

OPTIMAL SPORTS LEAGUE REALIGNMENT*

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Abstract. We consider approaches for optimally organizing competitive sports leagues in light of competitive and logistical considerations. A common objective is to assign teams to divisions so that intradivisional travel is minimized. We present a bilinear programming formulation based on k -way equipartitioning, and show how this formulation can be extended to account for additional constraints and objectives. We show that our formulation and extensions can be solved directly using modern solvers. We present computational results for all major North American professional sports leagues.

Key words. Sports Realignment

AMS subject classifications. 90B80, 90C27, 90C35, 90-XX

1. Introduction. We consider organizing teams within competitive sports leagues. For teams $t_1, \dots, t_n \in T$, we define a realignment to be a disjoint partitioning $\{D_1, \dots, D_K\}$ with $D_i \in \mathcal{P}(T)$. We refer to each D_i as a division. Let \mathcal{V} be the set of all possible realignments. Optimal League Realignment (OLR) can be stated as the problem $\min_{V \in \mathcal{V}} f(V)$ for a cost function f .

We use OLR-D to refer to the case where f is the sum of distances between teams assigned to the same division. Numerous methods for solving OLR-D have been proposed in the literature. Saltzman and Bradford [13] found locally optimal solutions to a linearly constrained nonlinear formulation OLR-D for the National Football League (NFL). When the NFL realigned after the 2002 season, Mitchell [10] showed that an optimal realignment would have improved travel distance by 18% over that selected by the league. Xi and Mitchell [7] used a branch-and-cut-and-price approach to solve a mixed integer linear programming formulation of OLR-D for the NFL. Both heuristic and mixed integer programming methods were employed by [9] to solve OLR-D across several North American professional sports leagues.

The OLR-D formulations [7], [9], [10], [13] all address the core problem of minimizing the sum of total distances between teams assigned to the same division. We show that OLR-D can be formulated and solved directly as a bilinear mixed integer program using modern solvers. Further, we consider extensions of OLR-D incorporating a wide range of constraints and objectives.

In Section 2 we summarize relevant domain knowledge for OLR. In Section 3, we present a equipartitioning-based integer programming formulation of OLR-D, building on the work of [7]. We show how this general bilinear mixed integer programming formulation can accommodate additional realignment considerations not previously considered. In Section 3.3 we show how our bilinear formulation can be modified to address OLR variants. In Section 4, we present computational results.

2. Sports League Realignment. In North American sports leagues such as the NFL, Major League Baseball (MLB), the National Basketball Association (NBA), and National Hockey League (NHL), teams are aligned into hierarchical structures. These alignments influence the scheduling of games, playoff participation, travel costs, and other considerations.

We will frequently use the NFL as an example in what follows. The NFL's 32

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$$\begin{aligned}
& \min \sum_{t, u, i, j} d_{tu} x_{tij} x_{uij} \\
& \text{s.t.} \quad \sum_t x_{tij} = s_{tij} \quad \forall i \in D, j \in C \\
& \sum_{ij} x_{tij} = 1 \quad \forall t \in T \\
& x_{tij} \in \{0, 1\}.
\end{aligned}
\tag{3.1}$$

Observe that (3.1) is a bilinear quadratic integer program with mn variables and $m + n$ constraints. Despite (3.1)'s nonconvexity, in Section 4 we shall see that for typical m and n , optimal solutions are readily obtained by commercial solvers.

It is well known that (3.1) can be reformulated as a mixed integer linear program by introducing an auxiliary variable $z_{t, u, i, j} = x_{tij} x_{uij}$. Since $x_{tij} \in \{0, 1\}$, we have

$$\begin{aligned}
& \min \sum_{t, u, i, j} d_{tu} z_{t, u, i, j} \\
& \text{s.t.} \quad \sum_t x_{tij} = s_{ij} \quad \forall i \in D, j \in C \\
& \sum_{ij} x_{tij} = 1 \quad \forall t \in T \\
& z_{t, u, i, j} \leq x_{tij} \quad \forall t, u \in T, i \in D, j \in C \\
& x_{tij}, z_{t, u, i, j} \in \{0, 1\}.
\end{aligned}
\tag{3.2}$$

This formulation has $n^2 + n$ variables and $m + n + mn^2$ constraints. The runtime characteristics of (3.1) and (3.2) are compared in Section 4.

As was noted, formulations equivalent to (3.1) and (3.2) have been considered in previous work. However, there may be additional practical considerations desired to be accounted for in a realignment. We will now show how (3.1) or (3.2) can be augmented to account for such considerations. In what follows, $t, u \in T$ unless otherwise specified.

