

FOIL HOCKEY LEAGUE



Rulebook

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§ 1.0 HONOR CODE

The goal of this league is to be immersing, yet easy to understand. That must limit the complexity of the rules to the degree that there will surely be exploits. The administrators of this league reserve the right to cancel any action that is deemed to exploit or bypass the rules. Tanking, for example, is considered a cardinal sin!

§ 2.0 FOIL HOCKEY LEAGUE COMPETITIONS

§ 2.1 FHL Regular season

The FHL regular season runs parallel to the NHL regular season. It is the most prestigious of the FHL competitions. Victory is rewarded with the FHL Norack Cup.

§ 2.2 FHL Playoffs

The FHL playoffs run parallel to its regular season during the last four to five weeks of the NHL regular season. The top 16 FHL teams after completion of Sunday hockey at least four full weeks before the NHL regular season ends qualify for the FHL playoffs. The playoff qualifiers match up in a format of 1st vs. 16th, 2nd vs. 15th and so forth. The first three rounds of playoff action are week-long matchups, whereas the FHL playoff final is played over a full week of NHL action and whatever amount of days is left over in the last week of NHL action (i.e. maximum another full week in addition to the first week of FHL Playoff Final action)

§ 3.0 SCORE SYSTEM

Each GM must post a complete roster of 20 to 23 players *no later than Sundays at 23:59 MST* each week of the regular season. These will be the players that accumulate points for the team. No changes will be permitted once a week has begun. If a GM fails to update his roster by the deadline, his last valid roster will automatically carry over to the next week.

§ 3.1 Skater points

GOAL ::: 1.5 points

ASSIST ::: 1 point

HITS ::: 0.1 point per hit

BLOCKS ::: 0.1 point per blocked shot

+/- ::: 0.25 points per plus.

§ 3.2 Goalie points

Main Goalie Stats

Stat	Value
Wins	<input type="text" value="1.0000"/>
Shutouts	<input type="text" value="2.5000"/>

Goalie GAA Base Points

Min GAA Max GAA Base Points

<input type="text" value="0"/>	<input type="text" value="1.8"/>	<input type="text" value="4"/>
<input type="text" value="1.8"/>	<input type="text" value="2"/>	<input type="text" value="3.5"/>
<input type="text" value="2"/>	<input type="text" value="2.2"/>	<input type="text" value="3.15"/>
<input type="text" value="2.2"/>	<input type="text" value="2.4"/>	<input type="text" value="2.55"/>
<input type="text" value="2.4"/>	<input type="text" value="2.6"/>	<input type="text" value="1.85"/>
<input type="text" value="2.6"/>	<input type="text" value="2.9"/>	<input type="text" value="1.25"/>
<input type="text" value="2.9"/>	<input type="text" value="3.2"/>	<input type="text" value="0.75"/>

Goalie GAA Point Multipliers

Min Mins	Max Mins	Multiplier
<input type="text" value="1"/>	<input type="text" value="20"/>	<input type="text" value="0.1"/>
<input type="text" value="20"/>	<input type="text" value="55"/>	<input type="text" value="0.25"/>
<input type="text" value="55"/>	<input type="text" value="9999999"/>	<input type="text" value="0.5"/>

§ 4.0 DRAFTS

§ 4.1 Yearly drafts

A three round Entry Draft will be held every year as soon as the NHL draft is completed. The fantasy league standings will decide the draft order.

§ 4.1.1 Draft lottery

This league will have a draft lottery that mirrors the NHL lottery. The FHL teams will act as counterparts for the eligible NHL lottery teams. For example, if the sixth to last team wins the NHL lottery, the sixth to last team in the fantasy league wins the fantasy lottery.

§ 4.2 Draft picks and drafting

If a GM does not have the roster space to accommodate a draft pick immediately then the pick will be forfeited. GMs may for whatever reason voluntarily forfeit any of his draft picks.

§ 5.0 PLAYER MOVEMENT

Player movement is permitted anytime except between the NHL trade deadline and the end of the NHL regular season. Note that all acquisitions join their new roster at the start of the next week. This means that traded players will finish their week with their original team before moving clubs. Free agent signings and waiver pickups are not added to the roster until a Sunday deadline either. During the off-season, acquisitions are added to the roster the next day.

