

ACTIVE ROSTERS

You should have **18 skaters and two goalies** with NHL stats on your active roster at all times. If you have less than the required number of players with NHL stats available, you must use non-NHLers to fill out your active roster. If you have more than the required number of players with NHL stats available, your active roster must reflect your best possible team (ie. the team that puts you in the highest possible position in the standings).

Your 18 skaters must include **10 forwards, six defensemen, and two wild cards** (which can be either forwards or defensemen). After slotting players into these 18 positions you must then designate the player with the most PIMs as your **Goon**, and the player with the second-most PIMs as your **DH**. All stats accumulated by your Goon and your DH will be included in your totals, with the exception of their PIMs (see PIM Ratio explanation below).

LEAGUE STANDINGS

There are nine categories used to generate the standings: seven for offensive totals (**goals, assists, points, powerplay goals, shorthanded points, plus/minus, and PIM Ratio**) and two for goaltending totals (**Goalie Combo and minutes played**). Each team is ranked in each of the categories, and points are awarded accordingly. For example, the team with the most goals will score 22 points in the goals category, the team with the second-most goals will score 20 points in the goals category, the team with the third-most goals will score 19 points in the goals category, all the way down to the team with the least goals, which will score zero points in the goals category. Since there are 22 teams and nine categories, the maximum number of points a team can be awarded is $22 \times 9 = 198$.

Your **Goalie Combo** is $(WINS \times 20) - (GAA \times 100)$. For example, if a goalie has 40 wins and a GAA of 2.00, his Goalie Combo is $800 - 200 = 600$. Note that, when calculating the Goalie Combo for your team, you first combine the goalies' stats, then do the calculation; you don't calculate each combo separately and then add them together.

Your **PIM Ratio** is the total of all your player's PIMs divided by all their total games played. A lower PIM Ratio results in more points being awarded to your team in this category. Note that the PIMs accumulated by your Designated Hitter do not count toward your total, and the PIMs accumulated by your Goon are subtracted from your

total. Therefore, the PIM Ratio formula is (Total PIMs of 16 active skaters excluding the DH total and subtracting the Goon total) divided by (Total games played by all 18 active skaters).

TRADE APPROVAL/REJECTION

All trades must be submitted using the trade mechanism within the Team Manager system. Once a trade has been received and approved by league office it will be posted on the league website. Any GM who feels the trade is not fair and should be rejected by the league can then call for a review of the trade in the discussion forum - for the trade to be rejected two-thirds of the league (16 GMs) must vote in the forum to reject the trade within 24 hours. If the trade is rejected, it will then be reversed by league office.

However, league office will automatically reject any trade (without a review) that causes either of the teams involved to own more than two picks in any season's waiver draft, or (during the season only) that causes either team involved to have less than six defensemen, two goalies, or 20 players on their roster.

ROSTER FREEZES

The league's active roster freeze occurs after the waiver draft; at this time, all GMs must formally submit their list of forwards, defensemen, wild cards, DH, goon, and goalies. After the active roster freeze occurs (once all rosters have been received and verified), your team manager page must be made to reflect your submitted roster and no further changes can be made to your team manager page until the end of the season. Note that you do not have to ice the team that puts you in the highest position in the standings at the time of the active roster freeze, but you do have to ice the team that can be reasonably expected to put you in the highest position in the standings at the end of the season.

The league's preseason roster freeze occurs before the entry draft; at this time, all GMs must formally submit their list of nine forwards, five defensemen, one wild card (either a forward or a defensemen), two goalies, and 10 farmers. All other players above this 27-player roster limit must then be thrown back into the pool. Two types of players qualify as farmers: players that were rookies in the most recent season (had not played more than 25 games in any single season, nor in six or more games in each of any two seasons), and goalies that played less than 1,000 minutes in the most recent season.

