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# Point System

* The following stats are counted, with the fantasy point value in brackets
  + Player Stats
    - goals (10)
    - assists (10)
    - plus minus (+/- 7)
    - power play goal (10)
    - power play assist (10)
    - shorthanded goal (10)
    - shorthanded assist (10)
    - penalty shot goal (10)
    - game winning goal (10)
    - game winning assist (10)
    - hit (1)
    - block (1)
    - giveaway (-1)
    - takeaway (1)
    - faceoff win (1)
    - faceoff loss(-1)
    - shot (1)
    - Penalty (-2 per minute)
    - fight (30)
    - shootout goal (+1)
    - shootout miss (-1)
  + Goalie Stats
    - win (15)
    - shutout (25)
    - overtime loss (8)
    - penalty shot save (6)
    - penalty shot goal against (-3)
    - shootout save (+1)
    - shootout goal against (-1)
    - save (1)
    - goal against (-7)
* All points are cumulative
  + ie, a powerplay goal is worth 20 (10 for the goal, 10 for being on the powerplay), a fight is worth 20 (30 for the fight major, -10 for 5 PIMs)
* Further, it should be noted that all points in a shootout do NOT count towards weekly fantasy point counts. They are only used in the case of a shootout.

# Matchups

* Each week, 2 managers will compete in 8 different categories
  1. Fantasy Points (The summed fantasy point for all categories)
  2. Goals (goals, game winning goals)
  3. Assists (assists, game winning assists)
  4. Plus Minus (plus minus)
  5. Offensive Special (ppg, ppa, shg, sha, shots, face off wins, face off losses, penalty shot goals)
  6. True Grit (blocks, hits, fights, PIMs, takeaways, giveaways)
  7. Goalie (wins, overtime losses, shutouts, penalty shot saves, penalty shot goals against, saves, goals against)
  8. Shootouts (shootout attempts made, shootout attempts missed, shootout saves, shootout goals against)
* Each category is worth 1 point, except for Fantasy Points, which is worth 2
* Categories 1 through 7 are then summed together. In the case of a tie, it goes to a shootout, where the 8th category, the shootout will count
  1. tie-break, if still required goes to the manager with the greater category point value in column 1, 2, 3, etc
* All rosters must be set by 5pm PST on the start of the new week
  1. The new week will start at 5pm Mondays, with the following exception:
     1. Week 14 – Thursday, January 2
     2. Week 15 - Thursday, January 9
     3. Week 16 - Thursday, January 16
     4. Week 17 - Thursday, January 23
     5. Week 18 - Thursday, January 30
     6. Week 19 – Thursday, February 6
     7. Week 23 – Tuesday, March 25
     8. Week 24 – Thursday, April 3
  2. Failure to set your roster is your own bloody fault

# Divisions

* 2 Divisions “East” and “West”
* Four teams in Each Division
  + WEST = Dave, Alec, Sean, JD
  + EAST = Scott, Matt, Arend, James
* ⅔ rds of all games will be played in own division.
* Matchups are on a weekly basis, with exceptions around Christmas/Olympics.

# Standings Tie Break Procedure

* The tie break procedure is as follows:
  1. Manager with the greater number of week wins
  2. Manager with greater category column wins
  3. Manager with better record against other manager
  4. Manager with more category points against other manager
  5. Manager who won most recent game against other manager

# Playoff Format

* **Playoffs will take place in the final 25 days of the NHL regular season**
* WEEK ONE
  + 1st place in each division automatically advances to the division final (Do NOT play this week)
  + 4th place in each division is eliminated from playoff contention (Do NOT play this week)
    - These teams will play one another in the final week of playoffs parallel to the actual final
  + 2nd and 3rd place in each division play in the division semi final for a spot in the division final (Play this week)
  + Total matchups week one = **2**
* WEEK TWO
  + The winner of each division will play the winner of the division semi final (2nd and 3rd match up week one) in the Division final
  + Total Matchups Week Two = **2**
* WEEK THREE
  + Winners of the Division finals play in the BHP Final
  + Division Final Losers play for 3rd and 4th
  + Divisional Semi Final losers Play for 5th and 6th
  + Eliminated playoff contenders play in LOSERS FINAL
  + Total matchups Week Three = **4**

# Trade Deadline

* The Trade deadline will be 2 weeks prior to the start of the playoffs
* All manager to manager trades must cease after this point
* Waivers will remain open
  + Any suspected waiver-collusion will be judged and voted on by the league
  + Punishments will be determined by your opponents.

# Team Composition

* “On-Ice” Squad
  + 9 forwards (3LW, 3C, 3RW)
  + 6 defenders
  + 1 Goaltender
* Reserves/Bench
  + 3 Spots (These spots may be used however the manager wishes)
    - AKA you want 7 centers go for it, but it is always the manager’s job to fill his on-ice roster each week regardless of injuries
* Team Size = 19 players
* League Size = 152 players

# Trades/Waivers

* Managers are limited to **2** waiver drops AND waiver pickups per week.
* Waivers operate on a first come first serve basis
* When a manager drops a skater to waivers, it will not clear until the first waiver rollover, which is at noon pacific every day. During this period, a manager can cancel the waiver
* After the first noon rollover, the waiver has ‘cleared’, at which point the request can no longer be cancelled. The skater will sit in this state for another 24 hours, at which point the skater is officially dropped from the team. At this point, any manager can claim this skater off of waivers, and the dropping manager is able to add a new skater to their roster.
  + Note that this means if you wish to change your team for the next week, you must drop a player onto waivers by 11:59 am pacific, two days before the end of the week.
    - example: If the week ends on Monday, a player must be placed on waivers by 11:59 am pacific Sunday. This will free up a roster spot at noon on Monday, giving the manager until 5 pm Monday to add a new player to their roster, and activate this skater.
* Managers can never exceed their 19 player limit, but can have as few as they wish
* Trades between Managers are unlimited each week.
  + Managers can trade as many players as they wish as many times as they wish each week
  + There are zero restrictions on frequency of trades nor quantity
* It is the duty of the receiving manager to ensure the players they are getting in return are in good health.
* Managers may drop injured players to waivers whenever they wish

# Drafting

* The Draft order will be determined by a weighted random order generator
  + Early rounds are weighted higher than later rounds
    - This will result in whoever gets the early picks in early round get balanced out with later picks in later rounds
* The draft will run until all 8 managers have a full roster of 19 players
* It is the managers responsibility to ensure they fill the roster positions they need
* No trades may occur until the draft is finished
* Each manager is guaranteed at least 120 seconds to make a pick. Due to the nature of how the update system is processed it will be anywhere in the range of 120 to 180 seconds.