2016 Scoresheet Hockey Drafting Packet (for web draft leagues)

The game rules are the same no matter how you draft your team. But if you are in a league that is using the web draft system then you can mostly ignore the draft packet's section on roster balancing, as most owners choose to turn off roster balancing for the web draft. (Turning off roster balancing means that you will simply get the top available player on your list when your pick comes up, regardless of how many players you already have at that position.) But you can choose to have roster balancing on if you like, which will ensure you get a balanced team. If you have roster balancing turned on then the roster balancing rules as explained later in this draft/rules packet will be followed. There is also a specific page that goes into more detail about how our web draft works at: http://www.scoresheet.com/HKY_WebDraft.php

NOTE - you can not actually save your draft list until you are assigned to a specific league. Once you are in a specific league we will send you an e-mail with the league name, web page address, specific draft dates for your league, etc. Once assigned to a specific league you will enter your draft list by clicking on the link on your league page called 'undrafted players and ranking list'. You will list your player choices in the order you want them to be eligible for drafting by your team, and you can change your list at any time before or during the draft (changing it between every pick if you want.)

For brand new leagues team numbers will be randomly chosen, with the draft order reversing in each later round. (Team 1 picks first in round 1, team 12 picks first in round 2, etc.) For continuing leagues that played last year the draft goes in the reverse order of last year's standings in every round. As your team's turn comes up in each round, you will be assigned your highest-ranked undrafted player, subject to our roster balancing procedures described later in this packet **if** you choose to have roster balancing turned on. And you do not have to group players by position on your ranking list. Instead, players should simply be listed in the order you think they are most valuable. At the conclusion of the draft you will receive the complete league rosters blank depth charts, and a season schedule. You will choose a team name when you send in your first week's depth chart.

HINT: We all like to gamble on unproven players, but for the most part they will still be available in later rounds. Use the earlier rounds to get players you are fairly certain will play a great deal and score well in this upcoming season.

Player Lists Explanation

These lists contain most of the NHL's projected regulars for the upcoming season, with their NHL team and position, as of late August. We have tried to include most of last year's regulars, plus others who are projected to get more playing time this season (including a few top draft picks). We have done our best to update these lists. However, it is possible we have missed a player switching teams, or even a player who retired or signed in Europe (meaning he won't be in the NHL this year.) If you notice a player listed with the wrong team, or one who has left the NHL, please let us know! **There may be some players listed with a (-) next to their name**. These are players that as of late August have not signed with an NHL team. We did include those players because it seems likely they will sign in the NHL at some point this pre-season, but you should be a little leery of those guys.

Also, there are some players who switch positions occasionally. However, **players can ONLY be used at the POSITIONS SHOWN in the draft lists for the ENTIRE upcoming season**. Along with each player, we've printed his player number (the first number listed), his total rating from last season using our game's formulas (the second number listed), his average rating per game he played last season, his age as of Opening Day, and his current NHL team. We've sorted the players by position, and then by their total points scored last season.

These lists are certain to be missing a few players you may feel will make an impact during the upcoming season. **Feel free to list whomever you want on your draft list** - you are **NOT** limited to the players shown. But you do need to **specify** a player's **full name, position, and NHL team** if he's not shown on our lists (we can't draft someone for your team if we do not know who he is). Remember, a player will be valuable to you only if he plays and contributes regularly in the NHL in the upcoming season! The *Scoresheet Hockey* season only uses NHL regular season games, with the last 4 weeks of the NHL regular season being used for *Scoresheet Hockey* playoffs. NHL playoff stats are **NOT** used in *Scoresheet Hockey*.

Roster Balancing Procedures

The purpose of these roster-balancing rules is to fill all of your starting positions before you receive any less important backups. ****<u>NOTE</u>:** These roster balancing rules are designed mainly for teams that are not going to closely follow the draft, constantly updating their list, and thus these rules will ensure you will get a balanced team. But most owners in the web draft choose to treat it like a live draft, and simply turn roster balancing off, meaning they will simply get the top player from their list that is still available (not drafted yet.) But if you want to just enter a long draft list and then let it ride for many rounds (or even the whole draft) you can turn roster balancing on and you will get a balanced team. For those folks who have roster balancing turned on here is how it works:

