

# 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 lose .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 is 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 Christmas 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) gets 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!