

2009-2010 YYZ RULES

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SECTION ONE - FRANCHISE GUIDELINES

Rule 1. Franchise Eligibility

(a) The YYZ Hockey League (League) will be open to include up to fifteen (15) Franchises. 2008-09 Franchises who have returned reservations and other potential Franchises who have returned reservations have until 11:59 PM CDST Wednesday, September 9, 2009, to submit a \$95 non-refundable deposit and completed Franchise Application to the League Office. After this time, any remaining Franchises can be claimed by submitting a \$95 non-refundable deposit by 11:59 PM CDST Wednesday, September 16, 2009. The balance of the fees must be paid in full before the start of the Draft on Saturday, September 26, 2009.

(b) The League will consist of no less than ten (10) Franchises, and the Commissioner can reject any Franchise application by returning the \$95 deposit. *Deposits will be refunded in full only if there are less than 10 teams committed by Saturday, September 19, 2009. Partial deposits will be refunded after this date if there are less than 10 teams committed by the start of the Draft.*

(c) As a condition of acceptance into the League, all Franchises must have a personal, valid e-mail address and Internet access. A valid e-mail address is considered to be an e-mail address with the person's name as part of the header information or e-mail address. No shared or borrowed e-mail addresses will be considered valid.

Rule 2. Franchise Structure

(a) A Franchise may have more than one individual, but such a group must designate a General Manager (GM) prior to the Entry Draft to conduct all League transactions. A Franchise is limited to 3 members who can attend the Entry Draft, but may have any number of members.

(b) Any League transactions conducted by other than the GM or designated partner are void. The GM must designate to the Commissioner which one partner will make League transactions in his place.

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SECTION TWO - LEAGUE FUNDS

Rule 3. Fees

(a) League fees are as follows for each Franchise:

- 1) \$165 Prize Pool fee
- 2) \$30 Operating fee
- 3) \$5 3rd Partner fee (if applicable)

(b) Operating Fee includes Draft setup (player cards, food & drinks), stats service costs, web services (hosting & forms), and other supplies.

(c) 3rd Partner fee covers the 3rd member of a Franchise attending the Entry Draft. No more than 3 members of a Franchise can attend the Entry Draft.

Rule 4. Use of League Funds

(a) League officials will use up to \$200 of the Operating fee plus any 3rd Partner fees for Draft Day food and drinks.

(b) Remaining fees collected will be held in escrow until distribution after the end of the NHL regular season. Any Franchise can examine League funds at any time. All interest accrued on funds will be distributed as winnings.

(c) Any other use of League funds during the season must have the approval of at least 75% of the Franchises.

Rule 5. Distribution of Winnings

(a) Prize Pool fees will be distributed at the end of the season to the top 5 (five) scoring Franchises as follows:

First	\$961
Second	\$480
Third	\$291
Fourth	\$210
Fifth	\$148

(b) These amounts and/or winning places will be adjusted if fewer than 15 Franchises are entered.

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SECTION THREE - ENTRY DRAFT

Rule 6. Order

(a) Entry Draft Order will be determined by random draw of numbers by the GM's immediately before the start of the Draft. The order of this draw will be the same as the order of finish of the previous YYZ Regular Season, with expansion teams placed at the end of the draw in alphabetical order of the last names of Franchise GM's. Previous year's Franchises must have the previous season's GM as part of their Franchise to avoid being designated as an expansion team.

(b) A Franchise will forfeit their \$95 deposit to the League if no representative is present at the moment they are to draw for the Entry Draft.

(c) The Draft will proceed in the random drawn order for odd-numbered rounds, and then reverse order for even numbered rounds. There will be fourteen (14) rounds to the Entry Draft.

(d) Draft positions for the Entry Draft cannot be traded.

Rule 7. Selecting Players

(a) When a new Franchise announces their first selection, they must designate or have previously designated a team name for their Franchise that corresponds to an existing NHL Franchise. Existing Franchise names will be determined before the entry draft. NHL team names may be used only once.

