

# RULES OF ENGAGEMENT

amended October 1, 2001 - amended January 1, 2002, amended March 10, 2002 Amended September 2002, amended October 14, 2002 , Jan 2004, \*\*\*amended Oct 1 2006, Amended Jan 9 2007, amended September 21, 2010

1. Hockey pool main teams consist of 16 players. **One goalie, 10 forwards and five defence. Should you have more than 16 main team players due to trades or waiver drafts then player(s) must be sent to your farm team prior to puck drop Monday. This team is set prior to the first NHL game.**
2. **Farm team consists of 15 players.** Any combination of forwards, defence and goalies with **no limits on position.** Should you have **more** than **15 farm team players** through trades and demotion you **must** designate a player(s) to be dropped. This main and farm teams are set prior to the first NHL game. The team is re-set at a date to be determined roughly halfway through the season called the "free for all" change.
3. **Games begin Monday and end the following Sunday.** All 16 players from your **main team** are competing. **Forward goals are worth 1 goal. Defencemen goals are worth 2 goals. There will be 5 goals awarded for each goalie shutout within the week.**
4. Injury replacements, waiver transactions and Farm team call-ups & demotions must reported prior to puck drop of the first game played on Monday. **No changes will be accepted before the first game played on Monday.**
5. *(Amended 2010 for 11 teams)* **The team with the most goals at the end of the week receives - 22 points, the 2<sup>nd</sup> place team receives - 18 points, 3<sup>rd</sup> place receives 16 points, 4<sup>th</sup> place receives 14 points, 5<sup>th</sup> place receives 12 points, 6<sup>th</sup> place receives 10 points, 7<sup>th</sup> place receives 8 points, 8<sup>th</sup> place receives 6 points, 9<sup>th</sup> place receives 4 points, 10<sup>th</sup> place receives 2 points and 11<sup>th</sup> place receives 0 points.**
6. The winner of each week will receive \$10.00 in addition to the points awarded. In the event of a tie for 1st place weekly, the \$10.00 prize will be awarded as per the tiebreak scenario.
7. **If two or more teams should tie** the points for those places would be added up and divided by the number of teams.
8. **There are no playoffs.** The team with the most points at the end of the year wins the pool.
9. **There is one main draft.** Due to the fact that every team begins the year with a farm team of 15 players, there is no need for any other drafts. The entry draft is held prior to the NHL season. Any player who has been **drafted** by an **NHL team** or eligible to **play professional hockey** (not junior or University) is eligible to be drafted.
10. **Draft order, including entry and waiver drafts** will be based on the current or previous year-end points standings.
11. **Year-end Tiebreak scenario includes** a) most **first place** weekly finishes. If still tied, b) **second place** finishes. If still tied, **3<sup>rd</sup> place** finishes and so on. **Game ties count in calculating records.** If teams have identical records then total goals for, defencemen goals for, goalie shutouts and goals by forwards. Tiebreak is **only relevant in determining draft order** and **Championship: not individual weekly games. Amendment to Rule 11 - 11 (a) Weekly game tie break scenario.** Used to determine first place weekly prize. If teams have identical total goals for, tie breaker goes - 1) defencemen goals for, 2) goalie shutouts, 3) goals by number of defencemen. 4) Goals by number of forwards. If teams should still be tied then the \$10.00 prize will be split.
12. **If a player on your main team is injured** you may place this player on an injured reserve list **for a minimum of one week** \*\*\* amended Oct 2006 and call up one player from your farm team **prior to puck drop of the first game Monday.** The player may be placed on the injured list once it proven that that player is injured. The farm team player must go back to your farm team once the injury is no longer an issue or in the opinion of the manager, the threat of the player missing games due to that specific injury is reasonably eliminated. - **(a) amended** - Should an player be suspended by the NHL **he may be placed on the Injured Reserve List if he is scheduled to miss at least three (3) games** in the applicable **2 week period.** This does not mean any player suspended for 3 games or more is eligible. If he misses 1 game in a previous week and will miss 2 games in the next week he is not eligible. **S 12 ss (b) amended 2001) Once a player is designated an IR substitute for a particular player placed on IR, that IR player must remain as the sole substitute and cannot be replaced for the entire duration of that players stay on IR unless**
  - i) that player gets injured and then a substitution may take place. Once the original IR substitute returns to action then he must return as the sole substitute for the original injured player.
  - ii) should the manager choose to reactivate the original injured player providing that that player has sat out a minimum two weeks and that his official designated return date has passed or he is designated his stay on IR is "indefinite", that he would be on IR. S 13 s.s. (b) repealed in October 2006 – a player designated an IR substitute for a particular player no longer must remain as the sole substitute. The IR replacement player may be substituted freely week to week as long as the original player is on the injured list.