3.1. Divisional constraints. Competitive and financial considerations may motivate forcing or forbidding certain divisional assignments. For example, the NFL's Dallas Cowboys and New York Giants have been in the same division since 1961 but are geographically distant, a relationship not naturally preserved by solving (3.1). The condition that teams t and u should be assigned to the same division is expressed as

$$x_{tij} = x_{uij}, \quad \forall i \in D, j \in C.$$

Teams t and u are disallowed from sharing a division by the relation

$$x_{tij} + x_{uij} \leq 1, \quad \forall i \in D, j \in C.$$

86 **3.2. Stability.** Economic and competitive considerations may make it undesir-
 87 able for an existing alignment to be changed significantly. We can account for this
 88 league stability consideration by introducing a lower bound c_{\min} on the number of
 89 teams whose assignments should match a given past realignment. Let $w_{tij} = 1$ if
 90 team t was assigned to division i in conference j in a previous realignment, and
 91 $w_{tij} = 0$ otherwise. Let $W = \{(t, i, j) \mid w_{tij} = 1\}$. Stability is then enforced by

$$92 \quad (3.5) \quad \sum_{(t,i,j) \in W} x_{tij} \geq c_{\min}.$$

93 A related problem is to minimize the number of team reassignments while ensuring
 94 a decrease in travel distance. Letting d_{\max} be an upper bound on travel distance, we
 95 have the reformulation

$$96 \quad (3.6) \quad \begin{aligned} \min \quad & v \\ \text{s.t.} \quad & \sum_{t,ij} d_{tu} z_{t,ij} \leq d_{\max} \\ & \sum_t x_{tij} = s_{ij} \quad \forall i \in D, j \in C \\ & \sum_{ij} x_{tij} = 1 \quad \forall t \in T \\ & v = N - \sum_{(t,i,j) \in W} x_{tij} \\ & x_{tij} \in \{0, 1\}. \end{aligned}$$

97 **3.3. Schedule-aware optimization.** Team travel distances depend on the lo-
 98 cations of the opponents they are scheduled to play. Since teams typically do not play
 99 all other teams in a league, scheduling can be an important realignment consideration.
 100 Creating optimal schedules is itself an interesting problem with a rich literature, see
 101 for example [3], [6], and [11]. Multi-league scenarios were considered more recently in
 102 [8].

103 While it is typical for league schedules to change on a yearly basis, realignment
 104 is less frequent. For example, NFL schedules change every season whereas the last
 105 divisional realignment occurred in 2002. Therefore realigning to optimize for a par-
 106 ticular schedule is not useful in practice. However, certain leagues create schedules
 107 with patterns that can be accounted for in realignment.

108 As of 2023, each NFL team plays seventeen games per season. Each team plays
 109 the other three teams in its own division twice per year, four teams from a division
 110 in their own conference once, and all four teams in a division in the other conference
 111 once. They play two games with other opponents within their conference, and the
 112 remaining game against an opponent outside their conference. Let $y_{tj} = 1$ iff team
 113 $t \in T$ is assigned to conference $j \in C$, regardless of division. The objective in (3.1) is
 114 then replaced by the mean seasonal travel distance

$$115 \quad (3.7) \quad \sum_{t,ij} d_{tu} (6x_{tij}x_{uij} + 6y_{tj}y_{uj} + 5y_{ti}(1 - y_{ui}))$$

116 and we add the additional structural constraint

$$117 \quad (3.8) \quad y_{tj} = \sum_{d \in C} x_{tij}, \quad \forall t \in T, i \in D, j \in C.$$

118 **3.4. Competitive Balance.** Competitive balance may also be of concern for
 119 realignment because divisional assignments frequently influence scheduling and playoff
 120 participation. We interpret competitive balance as the problem of realigning such that
 121 the overall strength of each division is as equal as possible. Let the estimated strength
 122 of team t be p_t , and the strength of division $i \in D$ to be the sum of the strengths of
 123 its teams.

124 A realignment that minimizes maximal deviation between divisional strength is
 125 given by

$$126 \quad (3.9) \quad \begin{aligned} & \min \quad \bar{r} \\ & \text{s.t.} \quad \sum_t x_{tij} = s_{ij} && \forall i \in D, j \in C \\ & \quad \sum_{ij} x_{tij} = 1 && \forall t \in T \\ & \quad \sum_t p_t x_{tij} = r_{ij} && \forall i \in D, j \in C \\ & \quad \bar{r} \geq r_{ij} - r_{kl} && \forall i, k \in D, j, l \in C \\ & \quad x_{tij} \in \{0, 1\}. \end{aligned}$$