DRAFT PROCEDURES

The last-place GM at the end of the season gets the first pick in the next entry draft, and the first-place GM gets the last pick. Each of the seven entry draft rounds will feature this same selection order. You can use your draft picks to select any player not currently on an SSSL roster, regardless of their NHL status. Only picks from the next two entry drafts can be traded. Therefore, you cannot trade 2010 picks until after the 2008 entry draft is completed, you cannot trade 2011 picks until after the 2009 entry draft is completed, etc.

As well, five **bonus draft picks** will be added between the third and fourth rounds of the entry draft. These draft picks will be awarded to:

- The winner of the autumn SSSL challenge (if held).
- The winner of the winter SSSL challenge (if held).
- The winner of the playoff SSSL challenge (if held).
- The GM who improved the most from the end of the last season to the end of the current season (based on standings points).
- The GM who improved the most from the time the waiver draft order was set to the end of the current season (based on standings points).

The selection order for the **waiver draft** will be set prior to the trade deadline. The last-place GM at this time gets the first pick in the waiver draft, and the first-place GM gets the last pick. There is only one round in the waiver draft. Waiver picks can be traded, but a GM can only own or make a maximum of two selections in the waiver draft. To be eligible for selection in the waiver draft, a player must not currently be on an SSSL roster, and must have played at least one NHL game in the current season. After you have made your waiver draft selection, you must then throw back two players from your current roster. Thrown back players are not eligible for selection in the waiver draft. However, once the waiver draft is complete, the bottom five GMs (in reverse order) can each select one player from the pool of throwbacks. Picks in this second waiver draft cannot be traded.

TIEBREAKING PROCEDURES

If two teams are tied in the standings, the team with the most **points** will be placed higher. If still tied, the team with the most **first-place results** will be placed higher. If still tied, the team with the most **goals** will be placed higher. If still tied, a **coin toss** decides the result.

TRADE FEE TALLIES

Each trade costs 50 cents, each player involved in a trade costs another 50 cents, and each draft pick involved in a trade costs another 25 cents. For example, if someone trades Grant Fuhr, Geoff Courtnall, Dave Andreychuk, and a 7th-round pick for Martin Brodeur, Peter Forsberg, and 1st and 2nd-round picks, the fee for the trade shall be 50 cents (trade fee) + \$2.50 (5 players X 50 cents) + 75 cents (3 draft picks X 25 cents) for a total of \$3.75.

These trade fees are tallied at the end of the season and split as required between the GMs involved unless a provision of the trade says one GM shall cover the entire fee.

PRIZE MONEY BREAKDOWN

Starting in 2007/08, the prize money breakdown will be . . .

General Manager – First Place – \$250
General Manager – Second Place – \$120
General Manager – Third Place – \$100
General Manager – Fourth Place – \$80

General Manager – Fifth Place – \$60
General Manager – Sixth Place – \$40
General Manager – Seventh Place – \$20
General Manager – Eighth Place – \$10

General Manager – Most Improved – \$20 (based on standings points)
General Manager – Last Place – \$5

FRANCHISE POWER RANKINGS

Starting with the 2007/08 season a new **SSHL Franchise Power Rankings** will be created - each team's final regular-season points (not position in standings) will be entered into a chart at the end of the season, and at the end of subsequent seasons.

For example, if **FRANCHISE ZZZ** ends up with 140 points in the standings at the end of the 2007/08 season, then 160, 175, 150, and 120 points at the end of the following four seasons, their five-year total would be 140+160+175+150+120, and those 745 total points would determine their position in the Power Rankings at that time.

GM OFFSPRING ON SSSL ROSTERS

GMs can add their own offspring to their SSSL roster, but must use legitimate entry draft picks to select them. These offspring will then be granted honorary roster spots, and do not have to be protected prior to each entry draft. Offspring cannot be included in transactions, used as waiver-draft throwbacks, or selected in an expansion draft.

TEAM	OFFSPRING ON ROSTER
	Cole Bunge Jade Bunge Thomas Bunge
	Ella Dexter Hayden Dexter Layton Dexter
	Samuel Harmon
	Benjamin MacDonald
	Matthew Penny
	Shelby Samson
	Jacob Fillmore Jeremy Fillmore Luke Van Horne Neil Van Horne