**2017-18 Puck Hogs Local 242 Supplemental League Rules and Policies**

**References:**

1. PHL242 leagues in ESPN:
	1. McCracken Division
	2. Hanrahan Division
	3. Wanchuk Division
	4. Tuttle Division
	5. Lussier Division
	6. (the uncredited) Boudreau Division
	7. Brophy Division
	8. Upton Division
	9. Carlson Division
	10. Dunlop Division
	11. Braden Division
2. message board: <http://phl242.com/smf/>
3. League website: [http://www.puckhogslocal242.com](http://www.puckhogslocal242.com/) and <http://phl242.com>

**League Composition:**

1. *# Teams*: We will have a 165 team league, 15/division
2. *League Type*: Our league will have a points based regular season and a head to head (H2H) playoff system. Season schedule/milestones as follows:
	* + Trade Deadline: Feb 15, 2018
		+ R1 Division Quarter-finals: Feb 25 – Mar 3, 2018 (division winner bye round)
		+ R2 Division Semi-finals: Mar 4 – Mar 10, 2018
		+ R3 Division Finals: Mar 11 – Mar 17, 2018 (division crown round)
		+ R4 Quarter-finals: Mar 18 – Mar 24, 2018 (the 3-way round)
		+ R5: Semi-finals: Mar 25 – Mar 31, 2018
		+ R6: League Championship: Apr 1 – Apr 7, 2018

**Draft:** Commish will set draft order roughly one week prior to draft date using random.org.

**Playoffs:**

1. *Qualifying for Playoffs*
	1. The top 7 teams from each division qualify for the playoffs
	2. Division winners receive a R1 bye
	3. Division finishers #8-15 will play in the Toilet Bowl Playoffs
2. *Bucket Bracket R1-3*:
	1. R1: #2 vs. #7, #3 vs. #6, #4 vs. #5 in each divison
	2. R2: R1 winners plus div winner (bye) bracket by regular season finish (reseed)
	3. R3: final two teams play to crown a division winner. This gives us 11 division champs.
3. *Last Chance Kitchen*:
	1. All non-Bucket bracket (e.g. Toilet bracket) and R1 and R2 losers will dump (see what I did there) into a pool of teams that will compete for a points based mini-league for three weeks (R1-R3).
	2. Each manager gets 9 moves for that 3 weeks to use as they see fit. (R1/R2 losers will get the normal 3 moves/wk limit from their live playoff rounds)
	3. The Toilet team with the most points after those three weeks is declared Toilet Bowl/Last Chance Kitchen champ and moves BACK into the main playoff bracket to complete with the R3 division champs.
4. *R4: “It’s not gay if it’s a 3-way” Round*:
	1. The remaining 11 division winners plus the LCK/Toilet champ will comprise the 12 R4 teams.
	2. All teams will rank order by regular season finish points 1-12 and commish will bracket them as follows:
		1. 1/11/12
		2. 2/9/10
		3. 3/7/8
		4. 5/5/6
	3. Each of these 4 groups of 3 will compete in a points based competition for that week where the highest points of the 3 managers wins that division.
	4. Note that this is the first round where managers potentially go H2H with other managers that have the same NHL players.
5. R5/R6: Remaining 4 managers will seed 1-4 based on regular season points and 1 vs. 4 and 2 vs 3 will play through these final two rounds to declare a winner
6. *Playoff Drop/Adds*:
	1. Some time on the final day of the regular season, DCs will set all Bucket bracket managers to 18 moves. Managers are only free to use these moves after midnight ET at the end of the regular season. If a manager has moves remaining and makes moves after this reset, those moves will count as regular season moves, not playoff moves and DC will reset to 18. Does this make sense? It does to me and I just drank an 11% 22oz stout from New Holland Brewing. Aged in bourbon barrels, yo.
	2. Bucket bracket managers must limit their moves to 3/week for each playoff round. VIOLATION OF THIS RULE WILL RESULT IN IMMEDIATE FORFEIT OF THE PLAYOFF ROUND. ESPN’s midnight ET is the official cutoff for the day when determining if a move is in last week or next week. Our fabulous Frenchie, Fab, will review all divisions every week to make sure there are no violators.
	3. All Toilet bracket members get 9 moves to use whenever they like over the 3 weeks. R1 and R2 main bracket losers get either 3 or 6 moves depending on when they were bounced.
7. R4 Loser Final Ranking: Round 4 losers will rank order by R4 points to determine final finish order and payout
8. R5 Loser (3rd/4th place). R5 losers will continue to play in R6 to determine final finish order and payout
9. *Points Tracking*: As we will be a points based league in ESPN for the entire season, we must track playoff brackets manually. We will post the brackets on the PHL242 Message Board. ESPN will continue to track the scoring but we will note each team’s points at the beginning of that playoff week and subtract that beginning total from the week end total to get the true total for that week. We will compare the two teams playing head to head in that playoff round to determine that week’s winner. Last year’s kickass playoff brackets are [here](https://docs.google.com/spreadsheets/d/1rzhhGkrwA8uHOnDdNWrXbXOsq0n8qMeWYInS12tTLTY/edit#gid=1439493766) for reference. Example:
	* Team 1 begins the first round (totals at the end of regular season) with 20,000 points and ends the first round (totals after last day of playoffs) with 20, 850 points. Team 1’s true Playoff Round 1 total is 850 points
	* Team 8 begins the first round (totals at the end of regular season) with 18,000 points and ends the first round (totals after last day of playoffs) with 18, 800 points. Team 1’s true Playoff Round 1 total is 800 points
	* Team 1 is declared the winner of that bracket by a score of 850 to 800.
	* We will continue the same system for all rounds using the previous rounds’ ending totals as the next round’s beginning totals
	* Note: ESPN will continue to keep track of all scoring; we will just handle this manual handicapping on the message board.
	* Trades: Trading deadline will have passed so there will be no trades during playoffs
10. *ESPN stat adjustments*: ESPN makes stat corrections weekly and these may impact the team the winning team of a playoff series.
	* If the margin of victory is greater than 100 points, the current winner shall be declared permanent and all playoff rules shall be followed.
	* If the margin is less than 100 points, both teams shall be allowed to continue playing in the playoffs subject to normal playoff rules until confirmation of stats on the following week’s cycle,
	* Upon confirmation of stats during ESPN’s next cycle, the winner of the previous round shall be the team competing in the following round just completed.