(b) Any NHL player who, in the sole judgment of the Commissioner, dominates the YYZ results so as to disrupt the competitive balance for 3 consecutive seasons will be declared ineligible for selection during the following 5 seasons. After that time, the player's performance will be reviewed season-by-season to determine reinstatement. Any other player eligible to play in the NHL as of the scheduled start of the NHL regular season may be selected. A player who is not eligible to play is not a valid selection. A player may be selected once in the Draft.

(c) Only one goaltender per NHL team may be selected. Once a goaltender from a NHL team has been selected, no other goaltender whose rights are owned by that NHL team is eligible to be selected.

(d) For the first four (4) rounds, each Franchise will have three (3) minutes to announce a selection. After the 4th round, remaining selections will have two (2) minutes to announce a selection. A Franchise can make a selection only after the Commissioner announces their turn.

(e) After these times have passed without a selection, the Commissioner will announce the next Franchise can make their selection. The Franchise who missed their pick can select an eligible player at any time until the end of the Draft.

(f) When a GM announces a selection, they will state the players' name, position, and NHL team (if any). Once announced, selections are final.

(g) A Franchise that selects a player who has already been drafted will be given ONE warning, and the next time that Franchise selects a player who has been selected, they will forfeit that selection.

(NOTE) All picks are posted on the Draft Board. If you are unsure a player has been selected, ask before you announce your selection.

(h) The Commissioner will decide on the position and eligibility of a selection, and stop the time remaining for a selection if an answer to one of the below questions needs to be researched. The Commissioner is allowed to answer only the following questions during the Entry Draft:

- 1) "How much time is left to make our selection?"
- 2) "Has (player) been selected yet?"
- 3) "What position does (player) play?"
- 4) "Is (player) eligible to be selected"?

Rule 8. Draft Breakdown

(a) The Entry Draft consists of two parts. Part I will have ten (10) rounds to stock the "Pro" roster. Each Franchise MUST select players by these positions:

6 Forwards 3 Defensemen 1 Goaltender

(b) Part II will have four (4) rounds to stock the "Farm" roster. Each Franchise MUST select players by these positions:

2 Forwards 1 Defenseman 1 Free Pick

(NOTE) The "Free Pick" is 1 eligible player at any position.

(c) Each Franchise must have selected at least 3 healthy defensemen by the end of the Draft, or they will be ineligible to use Injury Substitution for all defensemen during the first 2 Segments. The health status of a player shall be at the final discretion of the Commissioner, and shall also refer to a player eligible to play in the NHL at the start of the season.

Rule 9. Draft Scorecard

Each Franchise must complete and sign the Entry Draft Scorecard and submit this document to the Commissioner immediately after the completion of the Entry Draft in order to validate their selections. The Scorecard will be distributed at the Entry Draft.

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SECTION FOUR - LEAGUE SCHEDULE

Rule 10. Segments

The NHL regular season will be divided into "Segments". Segments will begin at the Central Time Zone starting time noted below. Segment starting times different than listed below will be communicated at least 48 hours in advance of correct time.

SEGMENT	ITEMS DUE	BEGINS-*	LAST GAMES	LENGTH (if not 2 weeks)
1		Thur., Oct. 1, 6:00 PM	Sat., Oct 10	10 days
2		Sun., Oct. 11, 4:00 PM	Sat., Oct. 24	
3	WD I	Sun., Oct. 25, 6:00 PM	Sat., Nov. 7	
4		Sun., Nov. 8, 4:00 PM	Sat, Nov. 21	
5	WD II	Sun., Nov. 22, 4:00 PM	Sat., Dec. 12	21 days
6		Sun., Dec. 13, 6:00 PM	Sat., Jan. 2	21 days
7	WD III	Sun., Jan.3, 2:00 PM	Sat., Jan. 16	
8		Sun., Jan. 17, 2:00 PM	Sat., Jan. 30	
9	WD IV	Sun., Jan. 31, 2:00 PM	Sun., Feb. 14	15 days
OLYMPIC BREAK		Mon., Feb. 15 – Sun. Feb. 28		
10		Mon., Mar. 1, 8:00 PM	Sat., Mar. 13	13 days
11	WD V TRADE DEADLINE	Sun., Mar. 14, 12:00 noon	Sat., Mar. 27	
12		Sun., Mar. 28, 2:00 PM	Sun., Apr. 11	15 days

* - Segment start times subject to changes in NHL schedule

Rule 11. Work Stoppage

(a) In case of a NHL work stoppage, the League will suspend operations and resume with possible revisions to the League Schedule if play resumes.

