# Introduction

The NFL, otherwise known as the National Football League, is a professional football association in The United States of America. It is widely considered one of the most competitive and lucrative sports leagues, but also businesses, in the world [3]. Its combination of television contracts, ticket sales, merchandise, as well as national and international reach make it attractive for partnerships, and a role model for other leagues and sports to follow.

Currently, there are 32 teams in the NFL. These 32 teams are split evenly into 2 conferences, the American Football Conference (AFC) and the National Football Conference (NFC). These conferences are then further divided into 4 divisions of 4 teams each (AFC: North, East, South, West, and NFC: North, East, South, West) [5]. The idea of this division structure has been in effect since the early 1930s when the league was divided into two conferences to accommodate its quick expansion, however, the full realignment into the league of eight balanced divisions of 32 teams was not cemented until 2002 [1,4].

NFL regular seasons typically range from mid-September to late January. Within these dates, each team plays a fixed number of games against a subset of the other teams across the league. The standings after these 272 games determine the "playoff picture", a tournament-style bracket of games to be played to determine the league's champion for that year (The Superbowl Champion) [5]. It is often debated in sports which league trophy is most challenging to win, and due to the "sudden death" nature of the Superbowl playoffs, the NFL's is often at the top of the list in those conversations (each playoff series is decided in one game - the winner moves on, the loser goes home).

# Description of the Problem

As mentioned in the introduction, the NFL is a popular, successful, growing sports league however that does not mean there are no improvements to be made [3]. Year over year a larger emphasis is put on the environmental saving which can be afforded by adjusting how we, as humans, exist. This includes day-to-day tasks such as our home's energy efficiency or the movement of electric vehicles but also seeps into how businesses conduct themselves. In recent years, we have witnessed a significant shift to a hybrid work environment where possible. This originally was done to reduce the spread of a global pandemic, but undoubtedly has had significant positive environmental impacts. We argue that there may be a better way in which the NFL could be planned and structured to help do their part in reducing their environmental impact, and set an example for sports leagues around the world. In this paper, we aim to find an optimal schedule for an NFL regular season, subject to several operational constraints to minimize the total distance

traveled by teams across the league. This may include minor changes to the restrictions on how the schedule is made, but will ultimately be a case study of how the environmental impact of a professional sports league could be lessened.

Currently, games are divided to give a set number of divisional games as well as inner conference games and opposing conference games [5]. We argue that this may be an outdated approach and that with a schedule more based on environmental and economic viability, the fairness and integrity of the schedule can be upheld while also finding significant savings. By nature of the program, teams closer together geographically will play against one another more frequently, similar to how the divisions currently operate, but in a more optimized manner. The divisions are currently loosely based on geographic location, but since the league was not created overnight, the expansion into various American cities has left divisions in a relatively unorganized state. For example, the AFC East consists of the Buffalo Bills, New York Jets, New England Patriots, and Miami Dolphins. Buffalo, New York, and New England are relatively close in proximity, but Miami is hundreds of miles away, and considering that most games are played against division opponents, this inefficiency is exacerbated throughout an entire NFL schedule. This is not the only case of such inefficiencies, and if the league further expands it may only worsen. The solution from our perspective lies in a computer model based on minimizing distance and letting the model create "optimal" divisions while upholding the basic constraints on game numbers and distributions.

#### Limitations

For this formulation, we will consider all general scheduling constraints and related features of how the NFL currently develops its plan, however, we will have the following limitations:

- We will not consider the implications and connections of television and broadcast contracts between the NFL and their partners.
- We are not considering the constraint of scheduling around other events (concerts, other sporting events, cultural events, other entertainment events, etc) in the stadiums of the NFL teams.
- We are not considering the "levels", or performance, of teams in previous seasons as a way to create the schedule.
- As mentioned above, we are not enforcing the current specific divisional structure, but modeling the constraints to create the optimal division of games.

The NFL's professional scheduling methods are highly confidential due to their immense value to the league and its stakeholders [1]. It is a tedious process that is done every year with the help of numerous cloud computers and scheduling experts [5]. The process takes months of iterative work and tweaking of computer-generated schedules to get the perfect blend season after season. In the following section, we outline our approach to this problem, which aims to produce an equitable schedule for all teams while meeting as many constraints as possible.

## Formulation of the Problem

#### Data

The information pertaining to creating the NFL schedule was obtained directly from the NFL, namely operations.nfl.com [5]. The data collected includes the number of weeks in a season, the number of teams in the NFL, the teams in each conference in the NFL, and the number of games each team will play in a season.

The distances between cities used in our objective function calculation were sourced from a matrix on nflfootballstadiums.com [8].

