**2023-24 HOCKEY POOL RULES**

**(Highlighted Rules do not apply to 2023-2024 season)**

**1. Introduction**  
**1.1)** This pool consists of GMs running fantasy teams over the course of the NHL regular season (preseason and playoffs don't count).  
**1.2)** Points will be awarded for certain stats that the players on those fantasy teams accumulate. At the end of the year, the GM with the most points wins.  
**1.3)** **This hockey pool is a game. Nothing in these rules is a licence for you to break the law or behave in an uncivilized manner.**

**2. Drafting Order**  
**2.1)** Each GM will build a team of 32 players at the draft.

**2.2)** The draft will consist of 32 rounds, and in each round, each GM will be assigned one draft pick.

**2.3)** First two rounds are snake order. Rounds 3-32 are randomized.

**2.4)** Each GM is allowed up to 3 minutes to draft a player at their current draft position.

**2.5)** Each GM is allowed up to 1 timeout. They are given up to 5 minutes for their timeout. Exceptions are given to those for an emergency or something major (examples work related or family related) not related to the pool.

**2.6)** Edmonton rule applies to draft order.

**2.6a)** If a GM is first for 3 rounds in a row, the GM will slide down to 4th automatically in top round of the three.

**2.6b)** If a GM is last for 3 rounds in a row, the GM will move up to 4th in the top round of the three. This GM beats out a GM who is sliding down if both happen in the same round.

**2.7)** Draft picks can be traded anytime prior and during the draft. GMs can trade players after the draft.

**2.8)** Each GM can draft whoever they want.

**2.9)** A washroom break will be given after round 14.

**2.10)** Each GM must draft at least one rookie. The first rookie taken during the draft by each GM is deemed a designated rookie. (See Section 3)

**3. Designated Rookies**  
**3.1)** A rookie is defined as any player who meets conditions a) and b):  
*a)* The player has never played more than 24 regular-season games in any previous NHL season.  
*b)* The player has not played more than 5 games in each of any two previous NHL seasons.  
***c)*** The seasons mentioned in b) need not be consecutive.  
**3.2)** The first rookie taken by any GM during the draft is deemed a designated rookie and the rules in this section apply to him. This section does not apply to any additional rookies drafted by the same GM.  
**3.3)** Designated rookies may be bought out during these times:  
***a)*** before the season starts, if the rookie is cut from training camp or doesn't make the team for any other reason  
***b)*** during the season, if the rookie is sent to a junior league (WHL, OHL, or QMJHL), to a farm team (AHL or ECHL), or suffers a confirmed season-ending injury  
**3.4)** A GM who buys out a designated rookie must replace them with another rookie player that is not owned. Designated rookies will be labeled as such in the draft in case someone decides to draft an additional rookie. That additional rookie should have no restrictions when it comes to buyouts. However, if you trade your designated rookie to another GM, that GM cannot buyout the designated rookie for a non rookie player. Exception: If the buyout takes place during the season, and no other rookies are active in the NHL, a rookie may be replaced with an unowned sophomore.  
**3.5)** A sophomore is defined as "any player who was a rookie one season ago".  
**3.6)** Any player (whether rookie or sophomore) that replaces a designated rookie in a buy-out is treated as a designated rookie and this section applies to him.

**4. Buyouts**  
**4.1)** Every GM can only buyout a player from their own fantasy hockey team.

**4.2)** Buyouts must be announced on Discord.

**4.3)** Every GM is allowed unlimited buyouts before the start of the regular season and 12 total buyouts after the start of the regular season.

**4.3)** Buyouts will come at no cap penalty during the offseason and 50% cap penalty during the regular season.

**4.4)** A buyout can be performed at any time during the season even after trade deadline and must be made effective immediately. If games are in progress when the buyout is announced, the buyout is effective after the final game of the day.

**4.5)** If a GM buys out a player, they shall replace them with an unowned player immediately. This includes players who do not currently have a valid NHL contract. Failure to name a replacement player voids the buyout.

**4.6)** A player available in the unowned player pool is first comes first serve with the exception of those who are on waivers. See Section 5.

**4.7)** Given that it is rule abiding, a buyout cannot be cancelled or reversed.

**4.8)** If the player being bought out is on a GM’s active roster for a particular month during the regular season, the newly acquired player must immediately replace the bought-out player in the active roster and must be positional eligible to do so.