(b) If, after a NHL work stoppage, the NHL schedule has more than 10% of the original games canceled, the League will refund each Franchise a percentage of fees equal to the percentage of NHL games canceled. This rule may be over-riden by use of [Rule 4, Section \(c\)](#).

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SECTION FIVE - SCORING

Rule 12. By Game

(a) Scoring is earned in each NHL game as follows:

Goal	1 pt.
Assist	1 pt.
Power Play Goal	0.5 pt.
Shorthanded Goal	1.5 pts.
Game Winning Goal	1 pt.
Shorthanded Assist	0.5 pt.
Overtime Goal	1 pt.
Overtime Assist	1 pt.
Hat Trick	3 pts.
4 Assists	2 pts.
5 Assists	4 pts.
<u>Successful Penalty Shot-*</u>	<u>2 pts.</u>

* - Non-shootout

(b) Goaltenders also earn points per game as follows:

Win	2 pts.
<u>Shutout-**</u>	<u>2 pts.</u>
40 Saves	2 pts.
50 Saves	5 pts.
Every 10 Saves over 50	1 pt.
<u>Goaltender of Record for Missed Penalty Shot by Opposing Team-*</u>	<u>2 pts.</u>

* - Non-shootout

** - Must be an entire game by one goaltender

Rule 13. Segment Scoring

(a) One goaltender per Franchise will earn points by this breakdown of save percentage in a Segment:

Save % Between:	Earns Points of:
95 - 100	+5
92.5 - 94.99..	+4
90 - 92.49..	+3
87.5 - 89.99..	+2
85 - 87.49..	+1
82.5 - 84.99..	0
80 - 82.49..	-1
75 - 79.99..	-2
Below 75	-3

(b) Only one goaltender per Segment per Franchise will earn points for save percentage. The goaltender who plays the most minutes in a Segment will earn save percentage points. If two or more goaltenders have played the same number of minutes, the goaltender who would earn the most save percentage points for that Segment will be the only goaltender to earn save percentage points.

(c) All players will be penalized for penalty minutes accumulated in a Segment by the following breakdown:

Segment	-1	-2	-5% PIM
2, 3, 4, 8, 10 & 11	20	40	60+
1	13	26	39+
5	33	66	99+
6	31	62	91+
9	23	46	69+
12	24	48	72+

(NOTE): Although Segment 10 is 13 days long, the number of games played during that Segment is 99% of the average of the 14-day Segments.

(d) Ties in points at the end of a Segment and the end of the regular season will be broken by the following order of Pro team totals for each Franchise:

- (1) Goals
- (2) Assists
- (3) Game Winning Goals
- (4) Power Play Goals
- (5) Short Handed Goals
- (6) Fewest Penalty Minutes
- (7) Coin Flip

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SECTION SIX - ROSTERS

Rule 14. Segment

(NOTE) A “skater” is defined as a non-goaltender, and a “player” is either a skater or goaltender.

(a) Each Franchise can submit their Segment roster to the League Office prior to the start of the first NHL regular season game in the following breakdown with no options incurred:

i) PRO TEAM:

6 Forwards 3 Defensemen 1 Goaltender

ii) FARM TEAM:

The Farm Team of each Franchise can have no more than 4 players, and only 1 can be a goaltender. Before the start of the NHL season or when a roster change is submitted, the Farm Roster will be ranked by the Franchise in the order the Franchise would want to call up the players by position.

iii) INJURED RESERVE:

Skaters manually placed on Injured Reserve by the Franchise before the start of the NHL season are ineligible for Segment 1.