127 Divisional strength and distance can also be considered together. [12] used exact
 128 and Tabu search techniques for k -way partitioning, incorporating node-level weights as
 129 constraints on the partitioning. Alternatively, we may augment (3.1) with competitive
 130 constraints by introducing an upper bound r_{\max} on maximal divisional deviation in
 131 strength. The resulting formulation is

$$132 \quad (3.10) \quad \begin{aligned} & \min \quad \sum_{t, u, i, j} d_{tu} x_{tij} x_{uij} \\ & \text{s.t.} \quad \sum_t x_{tij} = s_{ij} && \forall i \in D, j \in C \\ & \quad \sum_{ij} x_{tij} = 1 && \forall t \in T \\ & \quad r_{ij} = \sum_t x_{tij} p_t && \forall i \in D, j \in C \\ & \quad \bar{r} \geq r_{ij} - r_{kl} && \forall i, k \in D, j, l \in C \\ & \quad \bar{r} \leq r_{\max} \\ & \quad x_{tij} \in \{0, 1\}. \end{aligned}$$

133 We have implemented a Python package for solving OLR-D and the variants
 134 previously described using the Gurobi and SCIP solvers. The source code and data
 135 for experiments are provided in [4].

136 **4. Computational results.** We now present computational results for OLR-D
 137 and variants. All experiments were performed on a MacBook Pro M2 using Gurobi
 138 11.0 and SCIP 8.0. The source code and data for experiments are provided in [4].

139 We first consider the bilinear formulation (3.1) for the 2023 NFL season. The
 140 current divisional alignment for the NFL is given in Figure 1, with an objective value
 141 of 43972.39. The optimal solution value is 28070.55 and the corresponding divisional
 142 alignment is given in Figure 2.

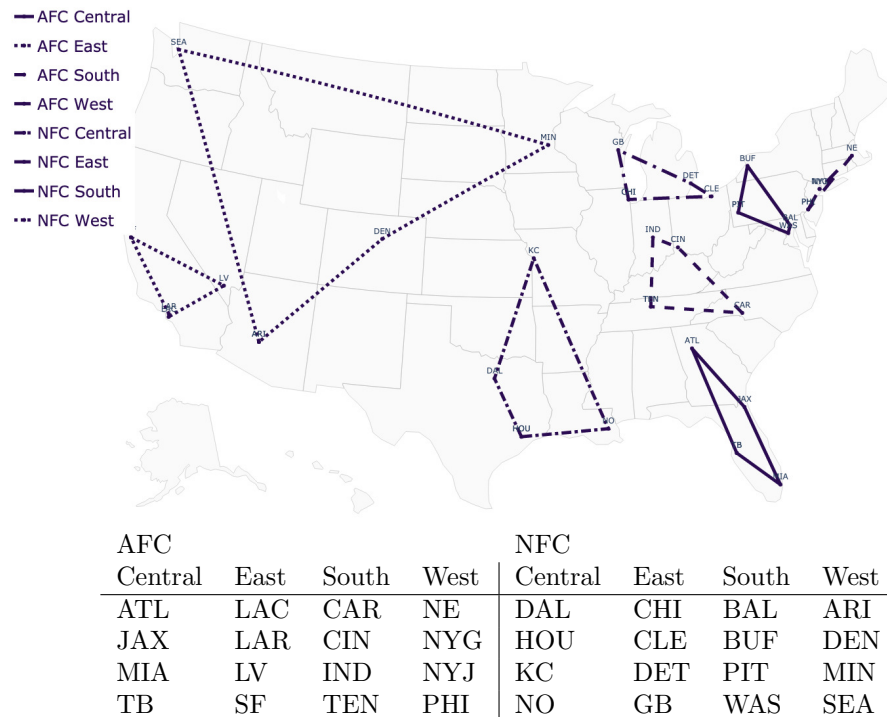


FIG. 2. *Optimal NFL divisional alignment, 2023*

143 We solved the same formulation for the 2003 NFL season, confirming that the
 144 solution matches that provided in [9].

145 In Table 1 we present results for several algorithms applied across leagues and
 146 seasons. To obtain smaller instances we further divided leagues into their constituent
 147 conferences. The solution value of (3.1) is given in the **Optimal** column. The distances
 148 for realignments used by the respective league for the specified season are given in
 149 the **Incumbent** column, and the gap from optimal in **Inc. Gap**. Finally, we report
 150 the realignment distance for a greedy implementation where we repeatedly select the
 151 team with the smallest distance to a previously aligned team.

