



Cup Bracketing and Seeding

Cup Playing Formats, and Setting Quarterfinal & Semifinal Match-ups

General Principles for choosing Playing Formats:

OYSA will actively seek out teams to fill brackets based on creating even number of brackets and working to provide each team with 3 games.

- 1) Four team brackets are preferred and should be used unless the number of teams makes it impossible.
- 2) When the number of playing dates permits, 5 team brackets plus 4 team brackets are preferred to be used instead of 3 team brackets.
- 3) Quarter Finals will NOT BE USED when there are fewer than 12 teams in an age group.
- 4) Quarter Finals will ALWAYS be used when there are 13 or more teams in an age group.
- 5) No playing format will be used that would make it possible for the last place team in a 3-team bracket to be considered for advancement to a knockout round.
- 6) The playing format for each age group will be published along with the bracket seeding for the age group.
- 7) Wildcards will ONLY be drawn from the bracket level immediately below the bracket level at which a team from EVERY bracket is taken. For example:
 - a. When all top teams are taken and wildcards are needed to fill out quarterfinal or semifinal matchups, wildcards will ONLY be taken from the teams that finished second in their brackets.
 - b. When all first and second place teams have been taken and wildcards are still needed to fill out quarterfinal matchups, wildcards will ONLY be taken from the teams that finished third in their brackets.
- 8) Teams from the same club will not be set to play each other in preliminary brackets, whenever possible.
- 9) Teams from the same preliminary bracket will not be set to play each other in the first knockout round.

Any team(s) that appealed to the League Committee and was permitted to play up will be seeded first. Any new team to an age group will be seeded last.

Number of Brackets

The number of brackets at each age group will be determined by the number of teams that enter as outlined in the Bracket Matrix at the end of this document. The number of brackets and the playing format will be determined by the number of available playing dates between the end of the league and the required date of the final. Priority will be given to creating an even number of brackets, which avoids wild cards, then giving teams 3 games.

Quarterfinals will be used if necessary. The tournament format should not require any team to play more than 1 game per day or 2 games per weekend.

Seeding

Quarterfinal and semifinal matchups, by bracket, will be determined before teams are seeded. Quarterfinal matchups will be configured so that the top two seeds in the age group (assuming they progress from the preliminary brackets) would not play each other prior to the final game. Quarterfinals will not be reconfigured after preliminary bracket play.

Teams from U11 will be seeded in a blind draw by division they played in.

Teams from U12- U14 will be seeded into the required number of brackets based on league performance in the Fall Portland Timbers and Thorns League.

Teams from U15-U19 will be seeded in the required number of brackets based on league performance in the Winter Portland Timbers and Thorns League.

Seeding will be done by averaging the number of points per game that each has been completed as of the date of seeding, when seeding for a Cup is done during the League season.

Teams are seeded into brackets using a serpentine method.

Quarterfinals

Teams from the same preliminary bracket will not advance to play each other in quarterfinals. If bracket advancement places two teams from the same bracket against each other in quarterfinals, the lower qualifying team will be swapped with a team from another bracket to ensure that no teams from the same bracket play each other in the first knockout round.

State Cup Seeding

Since all teams are required to participate in the PTT League to play in State Cup, teams that play in the Northwest Conference or National League will not be seeded ahead of other teams just participating in the PTTL.

Eligibility

State Cup

U11 to U19 - Only teams that have played in the Fall or Winter PTT League's can participate in State Cup.

Presidents Cup

U11 to U14 Premier Gold Division teams are not eligible to play in Presidents Cup. Recreational teams are welcome in Presidents Cup. For U15 to 19 teams, Premier teams allowed to compete in this Cup.

Founders Cup

U11 to U19 Premier Division teams are not eligible to play in Founders Cup. Recreational teams are welcome in Founders Cup.

