

SNIPERS CUP HOCKEY LEAGUE CONSTITUTION

As of June 2010

The Snipers Cup Hockey League (the "SCHL") is a hockey fantasy club consisting of 22 teams. Teams pit themselves against the other 21 teams in an effort to win the Snipers Cup. The following are the rules with which the SCHL governs.

Section (1) - Administration

- a) Commissioner: Blake Johnston (the "Commissioner");
- b) Any constitutional or rule changes may be changed, by the Commissioner, at any time, for any reason without consent from the members of the SCHL;
- c) The SCHL's home is found at www.sniperscup.com

Section (2) – Owner's Obligations

- a) All Owners are required to fully participate in the SCHL. This includes, but is not limited to, message board discussions, opinions and input on league rules, writing articles, replying to trade inquiries, attending the draft, attending other SCHL events, and an overall awareness of the SCHL;
- b) Owners caught conspiring in any way will be removed from the SCHL. This involves such things as illegal trades benefitting one team, money as part of a trade, lunches as part of a trade, anything as part of a trade that is not players or draft picks and backyard trades;
- c) Owners are expected to treat others in the SCHL with respect and are not allowed to personally attack other GMs. Trash talk and criticism surrounding the SCHL is fine. Statesmanship please.

Section (3) - Integrity

- a) The SCHL will not tolerate any actions that compromise the SCHL's integrity. Things such as collusion, tanking, depleted rosters, apathetic GMs, unknowledgeable GMs, constant failure by a GM, will be looked at very closely;
- b) GMs will be removed if they are constantly compromising the SCHL's integrity, at the Commissioner's discretion;
- e) When a NHL player is started for your roster (described herein) and he plays an NHL a game, that game is counted toward a Team's Man Game total ("Man Games"). Man Games are officially tracked and any teams at the end of the season (including both the SCHL regular season and SCHL playoffs) who do not have a minimum of 700 man games and who have not qualified for the SCHL playoffs (DNQ) will be subject to league punishment. **(June 2010) For failing to reach 700 man games the punishment for noncompliance, the offending Team is required to pay an amount equal to the SCHL Fees to the league, as well the failing team will have their chips removed from the draft lottery. Together this will make up a minimum penalty** ~~The punishment for noncompliance is one or more of the following penalties:~~
 - a) ~~a \$500 fine;~~
 - b) ~~exemption of the offending team(s)' first round selection in the draft lottery, and;~~
 - c) ~~banishment from the SCHL.~~**(June 2010 delete).**

* Note: If a Team has suffered catastrophic injuries during the season and has made every reasonable effort to get 700 man games by way of trades and is still below 700 man games, punishment for *may* be waived by the Commissioner.

And this is all notwithstanding any other booting/tanking rules. If you're obviously tanking and the whole world can see you're scheming...it's bye bye.

Section (4) – New Teams

- a) When a team becomes available, the Commissioner will decide which new GM will replace that team;
- b) New teams will replace old teams' rosters and create a new team names and logos;
- c) All team logos and nicknames will be approved by the Commissioner;
- d) All new teams must have their team name first start with their last name, i.e. Day Express.

Section (5) – League Dues and Prizes

- a) Leagues fees are currently set at ~~\$140~~ **\$160 (June 2010)** (the "SCHL Fees"). SCHL Fees are subject to annual review by the SCHL;
- b) ~~From the fees (based on current \$140 fees), money will be removed to pay for such things as web hosting, domain name, engraving, and food at the draft; or any other costs deemed worthy by the Commissioner. (June 2010 delete)~~
- c) **(June 2010) In addition to the SCHL Fees a further \$10 will be collected from each Team to pay for SCHL costs, which include, but aren't limited to: web hosting, domain name, engraving and any other costs reasonably incurred by the SCHL. (the "SCHLST");**
- d) Money distribution is as follows (% of the remaining pot);

	2009-2010	June 2010
- Snipers Cup Champion	22.5%;	30.0%
- Snipers Cup Runner Up	10.0%;	10.0%
- Third Place in the SCHL Playoffs	5.0%;	0.0%
- Wayne Gretzky Champion	20.0%;	25.0%
- Wayne Gretzky Runner Up	10.0%;	10.0%
- Wayne Gretzky 3 rd Place	5.0%;	5.0%
- Prime Minister Winner	7.5%;	5.0%
- Premier Division Champion	7.5%;	7.5%
- Gold Division Champion	5.0%;	5.0%
- Silver Division Champion	2.5%;	2.5%
- <u>Most Improved Team</u>	5.0%;	<u>0.0%</u>
TOTAL	100.0%	100.0%

Section (6) – Team Rosters

- a) Teams must have a minimum of 6 forwards, 3 defensemen and 1 goalie after the completion of an SCHL Draft.