League	Season	Optimal	Incumbent	Inc. Gap	Greedy	Gr. Gap
MLB	2023	40150.82	58724.44	46.26%	52080.08	29.71%
MLB AL	2023	34923.44	35091.38	0.48%	43723.35	25.20%
MLB NL	2023	23076.48	23633.06	2.41%	26519.78	14.92%
NBA	2023	40057.53	41135.55	2.69%	43227.30	7.91%
NBA East	2023	15419.64	15469.88	0.33%	16311.08	5.78%
NBA West	2023	24637.89	25665.67	4.17%	27011.17	9.63%
NFL	2002	27577.90	50278.91	82.32%	36185.97	31.21%
NFL	2023	28070.55	43972.39	56.65%	30205.15	7.60%
NFL AFC	2023	18881.69	23191.47	22.83%	18881.69	0.00%
NFL NFC	2023	17803.52	20780.92	16.72%	17803.52	0.00%
NHL	2023	105605.67	112554.69	6.58%	139566.37	32.16%
NHL East	2023	36042.84	42595.26	18.18%	41893.10	16.23%
NHL West	2023	69562.83	69959.42	0.57%	81505.71	17.17%

TABLE 1
Realignment distances by league and approach

152 We next consider the mixed integer programming formulation (3.2). Since the
 153 formulations (3.1) and (3.2) are equivalent, solutions are identical. The runtimes for
 154 solving (3.1) and (3.2) using Gurobi are given in Table 2.

155 In Table 2 we measure the runtime to solve (3.1) for the NFL, NBA, MLB, and
 156 NHL. We report runtimes both for the bilinear formulation (3.1) and the mixed integer
 157 programming (MIP) formulation (3.2).

League	Season	Bilinear	MIP
MLB	2023	2.92	5.87
NBA	2023	2.97	11.22
NFL	2002	2.53	13.24
NFL	2023	4.60	16.86
NHL	2023	8.25	13.96

TABLE 2
Gurobi runtimes for (3.1) and (3.2)

158 As observed in in Table 2, runtime varies by problem instance, due to differences
 159 in the distance matrix D . Runtime performance also depends on the solver consid-
 160 erations. To solve (3.1) we used Gurobi 11.0.0, a commercial solver. We also used
 161 SCIP 7.0.1, an open source solver. SCIP was unable to solve any of the instances in
 162 Table 2 to optimality in 24 hours. When we subdivide leagues into their constituent
 163 conferences, both Gurobi and SCIP are able to realign all leagues optimally, as shown
 164 in Table 3. Comparative runtimes are directionally consistent with benchmarks for
 165 standard MIP test sets, see [5].

League	Season	Conf.	Gurobi	SCIP
MLB	2023	AL	0.256	0.470
MLB	2023	NL	0.053	0.365
NBA	2023	East	0.090	0.409
NBA	2023	West	0.167	1.077
NFL	2023	AFC	0.087	2.025
NFL	2023	NFC	0.134	0.867
NHL	2023	East	0.045	0.176
NHL	2023	West	0.017	0.150

TABLE 3
Gurobi and SCIP runtimes for (3.2)

166 In Section 3.2 we introduced the concept of stability, where we seek to limit
 167 the number of permitted team reassignments. In Figure 3 we show the relationship
 168 between optimality gap, runtime, and the number of permitted team reassignments.
 169 The number of reassignments is controlled using (3.5).

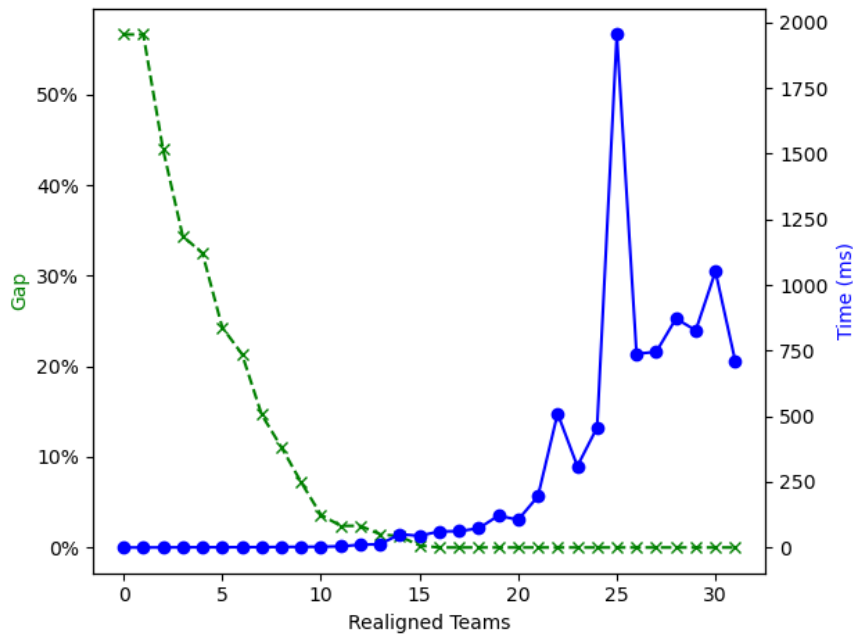


FIG. 3. Solve time vs. relative gap for stability constraints, NFL 2023

170 We next consider the alternative formulation (3.6). The incumbent distance for
 171 the 2023 NFL season is 43972.39. The optimal distance is 28070.55. In Figure 4 we
 172 repeatedly solve (3.6) for the using intermediate values of d_{max} between incumbent
 173 and optimal distances. The number of realigned teams from the incumbent is shown
 174 with the optimality gap on the y-axis.