In each *Scoresheet Hockey* game (your team will play 3 each week), you'll use 3 centers, 3 left wings, 3 right wings, 4 defensemen, and 1 goalie. Along with these 14 starters, you'll draft 12 backups. These backups take over in case a starter is injured, or if you trade or demote your starter. Normally, you'll receive 14 starters in the first 14 rounds, then 1 backup at each position, then a second backup at each of the 5 positions, and finally two "extra" backups (which can be from any position). During the draft, we proceed down your list, giving you your highest ranked, available (undrafted) player. Once you get a full complement of starters at a position (this is 3 centers, or 4 defensemen, etc.) we skip over your other listed players at that position, until we get to a player you have listed that plays a position at which you still need a starter. We do the same thing in the 'backup' rounds - once you get a backup at a position we skip over other players listed at that position and go down your list drafting players at those positions at which you still need a backup. Once you get your first backup everywhere, we go back to the top of your list and start down again, giving you a second backup at each position (and go back to the top again once you get a second backup everywhere).

Since you start 3 players at each forward spot, and 4 defensemen each game, a position on your team is not considered 'filled' with starters until you have that many players at that position. For instance, you could get 3 centers before you get any players at other positions, or 3 right wings before you get any left wings. We just go down your list, giving you the highest listed available player until you have enough starters at that position.

However, you may override the roster balancing rule by putting a plus sign (+) next to a player's number. This tells us that you want that player, even if you already have filled the position. (For instance, you might want a 4th center, even if you haven't gotten all of your starters at other positions yet.) Once you draft a player (even with a +), he is counted at his specific position. Also, plus signs will only override roster balancing for ONE extra player at each position. You will not get a 2nd backup at a position before you have all of your starters, nor will you receive a 3rd backup before you have at least 1 backup at each of the 5 positions.

It is possible to have a player that you did **not** put on your ranking sheet assigned to your team. This occurs if you still need a player at a position, but there are no more available players on your ranking sheet who play that position. The order in which players are assigned by default is based on the total number of points earned last season - the same order as the player lists. To avoid having a player assigned to your team that you did not list, your ranking sheet should include **many** players from all positions. **A draft list should contain approximately: 55 centers, 55 right wings, 55 left wings, 60 defensemen, and about 40 goalies**. Your list should use some combination of these to total up to 260 players - the exact numbers of players listed will depend somewhat on how often you use the "+" options.

In summary, once you get a full complement of starters at every position we go back to the top of your list and start back down again, filling out your backups. And once you have 1 backup at each position, we go back to the top of your list again and go down giving you your second backup at each position.

IMPORTANT HINT: You do NOT need to group players by position on your ranking sheet. You should just list players in the order you think they will be most valuable in the upcoming season; our roster balancing procedures will then ensure you get a reasonably

balanced squad. And you should remember these are one-year leagues, so draft based on what you believe players will do <u>this</u> season!

In addition, during the *Scoresheet Hockey* regular season we do hold weekly free agent drafts, beginning week 1. **Teams must cut a player to draft a player**, meaning you have to list a player to cut to be entered into that week's free agent draft. If you do not want anyone cut that is fine - you simply will not draft a player that week if you do not list someone to cut. As usual, there will be just one free agent a week, so you will either cut one player and draft one, or cut no one and draft no one, beginning with week 1. Due to having cuts this year we will have teams draft thru round 27 in the pre-season.

Teams will pick in reverse order of the standings at that time. **In the week 1 draft when every team is 0-0 team 12 will pick first and team 1 will pick last**. Each week's free agent draft is held before that week's games are played - so that you can use the free agent that week if necessary. Free agent rules and procedures will be discussed more fully when you receive the draft results and the depth chart explanations.

How a Game is Played

Each action has the following point value:

For All Players:

```
A goal               =    1 point
A short-handed goal  =  1.50 points
Power play goal      =  0.70 points
An assist            =  0.50 points
Each +/-             =  0.10 points
```
(you get 0.10 points for each plus 1, lose 0.10 for each minus 1; ignored for goalies and power play goals!)

```
Each penalty minute = —0.05 points
```
(you <u>lose</u> .05 for each penalty minute, though offsetting penalties do **not** count against your players)

For Goalies Only:

```
A minute played  =  0.01 points
A shot against   =  0.06 points
A goal allowed   = —0.60 points
```
(you lose 0.60 points for each goal allowed) Empty net goals do NOT count against your goalies!

