

SSFANTASY HOCKEY LEAGUE

SECTION 1 : LEAGUE COMPOSITION

1.1 NAME: The organization shall be known as the **SSFantasy Hockey League**

1.1.1 The league will consist of a maximum of 12 franchises.

1.1.2 The franchises will be grouped into one division.

(Passed - Jan, 1999)

1.2 OWNERSHIP CHANGE : It shall be league policy that any current owner may sell their franchise to a prospective owner for whatever financial consideration they deems suitable, provided that the new owner(s) satisfy all of the following criteria

1.2.1 Have approval of the majority of the league owners.

1.2.2 Not to have ownership in full or part of any other franchise

NOTE : It is recognized that the situation may arise where an owner abandons his team. Should this occur, the Commissioner may solicit a new owner and the debts left by the previous owner shall be absorbed by the league. The new ownership must still be ratified by a majority vote of league owners.

1.3 OFFICERS :

1.3.1 The league shall have a Commissioner who is responsible for, but not limited to scoring, finances, communications, organization and other duties inherent in the day-to-day operation of the league. (Finances may be separated)

(The commissioner may be elected or removed from office by a 2/3 majority vote of all league owners.)

1.4 VOTING :

1.4.1 In any vote affecting league policy, a simple majority of quorum will suffice to pass/defeat a motion or proposal, unless otherwise stated within these rules.

1.4.2 In cases of multiple ownership of a franchise, the franchise is permitted only 1 vote

1.4.3 There must be a minimum of seven managers at the Mid-Season managers meeting to have a quorum

1.5 RULE CHANGES:

1.5.1 Changes to league rules/policies may be made only:

- at the fall draft meeting

- at a specially convened meeting

- through the news letter in all matters except scoring

(NOTE - Each proposal change must have a seconder)

1.6 DISCLAIMER:

1.6.1 Any situation or scenario that is not governed by the specifics of the rules herein is deemed invalid.

SECTION 2 : FEES

2.1 \$60.00 The annual franchise fees. The treasurer will keep a running balance for each franchise
(Passed Sept, 2015)

\$ 5.00 Each free agent purchased. (No charge for roster change)

\$ 3.00 Each Position Switch purchased. (No charge for roster change) **(Passed Sept, 2010)**

\$ 2.00 Each trade will cost each participating franchise , regardless of the number of players/draft choices involved. (No charge for roster change)

\$ 1.00 REMOVED - Any change in a roster in any week (If no trade or purchase) (Passed Sept, 2015)

2.2 At the end of each month, owners shall be required to pay any outstanding amounts due to transactions performed that month.

2.3 **Low Debt rule:** An owner is prohibited from trading or purchasing if :

2.6.1 at any time his indebtedness to the league equals or exceeds \$30.00. Further, should an owners debt exceed \$30.00 for one month or more, they shall also be prohibited from making any roster moves (Their roster shall be “frozen”).

2.6.2 an owners annual franchise fee will be applied to their of indebtedness one Calender month after the annual draft.

NOTE : the situation may arise where an owner abandons any attempt to pay their fees. In this situation, the commissioner may choose to take the team away from that owner. This may be done with the leagues approval (majority vote)

2.4 **PRIZES:**

From the total of all money collect each year, and after expenses have been deducted, disbursements will be made as follows;

1st Place	@ 35%	(Passed Sept, 2015)
2nd Place	@ 25%	
3rd Place	@ 15%	
4th Place	@ 10%	
5th Place	@ 5%	
Statistician	@ 5%	
Treasurer	@ 5%	

Weekly prize payouts have been removed. **(Passed Sept, 2015)**

SECTION 3 : THE DRAFT

3.1 PROTECTED LISTS:

- 3.1.1 Protected lists will be due approximately two weeks prior to the draft, date to be set by the commissioner. Date depends upon availability of the “theHockeyNews.com” website training camp rosters. **Once this list has been submitted, it may not be changed from the submission date to the draft date.**
- 3.1.2 An owner may choose to protect **six or fewer players** from his rosters. **(Passed - Jan, 2000)**
- 3.1.3 Should an owner submit a protected list of fewer than six players, they will be given equalization picks, at the rate of one per round at the end of each round beginning at round one, until they have made up their shortfall.
- 3.1.4 Once an owner submits their protected list and the deadline for doing so has past, they waive any further claim to those players previously owned.
- 3.1.5 Should an owner fail to submit a protected list by the deadline and has been verbally contacted by the commissioner, they shall have their six protected players consist of their full first line (as of their final roster at last seasons end) plus the center and defenseman from the 2nd line”.
- 3.1.6 Player positions changes year to year. Each year we have a handful of players who get switched to a new position. The following will be how we will deal with these players.