Free agent signings must be verified and confirmed by an administrator via PM or a post in the [player movement thread](#) on the forum. Waiver claims and trades may now be done automatically on [fhlkeeper.com](#), while free agent signings are still done via [www.forum.puttingonthefoil.com](#).

§ 5.1 Trades

There is no limit to the amount of trades a FHL GM can make, as long as the full roster does not exceed 35+5 players. See 6.2 *Roster number and makeup*, below. You may only trade draft picks for three years ahead (e.g. In 2013 you may trade picks for the 2016 draft but not for later drafts).

§ 5.2 Player contracts

Fantasy GMs are on the hook for the NHL contracts of their players. In short, FHL GMs are obligated to each NHL contract for its duration (July 1st of the first contract year to June 30th of the last contract year). If a player signs a new deal, you may drop the player before his new deal begins (July 1st) or keep the player with his new contract.

Thus, once a player finishes his contract the FHL GM has two options:

1) *Retain the player, taking on the player's contract extension (Regardless of where he has signed in real life)*

2) *Drop the player to FHL free agency.*

Should a player sign an extension prior to July 1st the fantasy GM may still wait until that date to decide to keep or release the player. All GMs must compile a list of players they want to release (whose NHL contracts are up, regardless of any possible extensions) *before* July 1st. Any players not put on the free agent list will be automatically retained by their current team once their new deals begin.

(E.g. If you have kept temporarily contractless J. Jagr on your roster after June 30th - and he signs a big contract on July 5th - you are obligated to that deal)

§ 5.2.1 Retained salary

If an NHL player is traded and salary is retained, his new reduced cap hit shall be counted in the FHL.

§ 5.3 Free agency

Players that are not owned by any team in the fantasy league may be signed by any GM with sufficient roster space. All free agents pass through a 48 hour grace period during which bids may be put forth for their signature (similar to a waiver claim). If multiple teams approach a player, the player is awarded *randomly* to one of the teams that approached for the player. See also "Player contracts 4.2 point 2, above. Note that any move must be confirmed by an administrator before it is completed.

§ 5.3.1 July 1st Free Agency

Prior to July 1st, all FHL teams are required to submit a list of which of their pending free agents they wish to release to free agency. (This process may be automated for this season).

§ 5.4 Waivers

Waivers only apply to players being sent from the active roster to the reserves. It does NOT apply if you wish to activate a player from the reserves list.

§ 5.4.1 Waiver eligibility

ALL players with a salary of 2.5% of the yearly cap limit (rounded to the nearest hundred-thousand) or more are subject to waivers, regardless of age, games played, or other NHL regulations. All cap hits include bonuses as listed on [Cap Geek](#). This means you can only freely change roster players from active to inactive as long as their cap hit is LESS than 2.5% of the cap limit. Players who make 2.5% of the cap limit or more *must* be put on waivers before being inactivated.

If you wish to waive a player, select the action from the menu, which will start the 48 hour waiver period. The player may then be inactivated immediately.

§ 5.4.2 Waiver claims

Players who are waived by a GM will remain on waiver wire for 48 hours, during which period any other GM (with sufficient cap- and roster space) may put in a claim for the player. If multiple claims are made, the lowest ranked team on the day of the waiver decision will be awarded the player. Exception: Last season's final standings will be used for claims made up until 1 calendar month after the start of the season. Example: if the season starts October 8th, last year's standings will be used up until November 7th to determine waiver order. From November 8th on, the current standings will be used for waiver order.

* A claimed player **MUST** be activated at earliest opportunity by his new team! If the player is not activated in the first game week the player is available to the new GM, the previous owning GM and any other GMs who placed a waiver claim have an opportunity to re-claim the player. Waiver re-claim order is determined as follows: GMs that had previously placed a waiver claim will get first opportunity to re-claim the player, based on current standings. The previous owning GM will get the opportunity to re-claim the player if the GMs that previously placed a waiver claim no longer want the player. This process is to be requested by any of the aforementioned GMs at any period within the game week that the player was supposed to be activated (any time after that will not be allowed).

* Trading for a player who is currently on waiver wire is allowed, but note that the player may be lost if he is claimed by another team!

§ 5.4.3 Waiver exceptions

Injury: If the player is listed on **Injury Reserve** (as per nhl.com/affiliated team sites) on the last day of the week - deadline day for roster changes - he may be inactivated using the IR option. In cases where an NHL team does not list a player on IR despite obvious long-term injury contact the FHL administration for permission to IR the player.