**4.9)** A GM may buy out a player who has suffered a season-ending injury or retires in the middle of a season according to a reliable source, at any time. “Reliable source” includes a quote from the player, his coach or GM, or a major media organization like TSN.   
**4.10)** After a buyout, a GM must always carry at least 12 forwards, 6 defense and 2 goalies on their team at all times so that there are no main roster holes.   
**4.11)** Buyouts are not retroactive. (If a GM finds out that an injured player is out for the season 2 months after the injury, after a buyout he cannot claim any points for those 2 months.)  
**4.12)** A player who has been bought out does not count against the 32-player limit.

**5. Waivers**

5.1) A waiver system is used during the regular season.

5.2) The waiver system is based off the current ranking of the GM in the pool based on the overall standings.

5.3) Lowest ranked GM has higher priority for players added on waivers.

5.4) The player that was bought out remains on waivers for 24 hours and GMs (not including the one that performed the buyout) can bid for that player.

For example, If Joey buyouts Jack Hughes for Josh Ho-Sang, other GMs have 24 hours to claim Hughes. If Alex and Billy are the only GMs who put in a bid for Hughes, the GM who is lower in the standings will be able to claim Hughes off waivers after the 24 hours is complete.

5.5) If a GM buys out a player they own for a player on waivers, the GM takes 50% cap penalty t on the dropped player. The player can be claimed through the waiver wire at a 25% cap discount by another GM within 24 hours. If the dropped player is claimed, the GM who originally bought out the player will retain their buyout (they do not lose their buyout).

5.6) If there is a waiver system in the pre-season, the first GM to submit a buyout for a player will get priority for that player. This is because all teams are tied in the standings during the pre-season.

**5a. Trades**  
**5.1)** Trades may take place at any time by mutual consent of two or more GMs.

**5.2)** A trade must not put anyone over the cap.

**5.3)** Any number of GM’s can take part in a single trade.   
**5.4)** A trade shall take place immediately when one is announced on Discord, unless the trade announcement specifies another date. However, it is also legal to execute the trade on Fantrax first and announce it on Discord within 12 hours after trade execution.

**5.5)** A GM can offer salary retention up to 50% for a player in a trade. Each GM is allowed 5 salary retentions during the regular season.

**5.6)** If a player is traded during a game that he is playing in, the trade is not effective until after his game ends.

**5.7)** Players who have been traded may not be activated or scratched, or switched between lines or pairings, until the Monday following the trade. Essentially, a GM cannot make a line change due to a trade. If a GM trades a player(s) in their lineup they must replace them with the player(s) they are getting back in return from the trade.

**5.8)** If a trade causes a hole in the lineup for a GM, that hole remains till the next line change on Monday.   
**5.9)** No player who has been traded away by a GM may return to that GM until one calendar week has elapsed.

**5.10)** No GM may invoke rules 5.6 and 5.7 within the same calendar month. [e.g. you cannot trade a player away and get him back a week later for the sole purpose of getting a free line change.]   
**5.11)** Any number of players may be traded for any other number of players.  
**5.12)** A trade must not cause any GM to have less than 20 players on their roster.  
**5.13)** The onus is on the GMs involved in the trade to ensure that all other GMs are informed about the trade.  
**5.14)** No trade may take place until all GMs have been informed on discord.

**5.15)** No trade shall take place which involves the exchange of points or of commodities not related to the pool, or creates a conflict of interest. [See Note]

**5.16)** No trade may take place after the official NHL trade deadline date. Deadline is 9 pm Pacific Time on Trade Deadline day.

**5b. Trading Players with Retained Salary**

**5b.1)** When a player, who has salary retained by a previous GM, is bought out, the GM who has ownership of the player during the buyout will receive cap relief. Buyout rules apply depending on if the player is bought out during the regular season or preseason.

**5b.2)** The previous GM who agreed to retain salary of the player during the trade will not receive cap relief after the player is bought out by another GM.

Example 1) GM A trades Phil Kessel (salary 8 million) to GM B at 50% salary retained. Afterwards, GM B performs a buyout of Kessel during the regular season. GM B is relieved 2.0 million of cap and GM A still retains 4.0 million of Phil Kessel’s cap. Remember during the season, 50% cap hit applies to all buyouts.

