

VPL POINTS FANTASY HOCKEY POOL RULES

I. Fees and Payouts

1. Annual Fee is \$50.00 (CND).
2. The Annual Fee must be paid before the first regular season game. If you haven't paid by that time, you will not be able to activate and de-activate players, make trades or make fun of any team who is still below you in the standings until you do so. Additionally, there will be a \$5 penalty on the 1st day of every overdue month from November 1st to January 1st of that season. Money collected on late payments will be added to the 1st place Playoffs payout for that year.
3. If full payment is not made by January 1st of the current season, the league takes over the team on Jan 2nd of that season. Teams that are taken over by the league will be dispersed through a draft at the end of that season.
4. Payouts are as follows (payout is based on ten teams):

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|----------------|-----------------------------|----------------------------|----------------------------|
| Regular Season | 1 st place \$120 | 2 nd place \$80 | 3 rd place \$50 |
| Playoffs | 1 st place \$130 | 2 nd place \$70 | |
| Office Pools | Annual Fee - \$50 | | |
5. Money (or amounts/items in lieu of money) cannot be exchanged, directly or indirectly, under any circumstance, for trades, teams and other pool related transactions. Although I will gladly email you my top 50 undrafted prospects list for three easy payments of \$19.99.
6. In case of a tie for payout money, all winning payout money between the tied teams will be added together and then divided up equally between the tied GMs. For example, if two teams tied for first place, the 1st and 2nd place money will be added up then divided evenly between the two teams or if three teams tie for third place during the regular season then they will split the third place money.

II. Roster Changes

7. All votes, trades, drafts and roster changes must be emailed to all teams with appropriate subject lines.
8. Each team has a roster limit of 36. Thunders and Top Shelves' roster limit will be 42 until July 1st 2011. If roster is over the limit your roster will be frozen and no moves will be allowed until roster size is fixed.
9. An active roster consists of 18 players, with a minimum of 6 defence men and a maximum of 7.
10. Each team may change its roster once a week. All weekly follow up roster changes will have a deadline of Tuesdays at 12:00pm (noon) pacific and be processed for those days' games.

11. Teams have until noon pacific time on opening night of the NHL regular season to place their active roster.
12. During the playoffs, qualifying teams can only make roster changes at the beginning of each playoff round. Roster changes must be made 30 minutes prior to the start of the first playoff game in each round.
13. In dishonour of Dennis, any team who wins both the regular season and the playoffs in the same year will be nicknamed “rat bastard”.

III. Trades

14. All trades must be emailed to all teams with a corresponding subject line before they become effective. For example, if you are emailing a trade, make sure the word “trade” is in the subject line.
15. Trading is allowed at anytime except between the trade deadline and the end of the playoffs.
16. The trade deadline will always be exactly 48 hours after the NHL trade deadline.
17. Teams must make sure that their roster is not over the roster limits. A trade is not in effect for any party to the trade while any of the teams involved are over limit.
18. Once a player has been traded, that player cannot be traded back to that same team for one year under any circumstances but can be claimed on waivers or drafted (this is to avoid players to being loaned for the playoffs).
19. No future considerations. All trades must explain any and all condition(s) at the time the trade is announced.
20. For roster reasons, trades may be announced via email to all teams prior to coming in effect. Effective date must be specified at the time the trade is announced. For example: Underdawgs trade their 1st round pick to Millionaires for Jonathan Girard, a wink, a smile and a shoulder rub (technically illegal, see rule 5) to take effect on Tuesday March 2, 2010.
21. Trades can be announced up to one week in advance, as during the season all roster movements occur on a weekly schedule.
22. If after a trade you are over the allowed active roster of 18 or have too many active forwards or defensemen, you may de-activate any player on your roster. Regular roster limits relating to forwards and defensemen still apply. However, if you do not indicate who is de-activated when the trade is announced, the newly acquired player will automatically be de-activated. If you end up with less than 18 or have too few forwards or defensemen that are active on your roster, you will still have to wait until the next weekly roster change.
23. The GM with the most Maple Leaf players at the end of the season will be referred to as “Bob Cole” and they will refer to their team as “Team Canada”. If the Leafs win the cup, that GM owes the rest of us a pint each, because we will need it.

IV. Determination of Standings – Regular Season and Playoffs

24. Regular season standings are determined in descending order, with the team who has the most points acquired by active players during the regular season being first, the team with the second most second, etc.
25. Playoff standings for qualifying teams are determined in descending order, with the team who has the most points acquired by active players during the playoffs being first, the team with the second most second, etc.
26. Goals by active players are worth 1 point and assists by active players are worth 1 point.

V. Playoff Eligibility

27. The six teams with the most points during the regular season qualify for the playoffs. In the event of a tie between teams placing last out of those six, all of those teams qualify for the playoffs.
28. Once an active player during the playoffs is eliminated, that roster spot is no longer available for players to be substituted in.
29. Roster changes are allowed at the end of each round. After each playoff round, your available roster spots are limited by the number of active players (from the previous round) whose teams advanced in the playoffs. For example, if you had 18 active players in the first round, and 10 of them were eliminated at the end of that round, you would have 8 remaining roster spots. You could make roster moves only for those 8 roster spots that advanced to the next round.