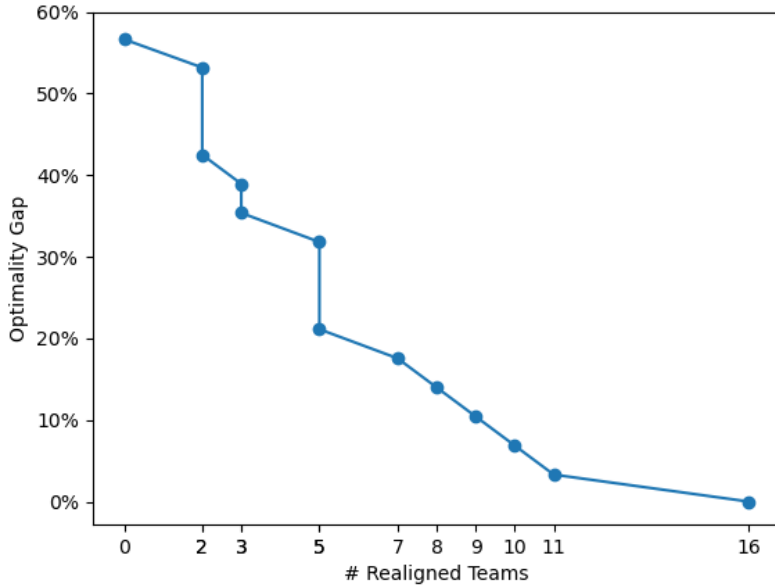


FIG. 4. *Optimality Gap - Max Swaps for NFL teams (2023)*

175 While we have focused on the NFL, the approaches described apply to other North
 176 American professional sports leagues. Optimal realignments for the NBA, MLB, and
 177 NHL are given in Appendix B. The incumbent alignments for the NBA and NHL are
 178 closer to their respective optimal realignments than the NFL and MLB. The NBA
 179 and NHL have geographically defined Eastern and Western conferences, whereas NFL
 180 and MLB conference composition relates to historical factors¹.

181 **5. Conclusions.** We have presented several integer programming formulations
 182 for Optimal League Realignment. These formulations are able to incorporate practical
 183 considerations for realignment, as well as differing objectives. We have shown that
 184 modern commercial solvers can solve OLR in its more natural bilinear formulation
 185 more quickly than with a mixed integer programming formulation. Further, we have
 186 shown that our formulations apply all major North American sports leagues.

187 We envision several possibilities for extensions and improvements. Column gen-
 188 eration and cutting plane approaches are applicable for k -way equipartitioning, as in
 189 [1] and [12]. Another possibility is to devise hybrid variants of the formulations in
 190 order to accommodate noncommercial solvers. For example, a heuristic could be used
 191 to create an initial partition of divisions and teams, and the resulting subproblems
 192 could then be solved and unified.

193 **Appendix A. National Football League Teams, 2023.**

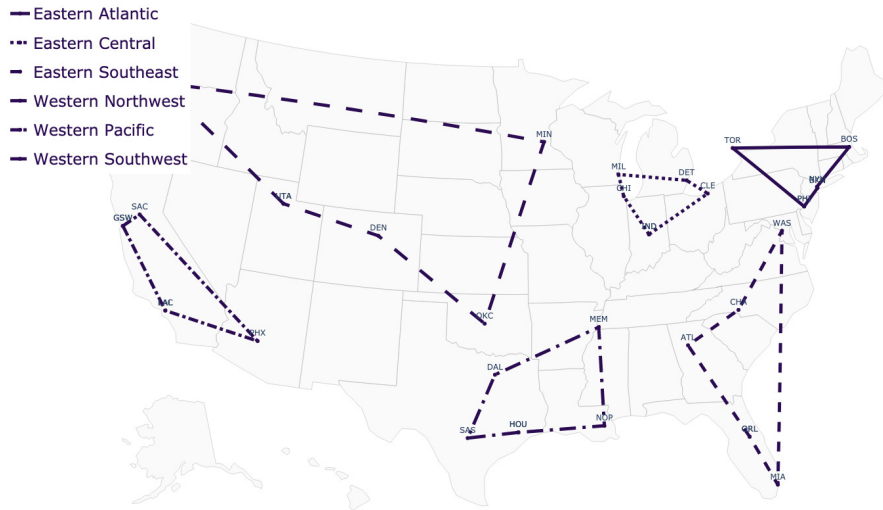
¹The basis for the modern NFL was formed by a merger with the American Football League in 1970 [14]. Major League Baseball was formed by agreement of the National and American leagues in 1903, and were run semi-independently for decades after, see [2].

