



Schedule Builder Guide

League Schedule & Practice Schedule builders — reference guide

Which Tool Do I Need?

League Schedule Builder builds your **game** schedule — a regular-season round robin or a pool-play tournament — across one or more divisions, with fields, rules, and conflict-free times.

Practice Schedule Builder builds **practice** slots for each team, matching fields to divisions by base-distance eligibility instead of game rules. It can stand alone, or be added to an existing league schedule from that schedule's Practice tab.

TIP

Both tools are free to build and share. Signing in and subscribing (or buying a one-time schedule/practice pack) unlocks PDF, iCal, and CSV exports, plus link sharing.

League Schedule Builder — Step by Step

1

Setup

Choose your sport (baseball or fastpitch softball), name the league/season, optionally note an age division, and set the season's start and end dates. A name and both dates are required before you can continue.

2

Format

Pick **Regular Season** (round robin — every team plays every other team, and final standings set playoff seeding) or **Tournament / Pool Play** (teams split into pools, top finishers advance to a bracket — choose 2, 3, 4, 6, or 8 pools). This is the whole league's default; individual divisions can override it later.

TIP

Need a standalone single-elimination bracket instead of pool play? Use the separate Tournament tool once your regular season standings are set.

3

Divisions

Choose **One Group** if every team plays together, or **Multiple Divisions** for age groups like 10U/12U/14U — each gets its own schedule. Every division sets a pitching/mound distance (No Mound, 46ft, 50ft, 54ft, 60'6", or a custom value).

TIP

Divisions with different mound distances are never scheduled on the same field on the same day, so nobody has to move or re-measure the mound between games.

4

Teams

Add teams one at a time, jump to a common count (4/6/8/10/12/16) with the quick-select buttons, or import a CSV. Each team can list days it can't play. With multiple divisions, every team must be assigned to one.

5

Fields

Add each field's name, the days it's available, and separate weekday vs. weekend game-time slots — use the range generator (From / To / every N minutes) or add one-off times. Optionally cap games per day by day-type (overrides the league-wide default from Step 6), and — with multiple divisions — restrict a field to specific divisions only.



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6

Rules

Set season length as either **Fill the Season** (keep scheduling until dates/fields/caps run out) or a **Target Games Per Team**, plus weekly game caps, day-type caps (weekday/Saturday/Sunday), minimum rest days between games, double-headers, game time/inning limits, games-per-field-per-day, and league-wide blackout dates.

TIP

With multiple divisions, this step is a template — use “Apply to All Divisions” to copy it into every division, then fine-tune any division independently. Pool-play divisions get a simplified version of this panel, since weekly caps and season length don’t apply to a compressed bracket event.

7

Locked Games (optional)

Add any matchups that are already committed — an opening-day game, a rivalry game on a fixed date — and the generator builds every other game around them. Skip this step entirely for a fully auto-generated schedule.

8

Review & Generate

See an estimate for each division — games per team, available slots, and warnings if a division has no eligible fields or won’t reach its target game count — before you commit. Click Generate to build the schedule.

Practice Schedule Builder — Step by Step

1

Setup

Choose your sport, name the league/program, and set the start and end dates.

2

Divisions

Add one or more divisions with a name, a **base distance range** (e.g. 60–70 ft — the field sizes this division is allowed to practice on), an optional max fence distance, practices per week (1–4x), session length (60–120 min), and minimum days between practices.

3

Fields

For each field, select every base distance it supports, an optional fence distance, available days, and weekday/weekend time slots. Duplicate a field to quickly clone its settings, or import a CSV.

TIP

The Field Eligibility Preview shows, live, which fields qualify for each division — so a base-distance mismatch (e.g. a 12U division with no field in range) shows up before you generate, not after.

4

Teams & Generate

Add teams under each division (with any days they can’t practice), or import a CSV. The “Ready to Generate” summary totals divisions, fields, and teams before you click Generate. The result view lets you browse the schedule By Date, By Team, or By Division, and calls out any warnings (e.g. a team that couldn’t get its full number of slots).