Example 2) GM A performs the same deal and GM B performs the same buyout during the preseason. GM B is relived 4.0 million of cap and GM A still retains 4.0 million of Phil Kessel’s cap.

**6. Trade Veto**

**6.1)** Once a trade is announced, players involved in that trade cannot be used in an ensuing trade, until a veto decision has been finalized on the trade.  
**6.2)** For any trade that is announced between 12 PM PST (3PM EST) and 8 PM PST (11 PM EST) there is only a 2 hour veto period. After the 2 hour period is up, the trade transaction can go through. If any trade is announced after 8 PM PST (11 PM EST) then the veto period is till 12 PM PST (3 PM EST) the next day after which the trade transaction can go through.

**6.3)** To succeed in the veto, 4 GMs must explicitly reply in the form of a direct reply to that particular trade with a "NO" vote. Lack of response is defaulted as approval of the trade.

**6.4)** Once a GM has voted to veto or not to veto a trade, they cannot change their vote.

**7. Lineup Changes and Injuries**  
**7.1)** At any given point, 20 players will be active - 12 forwards, 6 defencemen, and 2 goalies.  
**7.2)** The 12 forwards shall be split into four lines, each with three forwards including one centre.  
**7.3)** Any forward can be designated as a centre, even if they are listed as a winger on NHL.com. Conversely, a centre can play as a winger. [See Note]  
**7.4)** The six defencemen shall be split into three pairings, each with two defencemen.  
**7.5)** All players who are not part of the main roster is considered "inactive".  
**7.6)** Inactive players do not score any points. (see 7.1)

**7.7)** Line changes will be daily through Fantrax.

**7.8)** Each GM will need to announce injuries or roster changes on discord. The week starts on Monday.

**7.9)** If a GM does not want to make any change to their roster, they can copy or paste the old lineup on discord. If a GM does not copy or paste their old lineup, by default their previous lineup will be used for the active week.   
**7.10)** At the end of every week (Sunday), all GMs may alter their lines and pairings, and scratch active players or activate inactive players.  
**7.11)** The changes mentioned in rule 7.7 apply before the start of the first game on the first day of the next Monday.  
**7.12)** If a forward, defenceman, or goalie suffers an injury, illness or is suspended, lines or pairings of that position may be altered. The injured/suspended player becomes inactive and one inactive player may be activated.  
**7.13)** Injury reserve (IR) placements for weekly roster announcements must be made within 48 hours before the start of the 1st game of a calendar week in order to be valid.

**7.14)** When a forward, defenceman, or goalie returns from injury, illness or suspension, lines/pairings shall be altered again so as to reverse the changes of the original injury.

**7.15)** A change may take place for any position before the start of the first game on a Monday if the GM has made a trade sometime in the previous week which involves a player of that position.

**7.16)** If an injured player is declared “game time decision”, a GM may put them back into their roster. However, if it turns out they were still injured, they are entitled to move the player back to reserves, but the GM must make the same replacements as they did for the player’s original injury.  
**7.17)** The onus is on the GM to announce a lineup change. A player does not automatically activate when their suspension has been served or when they return from injury.

**7.18)** An injured player which has returned from their injury/suspension and has played 1 game already will be forced to be returned before the start of their next game. (Ex. Player A is out with injury, but plays on November 10th; next time Player A plays on November 12th; Player will be returned at the beginning of the day of November 12th)

**7.19)** A GM can IR a player that is either in a contract holdout, applying for and acquiring a working visa to play for their respective NHL team, or catches covid anytime during the regular season.

**7.20)** If there is a stoppage in the NHL season, general GMs are allowed to redo their lineups for the next set of games as though it’s the start of a new week.   
  
**8. Scoring System**  
**8.1)** Active players score points for performing certain actions during NHL games.  
**8.2)** In case of a discrepancy, the statistics posted on NHL.com shall be authoritative.  
**8.3)** The point values of these actions may be found in Appendix A.

**8.4)** All GMs will use Fantrax, which is a website that keeps track of everyone’s points.

**8.5)** The GMs shall, at the beginning of the season, designate someone as the Administrator. They may, but do not have to, be a GM.