VI. Draft Picks

30. All picks must be emailed to all teams with corresponding subject lines before they become effective.
31. Roster spots must be open prior to the draft start time (also see rule 8). Teams can't create roster spots during a draft unless it's through a trade.
32. 24 Hour Rule: each team has exactly 24 hours during business days (this excludes Saturdays, Sundays and holidays) to make their pick. For example if the last pick was made on Friday at 1:30pm then you have until 1:30pm on Monday to make your pick providing Monday is not a holiday. Once the 24 hours are up the next team in line has the right to make their pick. Once that pick is made, the next team can pick and so on. Any team that lets the 24 hour time expire may still make their pick but the first team (who is eligible to pick at that time) to e-mail in their pick will get the player that was asked for if the same player was picked.
33. The 24 Hour Rule is in effect for all drafts.

34. Next team to draft Alexandre Daigle again will get an autograph picture of Byron sitting on a park bench reading the hockey news and laughing. Very classy.
35. Annual entry draft will start on July 15. If July 15 is not a business day, the entry draft will start on the first business day following. All players who have been drafted by an NHL team are eligible to be drafted.
36. The Entry Draft order is set by reverse regular season standings, except that the previous season's Stanley Cup Playoff's pool winner will pick last in every round and the winner of the lottery pick (determined as per Rule 37) will get the first pick. This applies for the first round only.
37. To determine the draft or lottery order when ties are present, the team who was lower in the regular season of the previous year will get the higher pick (with the first pick being the highest possible pick).
38. A lottery will be held between the four last place non-playoff teams. This number could be less in the event of a tie, as any team who is tied for 6th place or higher and make the playoffs will not participate in the lottery. Those team qualifying for the lottery will participate in a weighted lottery with the last place finisher having four (4) names in the hat, the 2nd last place team will get three (3) names in the hat, the third last team will have two (2) names in the hat and the fourth last team will have one (1) name in the hat. Only one name will be picked from the hat and the name picked will get the first pick of the first round. The other teams will pick as per the reverse of their finishing position in the previous season. All lottery teams will go back to their original draft order (i.e. reverse finishing order for previous season) for every round after the first.

VII. Dispersal Draft

39. A dispersal draft will occur whenever one or more teams elect to leave the pool.
40. Dispersal draft will take place on June 15th of any given year where a dispersal draft is taking place.
41. Dispersal draft order will be in reverse regular season standings.
42. Dispersal Draft will be 2 rounds only and only players from the dispersed team can be picked. Players remaining after 2 rounds will be eligible through the regular entry draft.

VIII. Mid-Season Waiver Draft

43. Mid-season waiver draft order will be in reverse regular season standings as of January 1st, 12:00am of the current season.
44. Mid-season waiver draft will start on the first business day after January 1st.

45. Mid-season waiver draft will be two rounds only and only players who have played a minimum of 10 games in the NHL that year are eligible to be picked.
46. Mid-season waiver draft picks cannot be traded. However, once a GM has picked a player through the mid-season waiver draft, that GM is free to trade that player.

IX. Waivers

47. Any player dropped in the 48 hours prior to the start of any draft may not be picked up on waivers. However, those players can be picked as draft picks during the entry or mid-season (if they qualify) drafts.
48. Teams can place any player on waivers at anytime to remove that player from their roster. Teams must indicate "waivers" in the email subject line to make it easier for every other team to spot the player available. All teams have 48 hours from the time the player is placed on waivers to make a claim. Out of the teams who make a claim on the player, the team who is lowest in the standings at that time (including tie breaker stated in rule 34) gets that player. The successful team must send out an email after the 48 hours are up stating who in their roster is being put on waivers in order to make room for the new player. The successful team cannot activate the newly acquired waiver pick until after they send out the email.

X. New Teams

49. All potential new teams must make an application by emailing all teams stating that they have read all the rules and have agreed to them prior to any decision being made about their eligibility.
50. The league will then vote on all new potential franchises. If a simple majority approves, then the new team may join the league.
51. If a new team is accepted by the league, an expansion draft will occur.
52. The expansion draft consists of 3 rounds. Rules on expansion draft will be voted on as it arises. Last expansion draft consisted of protecting 24-3-3 players in three rounds with only one player allowed to be selected from any one team in any given round.
53. Expansion teams shall only be accepted into the league between the end of the Stanley Cup Playoffs and June 14 in any given year.

XI. General

54. In order to bring a suspected rule violation to the attention of the other GM's an email must be sent out to all teams. Brendan will make a ruling as to whether or not the rule has been broken where there has been a clear violation.
55. If three or more GMs object to Brendan's decision on a ruling, or if no rule exists covering the situation, the league will hold a vote. A simple majority will decide the issue.

56. Any trade made by Brent will automatically be followed by a veto vote.
57. All teams have the responsibility to vote in a timely matter (one week or less).
58. For all votes, a simple majority will decide (i.e. 50% + 1).
59. Once a GM has sent out their draft pick or placed a player on waivers via email, that choice is considered final.
60. All GMs may have people help them out on running the team. However, they are responsible for any rule violation, entry payments and all votes.

For all rule changes that you want to bring up to the league for discussion. E-mail Jonathan Tessier with the rule number or just “add rule” or “delete rule” before the start of the Stanley Cup playoffs. In the e-mail, please state what rule you want to change and your proposed changes. Jonathan will then e-mail everyone all issues during the playoffs (April 15 at the latest) to give everyone a chance for discussion. In the first week of May, Jonathan will e-mail all rules to be voted on and everyone will have until May 21st to vote. Changes if any will take place on June 1st.