFieldAdvantage: 0.54
```

```

# Options: PercentOfPointsWon
# (the default, and the best unless you have a good WeightExponent),
# Pythagorean, Pythagenpat, PythagenpatIgnoreShootOutWinningGoals.
WeightType: PercentOfPointsWon
# Ignored if WeightType is PercentOfPointsWon
WeightExponent: 0.458

# Options: tie and draw are the common ones,
# but can be anything.
WhatDoYouCallATie: tie

# Promote is used to track the odds of finishing as one of the top teams
# in the league at the end of the regular season. It does not factor into
# the playoff odds.
# Demote is the same but for bottom teams.
# Many soccer leagues use these to show a team's odds of moving up
# or down a ladder of leagues at seasons end.
# Some other leagues uses these because the top or bottom team gets an award.
WhatDoYouCallPromoted: promoted
# The top Promote teams, plus PromotePlusPercent
# (between 0 and 1) of the next highest PromotePlus teams.
Promote: 0
PromotePlus: 0
PromotePlusPercent: 0
WhatDoYouCallDemoted: relegated
# The bottom Demote teams, plus DemotePlusPercent
# of the next worse DemotePlus teams.
Demote: 0
DemotePlus: 0
DemotePlusPercent: 0
RulesEnd

```

4. What goes in Sort section of the email?

As many comma separated lists of tiebreakers as you need.
For example, this sort section has 2 lists:

```

SortBegin
  Div: Points, Average Points HeadToHead, Average Points SameParent, DrawLots
  Conf: MoveClinchedToFront, Points, GoalsDelta, DrawLots
SortEnd

```

Div and **Conf**, are just names, they can be anything. You use the same names on your League, Conference and Divisions lines to hook the two together. Like:

```

Conference: AFC (playoffs: 6) (sort: Conf)
Division: AFC North (playoffs: 1) (sort: Div)

```

Notice how Div starts with **Points**. You wouldn't think points would be a tiebreaker, that's why they are tied in the first place! But I want to be as generic as I can. You are really telling me how to SORT the teams. That's why this sections is called Sort instead of Tiebreak.

What tiebreakers can I use?

As many as you need separated with commas.

Each tiebreaker is as simple as:

```

Wins
ie sort them by Total Wins

```

Or as crazy as:

Least Average WinsInOvertime HeadToHead Home SameGrandparent DifferentParent
ie sort them by lowest overtime wins per game, only counting home games against other
teams you are tied with, and the opponent has to be in the same conference but not the
same division.

Specifically, each tiebreaker **may** contain the following parts:

one of (defaults to Greatest):

Greatest

Least

and one of (defaults to Total):

Total

Average (that's average per game)

and one of:

Points

Wins (WinsInRegulation + WinsInOvertime + WinsInShootout)

WinsInRegulation

WinsInOvertime

WinsInShootout

WinsInOvertimeOrShootout

WinsInRegulationOrOvertime

WinsInRegulationOrShootout

Losses (LossesInRegulation + LossesInOvertime + LossesInShootout)

LossesInRegulation

LossesInOvertime

LossesInShootout

LossesInOvertimeOrShootout

LossesInRegulationOrOvertime

LossesInRegulationOrShootout

Ties

GoalsFor

GoalsAgainst **You probably want Least GoalsAgainst**

GoalsDelta

GamesPlayed

Win/Loss

and:

Opponent

Use my opponent's data (points, goalsfor, whatever) instead of mine.
For example, strength of schedule would be:

Average Opponent Points

and strength of victory would be:

Average Opponent Points Won

(Won still applies to me, the opponent in games I won)

The next ones restrict what games to consider when comparing the fields above.

Each one you add further restricts the games used. (it has to be this AND that)

Because the tied teams often end up with a different number of games you usually use Average
with these. Like: Average GoalsFor Home

one of:f

Home

the team's home games

Away

the team's road games

Neutral

the team's neutral games

and one of:

Won

games the team won

Lost

games the team lost

Tied

games the team tied

and one of:

SameParent	against teams in my immediate parent group, like a NFL division
DifferentParent	not in my immediate parent group

and one of:

SameGrandparent	against teams in my immediate group's parent, like a NFL conference
DifferentGrandparent	not in my immediate group's parent

and one of:

HeadToHead	games between the tied teams																								
CommonOpponent	games against opponents all of the tied teams faced. This does not include the HeadToHead games.																								
CommonOpponentEqual	games against opponents all of the tied teams faced an equal number of times. Again, This does not include the HeadToHead games.																								
PlayoffEligible	games against opponents with enough points to theoretically make the playoffs.																								
HeadToHeadNHL	games between the tied teams, but when a team has more home games against an opponent their first home game is ignored.																								
SamePoints	games against opponents with the same number of points as me. (even if the game is HeadToHead) You could use this to compare against other teams with enough point to theoretically make the playoffs.																								
(Last #)	each team's last # games																								
(Last # etc)	each team's last # games repeatedly, increasing # each time, until all the ties are broken. So if # is 81, it does (Last 81), then (Last 82), then (Last 83) etc. until the ties are broken or we reach to start of the season.																								
HeadToHeadTeamsBeat	A crazy one, runs a HeadToHead for every pair of tied teams, and then sorts on how many of those each team won. For example, if there are 4 teams: A B C D It computes winners for 6 HeadToHeads: <table border="0"> <tr> <td>A B</td> <td>Winner</td> <td>B</td> <td>(say B beat A head to head)</td> </tr> <tr> <td>A C</td> <td></td> <td>A</td> <td></td> </tr> <tr> <td>A D</td> <td></td> <td>D</td> <td></td> </tr> <tr> <td>B C</td> <td></td> <td>B</td> <td></td> </tr> <tr> <td>B D</td> <td></td> <td>D</td> <td></td> </tr> <tr> <td>C D</td> <td></td> <td>tie</td> <td></td> </tr> </table> And then sort by how many each team won: B 2 D 2 A 1 C 0 In this case B and D are tied and would go on to the next tiebreaker.	A B	Winner	B	(say B beat A head to head)	A C		A		A D		D		B C		B		B D		D		C D		tie	
A B	Winner	B	(say B beat A head to head)																						
A C		A																							
A D		D																							
B C		B																							
B D		D																							
C D		tie																							

and:

(MinGames=#) all the tied teams have to have at least # games that apply to them or the tiebreaker is skipped.

Or, instead of the above, one of these special tiebreakers:

MoveClinchedToFront
MoveClinchedToFrontBySeed

Often your first Conference or League Tiebreaker will be one of these 2.

Both make sure all "division winners" make the playoffs, ahead of any wild cards and all the non-playoff teams.

BySeed further sorts the division winners by their division seed, so all the 1 seeds then all the 2 seeds etc. (The second one seed could actually have fewer points than the first 2 seed.)

More Precisely, if a group (be it League or Conference) uses MoveClinchedToFront, it looks at it's immediate child groups (playoffs: #) definitions, and views the top # teams in that child group as clinched. Likewise, BySeed looks at the team's seed in that immediate child group. For example, in the NHL, if MoveClinchedToFrontBySeed is a conference tiebreaker it uses the teams that clinched their division and their division seed. But if it is a league tiebreaker it uses the teams that clinched their conference (which would include the wildcards) and their conference seed.

PositionInParent	Sort on the team's position it it's parent underneath me. Can use <code>Greatest</code> or <code>Least</code> (defaults to <code>Greatest</code> , but you usually want <code>Least</code>). This one is badly names. Like <code>MoveClinchedToFrontBySeed</code> , it uses the team's position in the immediate child group of the group you are sorting. I should rename this <code>PositionInChild</code> and also add <code>PositionInGrandChild</code>
FairPlay	Sort on the team's <code>FairPlay</code> value. Can use <code>Greatest</code> or <code>Least</code> (defaults to <code>Greatest</code>).
SweptAll	if a team played and beat all the other tied teams he goes to the front. The other teams remain tied. The other team do not necessarily have to have played each other.
SweptByAll	if a team played and lost to all the other tied teams he goes to the rear. The other teams remain tied. The other team do not necessarily have to have played each other.
SweptAllOrByAll	Combine <code>SweptAll</code> and <code>SweptByAll</code> .
DrawLots	Ran out of tiebreakers, randomly sort the teams as a last resort. Sometimes referred to as draw straws or flip a coin (but it works no matter how many teams are tied) Make <code>DrawLots</code> your last tiebreaker.

`xPlayoff`

The tied teams are sorted by the results of a single elimination playoff game. (or rounds of game if more than 2 teams)
Seeding is based on the current position of the tied teams, but how do you arrange that?
You need to use the special flag `(side)` below.
Whenever there is an odd number of teams remaining after a round, the last two teams play an extra game to see who makes it to the next round.
For example, if there are 3 teams seeded A B C
A plays the winner of B vs C. B is home in the first game, A is home in the second
After each "round" of the playoff each team is reseeded based on the original position, with the better original seed always getting home field advantage.
After the Playoff, the final winner will be sorted first, then the final match looser, then the losers of the semifinal match (marked as tied), etc...

Call `foo` Jump to a totally different line in the sort section. So there needs to be a line like:
`foo: tiebreaker, tiebreaker, ...`
If you made it past the last tiebreaker in `foo` you would return to the next tiebreaker after the Call.

All of the above can be preceded by

`(side)` as in "do this on the side".

The tiebreaker sorts the group like normal, but does not bother to see if ties were broken afterwards. It just pretends the group is all still tied and passes it on to the next tiebreaker. You could use this to seed the teams before a playoff tiebreaker, for example: `..., (side) HeadToHead, Playoff, ...`

All of the above can be wrapped in one of two ways:

1) If: Do the tiebreaker for the first match, for example:

```
If [(Size=2) Call foo]
  [(Size=3) WinsInRegulation]
  [(All=SameParent) Call bar]
  [(All=SameGrandparent) Call alice]
  [(Else) Call bob]
```

When the first match is finished (or if no match is found) any remaining tied teams, like normal, are passed on to the tiebreaker after the `If`.

The parentheses can only use:

Size: match if that many teams are in the tied group. It can be any number.

All: match if everyone in the tied group is either `SameParent` or `SameGrandparent`

It can also be a number, like `(All=5)`, which means "did all the tied teams have 5 for the field that was sorted on in the LAST tiebreaker (this one was used in a hacky way in the MLB tiebreakers).

Else matches everything else.

2) Seed: Do the tiebreaker for each seed range in turn, for example:

`Seed [(1-3) Call foo][(4-End) WinsInRegulation]`

Seed is different because it does not apply to only the tied groups of teams, but rather all teams currently occupying the given seeds at the level you are sorting. You can have as many ranges as you need, and they can overlap. You can use `End` to mean the last seed of the level you are sorting (which is nice if the number of teams might change in future seasons).

Finally, you can use these one-off tiebreakers:

`NFLCombinedRankings`

Tied teams have to have the same great grandparent.

Rank all the great grandparent's teams by `GoalsFor` and `Least GoalsAgainst`

Sort the tied teams by the sum of their two ranks. (lower is better)

`NFLCombinedRankingsConference`

Tied teams have to have the same grandparent.

Rank all the grandparent's teams by `GoalsFor` and `Least GoalsAgainst`

Sort the tied teams by the sum of their two ranks. (lower is better)

`NFLSpecial`

Does the crazy stuff the NFL uses to find the 2 wild cards. So, it finds the 5 seed and then the 6 seed independently. To find seed 5, if the tied teams are all from the same division it calls `Div`. Otherwise it insures the tied group only has 1 team from each division and calls `ConfHelper`. If there are more than 1 from a division it sorts the division again (using `Div`) but with the division winner removed. The top team gets to compete with the others for seed 5.de

To find seed 6 it repeats what it did to find 5, except that if you have to find a single division team and that division has been resorted already to find the 5 seed you do not resort again. You just take the next team from the 5 seed sort.

For this to work make your conference tiebreaker:

Conf: `NFLSpecial`

and make sure to have tiebreaker lists called `Div` and `ConfHelper`.

The conference has to have 4 division winners and 2 wildcards.

It uses `ConfHelper` to sort the division winners.

And, for all of this, if a tie is broken and a subgroup still tied has just 2 teams you return to the first step in `Div` or `ConfHelper` to sort those 2 teams.

What if I need to start over when some ties are broken?

Place one of these 2 special tiebreaker before the the tiebreaker you want to jump back to:

`IfSomeTiesBrokenReturnHere`

`IfSomeTiesBrokenReturnHereIf2`

for example:

`Div: Points,
GoalsDelta,
IfSomeTiesBrokenReturnHere,
Average Points HeadToHead,
Average Points CommonOpponent,
DrawLots`

If `Average Points HeadToHead` or `Average Points CommonOpponent` break ties, any remaining tied

groups of teams return to the tiebreaker right after `IfSomeTiesBrokenReturnHere`. Say a league has 8 teams, all with 30 points and 50 goals delta. So they fall to `Average Points HeadToHead`, giving say: 9, 9, 10, 11, 11, 12, 12, 12. Because they are no longer in one big tied group, the two 9 teams jump back to see who gets the 1 and 2 seed, 10 has the 3 seed locked, the two 11s jump back to determine the 4-5 seeds, and the final three 12s jump back to determine seeds 6-8. `IfSomeTiesBrokenReturnHereIf2` works the same except only groups of 2 jump back. So above the 3 12s would not jump back but rather fall to `Average Points CommonOpponent`. [I did not place `IfSomeTiesBrokenReturnHere` at the very front because I know the teams are still on points and goals delta. Going all the way back would give the same exact results but would run a bit slower.]

`IfSomeTiesBrokenKeepGoing` Switches back to the default. For example:

```
Div: Points,
    IfSomeTiesBrokenReturnHere,
    Average Points HeadToHead,
    Average Points CommonOpponent,
    IfSomeTiesBrokenKeepGoing
GoalsDelta Home
DrawLots
```

Breaks in the 2 Average Points tiebreakers start over,
but breaks in GoalsDelta Home continues on to DrawLots

Email me when you need tiebreakers not on this list. (kendroberts@gmail.com) (again, this address is not responding as of early 2020)

Can I edit this FAQ?

Please do.

Appendix

What should my `HomeFieldAdvantage` number be?

A good estimate for home field advantage will depend on the league. For American Football it might be .58 and for baseball is might be .52. To estimate what the number should be, add up points earned by all teams in the league at home, and then add up total points earned by all teams, and divide points earned at home by total points.

scPythagPat and PythagPuck?

The following is the part where you decide which formula you wish to use to project points forward for the rest of the season. In my case, I am adding a hockey league:

```
# Options: PercentOfPointsWon
# (the default, and the best unless you have a good WeightExponent),
# Pythagorean, PythagPat, PythagPatIgnoreShootOutWinningGoals.
WeightType: PercentOfPointsWon
# Ignored if WeightType is PercentOfPointsWon
WeightExponent: 0.458
```

If you are not comfortable with exponent math, you can choose [`WeightType: PercentOfPointsWon`] and that will work, although it won't give as accurate of a projection as the other methods, as it only looks at points already received. `Pythagorean` is better than `PercentOfPointsWon`, but it tends to break down in low scoring situations due to its fixed exponent, and even the method's author seems to prefer `PythagPat` and its variable exponent now.

Detailed hockey example:

http://www.hockeyanalytics.com/Research_files/Win_Probabilities.pdf

Page 9 of the PDF starts to explain how the formula applies in a hockey league like the NHL instead of a baseball league.

$$W\% = Gf^E / (Gf^E + Ga^E)$$

Winning percentage = goals for to exponent E / (Goals for to exponent E + Goals against to exponent E).

E = (goals for per game + goals against per game) to the power of P

$$E = (Gfg + Gag) ^ P$$

P is the WeightExponent variable in the code above.

C

The PDF also states that the optimum P value to plug into the equation on average in NHL games since WWII is 0.486. The problem is, this PDF was written in 2004, when ties were still part of the game. When he calculated this .486 figure, the winning percentage he plugged in was probably 50%, as the average NHL team was .500 pre-shootout loss points. In my example, I'm updating the ECHL league. There had been (as of March 11, 2010) 1,339 points earned in 1,202 ECHL games by the league's 20 teams. That leads to a winning percentage closer to .557 for an average team.

One possible workaround would be to look at the total number of OT's, and get an accurate Tie percentage, say 12% for argument's sake. Then, divide this 12% tie percentage by 2 to get 6% or 0.060. Then, this 0.060 figure could be added to every team's Pythagenspuck value to get a more accurate point percentage value.

As I mentioned earlier, the North American hockey leagues all seem to be adopting the shootout, and most list the final score as 5-4 Final SO when in fact only 8 goals were scored in the game. This 5th goal is just added to get rid of confusion for fans, it is not counted in the formula. Shootout goals aren't game-play goals and don't count. If your league doesn't have shootouts, then just use the Pythagenpat instead of PythagenpatIgnoreShootOutWinningGoals.

To calculate percentage of games going to OT, look at your league's OT and SO losses and add them all together. Someone has to lose if your league uses continuous OT or Shootout. Divide total SO and OT losses by total games played, and you will get your percentage.