(NOTE): Here is an example Farm Team roster. In this example, there is no Farm goalie:

POS	PLAYER
<i>F</i>	<i>Jim</i>
<i>F</i>	<i>Bill</i>
<i>F</i>	<i>John</i>
<i>D</i>	<i>Tony</i>

(b) After the Entry Draft, Farm teams may have any combination of players by position, with a maximum of 1 goaltender. Minimum are 2 active Farm forwards and 1 active Farm defenseman after each [Waiver Draft](#).

(c) Roster changes and other roster actions (trades, waiver draft selections, etc.) must be sent and dated to the League Office prior to the beginning of a Segment. Regardless of the type of communication used, all roster moves must be submitted via the on-line form available at the YYZ home page within 48 hours after the start of a Segment to validate previous communications. Failure to do so will invalidate all communicated moves. Differences in submittals will be resolved by using the first communicated message. If no changes are received, the previous Segment's roster will carry over to the following Segment.

(NOTE) You may call in, e-mail, or fax your changes before the start of the Segment without using the on-line form. However, within the next 48 hours after the Segment starts, you must formally submit the same changes/moves via the on-line form to make it official.

(d) If no changes are communicated to the League office before the beginning of Segment 1, the players picked in Part I of the Entry Draft will be the Pro Roster and players drafted in Part II will be the Farm Roster, and ranked by their draft order. No skater will be placed on Injured Reserve in this case.

(e) If no changes are communicated to the League office before the beginning any Segment other than Segment 1, all active player's Roster positions will remain unchanged, except when there is a skater or skaters eligible for inclusion or removal from the Injured Reserved Roster. The Commissioner will make those Roster changes subject to applicable Rules.

Rule 15. Eligibility

(a) Players must come from that Franchises' roster. Any ineligible players' position submitted will not be filled from the Farm team. No substitutions are permitted during the Segments except for Injury Substitutions. A player who is property of a Franchise cannot be claimed by another Franchise.

(b) A goaltender claimed by a Franchise also includes any goaltender whose professional playing rights are owned by that NHL team. These "goaltending teams" occupy one roster spot (either Pro or Farm) for each NHL team.

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SECTION SEVEN - PLAYER TRANSACTIONS

Rule 16. Franchise Participation

- (a) Every Franchise must, after each of the first three Waiver Drafts, have a roster of 14 active players. Failure of a Franchise to make the moves necessary to fulfill this rule will result in expulsion from the League for the following season.
- (b) A Franchise is exempt from this rule if they are keeping one (1) roster spot open for the purpose of having a player on IR resume his spot on the Active Roster. The Commissioner must approve this exemption.

Rule 17. YYZ Trades

- (a) After the Entry Draft is completed, Franchises may trade players, [Waiver Draft](#) selections, or any combination of players and selections with other Franchises up to the beginning of the Segment designated as the "YYZ Trading Deadline", with Commissioner approval.
- (b) The proposed trade must be submitted to the Commissioner by both franchise GM's. If the trade submitted by each GM differs in any way, the trade will be declared invalid and the Franchises involved will be prohibited from trading with each other until the next Segment. **Be sure to have the same players and/or waiver picks clear with the other franchise GM.**
- (c) Once the proposed trade is submitted and verified by the Commissioner, the Commissioner will rule on the validity of the trade based on keeping the competitive balance of the League intact. If the Commissioner is involved in a trade, the Senior Assistant Commissioner will assume the duties of the Commissioner to rule on the trade. The Commissioner will then contact the GM's on his decision.
- (d) If a trade is approved, the trade will become effective at the beginning of the next Segment.
- (e) Player points do not transfer from team to team.
- (f) If roster movements due to a trade to keep the 6-3-1 balance of players by position are not communicated to the League, the Commissioner will make these movements without consulting the GM.
- (g) Any trade which will result in a Franchise starting a Segment with a roster less than the "6-3-1" player balance will be rejected.