Example: if a goalie has 40 shots against, which is worth 40 times .06 = 2.4 points; allows 4 goals, which is worth -2.4 (4 times -.06); and plays 60 minutes (worth 60 times .01 = .6); then he earns 2.8 minus 2.8 plus .6, which totals .6. If a goalie has a better save percentage than 90% he'll earn more for that game, a lower save percentage will lower his points. Once again, our computer does all the figuring - you just watch your guys score!

However many games your player played in that week in the NHL are how many games he can play in for your *Scoresheet* team. Most weeks your *Scoresheet* team will play 3 games, (just two games are played the first week and the All Star week). In each *Scoresheet* game, your players will score based on how they performed in the NHL that week, **divided by the number of NHL games they played in**. For instance, if a player scored 4 regular goals, had 3 assists, a plus/minus of +2, and 6 non-offsetting penalty minutes for the week, then he scored a total of 5.40 points that week. If he played in 3 games, his per game total is 1.80 points, meaning he would score 1.80 points in each of the three *Scoresheet* game he plays for you.

There is an added twist to the scoring. The players playing on your first lines (both offensive and defensive) get their full point total. For your second line offensive and defensive players, their points are only worth 0.8 of full value, and for third line offensive players, their points are multiplied by 0.6. Example: A goal scored by a player on your second line is only worth 0.8, and one scored by your third line players is only worth 0.6 in that game. Because the point values are different depending on which line the player is on, your coaching decisions can have a huge impact on your won-loss record! (Once again, all of these rules will be reviewed in the explanations sent out with the draft results.) **Hint**: Because a first line player's points are worth full value, while the second and third line points get 'lowered', your top left or right wing might be more valuable to you than a second or third center, even though centers generally score more points! And finally, you should list players based on how valuable you think they will be in the upcoming season. We have found that trying to guess how other owners will rank players does not work very well - what is successful is ranking players based on how you think they will do, compared to the other players at their positions.

Your players can only play in as many games for you as they did that week in the NHL. When one of the players you listed as a starter can not play, your top backup at that position will move into the bottom line, with other players moving to higher lines as needed. We will do some automatic juggling for you when players have to sit. For instance, if your first line and second line center both have to miss a game we will NOT have them miss the same game

that week (meaning your third line center will not have to move all the way to the first line.)

Goalies are also limited by minutes played. A goalie needs 45 minutes of NHL game time to play each *Scoresheet* game. (If your starting goalie has more than 135 minutes and played in 3 games that week in the NHL he'll play all 3 games for you. If he has 90 to 134 minutes or only played in 2 NHL games he'll play in 2 games for your *Scoresheet* team, and 45 to 89 minutes will have him playing in 1 *Scoresheet* game that week.) Your backup goalies will be used in the order they are listed. If you are out of goalies, a goalie with less than 45 minutes will be used in 1 game if necessary.

These rules are mostly designed to automatically replace injured players. If your starters all play in 3 NHL games that week, then your backups won't play!

Other Rules

You may list 14 starters and up to 15 backups on each depth chart (see the enclosed sample). Your team's roster can become larger (or smaller) than 27 players if you make unbalanced trades, such as trading two players for three. If you do that you do not have to cut someone – the only cuts required are to pick up a free agent in the weekly draft. So in one team does trade two players for three then the team getting three players will have 28 players on their roster and the team trading for the two players will have just 26. Players on your roster but not listed on your depth chart will be used as final backups, and will be used in player number order. This is useful for recently drafted free agents, of if you do not take the time to list all your players as backups. You **are** permitted to list free agents on your depth chart in hopes of actually acquiring and immediately playing them. However, these players will only play for you if you actually receive them in the draft - otherwise they'll simply be skipped over on game day.

All depth chart changes, trades, and free agent pickups are free! You must send in (postmark, fax or e-mail) any new depth chart/draft lists by/before the start of the first NHL game the Monday of the week you want it used - meaning you send it in BEFORE any NHL games begin that week to have it used for that week's Scoresheet games. (A *Scoresheet* week runs Monday thru Sunday.) This is a game where you PREDICT how your players will do - you need to set your starters and the line they are on **before** you see how they do that week in the NHL. However, you are NOT required to turn in a new depth chart each week. Once you submit a depth chart it stays in effect until you make a change. There will be more explanation of free agents and postmark deadlines with a final preseason letter accompanying your draft results. Even if you are just turning in a free agent wanted list but not changing your depth chart you still must have your list submitted by Monday to have it used in that week's draft - predicting who will have a good week is a big part of the game!