- Let N be the set of potential game weeks from the first week to the last week,  $N = \{1, 2, ..., n\}.$
- Let T be the set of teams in the NFL,  $T = \{1, 2, ..., t\}$ .
- Let C be the set of conferences in the NFL,  $C = \{AFC, NFC\}$ .
- Let  $C_i$  be the set of teams in the same conference as team i,  $\forall i \in T$ .
- Let g be the number of games each team will play in a season.

In the 2024-2025 NFL season, we have the following values for our data:

- n = 18, since there are 18 available weeks for games to be scheduled (each team plays one game per week excluding 1 by week throughout the season where they do not play).
- t = 32, since there are 32 teams in the NFL.
- g = 17, since teams play 17 games in each regular season.
- A matrix of distances (in miles) between every pair of stadiums in the NFL (entry  $d_{i,j}$  is the distance between the stadiums of team i and team j).

# **Decision Variables**

• Let  $x_{i,j,w}$  be a binary variable which is 1 if team i plays against team j, at team j's stadium, in week w, and 0 otherwise.

# **Objective Function**

Minimize the total distance traveled (multiply by two to minimize the total round trip distance traveled):

Minimize: 
$$\sum_{i=1}^{t} \sum_{j=1, j \neq i}^{t} \sum_{w=1}^{n} 2 \cdot d_{i,j} \cdot x_{i,j,w}$$

## Constraints

• Each team plays exactly 17 games

$$\sum_{w=1}^{n} \sum_{i=1, i \neq j}^{t} (x_{i,j,w} + x_{j,i,w}) = 17, \quad \forall j \in T$$

• Each team plays 8 or 9 home games and the remaining games away

$$\sum_{w=1}^{n} \sum_{i=1, i \neq j}^{t} x_{i,j,w} \le 9, \quad \forall j \in T$$

$$\sum_{w=1}^{n} \sum_{i=1, i \neq j}^{t} x_{j,i,w} \le 9, \quad \forall j \in T$$

• Each team only plays one game per day

$$\sum_{j=1}^{t} x_{i,j,w} + \sum_{j=1}^{t} x_{j,i,w} \le 1, \quad \forall i \in T : i \ne j, \quad \forall w \in N$$

• Team i and j cannot play more than once per week

$$x_{i,j,w} + x_{j,i,w} \le 1, \quad \forall i, j \in T : i \ne j, \quad \forall w \in N$$

• Balanced distribution of home and away games between two specific teams

$$\sum_{w=1}^{n} (x_{i,j,w} - x_{j,i,w}) \le 1, \quad \forall i, j \in T$$

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• Each matchup pair can have a maximum of 3 games

$$\sum_{w=1}^{n} (x_{i,j,w} + x_{j,i,w}) \le 3, \quad \forall i, j \in T : i \ne j$$

• Further restriction that teams in opposing conferences can play against each other at most once

$$\sum_{w=1}^{n} (x_{i,j,w} + x_{j,i,w}) \le 1, \quad \forall i \in T, \forall j \notin C_i$$

• No team can play the same opponent for two consecutive weeks

$$\sum_{w=1}^{n-1} (x_{i,j,w} + x_{i,j,w+1} + x_{j,i,w} + x_{j,i,w+1}) \le 1, \quad \forall i, j \in T : i \ne j$$

• No team can play more than 4 consecutive games at home or away in consecutive weeks

$$\sum_{i=1, i \neq j}^{t} (x_{i,j,w} + x_{i,j,w+1} + x_{i,j,w+2} + x_{i,j,w+3}) \le 4, \quad \forall j \in T$$

$$\sum_{i=1,i\neq j}^{t} (x_{j,i,w} + x_{j,i,w+1} + x_{j,i,w+2} + x_{j,i,w+3}) \le 4, \quad \forall j \in T$$

• Integrality constraint of the decision variables

$$x_{i,i,w} \in \mathbb{Z}, \quad \forall i, j \in T : i \neq j, \quad \forall w \in N$$

• Non-negativity constraint of the decision variables

$$x_{i,j,w} \ge 0, \quad \forall i, j \in T : i \ne j, \quad \forall w \in N$$

# **Analysis of Solutions**

## **Main Solution**

After implementing the above mathematical model in Gurobi, specifying the exact NFL teams, conferences, and distances between stadiums in the distance matrix (Appendix: Figure 2) we arrive at the full schedule solution outlined in (Appendix: Exhibit 1). To ensure computational integrity we validated the output schedule in Excel (Appendix: Exhibit 2) with various schedule breakdowns and validity checks.

One notable realization about our solution is that the New York Jets and New York Giants do not play against each other. These two teams play in the same stadium. When they play against each other, the travel distance is zero since they are both playing at home. We believe that the rationale for this observation is that it may be more efficient to place these two teams against other opponents in such a way that allows for the overall reduction in travel distances for the entire league. The travel savings from scheduling this game, which involves no distance between the teams, are less than the potential benefits of using that slot to reduce travel for other games.