Rule 18. Moving Between Rosters

- (a) Each player drafted or acquired in a trade by a Franchise will have 4 options to his total.
- (b) Each time a player is moved from Pro to Farm or Farm to Pro, with the exceptions detailed in [Rule 20](#), an option will be used.

(c) An attempt by a Franchise to move a player with zero options between rosters will cause that affected position on the Pro roster to be void for the following Segment, and the player attempted to be moved shall be placed on irrevocable waivers by that Franchise, and is prohibited from being acquired by that Franchise for the remainder of the season.

(d) A Franchise may not re-acquire via trade a player they have traded until that player has been absent from the Franchise's roster for at least 2 Segments.

Rule 19. Short-Term Injury

(a) "Injury" can refer to any suspension given to a skater by the NHL or an NHL team, or a skater who is eligible to play in the NHL, but is not signed by an NHL team.

(b) If a skater on the Pro roster of a team is found to have missed 1 game due to an injury, the highest-ranked Farm skater at that position from the current roster is automatically placed on the Pro roster from the day the injured Pro skater misses one complete game. This is considered a short-term transfer and will not count against a player's options.

(c) This short-term call-up will be effective for up to one FULL Segment. If the substituted skater remains on a roster after 1 full Segment, the injured skater and his substitute are governed by [Rule 20, Long-Term Injury](#).

(d) Once the injured skater plays in 1 NHL game, or the NHL season ends for the injured skater's team, the substituted skater will automatically be sent down without an option unless the substituted player was on the Pro roster for at least one full Segment or the injured player misses an entire Segment. An exception to this rule will be granted only when the injured player's team ends its season, and the substitute skater(s) have not played on the Pro roster for an equal number of games missed by the injured player. The exception will end once the substitute(s) have played in an equal number of games missed by the injured player. This rule does not apply if the injured player misses any entire Segment (see [Rule 20, Long-Term Injury](#)).

(NOTE) Say Joe is on your Pro team at defense, and is playing for Vancouver. You might not know for weeks Joe got hurt. The League sees Joe has been injured, and the first full game Joe was hurt was November 8, just after the start of Segment 4. The League looks at your Farm team and sees you have Tony as your highest-ranked Farm defenseman. Tony is then called up to your Pro roster on the DAY Joe misses his first FULL game due to injury. Tony stays on your roster for the rest of Segment 4 if Joe is hurt and he can stay up option-free until the end of Segment 5. He's automatically sent back down without an option on the day Joe plays in a game in Segment 4 or 5.

Now Joe gets hurt 7 days before the end of the regular season. Tony comes up for Joe as of that day. But Vancouver plays its last game 3 days before the end of the regular season and plays 3 games since Joe got hurt. Tony can only be active on your Pro roster until that day Vancouver plays its last game. The exception will be granted if Tony has played in fewer than 3 games. Tony will remain on the Pro roster until he or his subsequent substitute(s) plays in 3 games.

Rule 20. Long-Term Injury

(a) A skater injured for at least 1 FULL Segment (injured for every game during a Segment) will automatically be placed on Injured Reserved (IR). A skater called up from the Farm roster to take the place of an injured skater on the Pro roster will not have an option deducted.

(b) A skater on IR is considered re-activated when he plays in one game and there is room on the Franchise's roster to insert him unless the GM has communicated to the League before the start of the Segment that the player is to be "frozen" on IR. This "IR freeze" is effective until the end of the Segment that player returns in. A skater on IR does NOT count toward the 14 active player maximum.

(c) If there are less than 14 players on a roster on the day a skater on IR returns, and he is not frozen on IR, the skater will assume the same roster position he had before being injured or any other position designated by the GM before the start of that Segment. If the injured player was on the Pro roster, then, in order, either (a) the skater who was originally called up to substitute for the injured player, (b) another skater designated by the GM, or (c) another skater chosen by the Commissioner, will be sent to the Farm roster with 1 option counted against him.