Team	Abbr.	Conf.	Div.	Latitude	Longitude
Arizona Cardinals	ARI	NFC	West	33.528	-112.263
Atlanta Falcons	ATL	NFC	South	33.755	-84.401
Baltimore Ravens	BAL	AFC	Central	39.278	-76.622
Buffalo Bills	BUF	AFC	East	42.773	-78.787
Carolina Panthers	CAR	NFC	South	35.225	-80.852
Chicago Bears	CHI	NFC	Central	41.862	-87.617
Cincinnati Bengals	CIN	AFC	Central	39.096	-84.516
Cleveland Browns	CLE	AFC	Central	41.506	-81.699
Dallas Cowboys	DAL	NFC	East	32.748	-97.093
Denver Broncos	DEN	AFC	West	39.743	-105.021
Detroit Lions	DET	NFC	Central	42.339	-83.045
Green Bay Packers	GB	NFC	Central	44.501	-88.062
Houston Texans	HOU	AFC	South	29.684	-95.410
Indianapolis Colts	IND	AFC	South	39.760	-86.163
Jacksonville Jaguars	JAX	AFC	South	30.323	-81.636
Kansas City Chiefs	KC	AFC	West	39.049	-94.484
Las Vegas Raiders	LV	AFC	West	36.090	-115.183
Los Angeles Chargers	LAC	AFC	West	33.864	-118.261
Los Angeles Rams	LAR	NFC	West	34.014	-118.288
Miami Dolphins	MIA	AFC	East	25.958	-80.238
Minnesota Vikings	MIN	NFC	Central	44.974	-93.259
New England Patriots	NE	AFC	East	42.090	-71.264
New Orleans Saints	NO	NFC	South	29.951	-90.081
New York Giants	NYG	NFC	East	40.813	-74.074
New York Jets	NYJ	AFC	East	40.813	-74.074
Philadelphia Eagles	PHI	NFC	East	39.901	-75.167
Pittsburgh Steelers	PIT	AFC	Central	40.446	-80.015
San Francisco 49ers	SF	NFC	West	37.403	-121.970
Seattle Seahawks	SEA	NFC	West	47.595	-122.331
Tampa Bay Buccaneers	TB	NFC	South	27.975	-82.503
Tennessee Titans	TEN	AFC	South	36.166	-86.771
Washington Commanders	WAS	NFC	East	38.907	-76.864

TABLE 4

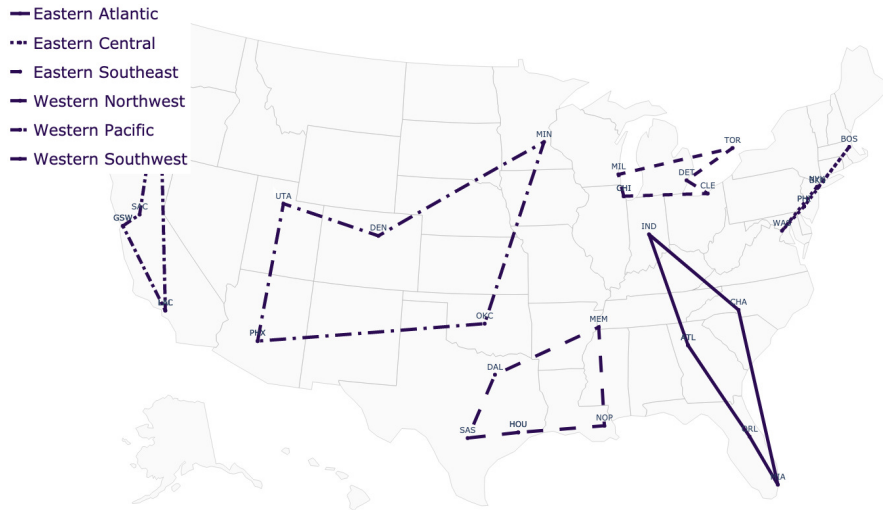
*National Football League Teams and Locations, 2023***Appendix B. North American Sports League Alignments, 2023.**

195 **B.1. National Basketball Association divisional alignments (2023).** In-
196 cumbent and optimal divisional alignments for the NBA are given in Figures 5 and 6,
197 respectively. The NBA has 30 teams, divided into two conferences and six divisions.