The optimal output brings the total distance traveled under this proposed schedule to 349,354 miles with an average of approximately 10,917 miles traveled per team throughout the season. According to CBS Sports and Sports Illustrated, for the 2024-2025 NFL regular season, the total projected distance traveled is 597,408 miles (or an average of 18,669 miles per team) [2,7]. Thus we find the model results in distance savings of approximately 41.5%.

Not only is this change significant, but it forces one to consider the downstream effects that changes of this magnitude could bring. The schedule allows teams to continue playing similarly to the way the schedule is arranged now, but with an optimized plan for the inner-conference match-ups which collectively limits the round trip distance traveled for all teams. These levels of savings certainly would reduce the environmental impacts and carbon footprint of the NFL as a whole, but also have impacts seen by all stakeholders. Less travel puts less burden on teams, staff, and players from a logistics and recovery standpoint. The schedule also upholds the current conferences which house the most marquee match-ups but increases the frequency with which close proximity teams and cities face off leading to more livid rivalries and increased entertainment, from a fan perspective, across the league.

#### Alternative Solution with No Conferences

In our main solution, we removed divisions and found that less travel distance was required. We will now consider the solution solved by the model without the constraint requiring conferences, fully freeing the model to pick matchups which minimize total travel distance. Namely, we remove the constraint:

$$\sum_{w=1}^{n} (x_{i,j,w} + x_{j,i,w}) \le 1, \quad \forall i \in T, \forall j \notin C_i$$

The new objective value is 264,768 miles, 84,586 miles less than the objective value of the main problem (Appendix: Exhibit 3). This objective value represents a 55.7% savings compared with the current schedule proposed by the NFL, with additional savings of 14.2% compared to the solution obtained in the main problem.

The trade-off in the gain from this solution is that we are removing an inordinate amount of familiarity for fans as stakeholders. The removal of divisions in our main problem is not a large departure from the current way in which the NFL creates the schedule. In our main solution, the large majority of games for each team comes with their conference which includes their divisions from the NFL's proposed schedule. This means inner division and inner conference rivalries are upheld, and those teams are likely to play once or more throughout the season. However, with this alternative solution, the conference game requirement is removed and in some cases teams could play almost exclusively against teams in the opposing conference, sacrificing the history of sought-after matchups and rivalries.

Therefore, the main problem is assessed to be a more acceptable solution to the problem of minimizing travel distance while upholding the current ideals of the NFL.

#### Conclusion

As seen throughout the formulation, computation, and analysis section of this report, using the data obtained from the NFL, we created an integer program whose constraints enforce a feasible NFL schedule and whose objective function minimizes travel distance.

The main difference between our model and the schedule developed by the NFL is the absence of strict and structured divisions. This was an intentional restriction made to propose a schedule focused on a balance of environment and economic viability while also upholding the main structure and integrity of the NFL schedule known by millions. We also explored a model where conferences were removed completely as well and analyzed

the differences in the solutions. Although there were additional savings made in travel distance by removing the conference, we decided the opportunity cost was too high. The NFL is successful currently for all of its stakeholders, but we felt that removing that extra level of familiarity and structure to the league would diminish the product to the fan base.

The model we suggest creates sizable distance savings of 41.5% relative to the current schedule created by the NFL. Firstly, the monetary savings are notable. As travel is typically conducted by private jet, these savings from travel costs would be substantial. These savings would not just be seen at the team level but throughout all stakeholders. If teams spend less on travel, they can charge less for tickets, making games more accessible for fans who are familiar with the game, as well as the next generation. Secondly, the environmental savings are significant. In today's age society is trending towards more environmentally friendly business solutions. Since the NFL is a model organization in the realm of sports leagues, aligning with these environmental ideals is of great value and importance. It could motivate other professional leagues to introduce similar changes and restrictions leading to more savings.

In conclusion, a departure from a structured and strict division-based schedule to a more fluid model could prove advantageous for the NFL and its stakeholders. As mentioned, other factors should be considered if this solution were to be implemented in the NFL (TV contracts, other events, etc), but those challenges are not insurmountable. However, sacrifices and growing pains are associated with the changes, and the economic and environmental savings cannot be ignored. The analysis in this report recommends this shift due to the aforementioned benefits.

# **Appendix**

# Map of NFL Teams



Figure 1: Map of NFL teams across the United States.

