

K-TOWN FANTASY HOCKEY LEAGUE



OFFICIAL RULE BOOK

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LEAGUE FORMAT

- Scoring Type / Total Accumulated Points
- Format / Annual (Full Season, No Playoffs)
- Number of Teams / 10
- Draft Type / Offline Snake
- Keeper League / 8 Minimum (Up to 10 total)

DRAFT

Draft style is an offline snake draft, hosted by your commissioner. Draft date will vary, however it must be completed no less than 24 hours prior to NHL Season Puck Drop.

Draft order is randomized each year using an online randomizer website. Any owner with more than 8 protections will lose their 1st and/or 2nd round picks and will be skipped for those rounds. Each fantasy team owner has 14 draft selections. These draft picks are tradable.

ROSTERS

Owners may draft any player type at any time, but they must draft the exact number for each player position as listed below.

Position	Number
Forwards	12
Defencemen	6
Goalies	2
Rookies	1
Veterans	1
Total	22

- A rookie is classified by the same rules as the NHL.
- A veteran is classified by being 35 years or older by October 1st of each season.

SCORING POINTS

Forwards	Goal	1
	Assist	1
Defencemen	Goal	1
	Assist	1
Goalies	Win	2
	Shutout	3
	Assist	1
	Goal	5
Rookies	Goal	1
	Assist	1
Veterans	Goal	1
	Assist	1

PROTECTIONS

Owners must protect 8 players each year. Veteran selections are not protectable players. Owners may protect up to 2 additional players, however they will forfeit draft picks equal to the number of addition protections, starting with their 1st round pick.

Protections are due 2 weeks prior to season opener at 12pm EST (1 week prior in expansion years). A failure to submit protections on time will result in the owners top 8 point producers of the previous year being protected. The owner will also lose the option to protect any addition players.

DROPS & WAIVERS

Every owner has 3 drops each season.

- 1st drop available until 11:59pm EST on October 31st
- 2nd and 3rd drops available until 11:59pm EST on January 15th

Owners will lose the dropped players points and gain the added players points. Owners must drop the same position player to keep roster size rules intact.

When a player is dropped, he will proceed into waivers. The waiver order is determined by order of reverse standings at time of drop. If an owner claims a dropped player on waivers, they must drop another player on their roster of same position without being charged one of their drops. That dropped player then proceeds into waivers. This cycle continues until a player goes unclaimed.

Once an owner makes a waiver claim, they proceed to the end of the waiver claim line (regardless of standings) for the next player that is waived. The original dropping owner cannot claim a player in the chain of events that began with their drop.

TRADES

- Owners may make up to 3 trades during the season.
- The trade deadline is 11:59pm EST on January 15th.

Owners may only gain a combined total of 20 points throughout all season trades. Each trade however is limited to a 10 point advantage. Losing points in a trade does not bank them to gain more in a future trade. (ie. An owner cannot increase the 20 point maximum acquired per season)

A trade window opens between the time protections have been submitted and the season draft. During this window, only protected players and draft picks can be traded. There is no limit to amount of trades during this time, however roster rules apply and no owner can have more than 10 protected players at any time.

INJURED RESERVE

Owners are allowed 1 IR slot per season. In order to qualify for IR a player must be injured at the time the owner uses the IR drop. This drop must occur by 11:59pm EST on January 15th.

The IR dropped player must be protected the following season. The added replacement player cannot be protected the following season.

EXPANSION DRAFT

Expansion owners will select 4 protected players 1 week before the season draft begins, however all protections from existing owners must be submitted 1 week prior to the expansion draft. At the conclusion of the season draft, expansion owners will select their final 4 players.

If multiple expansion teams occur in the same year, a snake format will be used when selecting the 4 players before and after the season draft. If an expansion owner selects 1st for the initial 4 player selection, they will select 2nd for the final 4 player selection.

Expansion draft picks are not tradable. However, once an expansion pick is selected, it then becomes a tradable asset.

ABANDONED TEAMS

In the case of an abandoned team, a new owner will be recruited by the existing owners. A majority vote is required for a new owner to be accepted into the league. A new accepted owner will have the option to inherit the abandoned team as is or enter through the expansion draft process.

WINNINGS

League buy-in is \$50 per season (subject to change with a majority vote).

Winnings are as follows:

- 1st place wins \$350
- 2nd place wins \$100 (double your money)
- 3rd place wins \$50 (money back)