Eastern			Western		
Atlantic	Central	Southeast	Northwest	Pacific	Southwest
BKN	CHI	ATL	DEN	GSW	DAL
BOS	CLE	CHA	MIN	LAC	HOU
NYK	DET	MIA	OKC	LAL	MEM
PHI	IND	ORL	POR	PHX	NOP
TOR	MIL	WAS	UTA	SAC	SAS

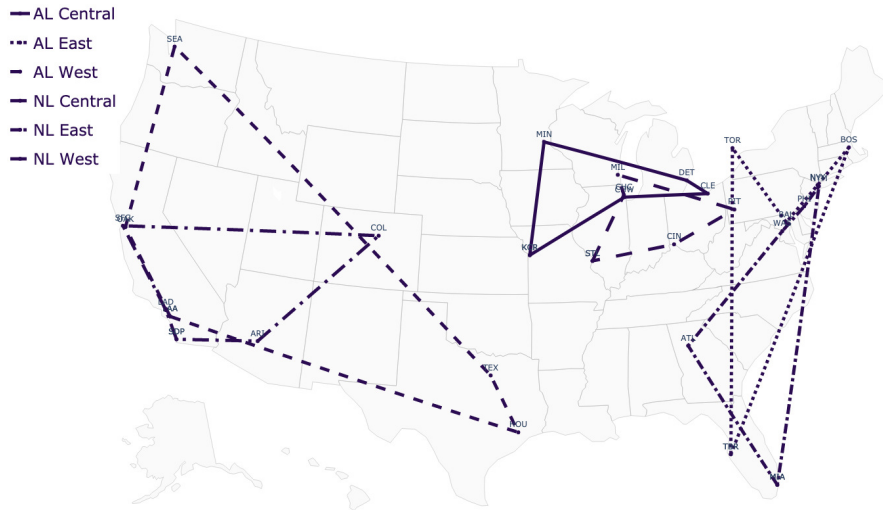
FIG. 5. NBA team locations and divisional alignment (2023)



Eastern			Western		
Atlantic	Central	Southeast	Northwest	Pacific	Southwest
ATL	BKN	CHI	DAL	GSW	DEN
CHA	BOS	CLE	HOU	LAC	MIN
IND	NYK	DET	MEM	LAL	OKC
MIA	PHI	MIL	NOP	POR	PHX
ORL	WAS	TOR	SAS	SAC	UTA

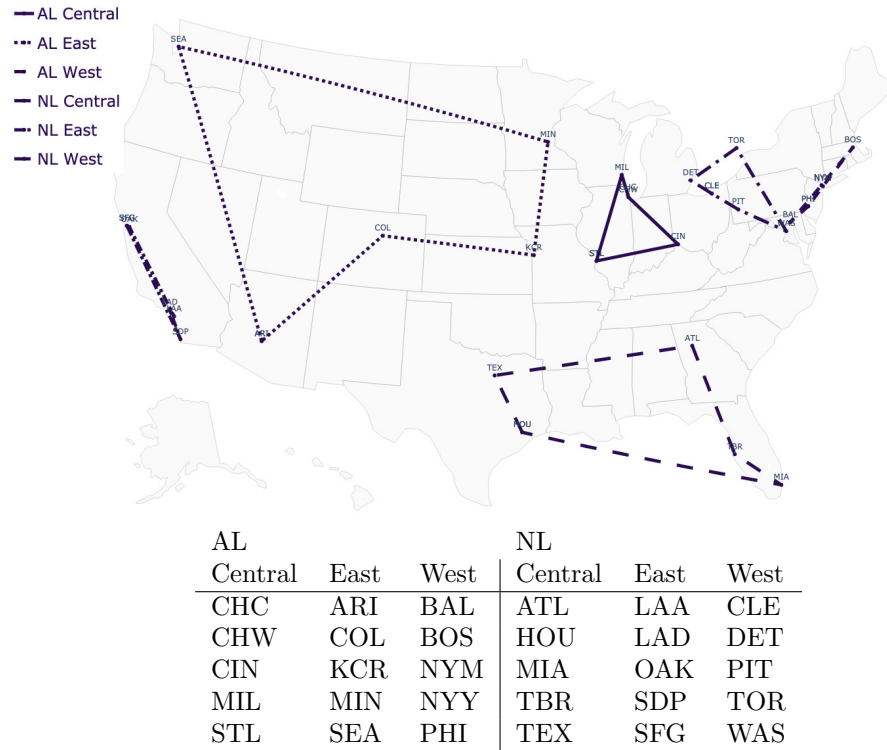
FIG. 6. *Optimal NBA divisional alignment, 2023*

198 **B.2. Major League Baseball divisional alignments (2023).** Incumbent
 199 and optimal divisional alignments for MLB are given in Figures 7 and 8, respectively.
 200 MLB has 30 teams, divided into two leagues and six divisions.