**8.6)** The Administrator shall be responsible for making sure all lineup changes and number of points gained by active player is correct for each team in a timely fashion. [Be reasonable. Circumstances such as homework, family issues, or illness may cause the Administrator to delay reporting of points.]

**8.7)** If a GM finds an issue on Fantrax related to scoring or lineup changes, they must report that to the Administrator, who will solve the issue. Any GM may within 7 days issue a challenge to correct the score.

**8.8)** After 7 days, all scores shall be assumed correct. Exception: If an error is found which affects a GM’s score by 50 points or more, a challenge may be issued at any time until the last game of the season.

**8.9)** At the end of the season, the GM with the highest total score wins the pool.

**8.10)** If a GM is less than 50 points behind the leading GM at the end of the season, they may (but are not obligated to) issue a challenge to any scoring error, even one that is less than 50 points. If no challenges are issued within 7 days, then the leading GM officially wins.

**9. Salary Cap**

**9.1)** No GM shall, at any point, have a roster whose caphits exceed the salary cap of $190 million.  
**9.2)** Players who have not yet signed contracts are treated as players with zero caphit until their contracts are signed.  
**9.3)** Players who are sent to the AHL on two-way contracts have a caphit equal to what it would be if they were still in the NHL.

**9.4)** If a GM at any time finds themselves over the salary cap due to a new player signing or any other reason before the season starts, they have until the start of the season to get under the cap.

**9.5)** If a manger is over the cap when the season starts, Fantrax will not award them any points until they are under the cap.

**9.6)** If a cap violation is discovered during the season, a GM has the option of:

*a)* demanding that the trade or buyout that caused the cap violation be nullified

*b****)*** making a second trade to get under the cap (however, the GM will not score points for the duration of time when they are over the cap).

***c)*** waiting 24 hours, then making a buyout similar to long-term injured players (see Rule 4.6). However, they do not get to make the normal line change after a buyout. The GM will not score points for the duration of time when they are over the cap.

*d)* If there is a cap violation and the GM is out of buyouts, they will be forced to trade to solve their cap problems.

**10. Racially Motivated Rules**

If a GM makes racially motivated comments or remarks the following will happen (or initiate it):

During the draft:

* If a GM says a racially motivated remarks or comments in the top 15 rounds, their drafted player(s) from the current round and earlier rounds will be placed back into the player availability pool. The GM will continue drafting starting the next subsequent round.
* If the GM says a racially motivated remarks or comments in the last 15 rounds of the draft, they will lose all their players and will be forced to draft whichever players are available once the draft is completed by the rest of the GMs.

During the season:(per time)

1. Lose 1000 fantasy points
2. GM loses the pool and will finish the pool with whatever points they currently have and will be placed last after the 2nd racist remark or comment. Even if the GM finishes first on the very last day and says the racist remark or comment, they will not be awarded first place. Instead, they will finish last for the year.

If a team named is deemed hateful or derogatory at any time during the season, that will immediately be treated as a first offence and the GM will have 24 hours to change the team name before it gets escalated to level 2.

A racially motivated remarks or comments may be reported and voted on, it is only considered punishable if majority of GM's deem it is racist. Any initiating will also be put under the same system.

Any racially motivated remarks or comments that is uttered or mentioned will not be tolerated in ANY context as long as the GM is a participant in this Fantasy Hockey pool.

**11. Amendments**

**11.1)** This document may be amended at any time according to the provisions in this rule.

**11.2)** An amendment affecting sections 2, 3, 4, 5, 6 or 10 may be made by the consent of a majority of GMs in the pool.

**11.3)** An amendment affecting sections 1, 7, 8, or 9 may be made only by unanimous consent of all GMs for their respective team.

**11.4)** If a new rule is proposed which does not fit into any of the above sections, it can be added by consent of a majority.

**11.5)** An amendment which unreasonably targets specific GMs or teams is void. (i.e. you cannot propose “any GM whose name starts with N loses 5000 points effective immediately” or “all Vancouver Canucks players score double”)

**12. Interpretation**

**12.1)** If a dispute over these rules occurs, GMs are encouraged to look at precedents such as the previous rules this document was based on to make a ruling.

**12.2)** In the event of a dispute, the majority of GMs may make a ruling. If there is an even number of GMs and they vote to a tie, the scorekeeper shall have the casting vote.

