

SAMPLE

DRAFT ROUND 1 SCHEDULE - RRCL 2026-27 SEASON

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Note: This draft is for illustrative purposes only. It is intended to provide members with a visual representation of the upcoming season expansion and schedule changes.

Table with columns: Date, Day/Time, Sheet 1, Sheet 2, Sheet 3, Sheet 4, Sheet 5, Bye. Rows include dates from Oct 3rd to Nov 15th with team matchups and bye requests.

NOTES:

- 1. Saturday Games: 30 Saturday games per round. Every team plays at least one Saturday game and 12 teams per round play two Saturday games.
2. Saturday and Sunday Games: Teams play either the Saturday or Sunday in a weekend. No team plays twice in a weekend.
3. Byes: Every team gets one bye per round, which equals a full weekend off.
4. Draw Times: Sunday draw times of 1, 3 and 5 PM are distributed as evenly as possible for every team.
5. Sheets: It is not possible to have all teams play on a different sheet for each of their games.
6. Buffer Draw: Each round needs 120 games and there are 120 time slots. To help with demands for byes, a buffer draw time is built into each round.
7. Optimal Schedule: This represents the optimal schedule and balances a variety of factors to be fair to all teams.
8. Bye Requests: Teams can still request a bye, indicating one primary request and any secondary requests.
9. Example: Team Valor (G1) in highlighted in orange colour to help easily visualize one team's five games and one bye.