

2023-24 Fantasy Hockey League Rules

These are the final rules for the 2023-24 Fantasy Hockey League. **Changes from previous rules are highlighted in yellow.**

Teams:

1. The league will be limited to 18 teams broken into two divisions.
2. Each team will consist of:

5 - Forwards, 4 - Defensemen, 2 - Goalies

Position will be based on the player salary listing provided, should you wish to draft a player not on that list, you must provide some Media based documentation confirming that players position.

Draft:

1. Each team will be drafted during a pre-season draft.
2. The first action will be to select draft positions. This will be done in reverse order from how you finished last year. New teams will select positions once last year's participants have made their selections.
3. Draft positions can be traded among teams at any time prior to the draft selection. Trades must be done in equal numbers (i.e. Team A trades their 1st and 11th round pick for team B's 3rd and 4th round picks).
4. No player can reside on more than one team within a division, so once he is selected, he's gone.
5. Round one selections go 1 to 10 with the second round going from 10 to 1, this reversing will continue through all rounds.
6. Each team will be held to a \$75 Million salary cap. Salaries for all players are included in the rules package. This cap will remain throughout the season and is based on the salaries listed in the package. Any player drafted or picked up during the year who is not listed on the salary chart, will be assigned a salary of \$1 million unless a lesser salary can be proved.

Trades:

1. Each team will be given six trades for the season. No additional trades will be allowed.
2. Trades can be made between teams, or players may simply be added to your roster from the pool of available players at any time in the season up to the NHL trading deadline. Note: No trades can occur from December 24rd to December 26th – Holiday moratorium.
3. Multi player trades count as multiple trades. For each player you receive, you are billed one trade.
4. Once you cast a player off, that player becomes public property and may be selected by another team. Note: you may drop and add the same player as many times as you like.
5. Trades need to be submitted via the web site (preferred) or to Mike Assenmacher via E-Mail (mikeassenmacher@gmail.com), they will be made on a first come first serve basis. If you use email, please CC the entire division with your trades so that everyone will have an equal opportunity to pickup your discarded player(s). There is a 24 hour waiting period for picking up a newly discarded player.
6. If you trade a player that is in your lineup for that week (before he has played) then that player cannot contribute points to your weekly total and the position is forfeited for that week (i.e. On Thursday you release player A and pickup player B. If player A was in your lineup for Saturday his position is forfeited. If player A was in your lineup for Tuesday or Wednesday, you get his points).

Injured Reserve:

1. Each team will be allotted one injured reserve spot. If a player on your roster is listed as injured, you may place him on the injured reserve and pickup another player to fill his spot in the interim. Once a player is placed on injured reserve his salary no longer counts against your cap. When he's reactivated, his salary is then recounted.
2. On reactivation, the player who filled the position must be released. If a different player is released, including the original inactive player, it will constitute a trade.
3. You will have until the Tuesday after your player is taken off the injury list to release a player and return your old player to active status. If you fail to meet this timing the player on IR will automatically be returned to the general pool.

Games:

1. A schedule will be distributed in September.
2. Each team will be playing against another team each week.
3. Scoring is accomplished by a team from your roster. The team will consist of 3-forwards, 2-defensemen, 1-goalie, and 1-backup goalie (your backup goalie will only be used if your primary goalie is not the goalie of record on the night you selected him). Your backup goalie must be a different goalie than your primary goalie (i.e., You cannot play your primary goalie as your backup goalie on a different night). The backup goalie will be awarded the same points (regular and bonus) as the primary goalie.
4. Select either a Tuesday, Wednesday, or Saturday NHL game from which each player's performance will count. The secretary will give advance notice to any change to play days.
5. The team that scores the most player points wins the Fantasy game and 2 team pts. (ties are worth one).
6. The team with the most team points at the end of the season wins. The first tie breaker will be number of wins. The second tie breaker will be total player points.
7. You must post your roster by 5:00pm (EASTERN STANDARD TIME) each Tuesday. An E-Mail note showing your roster (Position, Player, Team, Day) should be sent to Mike Assenmacher (mikeassenmacher@gmail.com) and the team you are playing by 5:00pm each Tuesday. If a player is or gets hurt and doesn't play - tough.
8. Owner's may now carryover lineups from week to week, however the following stipulations apply:

A - If no lineup is submitted for the week, a carryover lineup from the previous week applies. The player will be scored for the same day as stated in the previous lineup (No exceptions). Example – An Owner forgets to submit a lineup, the carryover rules then comes into effects, Player A was listed for Saturday, He will automatically be scored on Saturday regardless of whether his team plays that day or not.