**12.3)** Be reasonable when interpreting rules. Remember, it’s just a game.

**13. Communication**

**13.1)** All GMs are expected to download the app Discord. Trades, and buyouts shall be announced primarily through Discord or in person when all GMs are present together.

**APPENDIX A**

**Scoring System**

**Top 6 Scoring:**

1 Goal or Assist = 10pts

1 Shot on Goal = 0.5 pts

**3rd Line Scoring:**

1 Goal or Assist = 6 pts

1 Hit = 1.5 pts

1 Block = 2 pts

1 Takeaway = +2 pts

1 Giveaway = - 2 pts

**4th Line Scoring:**

1 Goal or Assist = 2pts

1 Hit = 2 pts

1 Block = 2.5 pts

1 Takeaway = 2.5 pts

1 Giveaway = -2.5 pts

**Designated Centers:**

1 Faceoff Win = +0.5pt

1 Faceoff Lost = -0.5pt

**1st Pair D-men:**

1 Goal or Assist = 10 pts

1 Hit = 1.0 pt

1 Block = 1.5 pt

1 Takeaway = 1.5 pt

1 Giveaway = - 1.5 pt

1 Shot on Goal = 0.5 pts

**2nd Pair D-men:**

1 Goal or Assist = 6pts

1 Hit = 2.0 pts

1 Block = 2.5 pts

1 Takeaway = 2.5 pts

1 Giveaway = - 2.5 pts

**3rd Pair D-men:**

1 Goal or Assist = 2 pts

1 Hit = 2.5 pts

1 Block = 3.0 pts

1 Takeaway = 3.0 pts

1 Giveaway = -3.0 pts

**All D-Men:**

+1 = +2pts

-1 = -2pts

**Goalies:**

1 Save = +1pt

1 Goal Allowed = -7pts

Win = +5pts

Shutout = +10pts

Goal = +100pts

Assist = +10pts

Shootout Save = +2 pts

\*Goalies are eligible for short-handed bonus and over-time bonus

**Overall:**

Overtime Goal = +5pts

Hat-Trick = +10pts

5 Goals Scored = +100pts

Shorthanded goal or assist = +10 pts

**APPENDIX B**

**Prize Structure**

1st place wins a grand total of X ($20 from gm’s placed 5th- X)

2nd place wins $20. That $20 comes from gm placing 4rd overall

3rd place gets a free play.

1st overall at the end of the year gets the last pick.

2nd to 7th place teams at the end of the year will have the points calculated between trade deadline and end of the year; highest and second highest out of them will get 1st overall and 2nd overall respectively.

2nd place + leftover teams between 4-7 will then be compared again between trade deadline and end of the year, for lottery odds for 3rd overall. Odds rewarded between those ranks, 50%, 30%, 20% (subject to change based on next year's GM's - any new GM's will mirror the lowest odds)

**APPENDIX C**

**Previous Rule Changes**

2011 Dec. 16, buyouts for long-term injured players. This rule still applies but buyout is now 50% of caphit.

2013 Feb. 7, special rule added for Steven’s firesale.

2013 Feb. 25, definition of positions added. See Notes.

2013 Apr. 29, buyout amnesty rule added. This rule applies only for 2013-14 season, now irrelevant.

2013 May 7, buyout rule added for off-season buyouts. Rule only applies for 2013 off-season, now irrelevant.

2013 Oct. 9, lineup changes. Clarifies Rule 6.10.

2013 Nov. 9: several rule changes agreed to by everyone. (Amended rules 4.5, 6.10, and 6.12, added rules 5.7, 5.12, 8.6, and the challenge rules in Section 7.)

2014 July 5: changed the prize (rule 1.3). Rule 4.10 added. Goalie points changed.

2014 Aug. 1: shootout and 2nd pairing defence scoring changed.

2014 Sept. 28: salary cap raised from 120 to 135 million, and player limit from 30 to 33 to accommodate a special expansion draft.