Viewing, Sharing & Exporting

Every generated schedule gets its own shareable link — no login required to view it. A league schedule’s page has three tabs:



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- Game Schedule — List or Calendar view, filterable by division/team, list groupable by date/team/division.
- Practice Schedule — build and manage practices for this league right from the same page.
- Combined — games and practices together on one calendar.

Share With Teams: every team gets its own private link showing only that team's games — perfect for texting or emailing a single coach without sending the whole league's schedule.

Export options: share link · PDF · iCal (adds every game to a calendar app) · CSV in GameChanger or SportsConnect format.

CSV export only includes fully-scheduled games with confirmed teams — byes and TBD matchups are skipped since those platforms require a real date, time, and both team names on every row. Pool-play divisions that reach a bracket stage also get a printable bracket.

Editing & Regenerating

Click **Edit Schedule** on any schedule's page to reopen the full wizard pre-filled with everything you entered — including per-division customizations — right where you left off. Regenerating replaces the schedule's games but keeps the **same share link**, so any links you've already sent out keep working.

CSV Import Reference

Every import screen has a “Download Template” button with the exact headers pre-filled — headers must match exactly. Uploading a new file replaces whatever you'd already entered for that step.

League Schedule — Teams

Team Name **REQUIRED** e.g. Rogers Cardinals

Division Must exactly match a division name you created — leave blank with one division

Contact Name e.g. Coach Mike

Contact Email e.g. mike@email.com

League Schedule — Fields

Field Name **REQUIRED** e.g. Bentonville Main Diamond

Available Days **REQUIRED** e.g. Saturday,Sunday

Weekday Max Games Leave blank for the league default

Saturday Max Games Leave blank for the league default

Sunday Max Games Leave blank for the league default

Practice Schedule — Teams

Team Name **REQUIRED** e.g. Rogers Cardinals

Division **REQUIRED** Must exactly match a division name you created

Practice Schedule — Fields

Field Name **REQUIRED** e.g. Field 1

Base Distance **REQUIRED** Comma-separated, e.g. 60,70,90

Fence Distance Optional, single value in feet

Available Days **REQUIRED** Comma-separated day names, e.g. Monday,Tuesday

Weekday Times **REQUIRED** Comma-separated 24h times, e.g. 17:30,19:00

Weekend Times Comma-separated 24h times



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Tips & Troubleshooting

- **“No eligible fields” warning** — check the division's base distance / fence range against your fields, and any per-division field restrictions.
- **Division names must match exactly** (case-insensitive) between your team CSV and the divisions you created — a mismatch drops those teams into the first division with a warning toast.
- **Mound distance groups fields per day** — in the League Schedule Builder, divisions with different pitching distances never share a field on the same day.
- **Falling short of target games?** Check that enough fields are available on enough eligible days, that weekly/day-type caps aren't too tight, and that minimum rest days leave enough room in the season.
- **Locked games** fix one matchup to one date/time/field — they don't bypass your other rules for the rest of the schedule.
- **Wizard progress autosaves** in your browser as you go, so closing the tab mid-setup usually lets you pick back up — but it won't carry over to a different device or browser.

FAQ

Do I need an account?

No — building and sharing a schedule works without signing in. Signing in and subscribing (or buying a one-time pack) unlocks PDF/iCal/CSV export and the share-link/copy actions.

Can I edit a schedule after I've shared it?

Yes. Use Edit Schedule and regenerate — the share link stays exactly the same, so links you've already sent keep working.

Can teams see only their own games?

Yes — every team gets its own private share link from the Share With Teams panel.

What sports are supported?

Baseball and fastpitch softball, for both the League Schedule and Practice Schedule builders.

Can I combine a league schedule and its practice schedule on one calendar?

Yes — open a league schedule and use the Combined tab.