Home and Away Match-ups

5 Team Brackets

1st seed plays 2nd and 3rd seeds at home, 4th and 5th seeds away

2nd seed plays 3rd and 4th seeds at home, 5th and 1st seeds away

3rd seed plays 4th and 5th seeds at home, 1st and 2nd seeds away

4th seed plays 5th and 1st seeds at home, 2nd and 3rd seeds away

5th seed plays 1st and 2nd seeds at home, 3rd and 4th seeds away

4 Team Brackets

1st seed plays 2nd and 3rd seeds at home and 4th seed away

2nd seed plays 3rd and 4th seeds at home and 1st seed away

3rd seed plays 4th seed at home and 1st and 2nd seeds away

4th seed plays 1st seed at home and 2nd and 3rd seeds away

3 Team Brackets

1st seed plays 2nd seed at home and 3rd seed away

2nd seed plays 3rd seed at home and 1st seed away

3rd seed plays 1st seed at home and 2nd seed away

2 Team Brackets

1st seed plays 2nd seed at home

2nd seed plays 1st seed away

# Teams	Maximum - 6 - playing dates			Maximum - 7 - playing dates			Maximum - 8 - playing dates		
	# teams in each bracket	Format	Days Required	# teams in each bracket	Format	Days Required	# teams in each bracket	Format	Days Required
2	2	F	1	2	F	1	2	F	1
3	3	F	4	3	F	4	3	F	4
4	4	F	4	4	F	4	4	F	4
5	5	F	6	5	F	6	5	F	6
6	3, 3	SF, F	5	3, 3	SF, F	5	3, 3	SF, F	5
7	3, 4	SF, F	5	3, 4	SF, F	5	3, 4	SF, F	5
8	4, 4	SF, F	5	4, 4	SF, F	5	4, 4	SF, F	5
9	3, 3, 3	SF, F	4	5, 4	SF, F	7	5, 4	SF, F	7
10	3, 3, 4	SF, F	5	5, 5	SF, F	7	5, 5	SF, F	7
11	3, 4, 4	SF, F	5	3, 4, 4	SF, F	5	3, 4, 4	SF, F	5
12	3, 3, 3, 3	QF, SF, F	6	3, 3, 3, 3	QF, SF, F	6	3, 3, 3, 3	QF, SF, F	6
13	3, 3, 3, 4	QF, SF, F	6	3, 3, 3, 4	QF, SF, F	6	3, 3, 3, 4	QF, SF, F	6
14	3, 3, 4, 4	QF, SF, F	6	3, 3, 4, 4	QF, SF, F	6	3, 3, 4, 4	QF, SF, F	6
15	3, 4, 4, 4	QF, SF, F	6	3, 4, 4, 4	QF, SF, F	6	3, 4, 4, 4	QF, SF, F	6
16	4, 4, 4, 4	QF, SF, F	6	4, 4, 4, 4	QF, SF, F	6	4, 4, 4, 4	QF, SF, F	6
17	3, 3, 3, 4, 4	QF, SF, F	6	3, 3, 3, 4, 4	QF, SF, F	6	5, 4, 4, 4	QF, SF, F	8
18	3, 3, 4, 4, 4	QF, SF, F	6	3, 3, 4, 4, 4	QF, SF, F	6	5, 5, 4, 4	QF, SF, F	8
19	3, 4, 4, 4, 4	QF, SF, F	6	3, 4, 4, 4, 4	QF, SF, F	6	5, 5, 5, 4	QF, SF, F	8
20	4, 4, 4, 4, 4	QF, SF, F	6	4, 4, 4, 4, 4	QF, SF, F	6	5, 5, 5, 5	QF, SF, F	8
21	3, 3, 3, 4, 4, 4	QF, SF, F	6	3, 3, 3, 4, 4, 4	QF, SF, F	6	3, 3, 3, 4, 4, 4	QF, SF, F	6
22	3, 3, 4, 4, 4, 4	QF, SF, F	6	3, 3, 4, 4, 4, 4	QF, SF, F	6	3, 3, 4, 4, 4, 4	QF, SF, F	6
23	3, 4, 4, 4, 4, 4	QF, SF, F	6	3, 4, 4, 4, 4, 4	QF, SF, F	6	3, 4, 4, 4, 4, 4	QF, SF, F	6
24	4, 4, 4, 4, 4, 4	QF, SF, F	6	4, 4, 4, 4, 4, 4	QF, SF, F	6	4, 4, 4, 4, 4, 4	QF, SF, F	6
25	3, 3, 3, 4, 4, 4, 4	QF, SF, F	6	3, 3, 3, 4, 4, 4, 4	QF, SF, F	6	5, 4, 4, 4, 4, 4	QF, SF, F	8
26	3, 3, 4, 4, 4, 4, 4	QF, SF, F	6	3, 3, 4, 4, 4, 4, 4	QF, SF, F	6	5, 5, 4, 4, 4, 4	QF, SF, F	8
27	3, 4, 4, 4, 4, 4, 4	QF, SF, F	6	3, 4, 4, 4, 4, 4, 4	QF, SF, F	6	5, 5, 5, 4, 4, 4	QF, SF, F	8
28	4, 4, 4, 4, 4, 4, 4	QF, SF, F	6	4, 4, 4, 4, 4, 4, 4	QF, SF, F	6	5, 5, 5, 5, 4, 4	QF, SF, F	8
29	3, 3, 3, 4, 4, 4, 4, 4	QF, SF, F	6	3, 3, 3, 4, 4, 4, 4, 4	QF, SF, F	6	5, 5, 5, 5, 5, 4	QF, SF, F	8
30	3, 3, 4, 4, 4, 4, 4, 4	QF, SF, F	6	3, 3, 4, 4, 4, 4, 4, 4	QF, SF, F	6	5, 5, 5, 5, 5, 5	QF, SF, F	8
31	3, 4, 4, 4, 4, 4, 4, 4	QF, SF, F	6	3, 4, 4, 4, 4, 4, 4, 4	QF, SF, F	6	3, 4, 4, 4, 4, 4, 4, 4	QF, SF, F	6
32	4, 4, 4, 4, 4, 4, 4, 4	QF, SF, F	6	4, 4, 4, 4, 4, 4, 4, 4	QF, SF, F	6	4, 4, 4, 4, 4, 4, 4, 4	QF, SF, F	6