**Team Composition/Scoring Categories/Scoring Points Modifiers/Waivers/Max Games**

Please see the specific PHL242 rules in ESPN and ESPN’s generic fantasy hockey rules. Specific amendments follow:

1. DCs will do a one-time reset of all manager’s drop/adds to zero on midnight ET the night before the regular NHL season as shown on ESPN transaction time is the cutoff to count your transactions.
2. Teams will have 30 drop/adds for the regular season. These moves are “use/lose” moves for the regular season. DC will manually do the drop/add reset.
3. During playoffs, each team will have 3 drop/adds per playoff round. These moves will be “use/lose” for every playoff round. Commish will manually do the drop/add reset.

**Prizes**

Prize schedule will be as follows. Note all, regular season awards only apply the PHL242 regular season, not the NHL regular season:

|  |  |
| --- | --- |
|   | PHL242 2017-18 Payout Schedule |
|   | Allocation | Total | #teams | entry fee |
|   | Total | $16,500  | 165 | $100  |
|   | Reason | amount | % | Comments |
|   | 2nd Team Discounts | $200  | 1.2% | $10/team  |
| Headhunter Fees | $500  | 3.0% | $10/team  |
| Infrastructure/more swag | $100  | 0.6% | contingency pool for future infrastructure, payback of minibuckets/renovation |
| Website Fee | $100  | 0.6% | to Jimmy |
| Regular Season | Presidents Trophy | $600  | 3.6% | most points in regular season (all divs) |
| Other Div Winner #1 | $300  | 1.8% | non-president trophy division winner (reg) |
| Other Div Winner #2 | $300  | 1.8% | non-president trophy division winner (reg) |
| Other Div Winner #3 | $300  | 1.8% | non-president trophy division winner (reg) |
| Other Div Winner #4 | $300  | 1.8% | non-president trophy division winner (reg) |
| Other Div Winner #5 | $300  | 1.8% | non-president trophy division winner (reg) |
| Other Div Winner #6 | $300  | 1.8% | non-president trophy division winner (reg) |
| Other Div Winner #7 | $300  | 1.8% | non-president trophy division winner (reg) |
| Other Div Winner #8 | $300  | 1.8% | non-president trophy division winner (reg) |
| Other Div Winner #9 | $300  | 1.8% | non-president trophy division winner (reg) |
| Other Div Winner #10 | $300  | 1.8% | non-president trophy division winner (reg) |
| Goals | $75  | 0.5% |  |
| Assists | $50  | 0.3% |  |
| Wins | $75  | 0.5% |  |
| PIM | $50  | 0.3% |  |
| Blocks/Hits | $50  | 0.3% |  |
| Boobie | $50  | 0.3% |   |
| Playoffs | 1st | $5,000  | 30.3% |  |
| 2nd | $2,500  | 15.2% |  |
| 3rd | $1,300  | 7.9% |  |
| 4th | $700  | 4.2% |  |
| 5th | $425  | 2.6% |  |
| 6th | $300  | 1.8% |  |
| 7th | $275  | 1.7% |  |
| 8th | $250  | 1.5% |  |
| 9th | $225  | 1.4% |  |
| 10th | $200  | 1.2% |  |
| 11th | $175  | 1.1% |  |
| 12th | $150  | 0.9% |  |
| Bucket Bounty | $75  | 0.5% | take out last season's Bucket winner in playoffs (carries over if incumbent doesn't make playoffs) |
| Toilet Bowl Winner | $0  | 0.0% | eliminate, LCK |
| ROY | $75  | 0.5% | rookie of the year |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  |  |  |  |
|  | TOTAL | $16,500  | 100.0% |  |
|  |  | $16,500  |  |  |
|  | unallocated balance | $0  |  |  |

All prizes paid by Commish at conclusion of PHL242 playoffs (NHL season) by LeagueSafe distribution, PayPal, or Venmo. Note, commish reserves the right to hold a $200 deposit for shipment of The Bucket to a new/unknown manager. Commish will also keep $100 in escrow for the new Bucket winner till we square shipping cost away. Also note that commish will apply all winnings of $100 or less per manager to the following season’s entry fee as a LeagueSafe rollover.