(NOTE) Back to Tony and Joe; say Joe is still hurt when it is time to submit the Segment 6 roster. Joe is now on IR. If you have not acquired another player by that time and still have 13 active players, Joe will resume on the Pro roster as soon as he plays a game unless you have communicated Joe is to be frozen on IR if he happens to play in Segment 6. Tony or any other skater you choose will return to the Farm with 1 option against him. If your roster is at 14 active players and you think Joe is coming back during Segment 6, you must reduce your roster to 13 active players, and inform the League who is to be sent down when Joe returns, or indicate Joe is to be frozen on IR. If your roster is already at 13 or fewer, and you have not said to keep Tony up, he would be sent down as soon as Joe plays. You can designate another player to send down before the Segment begins.

(d) A Franchise may immediately place a skater on IR subject to League approval. When a Franchise places a skater on IR he MUST stay on IR for at LEAST 1 complete Segment (first day to last day of a Segment). The substitute for that player if moved to the Pro Roster will be eligible as of the start of a day's first NHL game following the Franchise's notification to the League Office.

(e) If a Franchise has a skater who is eligible to come off IR and the roster is at 14 active players, then at the time a Franchise places one or more active players on IR subject to paragraph (d) above, they may re-activate an equal number from IR to an active Roster.

(NOTE) You find out Joe broke his arm 2 days into Segment 4 and will be out for 6 weeks. You contact the League and place him on IR. You cannot activate Joe until he start of Segment 6. He must stay on IR for Segment 5. You call Tony up as his replacement. Tony does not have an option deducted, but he, or any skater on your Pro Roster, can be sent down with one option being used when you activate Joe.

(f) Players removed from Injured Reserve will be re-activated to their original Roster before being allowed to move to any other Roster.

(g) A skater on IR who has played in a NHL game must be moved to an active Roster (Pro or Farm) no later than the start of the next Segment. If a Franchise fails to notify the League of roster changes needed to activate this player, the League will waive the lowest-ranked Farm skater at that position and make any other appropriate moves to make room for the injured skater.

Rule 21. Recallable Waivers

(a) If a Franchise sustains an injury or series of injuries where there is no skater on their active roster to substitute based on the previous rules, the League will recall the most recently waived player at that skater's position who has not been claimed by another Franchise since being waived by that Franchise, and place him as an Emergency Substitute on the Pro roster.

(b) If more than 1 skater is waived by a Franchise during a Segment, the order of recall for those skaters will be as follows:

1. Reverse order of skaters waived in selecting Waiver Draft picks.
2. Alphabetical order by last name of other waived skaters.

EXAMPLE: If you waive skaters both to make selections in a Waiver Draft and to keep your Active Roster at 14, the recall order in effect would be a skater waived in Rounds 3, 2, then 1, and then alphabetical order of other waived skaters in that Segment.

(c) The playing rights to a recalled player are not permanent. Once an injured player returns at that position, the recalled player is released. If a recalled player is active at the time of a Waiver Draft, then he is eligible to be claimed by ANY Franchise subject to [Section 9](#).

(d) A Franchise using a recalled player at the time of a [Waiver Draft](#) must either re-claim the recalled player through the Waiver Draft process or acquire another skater at that position. Failure to do either will cause that spot on the Pro roster to be blank until another eligible skater returns.

Rule 22. Emergency Injury

(a) If there is no injury substitution available to a Franchise based on [Rule 21](#), they will be allowed to use [Rule 21](#) with a skater at the other position. If no player can be recalled from the other position, then the lowest-ranked Farm player at the other position will be allowed as an injury substitute until a player is available at the injured players' position.

(b) A Franchise is NOT eligible to use [Rule 21](#) or Rule 22 if they failed to use the Waiver Draft to stock players at the exhausted position to their minimum requirements **AT ANY TIME DURING THE SEASON.**