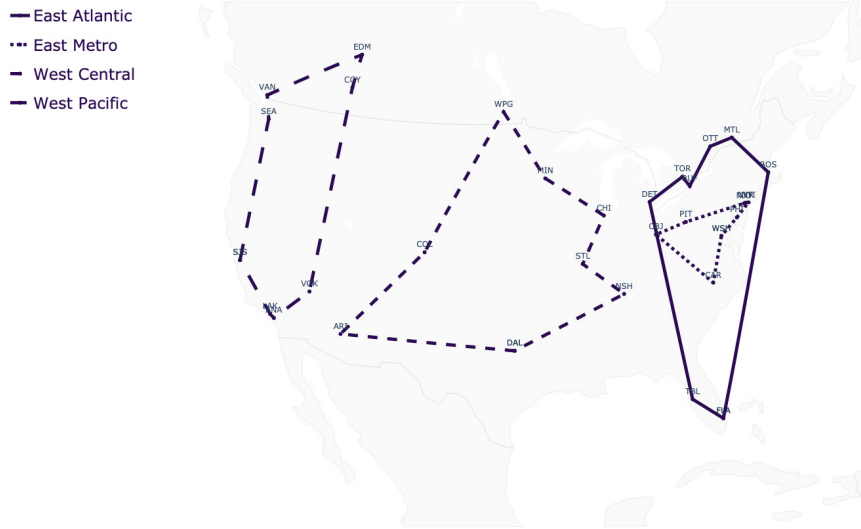


AL			NL		
Central	East	West	Central	East	West
CHW	BAL	HOU	CHC	ATL	ARI
CLE	BOS	LAA	CIN	MIA	COL
DET	NYY	OAK	MIL	NYM	LAD
KCR	TBR	SEA	PIT	PHI	SDP
MIN	TOR	TEX	STL	WAS	SFG

FIG. 7. MLB team locations and divisional alignment (2023)

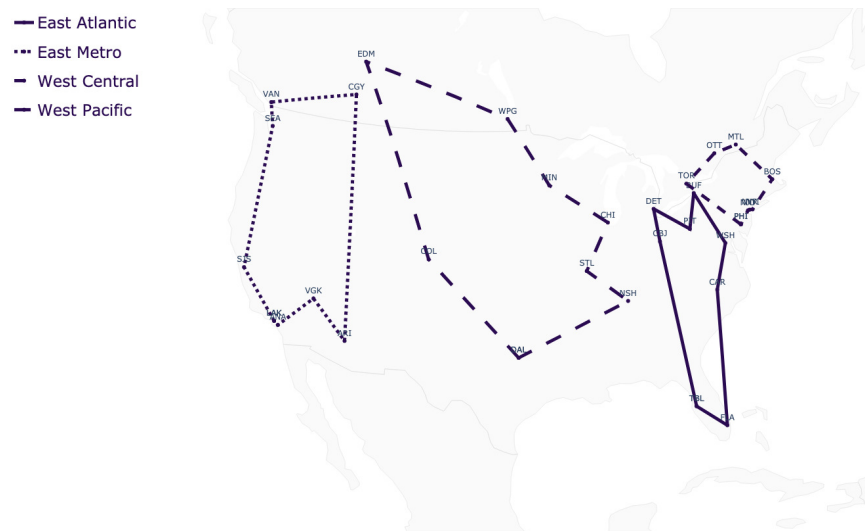
FIG. 8. *Optimal MLB divisional alignment, 2023*

201 **B.3. National Hockey League divisional alignments (2023).** Incumbent
 202 and optimal divisional alignments for the NHL are given in Figures 9 and 10, re-
 203 spectively. The NHL has 32 teams, divided into two conferences with four divisions
 204 each.



East		West	
Atlantic	Metro	Central	Pacific
BOS	CAR	ARI	ANA
BUF	CBJ	CHI	CGY
DET	NJD	COL	EDM
FLA	NYI	DAL	LAK
MTL	NYR	MIN	SEA
OTT	PHI	NSH	SJS
TBL	PIT	STL	VAN
TOR	WSH	WPG	VGK

FIG. 9. NHL team locations and divisional alignment (2023)



East		West	
Atlantic	Metro	Central	Pacific
BUF	ANA	BOS	CHI
CAR	ARI	MTL	COL
CBJ	CGY	NJD	DAL
DET	LAK	NYI	EDM
FLA	SEA	NYR	MIN
PIT	SJS	OTT	NSH
TBL	VAN	PHI	STL
WSH	VGK	TOR	WPG

FIG. 10. Optimal NHL divisional alignment, 2023

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 206 inspiring the investigation of this problem.

207

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