13. (Amended) **If you want to send a main team designated player from your main team to your farm team** he must be **waived** through the league. If you wish to send a player down you must notify the commissioner's office by way of posting on the transaction board **no later than puck drop on Monday**. **Waiver rule, amended September 2002;**  
Your waived players have to be announced by Monday prior to first puck drop. When you waive a player you must designate a farm team player to be promoted at the same time you announce your waiver player. The farm team player goes directly into your lineup for the next game starting Monday. The waiver player is in limbo until the completion of the waiver draft. The waiver draft ends by puck drop the following Monday or immediately after all managers have voted. If a waived player is selected that cannot be placed directly on a team then the selecting manager must designate a player to be waved immediately after selecting the player. If that occurs then the player must be waived through the league.  
**Once a player is brought up from your farm team, he may be demoted back without being placed on waivers so long as his original designation was a farm team player. A main team player previously waived and demoted and then re-called up to the main team must again go through waivers should the manager want to demote that player again.**
14. **Call-ups must be determined prior to Monday prior to puck drop.** Any player brought up from your farm team to your main team for injury replacement or roster move, assuming that a manager has a space available on the main roster. \*\*\* the flex rule has been to allow managers to make changes prior to the first game on Monday.
15. **Trades go into effect Monday prior to puck drop.** Any combination of main team players, entry draft picks, and farm team players are allowed. **If a trade takes place Monday prior to puck drop, and there are player(s) required to be waived** than that waiver draft will take place as per usual.
16. **New rule 2010 - If a trade is made that causes an unbalance** on either the main or farm team, and that manager **fails to specify** which player is to be waived or dropped, then the **the trade is void until the Managers fully conform to the rules of trading and the imbalance is rectified.**
17. **The Commissioner reserves the right to examine all trades** for legitimacy and fairness. The same rules apply regarding ethics as have always. **All parties** will report trades by way of the transactions board, or in the event the transaction board is unavailable, by emailing the Commissioner and all NSHP managers of the particulars of the trade.
18. There will be a trading deadline that coincides with the NHL trading deadline. NSHP deadline must fall the weekend prior to the NHL deadline.  
**If a manager fails to change his team** then it will remain as is from the week prior unless the Manager is negligent in his duties as pertaining to rule 27.
19. **There is no trade fee.** Managers will pay the pool a **flat fee** to be determined at a later date for trades and administration.
20. **Statistics and standings will be available** as soon as possible. The NSHP relies on the accuracy of the website Hockeydraft.ca.
21. **Hockey pool fees will be paid at the entry draft** at which time a discussion will take place regarding prize money and other financial issues. Except in extraordinary circumstances **no exceptions will be made.**
22. **Prize money will be paid out as soon as possible** after the completion of the season. It is recommended that a party should take place at that time and **winning GMs** should be **generous.**\*\*2005-2006 winning manager Jamie bought two pizzas and a 24\*\*
23. **The Cup is held by the Commissioner's Office** during the season and is to be passed to the Commissioner at the entry draft. \*\* Oct 2006 - the cup has been held by the previous year's winning manager for the season.
24. **It is the responsibility of the previous year's cup holder to maintain the Cup in good condition** and with the assistance of the Commissioner's Office, arrange for the engraving of your name on the Cup prior to the end of the season.
25. **The Managers are to assist the Commissioner's office** when requested and where possible undertake tasks that may be beneficial to all managers and the Hockey Pool in general. This is with the understanding that while personal commitments and obligations of some managers may make it difficult to take an active role in the administration of the hockey pool, **managers with the time and means to participate will make up for those managers who cannot.**
26. **Managers are to maintain their team** in the spirit of competition and it is hoped that the changes to the pool will make it simpler and more efficient for all managers to follow the pool and improve their team. **Should a manager not manage his team in good faith the Commissioner may, upon his discretion, make any changes to the team in the spirit of competition, or appoint such person to make changes to the team until such time as the situation is corrected and the Manager re-assumes his commitment.** Waiver changes and trades are not permitted without input of the Manager.
27. **Managers who violate Rule 26 are subject to disciplinary action. Penalties may include, but are not limited to revocation of the Team in question**
28. **Weekly prize money** will be awarded to the winner of each week. The current weekly prize is \$10.00. Should two or more teams tie for first place in a week, then all teams tied will receive \$10.00.
29. **2010-2011 year end prize money - \$150.00 per manager.** The winner will get %75 percent of the money left over after taking into account weekly winners and third place money.  
Second place gets 25% after taking into account the weekly winners third place money. The Third place gets a \$150 credit notwithstanding the weekly money won during the year. For example if third place won 50 bucks

during the year, the pool adds 100 buck to that and he plays for free. THE THIRD PLACE TEAM RECEIVES NO CASH!!