(NOTE) The most common occurrence is you occur a rash of injuries at defense. During a Segment, one defenseman gets hurt and at or near the same time, you Farm defenseman also gets hurt. It's 3 weeks until the next Waiver Draft. You will then have the last defenseman you waived, who hasn't been claimed by another Franchise since you waived him, recalled automatically and used as an injury sub until ANY injured defenseman eligible to return plays. You can keep using him until the next Waiver Draft. At that time, you or any Franchise can claim your recalled defenseman. In either case, you MUST permanently acquire a defenseman. If you have not waived any defenseman, or all of your waived defensemen have been claimed, you can use your latest-waived forward as your defensive sub or your lowest-ranked Farm forward. If you had only 3 defensemen on your roster of 14 and in any previous Waiver Draft you neglected to select at least one defenseman, you cannot use this rule any time during the season. The position remains empty for the next defenseman to return from injury or you acquire a defenseman by waivers or trade. The same is true injured forwards. (NOTE) The League will explain to Franchises what their options and consequences are when dealing with an injured skater. This [flowchart](#) should simplify the injury substitution rules.

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SECTION EIGHT - GOALTENDERS

Rule 23. Franchise Rights

- (a) Franchises have the rights to all of the goaltenders of a NHL team, and NOT to individual goalies.
- (b) Once an eligible goaltender has been acquired by a Franchise, no other goaltender whose rights are owned by that NHL team may be acquired by another Franchise.

Rule 24. Roster Positions

- (a) An NHL goalie, and all of his possible backups, occupies 1 roster position per NHL team. Franchises may have no more than 2 NHL goaltending teams on their roster – 1 Pro and 1 Farm maximum.
- (b) Goaltenders, or goaltending teams, cannot be placed on IR. If a Franchise has two NHL goaltending teams on their roster, they must designate which NHL team will be on their Pro roster for a Segment. Goaltending teams cannot be changed during a Segment.

Rule 25. Goaltender Scoring

- (a) Franchises will be eligible for points in EVERY NHL game played by their NHL goaltending team, regardless of the individual goaltender.
- (b) Save percentage points will be awarded based on the save percentage of the goaltender who plays the most minutes in a Segment, as mentioned in Rule 13.

Rule 26. NHL Trades With Goaltenders

(a) If a member of a Franchise's goaltending team is traded by his NHL team to a NHL team whose goaltenders are unclaimed by another Franchise, that Franchise will have until the beginning of the next Segment to make room on their roster for the new goaltending team, or that goaltending team will be waived. If the NHL trade is completed less than 24 hours before the start of a Segment, the Franchise will have until the start of the following Segment to make room for the new goaltending team, or that goaltending team will be waived.

(b) If a member of a Franchise's NHL goaltending team is traded to a NHL team whose goaltenders are property of another Franchise, or if 2 or more Franchises have members of their goaltending teams traded for each other, the Franchises will NOT keep rights to individual goaltenders.

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SECTION NINE - WAIVER DRAFT

Rule 27. Claiming a Player

(a) When submitting rosters for certain Segments so designated as “Waiver Draft”, every Franchises may submit a list, in order, of up to three (3) roster positions, or more if any were acquired by trade, and for each position rank up to fifteen (15) eligible players for each position. For each player the Franchise must specify which Roster (Pro, Farm, or IR), playing position, and/or Farm rank he is to be placed on if he is selected.

(b) The lists will be placed by the League in reverse order of the Standings up to the end of the previous Segment, with adjustments made for any trades. The League will then proceed through the lists and make the changes indicated by the Franchises until all possibilities are exhausted. New acquisitions will be placed on the appropriate roster indicated by the Franchise.

(c) Only the players the Franchise wants waived in exchange for any of the 15 possible new players will be waived.

(NOTE) Say you want to waive: 1) Joe 2) Ken 3) Larry and some of the 15 you are interested in are ranked 7) Bob, 8) Jiri, and 9) Carl. You are 10th in line. By the time you are up, Bob has been selected, but Jiri is available. Joe will then be dropped, and Jiri will be on your roster where you have decided to place him. If none of your 15 players you want are available, you will not lose a skater you want to drop.

(d) If a Franchise wants to release a player or players who are running out of options or are out of options, and then re-claim him, they must indicate to the League via e-mail to the entire League the player or players who will be waived no less than 24 hours before the Waiver Draft Segment deadline. This allows all teams to be notified which players will be available. They can then either re-claim the player or players during the Waiver Draft, or if unclaimed after the Waiver Draft, recall the player or players with 4 options to their credit.