Section (7) – Starting Rosters (During a season)

- a) Each team must start 10 players each week (See Section (13) for what an SCHL week is.): A maximum of 6 forwards, a minimum of 3 defensemen, and 1 goalie;
- b) Starting rosters must be submitted before the start of the first NHL game of the week via the message board;
- c) Rosters can only be submitted via the message board. Phone calls, texts, or emails will not be accepted as valid roster subs;
- d) If a roster is not submitted then the previous week's roster is used.

Section (8) – Off Season Roster Moves

- a) On ~~August 1st~~ **September 1st at 6 pm PST (June 2010) (the "Protection Date")** of each year, teams will protect a maximum of 12 NHL Players and/or Prospects (the "Protections");
- b) A Team with less than 12 Protections as of the Protection Date will receive extra draft picks. The Protections and extra draft picks together will total 12. These extra draft picks will make up the 5th round, 6th rounds...etc;
- c) Any time after the Protection Date, up until 48 hours prior to the Draft, teams will be allowed to drop up to two players from their roster. Those dropped players will be exchanged for 5th round picks and 6th round picks respectively.

Section (9) – Trading

- a) A trade is a swap of players or draft picks or any combination of these between teams;
- b) Any team can trade with any team;
- c) Each team can make an unlimited number of trades;
- d) All trades are to be approved by the Commissioner. This is not a trade board. Approvals are only necessary to ensure any draft picks being traded are owned by the correct team and to ensure there is no funny business or fishy deals;
- e) Only draft picks of the upcoming draft and the following draft can be traded;
- f) Trades must be submitted before to the Commissioner prior to the start of the first game on a Sunday, for those new players to start in the following week – i.e. Like roster subbing;
- g) Futures and conditions are allowed in a trade, but must be approved by the Commissioner;
- h) There will be no trading from the end of Week 18 of the SCHL regular season to after the completion of the Stanley Cup Playoffs (the "Trade Ban")

Section (10) – Drafting

- a) On the final Saturday of September of each year, the SCHL has its annual entry draft (the "Draft");
- b) Teams are given four picks in each Draft to use in trades or in the Draft to select players;
- c) Each season the Draft will feature a minimum of four rounds – there shall be additional rounds in the event teams protect less than 12 players;
- d) Players already held by teams in the SCHL prior to the Draft cannot be drafted;
- e) Once a team has drafted a player, that player is taken and cannot be drafted again.
- f) No player can be drafted by an SCHL team unless a player is a minimum of 19 years in age or has been drafted by an NHL team;

- g) There will be no name-dropping during the Draft or before the Draft on the message board;
- h) Only draft picks of the upcoming draft and the following draft can be traded;
- i) For the most part, the Draft order will be based on the Wayne Gretzky standings;
- j) Round 1's draft order: Picks 1-~~6~~10 (June 2010) will be determined by the Draft Lottery (described herein), Picks ~~7~~11-22 (June 2010) will be based on the Wayne Gretzky standings, with the worst team getting the ~~7~~¹¹th (June 2010) pick and the best team 22nd pick;
- k) Round 2: Worst to first based on the Wayne Gretzky Standings;
- l) Round 3: First to worst based on the Wayne Gretzky Standings;
- m) Round 4: Worst to first based on the Wayne Gretzky Standings;
- n) Any additional rounds (as a result of Rule 8b and/or 8c) will continue the pendulum-style format of Rounds 2-4.
- o) The draft may only be cancelled at the Commissioner's decision;
- p) In case of a NHL lockout or strike the Draft will occur prior to an NHL season starting. If that means a year waiting, then a super draft of all players available from the previously cancelled season and the new recent NHL draftees will be combined into a super draft.