Trading of players is allowed through mid-February. However, you can **NOT** trade away future free agent draft rights. (Once you draft a player you can of course trade him, but you can not trade future free agent picks!) We do monitor all trades for fairness. Naturally, we need to receive trade approval from **BOTH** owners involved before we can put a trade into effect.

A 12 team league is split into two 6-team conferences. In each conference the top 3 finishers make the playoffs. Regular-season games that are decided by 0.20 points or less will be declared ties. The standings are determined just as in the NHL; wins are worth 2 points, ties are worth one point. (Ties for conference winners and playoff spots are broken using the season's game points scored.)

Playoffs consist of 3 game series. The first week of the playoffs the second place finisher in each conference plays the third place finisher in that conference - with the 2nd place team at home games 1 and 3. Week 2 the conference winner plays the survivor of that conference's wild-card game, with the conference winner at home games 1 and 3. The finals are then played between the playoff winners from each conference - the team with the better record gets home ice in games 1 and 3, except that a conference winner has preference over a wild-card team. The home team is given a 0.3 point home ice advantage in each **playoff** game!

In addition to the home ice advantage, we also award 'bonus points' to the team in each

playoff series which has the better regular season record. Rather than having the playoffs based solely on what happens just that week in the NHL, we feel there should be some additional importance to year-long records. So, in each playoff matchup, the team with the better *Scoresheet* regular season record will get an additional .03 'bonus points' for each *standings point* that team finishes ahead of the team it is playing. (A *standings point* is figured just as in the NHL - a win is worth 2 points, a tie is worth 1.) So, if you finish 20 *standings points* ahead of the team you are playing that series you'll get .6 bonus points in each of the three games. These bonus points are combined with the home ice points - in the example above, a team finishing 20 *standings points* ahead of its opponent would have a total advantage of .9 in games 1 and 3 (.6 for the bonus points plus .3 for home ice), and an advantage of only .3 in the second game (.6 bonus points minus the .3 home ice advantage the lesser team gets in game 2.) This rule means that every regular season victory matters, even if you have your playoff spot clinched, since your bonus points get bigger with each win!

The **one** league winner with the highest game point total in **all** of *Scoresheet* (not counting the playoff games) wins a free year's memberships in all four *Scoresheet Sports* games: football, baseball, basketball and hockey. (Only teams in leagues with at least 12 teams are eligible for this prize, though trophies are awarded in all leagues. All conference winners not winning their league will also receive certificates.)

Please follow submission deadlines for draft lists. If possible, we do appreciate you mailing in lists a couple of days before the deadline. **And please call as soon as possible if for some reason you've missed a draft deadline**.

Unfortunately, we can not do anything about *Scoresheet*-bound depth charts that become lost in the mail - once games are played they are final. However, if the Postal Service loses your weekly results, we'll gladly mail you a new copy. If you have any other questions or comments, please let us know - Our goal is to make *Scoresheet Hockey* as fun and rewarding as possible. Have a great season!

Hockey Depth Chart & Free Agents Wanted Form

LEAGUE: **TEAM NUMBER:**

YOUR NAME: **DATE SENT IN:**

TEAM NAME:

TRADES: (Please list any trades here or on a separate sheet of paper. Please include player numbers and which team(s) you traded with.):

OFFENSIVE LINES

          #   Name   #   Name   #   Name

LINE 1:
  L.W.:   CENTER: R.W.:

LINE 2:
  L.W.:   CENTER: R.W.:

LINE 3:
  L.W.:   CENTER: R.W.:

DEFENSEMEN

LINE 1 (consists of D1 and D2):   **LINE 2** (consists of D3 and D4):

   #   Name   #   Name   #   Name   #   Name

D1:   D2:   D3:   D4:

STARTING GOALIE: **#**   **Name:**

Teams your starting goalie prefers to face (list 0, 1, 2 or 3 teams by team number.):

TOP BACKUPS (YOU CAN LIST AT MOST 15)

    #   Name   #   Name   #   Name

1:	6:	11:
2:	7:	12:
3:	8:	13:
4:	9:	14:
5:	10:	15:

FREE AGENTS WANTED (to get a free agent do not forget to list a player to cut)

   #   Name   #   Name   #   Name

1.	4.	7.
2.	5.	8.
3.	6.	9.

Player to cut You must list a player to cut to take part in the free agent draft. If you do not list a player to cut that means you will **not** get a free agent.

   #   Name

1.