**Trophies**

All trophies travel COD and winner is responsible for cost of mini-bucket and plaque engravement ($30). Current holder and future holder of the each trophy must make arrangements for transfer and commish will credit/debit managers for their shipping costs.

**Division Chiefs**:

1. Division Chiefs (DC). The role of DC is to act as commish with full LM powers for each division. DC will confer with Commish for any opinions, league rulings etc. Any player may raise an issue to the Commish if needed.

**Trades**:

1. Managers are free to offer and make trades as explained in the ESPN rules.
2. No odd player trades will be allowed (i.e. 2 for 1 or 3 for 2). These types of trades require the odd gaining manager to drop a player to maintain correct roster size. This makes judging fairness of a trade very difficult. Further, experience shows that most of these trade offers are rejected.
3. Trade Review period in ESPN is set to 2 days.

**Trade Jury/Vetos**

1. If a manager feels a trade is unfair, he/she must press veto button in ESPN, this alerts DC to the protest
2. A minimum of 3 protests is required to launch the TJ. That’s 20% or the league, not too much to ask.
3. Division members are free to post their opinions on that division’s message board. This discussion helps raise points for the TJ to consider.
4. DC for that division will post the protested trade details to the internal TJ discussion message board and alert TJ Chair (TJC) by email.
5. TJC alerts other TJ members (DCs) by email and directs them to the internal message board.
6. TJ members discuss protest trade either by email or on the message board. TJC will eventually ask each DC/TJ member to vote on the trade. Note that DC of the protested trade’s division is recused from voting.
7. Majority rules (unanimous ruling is not required). If vote is tied, TJC will refer decision to Commish. If Commish is recused by being in same division as protested trade, then Commish will find an alternate manager.
8. TJC will summarize the ruling on division’s message board (not the private internal one for TJ members). TJC will instruct DC to either veto the trade or do nothing (uphold the trade).
9. The TJ review period will be 2 days after the ESPN Trade Review period. As such, ESPN could process a trade that the TJ eventually overturns in that 3rd day. If that happens, the DC of that division will reverse the trade in ESPN. This extra day is to give the TJ time to review the trade after the protest period.
10. TJ Judging Guidelines
	1. All trades treated in a vacuum: no consideration given to:
		1. Team need: e.g. manager forgot to draft a G.
		2. Suspicion of Collusion: hard to prove, treat every trade as if there could be collusion, TJ justice will be blind to the managers in question e.g. “I know Frankie, he would never collude”.
	2. D/G position rarity: general agreement to this rarity but no exact science to how much more valuable these positions are than F.
	3. Injuries: Sacrificing short term points (e.g. a Crosby concussion) for future gain because you have a playoff spot locked up is ok. Fairness should be judged on total points being traded e.g. 50ppg for 20 games vs. 40ppg for 25 games is about fair.
	4. Trades involving first and last place teams (or generally top and bottom teams): Apply extra scrutiny to these trades. We’ve seen laziness drive unfair trades.
11. TJ members (single TJ for entire league):
	1. TJ Chair (Janson)
	2. TJ Members (other DCs)
	3. Trades will proceed according to ESPN’s waiting period if there are no issues, DC(LM) need not approve the trade in ESPN.

**Special Circumstances**

1. Player Dumping: This occurs when a manager (usually frustrated) dumps star players or possibly their entire roster to the waiver wire. In the unlikely event this occurs, Commish will freeze the manager and take control of manager’s team. All dumped players will be frozen and not available for pickup. Commish will then add players back to the team they were dumped from and lock out that team from competition for remainder of the season. Manager doing this will forfeit any prizes they were eligible for.
2. Unintentional Roster Moves/Erroneous Trade Approval: We’ve killed this rule. Teams live/die by what they do in ESPN. If you did something you shouldn’t have or if ESPN didn’t record points for you, that’s between you and ESPN. Please do not email the commish or your DC about a certain goalie you forgot to start or a shutout you didn’t get credit for.
3. Setting Roster: The Commish or DCs will not set your roster for you so please do not ask. Often times they can barely manage their own rosters because they have lives, jobs, and families as you do. You *can* have a friend help you out if you’re on vacation, just give them the keys to your team (add as secondary manager).
4. Hometown Palooza Rule: All Puck Hogs that live within a two hour drive of the officially sanctioned Puckapalooza event are required to attend and drink beer with the fellow Puck Hogs. Failure to do so will result in immediate suspension and removal from the league and forfeiture of all league fees. Note, we don’t enforce this rule but just like to whine about it. Read league motto again “Commitment to stupidity…”