Players who are protected stay at their positions as protected regardless of what they are listed as on the “thehockeynews.com” training camp rosters. Even if they are traded, they stay at the position that they were protected at. Managers have the choice at the start of the year to accept the new position from that point on. Any players going back into the draft will assume a new position at the time the rosters are posted at training camp. **(Passed – Sept, 2003)**

3.2 DRAFT:

- 3.2.1 The draft shall be held annually, prior to the opening of the NHL season, date to be set by the commissioner.
- 3.2.2 The draft shall consist of twelve rounds, thus giving each franchise under normal circumstances, the capability of reaching the standard number of eighteen players.
- 3.2.3 Owners will draft players at the rate of one player per turn.
- 3.2.4 The order of the draft will be determined by the previous season’s final standings. In each round owners will draft in the order of least to most total points. Ties in points from the previous season will be resolved with a coin toss.
- 3.2.5 On their turn, once an owner has announced their selection, they have until the next-in-line owner makes his pick, to change his selection.
- 3.2.6 An owner may choose, during the draft, to drop a selected player(s) on their turn(s) Any shortfall will be made up at the end of that round, using the same order as round one.

(Passed – Oct, 2002)

3.2.7 Only players that have been drafted by NHL clubs are available for use in our league.

3.2.8 Trades can be made after the draft on draft night with no charges.

NOTE : The trading of draft picks may alter the natural order of selection determined by the previous seasons final standings.

3.3 EXPANSION:

3.3.1 Based on protecting four players the expansion team will have the following picks to make up their four player complement (Passed - Jan, 2000)

- 1) Pick an extra player before the first round starts
- 2) Pick an extra player after the sixth player picked in the first round
(Their pick before the first round started does not count as a pick in the round)
- 3) Pick an extra player before the second round starts (after the first round is completed)
- 4) Pick an extra player after the sixth player in the second round
(Their pick before the second round started does not count as a pick in the round)

With the addition of the last expansion team this year, the following rules will no longer apply

- 3.3.1 We will expand by no more than two franchises in any given year. (Passed - Jan, 1999)
- 3.3.2 We will protect one player less than the normal stated yearly protection maximum.
- 3.3.3 Expansion teams will determine who selects first by the flip of a coin toss. Then the expansion draft will begin using a 1-2, 1-2, 1-2 format until each expansion team has filled their required protected compliment.
- 3.3.4 The expansion teams will place ahead of the previous teams in the regular draft and draft in the usual order. They will keep there order as determined by the previous flip of the coin used to Determine the original expansion draft.

SECTION 4 : ROSTERS

4.1 SIZE:

4.1.1 From the end of the draft until the close of the NHL regular season, an owner's roster must have:

- a minimum of 12 players.
- 3 position- eligible players at each of LW, RW, C and D.
- a maximum of 22 players.

(Passed - Sept, 2014)

4.1.2 No team shall have more than **the maximum allowable** protected players on draft day prior to the draft. (Passed - Jan, 2000)

4.2 POSITIONS: (Official Information Source)

4.2.1 Players positions will be determined solely by their designation in the www.thehockeynews.com **depth charts** training camp rosters. (Passed – Oct, 2002)

4.2.2 Players whose names do not appear in the current www.thehockeynews.com depth charts will

have their position determined by:

- the **NHL.Com** web site **(Passed - Jan, 2000)**
- **Hockey News** hockey publication if the above does not apply.
- their position from the previous year's roster.

4.2.3 Commissioner will provide training camp rosters as soon as they are available. **(Passed - Jan, 1999)**

4.2.4 Commissioner will provide the protected list no later than one week after the deadline date set.

4.2.5 NHL team training camp rosters will be frozen as of seven days prior to our draft. The will insure we are working from a fixed list for player positions for the draft. When players are picked up as free agents throughout the year, their position at that time will be used. **Passed - Sept, 2001)**

4.3 MOVES:

4.3.1 Beyond the transactions of trades and purchases, an owner may make unlimited amount of roster changes per week at a cost of \$1.00 if no trades or purchases have been made.