Section (11) – Draft Lottery

- a) To curb tanking, a lottery was created ensuring that no team is guaranteed the 1st overall draft pick. The lottery will take place after the completion of the SCHL Playoffs (the "Draft Lottery").
- b) ~~Of the ten teams that did not make the playoffs, six will participate in the lottery. The top four DNO teams in terms of the Wayne Gretzky Standings will not participate in the Draft Lottery (June 2010)~~
The ten SCHL teams that did not qualify for the SCHL Post Season in the year prior ("DNO Teams") will participate in the Draft Lottery. The worst team, as defined by the Wayne Gretzky Standings, will have the highest number of chips, with the best team, as defined by the Wayne Gretzky Standings, the lowest number of chips;
- c) The participating teams will get a certain number of chips in the lottery (ranked below by the final result in the standings);
- d) ~~6th 40 balls (50% chance of 1st pick)~~
- e) ~~5th 25 balls (25% chance of 1st pick)~~
- f) ~~4th 15 balls (15% chance of 1st pick)~~
- g) ~~3rd 10 balls (10% chance of 1st pick)~~
- h) ~~2nd 7 balls (7% chance of 2nd pick)~~
- i) ~~1st 3 balls (3% chance of 3rd pick)~~

(June 2010)

- 10th 30 chips (worst)
- 9th 20 chips
- 8th 15 chips
- 7th 11 chips
- 6th 8 chips
- 5th 6 chips
- 4th 4 chips
- 3rd 3 chips
- 2nd 2 chips
- 1st 1 chip (best)

- j) ~~Only one chip will be drawn, with the winner moving up a maximum of three spots~~ (June 2010) The first ten picks of the coming Draft will be drawn out of the Draft Lottery hat, with the first team drawn winning the 1st overall, the second team drawn winning the 2nd overall and so on. Any DNO team can be selected in any draft position;
- k) The draft lottery will be completed with at least two witnesses on hand;
- l) (June 2010) The SCHL Draft Lottery only affects the first round of the coming Draft.

Section (12) – Team Scoring

- a) Forwards and defensemen (“Skaters”)
- b) Skaters: one point for a goal, one point for an assist;
- c) Goalies: two points for a win, one point for a tie (zero for an OTL), three points for a shutout, one point for an assist, five points for a goal (Goalie goals will not be counted in the SCHL Playoffs; however, they will be counted towards teams Wayne Gretzky Standings);
- d) Together points from Skaters and Goalies contribute to a Team’s Wayne Gretzky point totals.

Section (13) – Week to Week Matches

- a) There are 21 weeks in an SCHL regular season (the “SCHL Regular Season”);
- b) Weeks are from Sunday to Saturday;
- c) Some weeks will be shortened or lengthened due such things as the first week of the season, Christmas break, All Star Break, or Olympic Break;
- d) Teams will play all other 21 teams once. The SCHL Regular Season is effectively one season wide round robin;
- e) The team with more Wayne Gretzky points at the end of the Week gets a win; the other team gets a loss and in the event of a tie then both teams gets a tie;
- f) A Win is worth two points, a Loss is worth zero points and a Tie is worth one point. These points contribute to a team’s Team Points, which will determine playoff eligibility.

Section (14) – Divisions

- a) Divisions will be broken down into Premier, Gold, Silver & Bronze;
- b) There will five teams in the Premier, Gold and Silver divisions. There will be seven teams in the Bronze division;
- c) Divisions are based on the IIHF championship divisional system: Promotions & Relegation;
- d) Division champions of Gold, Silver & Bronze will all be promoted to the division immediately superior;
- e) Teams finishing 5th in the Premier, Gold & Silver will all be relegated to the division immediately inferior;
- f) Bellamy Rule: If the 2nd place teams in Gold, Silver, or Bronze have surpassed the 2nd last team in the division immediately superior, in Wayne Gretzky points and team points, then those respective teams will be swapped.

Section (15) – Playoff Eligibility

- a) Qualifying for the SCHL Playoffs is based on team points. In the event multiple teams are tied with the same number of team points, the first tiebreaker is then Wayne Gretzky Points, then followed by total number of wins. If still tied, then the head-to-head battle will break the tie;
- b) 12 teams make the post season;
- c) The top four teams in the Premier division will make the post season;
- d) The top three from the Gold division will make the post season;
- e) The top two from the Silver advance;
- f) The top team from the Bronze will make it;
- g) There will be two wild-card teams in the playoffs. These will be awarded to the next best two teams, league-wide.