Setting up Brackets for Ladder Advancement

Quarterfinal Ladder matchups, assuming all seeds advance in order, are set out below. Select the appropriate bracket or wildcard number to fill in the matchups. Team listed first should host. The preferred seeding into quarterfinals is:

QF	SF
Seed 1 vs Seed 8	Winner 1v8 v Winner 4v5
Seed 4 v Seed 5	
Seed 2 v Seed 7	Winner 2v7 v Winner 3v6
Seed 3 v Seed 6	

When teams are seeded into brackets, use a serpentine that places the highest seed in bracket A, the next seed in bracket B and so on. The following matchup templates show how seeds are placed into brackets when there are from 12-28 teams. Similar arrangements would be made for more or fewer teams.

QF Matchup Templates for 3-7 team brackets

With 3 brackets, it looks like this (top 2 +2 wildcards):

A	B	C	QF Matchups:	
1	2	3		A1 v WC2
6	5	4		C2 v B2
7	8	9		B1 v WC1
12	11	10		C1 v A2

With 4 brackets it looks like this (top 2 – NO wildcards):

A	B	C	D	QF Matchups:	
1	2	3	4		A1 v B2
8	7	6	5		D1 v C2
9	10	11	12		B1 v A2
16	15	14	13		C1 v D2

With 5 brackets it looks like this (top 1 + 3 wildcards):

A	B	C	D	E	QF Matchups:	
1	2	3	4	5		A1 v WC3
10	9	8	7	6		D1 v E1
11	12	13	14	15		B1 v WC2
20	19	18	17	16		C1 v WC1

With 6 brackets it looks like this (top 1 + 2 wildcards):

A	B	C	D	E	F	QF Matchups:	
1	2	3	4	5	6		A1 v WC2
12	11	10	9	8	7		D1 v E1
13	14	15	16	17	18		B1 v WC1
24	23	22	21	20	19		C1 v F1

With 7 brackets it looks like this (top 1 + 1 wildcard):

A	B	C	D	E	F	G	QF Matchups:	A1 v WC1
1	2	3	4	5	6	7		D1 v E1
14	13	12	11	10	9	8		
15	16	17	18	19	20	21		B1 v G1
28	27	26	25	24	23	22		C1 v F1

Adjustments to Avoid Bracket Conflicts

Wildcard adjustments will need to be made if the wildcard(s) will create matchups with a team from the same bracket.

With one wildcard, swap the wildcard with the lowest seed (1 is highest seed and 8 is lowest seed) that avoids the conflict.

With two wildcards:

- If the conflict is with A1, swap the wildcards.
- If the conflict is with B1, do not swap wildcards, but exchange the wildcard facing B1 for the next lowest seed (1 is highest seed, 8 is lowest seed) that does not create a conflict.

With three wildcards:

- If there is a conflict with A1, exchange WC3 with WC2.
- If there is a conflict with B1, exchange WC2 with WC1.
- If there is a conflict with C1, exchange WC1 with the next lowest seed (1 is highest seed, 8 is lowest seed) that does not create a conflict.