4.3.2 Roster moves must be submitted to the scorer by 1.00 pm Monday if afternoon games are scheduled or 8:00 pm Monday night to be valid for that week. If an owner is unable to contact the scorer, he may legitimize his moves by reporting them to two other owners prior to the deadline. **(Passed - Jan, 2000)**

4.3.3 Trades will be recorded on our website indicating both franchises, players and/or Draft picks traded and date recorded or by an e-mail to the scorer and at least to one other manager.

4.3.4 There is a new transaction called the "**Position Switch**" which allows a manager to move a player from one position to another if their position has changed on the www.hockeynews.com team depth chart listing. There will be a \$3.00 charge (per player move). A manager may submit any number of position switches requests in any given week. The Position Switch must be verified by either the Statistician or President before it is deemed official. **(Passed - Sept, 2010)**

SECTION 5 : TRADES and PURCHASES

5.1 It is league policy that all trades/purchases are made "caveat emptor". There will be no annulments or Re-imbursements because of a players status or inability to perform. Further, a trade is considered to have been made when details there of have been agreed upon by both parties and reported to the commissioner by both parties (for further see 5.2.6)

5.2 TRADES:

5.2.1 Owners may trade players and draft choices throughout the regular season year. (Except during the trading deadline and the end of the season) **(Passed - Jan, 1999)**

Owner may trade draft choices throughout the NHL year (Except during the trading deadline and the end of the season **Trading of draft picks are now again allowed during the off season** **(Passed – Sept, 2015)**

1) No **Trades** are permitted from the trading deadline (generally March 1st) to the end of the season. **(Passed – Sept, 2001)**

2) **Free Agents** ARE permitted to be picked up during the trading deadline (**March 1st**) to the end of the season. (**Passed – Sept, 2001**)

NOTE: We have removed the limiting of trading new free agents until the week is up. Now you can trade them as soon as you own them. (**Passed Sept, 2007**)

5.2.2 There is a **maximum of five** players/draft choices that may be included in each side of a trade. This is to facilitate our new on-line trade capabilities on our website. (**Passed Sept, 2007**)

NOTE: We removed the condition that you have to give back a draft pick if one is coming the other way in a trade. This was passed with a note that no manager may own more than 15 draft picks in total or a manager must have at least a minimum of 12 players on their team (3 players at each position) (**Passed Sept, 2007**)

5.2.3 Trades that are deemed questionable may be brought before the league at the request of any two owners not involved in the trade. Owners have one week to lodge a protest. Therefore the scorer will make all trades public knowledge as soon as they are made and reasonably to the best of his ability. Managers making the trades should make every effort to have all trades added to the website as well as an email sent to all managers. (**Passed Oct, 2005**)

5.2.4 No financial consideration, beyond covering the price of the trade, may be given as part of the transaction. Any other material compensation is prohibited.

5.2.5 Beyond mutual consent and reporting, as stated in Part 1. For a trade to be valid it must meet each of these criteria

- be made between franchises that are not currently in violation of any part of the low debt rule.
- not under review (not being challenged) by the Managers.
- players involved must be owned free and clear.

NOTE : In the case of multiple ownerships of a franchise, only one owner need to consent to a trade for it to be valid.

5.2.6 Reporting: Both trades and purchases are reported in the same manner as moves as outlined previously in section 4.3.3

5.2.7 Any player dropped after the trade deadline cannot be picked up until 24 hours have been passed. This eliminated the possibility of players making a trade using the free agent avenue.

(**Passed Sept, 2009**)

5.3 **PURCHASES (Free Agents):**

5.3.1 Owners may purchase players from the close of the draft to the **end of the regular season**. (**Passed - Jan, 1999**)

5.3.2 There is no limit on the number of players an owner may purchase, however he is restricted to the maximum of one purchase per calendar week. Submissions for a player purchase for a given week must be made after Monday 8:01 pm. (**Passed - Jan, 2000**)

Example : If you have not requested a player for the current week yet, you may request one at 7:55 on a Monday night, the ten minutes later (8:05 pm), request a new one for the next week.