B - Lineup mistakes and late submissions are no longer acceptable under any circumstances. NO late submissions. If you anticipate a problem getting your lineup in Tuesday by 5:00 PM, then you should send it in on Sunday or Monday. Late submissions will be ignored and the carryover lineup rule will be in effect.

9. If a player's team does not play due to a cancellation/postponement, it will be considered the same as a scratch for scoring purposes.

Lineup mistakes will cost you points! If you submit your lineup with the player's team wrong or have him playing on a day that he doesn't play, then you will receive a zero points for that player. Spelling mistakes are acceptable if your intent is obvious (Judgment call from the Commissioner). NHL.com scheduling mistakes will be handled on case-by-case basis as in the past.

Scoring:

1. Players will earn points based on their performance on the designated night. The following system will be used:

		<u>Points</u>	
• Forwards	Regular or Power Play Goal	2.0	
	Assist	1.0	
	Bonus: Hat Trick	Additional 2.0	
	Bonus: Game Winning Goal	Additional 1.0	
	Bonus/Penalty: +/-	Additional 0.25 * box score rating	
	Bonus: Short Handed Goal	Additional 1.0	
	Bonus: Empty Net Goal	Deduction of 1.0	
Bonus: 3 or more assists	Additional 1.0		
• Defensemen	Regular or Power Play Goal	2.0	
	Assist	1.0	
	Bonus: Hat Trick	Additional 2.0	
	Bonus: Game Winning Goal	Additional 1.0	
	Bonus/Penalty: +/-	Additional 0.25 * box score rating	
	Bonus: Short Handed Goal	Additional 1.0	
	Bonus: Empty Net Goal	Deduction of 1.0	
Bonus: 3 or more assists	Additional 1.0		
• Goal Tenders:	Win	2.0	
	Overtime Loss	0.5	
	Shootout Loss	1.0	
	Bonus: # of Saves:	30-39	0.5
		40-49	1.0
		50 >	2.0
	Bonus: Shutout	2.0	
Bonus: 1 goal game	1.0		

2. **PLAYOFFS ONLY:** Goaltenders will receive a bonus based on the number of games played in a series win.

- 4-game sweep: 4 points
- 5-game win: 3 points
- 6-game win: 2 points
- 7-game win: 1 point

Note: If a player on your team is eligible for bonus points, please send me note to let me know. While I'll be looking for these things, it's the bonus items that often get overlooked trying to track all the players.

Shootout Goals/Saves do NOT count in a player score and they do NOT count against/(saves for) the Goalie for calculating Goalie Bonus. However, the FINAL score of the game (including shootout) will be used to determine a goalie's win-loss scoring.

If a scoring discrepancy exists between the various web sites, NHL.com will take precedent.

Standings: (Standings will be listed as overall, NOT cut by division)

1. Each Monday, computers willing, I'll post the results from the previous week and the standings.
2. You'll have until Friday of that week to catch any mistakes that may change the weeks outcome, after Friday, the game points are final.
3. Player point corrections will be accepted at any time during the season, however they will not change the weeks outcome.

Entry Fees:

1. The entry fee will be \$55.
2. Entry fees will be collected BEFORE the start of the season. If a team has not yet paid, it will still be scored against its opponent to determine win/loss for that opponent. However, the non-paying team will be assessed a loss and will forfeit all points. Upon payment, scoring will resume but lost points and wins WILL NOT be restored.
3. Send checks to: **Mike Assenmacher**
741 Lake George Trail
Traverse City, MI 49696

You may also send dues:

Via **PayPal** (mikeassenmacher@gmail.com).

Via **Venmo** (Michael-Assemmacher-1).

If you start the season and quit, you are still responsible for all fees your team has incurred up to that point.

Playoff Rules:

1. Each fantasy team picks 3 forwards, 2 defensemen, and 1 TEAM (for goalie points) prior to each round of the playoffs. A new lineup can be chosen for each round.
2. If a new line is not received before the start of the next round, the lineup from the previous round will be used.
3. This is not a draft, the same players are allowed on more than 1 team.
4. In the case of a tie, total points on the final round will be used to pick the winner, then the 3rd round total, etc..
5. Split the pot if total points for all rounds are the same.

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1. Winnings will be distributed based on overall standings, not by division. The payout schedule will be:

1 st	40% of entry fees
2 nd	25%
3 rd	10%
4 th	7%
Team Players Scoring Champ	4%
Playoffs	
1st	8%
2nd	4%
3rd	2%

2. The winning owner becomes the Commissioner for the next season. The Commissioner is responsible for running the entire league.