Section (16) – Playoff Format

- a) The final four and half weeks of the NHL regular season (Weeks 22-25) are used for the playoffs. (the “SCHL Playoffs”);
- b) All teams qualifying for the playoffs will be grouped together and ranked accordingly 1-12, with the top team being 1st...etc;
- c) From there, the top four teams will get a bye into the 2nd round of the playoffs;
- d) Round 1: (4 matches, 7 days) The remaining 8 teams will play 5v12, 6v11, 7v10, 8v9;
- e) Round 2: (4 matches, 7 days) Bye teams 1, 2, 3, 4 will play the winners from Round 1. With the highest ranking team always playing the lowest ranking team available;
- f) Round 3: (2 matches, 7 days) Highest will play lowest;
- g) Finals: (10 days) The two winners from round 3 will square off for the Snipers Cup. ~~At the same time, the losers will play for the 3rd place;~~ **(June 2010) There is no longer a 3rd place matchup.**
- h) ~~In the event of a tie in the playoffs, the winner of the regular season head-to-head match-up holds the tiebreaker. If the regular season matchup was a tie, then the higher seeded team will get the tie breaker.~~ **(June 2010) In the event of a tie in a playoffs match, the higher seeded team holds the tiebreaker.**

Section (17) – Playoff Headstarts ~~(June 2010)~~

- a) ~~Headstarts are imaginary points awarded to top seeded teams in the SCHL Playoffs. The idea is to make sure top teams in the playoffs are not a victim of bad NHL scheduling;~~
- b) ~~For every team point greater for a top seed in first two rounds a Headstart point will be awarded;~~
- c) ~~The top four seeds in round 1 will receive Headstarts. Headstart points will be capped to a maximum of 4, 3, 2, 1 for the four respective top seeds;~~
- d) ~~The top four seeds in round 2 will receive Headstarts. Headstart points will be capped to a maximum of 4, 3, 2, 1 for the four respective top seeds;~~
- e) ~~There are no Headstarts in rounds 3 & 4;~~
- f) ~~Headstarts points do not count towards overall Wayne Gretzky points.~~

Section (18) - Grievance

- a) If you do not agree with the number of points that the league has given you for a week, you have until 9am Wednesday following to file a grievance with the league. If your request for a change in points is incorrect you will lose a point.

Section (19) – Awards

- a) Jaromir Jagr – given to player with the most SCHL points who isn't a goalie;
- b) Martin Brodeur - given to a goalie with the most SCHL points;
- c) Nicklas Lidstrom - given to a defenseman with the most NHL points;
- d) Snipe of the Draft - given to the team who has selected a player who has far exceeded his drafting position;
- e) Most Improved Team – given to a team which has the greatest improvement on their total number of WG points from one season to the next, but chosen by the Commissioner.
- f) Patrick Roy – selected by the Snipers Cup champion as the player who most contributed to their win
- g) Prime Ministers Award – given to the team who has the best SCHL record in the regular season;
- h) Anchor award – given to a player, on a playoff eligible team, who has contributed a greater percentage of points to their team than any players on any other playoff eligible team
- i) Bobby Mac Award: Voted upon by the GM's in the SCHL. The winner of this award exemplified the merits of making their team better throughout the current season [mid-June to the end of the SCHL season], and includes both Cup contenders and rebuilding teams, and every team in between. A culmination of factors is to be considered including: drafting, trading, success of the team [both currently and relatively over the previous season(s)], and the model of the team moving forward. This award does not necessarily have to be awarded to the Snipers Cup champion nor the Most Improved team, nor is it to be confused with the Commish's Choice Award [which factors in overall contribution to the pool]. It can also include smart moves made by a team deciding to rebuild or change directions with their team.

Each GM will rank three GMs in order with the first GM being awarded 5 points, the second GM awarded 3 points and the third GM awarded 1 point. The GM with the most points from out of all 22 GMs votes will win the award.

Teams are not allowed to vote for themselves and any ridiculous unrealistic votes will be throw out.

- j) Commish's Choice Award: given to the GM who best exemplifies a poolster. In contrast to the Bobby Mac Award, GMs will vote for their choice for the GM who they thought most contributed most to the SCHL. This is in terms of funness, write-ups, participation, great posts...etc. Just an overall great guy who you think added the most to the SCHL's experience in that current year. This does not include their actual GMing skills.

Each GM will rank three GMs in order with the first GM being awarded 5 points, the second GM awarded 3 points and the third GM awarded 1 point. The GM with the most points from out of all 22 GMs votes will win the award.

Teams are not allowed to vote for themselves or the Commissionaire and any ridiculous unrealistic votes will be throw out.

ANY AMBIGUITY IN THESE RULES WILL BE CLARIFIED BY THE COMMISSIONER.