2014 Oct. 5: SHG bonus added.

2014 Oct. 19: goalies added to injury replacement rules, and players must come back the 2nd game after their injury

2015 July 26: Draft order changed to random draw for all rounds (agreed to over Skype at lottery); salary cap and player limit restored to $120 million and 30, respectively

2015 July 30: 3rd line points changed; 5-goal bonus increased to 100 points

2019 Sept. 1 Salary Cap changed to $150 million.

2019 Sept. 1 Draft Order changed to Serpentine format

2019 Sept. 1 Buyout Rules Changed.

2019 Sept. 29 IR replacements for monthly roster

2020 Mar. 26 Monthly lineup redo rule added and buyout extension due to soppage in NHL

2020 Mar. 29 prize structure for 6 GM’s added to rules document

2020 Mar. 29 IR ruling for contract holdout and player applying or acquiring a working visa

added to rules document.

2020 Sept. 20 Buyout rules changed, rookie rule abolished, drafting rules for top 14 abolished, new line change rules, new prizing system and new scoring changes.

2021 Jan. 13 Trade veto rules introduced and implemented.

2021 Sept. 8. Veto rule as been abolished. Salary cap retention rule has been introduced, waiver rules has been introduced, weekly line changes has been introduced, new scoring changes.

2022 Mar. 9: Prize Structure changed.

2022 Aug. 27: Prize structure changed, rookie rule abolished, waiver system modified and GMs are allowed to trade draft picks prior to the draft.

2023 Aug. 10: Player count increased to 32, cap increased to $190 million, plus minus eliminated for defensemen, an 0.5 pt increase in all secondary stats for defensemen not including pts or shots on goal. Waiver wire amended and draft order changed to snake for first two rounds of the draft with rounds 3-32 being randomized.

**NOTES:**

1.3 It is tradition for the winning GM to invite all other GMs to a restaurant of their choosing, with their bill being paid out of the prize pool.

5.12 Players and draft picks may be traded. Money and trading cards cannot. “Conditional 2nd round pick” is allowed. “Conditional upon you accepting a job offer at my company” is not allowed. Also, you can’t trade 1000 points to someone else for their 1st round draft pick.

6.3 Definition of Positions: (agreed to on 2013 Feb. 25)

Any player which is classified by the NHL as a defenceman can only

be used as a defenceman.

Any player which is classified by the NHL as either LW, C, or RW

can be used in any forward position.

Extraordinary Situation: If a player's official position according

to NHL changes F to D or D to F in the middle of a season, then the

GM may play the player at either F or D.

**APPENDIX D**

**History of Top 3 Participants for Mega Hockey Pool**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Year** | **1st Place** | **2nd Place** | **3rd Place** | **Number of Participants** |
| 2011-2012 | Steven  (N/A) | Billy  (N/A) | Nathaniel  (N/A) | 4 |
| 2012-2013 | Billy  (7182 pts) | Sherwin  (7132.75 pts) | Nathaniel  (6795.75 pts) | 5 |
| 2013-2014 | Sherwin  (11637.5 pts) | Billy  (11482 pts) | Nathaniel  (11054 pts) | 5 |
| 2014-2015 | Billy  (13043.25 pts) | Nathaniel  (11805 pts) | Sherwin  (11214.25 pts) | 6 |
| 2015-2016 | Sherwin  (12202.75 pts) | Alex  (11639.25 pts) | Omar  (11410.5 pts) | 6 |
| 2016-2017 | Joey  (11657.75 pts) | Omar  (11542.75 pts) | Nathaniel  (11528.5 pts) | 7 |
| 2017-2018 | Nathaniel  (12340.75 pts) | Joey  (12317.75 pts) | Billy  (12191 pts) | 7 |
| 2018-2019 | Alex  (13120.75 pts) | Billy  (12807.5 pts) | Joey  (12604.5 pts) | 6 |
| 2019-2020 | Joey  (11364.25 pts) | James  (10689.5 pts) | Omar  (10398.5 pts) | 6 |
| 2020-2021 | Joey  (13205 pts) | Billy  (11743 pts) | Alex  (10954.5 pts) | 8 |

N/A = No records available to show point total.

Please note, the standings for the top 3 of 2011-2012 season was verified by all participants for that year.

**History of Top 3 Participants for Super Pool**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Year** | **1st Place** | **2nd Place** | **3rd Place** | **Number of Participants** |
| 2021-2022 | Alex  (18334.5 pts) | Joey  (17667 pts) | Billy  (17665.5 pts) | 8 |
| 2022-2023 | Billy  (22355 pts) | Joey  (22179 pts) | Sherwin  (21539 pts) | 7 |
| 2023-2024 |  |  |  | 6 |