(e) The League may conduct Waiver Drafts in a "live" format over the Internet. Franchises not available for a live Waiver Draft must submit their selections as detailed in the above Sections. Franchises participating in the live format do not have to pre-submit their selections, but will instead make their selection in turn on-line.

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SECTION TEN - LEAGUE COMMUNICATIONS

Rule 28. Receiving Communications

(a) All GM's and partners with e-mail addresses will have their e-mail addresses registered by the Commissioner to the designated group mailing list in order to receive certain League communications.

(b) The League has a website set up for viewing and printing all League information:
<http://www.yyzhockey.com>

Rule 29. Contents

(a) Before the end of Segment 1, a Franchise Directory and Draft Review will be made available to all Franchises.

(b) No more than 10 days after the end of a Segment, the League can make available Updates, League News, Standings, Transactions, Injury Reports, Rosters, or other League information pending functional equipment and availability of statistics.

(c) A Franchise may contact the League for updates beginning 3 days after the end of a Segment. They can also communicate their players' accomplishments, such as hat tricks, 50 saves, etc. before the Updates are sent.

Rule 30. Appeals

(a) A Franchise may appeal to the League any mistakes they think have been made involving any Franchise. Appeals must be about a specific player or event. The final deadline for all appeals dealing with the NHL Regular Season is 12:01 a.m. CDST, exactly 14 days from the last day of the NHL Regular Season. This appeal deadline can be extended past the indicated date to 12:01 a.m. five (5) full days after a ruling is rendered on an appeal.

(b) The deadline for appeals dealing with the Entry Draft is 12:01 a.m. CDST, Sunday, October 10, 2009. After this time, all Entry Draft selections as interpreted by the League are final.

(c) During the NHL Regular Season, an appeal which can affect the standings must be turned into the League by the end of the Segment following the Segment in which the appealed event occurs, with the exception of events occurring during the final Segment. If this appeal is successful, the standings and Waiver Draft selections (if applicable) will be adjusted accordingly. If the appeal is turned in after this point, no adjustment to standings or Waiver Draft selections (if applicable) will be made upon a successful appeal. However, the points will be adjusted to the team totals.

(d) For the purpose of Paragraph (c), Updates generated by the League Office will be considered to be an event which occurs during the Segment indicated at the heading of the Update. Waiver Draft results and roster changes will be considered as events during the Segment prior to the Segment in which the results and changes take effect.

(NOTE): If you want to appeal a mistake in your or anyone else's Update, you can do so up to the time detailed in Paragraph (a). But if you want to affect the standings which might then affect the results of a Waiver Draft, you must get your appeal in by the end of the current Segment. The appeal can still be heard, and points adjusted, if it's after the current Segment, but the standings will not be adjusted.

EXAMPLE: You notice on your Segment 2 update a possible error (no OTG, wrong WD selection, etc.). You must notify the League by the end of Segment 3/start of Segment 4 of the appealed item IF you want the appeal to affect the results of WDI. If the appeal for the events during Segment 2 is made after the start of Segment 4, the standings for the end of Segment 2 and WDI results will not be adjusted. Only team totals will be changed.

(e) A franchise may elect to hire a 3rd party arbitrator under the conditions set forth below if they do not accept the ruling of the Commissioner.

- i) The franchise will use the services at FantasyDispute.com (herein referred to as “service” at <http://www.fantasydispute.com>)
- ii) All costs associated with the service are the responsibility of the franchise submitting the dispute.
- iii) The franchise submitting the dispute will communicate their intention to utilize this service to the Commissioner so the League Office can prepare their defense at least 72 hours before the dispute is filed with the service.
- iv) The franchise submitting the dispute agrees to abide by the ruling of the service.
- v) The League will abide by the ruling of the service.
- vi) If the service is unavailable, the League must approve any other similar service.

(f) Proposals for Rule changes in the following season must first demonstrate the failure of the current rules to adequately cover the situation the proposed change deals with.

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