- 5.3.3 When purchasing a player, an owner must concurrently drop one player from their roster if their roster total is greater than 21 players including players acquired in the trade. That dropped player may not be purchased by another owner until the original transaction has been published on the website.
- 5.3.4 Method
- Free Agents are now to be selected using the website. The free agent submission web page has a date/time stamp that is continually running on the screen. When you submit a Free agent request, as soon as you click on the Submit button, the time stamp will be saved on your transaction request. **Make sure you check the Free Agent list before submitting your request just in case your player has already been selected.** In the rare case where the player was not selected before you started your selection and then appears ahead of your selection after you confirm your selection, (someone was selecting the same player at the same time you were (and yes it has happened!!)) then you will have to delete your selection and select another free agent.
 - If the same free agent has been picked up by two managers **at the exact same time** then the team that is lowest in the standings shall get the free agent. **(Passed Nov, 2014)**
 - If by purchasing a new player the owners roster exceeds 22 players then they must name a player that they will be dropping and add it in the "Player to be dropped" field on the Free Agent request. If they decide to cancel their free agent but the player dropped has been subsequently already picked up, the manager will lose the player that they had dropped. **(Passed Sept, 2007)**
- 5.3.5 An owner may not purchase a player if they are in violation of any part of the low-debt rule.
- 5.3.6 When a player is purchased, he **MAY** be traded within the same week he is bought. **(Passed Sept, 2007)**
- 5.3.7 Free agents purchased **cannot** be released from your roster until the following week. (No returns) Basically once you select a free agent, he is yours period. **(Passed Sept, 2014)**
- 5.3.8 That if an owner has selected a free agent before Friday of the week and request to remove his/her selection after Friday 12:00 noon, that there be a \$2.00 surcharge for removing their request after the Friday deadline. **(Passed - Nov, 1998)**

SECTION 6 : SCORING

- 6.1 Stats are tabulated and points awarded on a weekly basis. A week is all the games played from Monday to Sunday inclusive. Stats are taken from the www.thehockeynews.com website. **A scoring week will consist of a minimum of four days.** (Passed Sept, 2007)
- 6.2 Only twelve starting players on an owners roster will have their stats tabulated.
- 6.3 An owner will have the weekly performances from each of their three lines compared to the performance of the lines of the other teams in the league. Ranking points will then be rewarded. These ranking points are used to determine an owners standings within the league.
- 6.4 The following is a description of the calculation of awarding points.
- 1) Each team will have their 1st, 2nd & 3rd lines player weekly points tabulated.
 - 2) Then all of the teams 1st line totals are sorted top to bottom.
Then all of the teams 2nd line totals are sorted top to bottom.
Then all of the teams 3rd line totals are sorted top to bottom.
 - 3) The points are awarded to the top 8 teams in a 12 team league for the 1st, 2nd & 3rd lines.
 - 4) The lines are weighted with the points awarded as indicated below
 - 5) The point scoring will be as follows (Based on a 12 team league);

	1st Line pts	2nd Line pts	3rd Line pts	(Passed - Sept, 2010)
1st	14.0	12.0	10.0	
2nd	10.0	9.0	8.0	
3rd	8.0	7.0	6.5	
4th	6.0	5.5	5.0	
5th	4.8	4.4	4.0	
6th	3.6	3.3	3.0	
7th	2.4	2.2	2.0	
8th	1.2	1.1	1.0	

NOTE: In the event of a tie in the weekly line standings, the points to be awarded for each position tied will be added together and divided by the number of teams which are tied. The points will be rounded up to the nearest tenth of a point.

Additional Bonus Points will be awarded to the top three teams with the most player points (from their three lines) combined. (Passed – Sept, 2010)

1 st – 3.00 pts	If there is a tie in points the bonus points will be combined and split evenly between the tied teams.
2 nd – 2.00 pts	
3 rd – 1.00 pts	

Franchises

#1 Ron Sollows	#7 Tim Hartnett
#2 Steve Cooper *	#8 Steve Smicer *
#3 Brad Simms	#9 Ted Pecarski
#4 Charlie Flemming *	#10 Jason Syms
#5 Mary Taiani	#11 Trevor Silver
#6 Norm Wieggers *	#12 Jason Kayes

* **Bolded indicates founder members of the league.**