### Schedule Summary

Week 1: New York Giants at Cleveland Browns

Week 1: Oakland Raiders at Miami Dolphins

Week 1: Buffalo Bills at Detroit Lions

Week 1: New York Jets at Houston Texans

Week 1: Chicago Bears at Minnesota Vikings

Week 1: Dallas Cowboys at Atlanta Falcons

Week 1: Baltimore Ravens at Carolina Panthers

Week 1: Denver Broncos at Green Bay Packers

Week 1: Jacksonville Jaguars at Tennessee Titans

Week 1: New England Patriots at Los Angeles Chargers

Week 1: Kansas City Chiefs at Arizona Cardinals

Week 1: Cincinnati Bengals at Philadelphia Eagles

Week 1: New Orleans Saints at Washington Commanders

Exhibit 1: Summary of schedule created with Gurobi

The remainder of the schedule can be accessed with the additional materials submitted with this report.

#### Exhibit 2: Schedule validity checks (Excel)

The Excel sheet used for validity checks can be found in the additional materials submitted along with this report.

#### Exhibit 3: Alternative Solution Schedule

The schedule created by Gurobi for this alternative solution can be found in the additional materials submitted with this report.

Distance Matrix

#### Detroit, MI Cleveland, Charlotte Philadelphia Vashville, TN oxboro, MA Vinneapolis Denver, CO Dallas, TX Dakland CA acksonville, FL Louis, MO GA . WA Z Z 유 358 | 1517 | 2136 | 2420 | 742 | 2481 | 1548 | 1687 | 2700 | 1805 | 2390 | 1360 | 2072 | 1764 | 1188 | 2017 | 2074 | 904 636 455 2705 2618 2166 549 676 782 2468 869 473 248 1074 1129 661 801 344 531 800 927 735 1403 792 Atlanta, GA 2840 2724 849 246 104 192 1142 707 392 1121 1109 1087 763 600 1470 918 532 377 521 708 441 Baltimore, MD 384 1276 2612 2677 2632 749 217 414 400 1254 706 Buffalo, NY 455 958 1425 995 1080 508 1513 2759 2405 704 438 543 631 713 426 835 1173 730 956 385 575 1041 994 675 1559 1031 Charlotte, NO 701 1176 2062 2148 2105 294 467 768 2132 797 935 472 985 409 1382 532 1065 184 1108 208 283 1015 936 346 Chicago, IL 545 708 717 1819 517 935 2368 2407 2234 350 292 576 2385 636 820 274 841 714 1141 597 803 116 1079 506 261 1200 958 253 302 476 442 521 Cincinnati OH 437 466 521 639 760 1250 806 319 1328 171 1347 1208 Cleveland, OH 1367 554 Dallas, TX 1799 1409 1162 1987 924 2069 1088 1127 1105 1284 Detroit, MI 2350 2415 2373 549 292 592 2398 622 1079 535 707 697 1401 795 261 283 2236 2181 497 669 968 998 1135 680 1192 280 1594 626 1273 393 1390 490 1105 1149 553 Green Bay, WI 1835 1240 1201 795 884 1033 Houston, TX 596 990 2249 2290 2122 239 370 655 2275 715 826 950 596 1196 485 879 1033 393 318 1088 913 319 184 575 508 600 Indianapolis, IN 953 556 594 1142 1477 345 1148 884 1273 1060 1751 1049 Kansas City, MO 1202 932 558 1434 441 1466 485 795 626 795 603 554 1065 274 3370 3140 2688 1214 1167 1211 3113 1299 874 915 1492 1794 Miami, FL 1466 345 1196 1201 1594 1401 2069 1367 1254 1141 1382 730 1425 1109 1211 1337 870 1392 1794 441 596 1240 409 1173 958 1121 Minneapolis, MN 3062 1193 572 295 3111 204 1510 1090 1392 1492 1434 1142 950 1835 1192 707 1987 1755 639 841 985 835 455 Foxboro, MA 915 558 Nashville, TN 534 1510 1337 874 932 556 New Orleans, LA 1332 New York, NY 2929 2839 956 367 91 204 1211 1299 1202 953 715 1660 998 622 1799 1589 636 797 631 192 869 2481 Oakland, CA 2908 2268 2300 3111 2042 3113 1803 2792 2275 1921 2229 2398 1266 1725 2132 2725 2661 2820 2468 91 1245 809 1181 1211 1141 655 1572 437 543 414 Philadelphia, PA 367 1108 Pittsburgh, PA St. Louis, MO 2481 1271 1875 2494 2779 492 San Diego, CA 2839 1846 1695 2370 2122 1487 2181 2373 1092 1375 2234 2105 2405 2632 2724 2166 2290 1938 2236 2415 1271 1827 2478 San Francisco, CA 816 1271 2125 2534 2835 804 2884 2731 2405 3051 1654 3370 1872 3052 2249 2444 1939 2350 1329 2208 2413 2368 2062 2827 2612 2775 2705 Seattle, WA 1384 1194 1862 1161

Figure 2: Distance between cities matrix used in computations.

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