A player that has been 'inactivated' via the IR exception must be re-activated at the earliest possible occasion following his return from IR!

Entry-Level-Contracts: Players on ELCs (marked on FHL player profiles and on capgeek.com) are exempt from waivers.

§ 5.5 Buy-outs/dropping players

There is no buy out option.

Fantasy GMs may only drop to free agency players who have finished their NHL contracts OR players that have not played any NHL games in the previous season.

§ 5.5.1 Non contracted players

Non-contracted players, including unsigned draftees or players whose rights are not with an NHL team can be released at any time. (* This includes NHL free agents, when uncontracted between July 1st and the signing of a new NHL deal)

§ 5.5.2 Player retirement

An FHL GM may only release a retiring player once the official announcement of the player's retirement has been made.

§ 6.0 ROSTER RESTRICTIONS AND TEAM SELECTION

The cap hit of each player correlates to his NHL cap hit. Bonuses are included. See § 5.2 Player contracts, above.

§ 6.1 Salary cap

Teams must comply with salary cap restrictions (both floor and roof) as set by the NHL. *Only players that are on the 23 man active roster each week count against the cap.* Cap hits are found on [Cap Geek](#). This season's cap roof is **\$64,300,000**

§ 6.2 Roster number and makeup

Altogether, an FHL roster may include up to 40 players in total. The roster consists of three parts.

§ 6.2.1 : Full roster: The 35 player roster may include both contracted players and unsigned prospects. Only players on the full roster are eligible to be activated to the scoring roster.

§ 6.2.2 Active/Scoring roster: The active roster must have no less than 20 and no more than 23 players. All players on the scoring roster gain points for their FHL team. The active roster must include at least 12 forwards, 6 defensemen and exactly 2 goaltenders. The remaining three positions may be filled with any skaters, forwards or defensemen. Whether a forward is listed as a winger or center does not matter. Players that can play both forward and defense can be used in either position.

§ 6.2.3 Passive roster: The extra 5 man roster (known as the passive roster) is exclusively reserved for retaining prospects. Only unsigned draftees or players on their entry level contract are eligible to be on the passive roster. A player may *only* be assigned to the passive roster between July 1st and the deadline for the opening day roster. A player made passive will be automatically made not passive on the following July 1st, regardless of ownership change or trade moves. Before the opening games of the NHL season the player may then again be set as passive again for the coming season if he currently is either 1) unsigned or 2) on an entry-level contract.

§ 6.2.4 Off-season roster rules: During the off-season there is no active or passive roster. All players are considered inactive without having to pass through waivers. On July 1st, passive players automatically become non-passive. A total of 40 players

may then be on the roster. Before the new season begins, GMs must ensure that 1) They have no more than 35 players on their full roster and 2) no more than 40 players in total including passive players; and that 3) they have set a new valid scoring roster.

§ 7.0 MISCELLANEOUS

* If you no longer want to control your franchise, please let an administrator know as soon as possible so a replacement can be arranged. The new GM will inherit the roster, but may re-name the franchise.

* The league reserves the right to fire any GM that is inactive over long periods of time or repeatedly fails to comply with the rules.

* The league reserves the right to amend or change the rules, but will as far as possible avoid doing so during the season. Should changes be necessary, the GMs will be notified to discuss details.

§ 8.0 EXPLANATION OF TERMS:

ACTIVE/SCORING ROSTER: The 20 to 23 players that accumulate points for you each week.

FULL ROSTER: The roster of 35 men that may be used during a season. Waivers apply to players whose cap hit is more than 1.5M per year.

PASSIVE ROSTER: The 5 man roster reserved exclusively for prospect development.

OFF-SEASON: The period between the last game of a season and the first game of the next season.

OPENING DAY ROSTER: The first roster that's set in a season. It sets the precedent for which players are active and thus need to pass through waivers if they are to be made inactive.

UNSIGNED PROSPECT: A player that has been drafted by an NHL team but has yet to sign an Entry-Level contract.

ENTRY LEVEL CONTRACT: A player's first NHL contract. Marked on www.capgeek.com with "EL".

ROSTER DEADLINE: Sundays 23:59 MST, before which you must have made roster changes you wish to apply for a coming week.

