

## LINDEN CUP DYNASTY LEAGUE RULES AND RUGULATIONS

### Sections (1) - Administration

1.1 - Commissioner: Wade Smith;

1.2 - Any constitutional or rule changes may be changed, by the Commissioner, at any time, for any reason without consent from the members of the LCDL;

### Section (2) – Owner’s Obligations

2.1 - All Owners are required to fully participate in the LCDL. This includes, but is not limited to, message board discussions, opinions and input on league rules, articles, replying to trade, attending the draft, attending other SCHL events, and an overall awareness of the LCDL;

2.2 - Owners caught conspiring in any way will be removed from the LCDL. 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;

2.3 - Owners are expected to treat others in the LCDL with respect and are not allowed to personally attack other GMs. Trash talk and criticism surrounding the LCDL is fine. Sportsmanship please;

### Section (3) - Integrity

3.1 - The LCDL will not tolerate any actions that compromise the league’s integrity. Things such as collusion, tanking, depleted rosters, apathetic GMs, unknowledgeable GMs, constant failure by a GM, will be looked at very closely;

3.2 - GMs will be removed if they are constantly compromising the league’s integrity, at the Commissioner’s discretion.

### Section (4) – New Teams

4.1 - When a team becomes available, the Commissioner will decide which new GM will replace that team;

4.2 - New teams will replace old teams’ rosters and create a new team names and logos;

4.3 - All team logos and nicknames will be approved by the Commissioner;

4.4 - All new teams must have their team name first start with their last name, i.e. Smith Sabres.

### Section (5) – League Dues and Prizes

~~5.1 – Leagues fees for the first year are currently set at \$100; (16 members x \$100 = \$1600)~~

5.1 – (April 2011) Leagues fees for are currently set at \$120; 16 members x \$120 = \$1920.

~~5.2 – Money will be removed from the fees to pay for such things as web hosting, domain name, a cup and engraving, and food at the draft; or any other costs deemed worthy by the Commissioner;~~

5.2 – (April 2011) Money will be removed from the fees to pay for such things as web hosting, domain name, a cup and engraving or any other costs deemed worthy by the Commissioner;

- 5.3** – Money distribution is as follows for t first year (% of the remaining pot);
- Linden Cup Champion 35%; (Winner of Head to Head Playoffs)
  - Linden Cup Runner Up 10.00%;
  - Third Place in the LCDL Playoffs 5.00%;
  - Wayne Gretzky Champion 25.00%; (Winner of the Most Total Points)
  - Wayne Gretzky Runner Up 5.00%;
  - Wayne Gretzky 3rd Place 2.50%;
  - Presidents Winner 7.50%; (Winner of the Regular Seasons Standings)
  - Conference Winner 5.00%
  - Conference Winner 5.00%
  - TOTAL 100.00%

- 5.3** - (April 2011) Money distribution is as follows (% of the remaining pot);
- Linden Cup Champion 32.5%; (Winner of Head to Head Playoffs)
  - Linden Cup Runner Up 7.75%;
  - Third Place in the LCDL Playoffs 2.5%;
  - Mario Lemieux Champion 27.5%; (Winner of the Most Total Points)
  - Mario Lemieux Runner Up 7.25%;
  - Mario Lemieux 3rd Place 2.25%;
  - Presidents Winner 5.50%; (Winner of the Regular Seasons Standings)
  - Platinum Division Winner 7.5%
  - Gold Division Winner 5%
  - Silver Division Winner 2.5%
  - TOTAL 100.00%

## **Section (6) – Team Rosters**

- 6.1** - “NHL Player” means a player with 10 or more games of NHL regular season experience.
- 6.2** - “Prospect” means a player with less than 10 games of NHL regular season experience.
- 6.3** - Teams must have a minimum of 13 NHL Players on their roster. Beyond those 13 NHL Players, teams will be allowed to carry Prospects. Both rules apply to teams’ rosters during the season and playoffs, not during the off season. “Off-Season” begins once the Trade Ban is lifted in mid June of each season.
- 6.4** - Of the said 13 NHL Players there must be a minimum of 6 forwards, 3 defensemen, and 1 goalie;
- 6.5** - Immediately following the Draft, if teams do not have at least 6 forwards or 3 defensemen, or 1 goalie, of NHL status, the Commissioner will drop/add the players, at his discretion, to comply.

## **Section (7) – Starting Rosters**

- 7.1** - Each team must start 10 players each week (See Section (13) for what an LCDL week is.): A maximum of 6 forwards, a minimum of 3 defensemen, and 1 goalie;
- 7.2** - Starting rosters must be submitted before the commencement of the first NHL game of the week via the message board;
- ~~**7.3** – Rosters can only be submitted via the message board. Phone calls, texts, or emails will not be accepted as valid roster subs;~~
- 7.3** - (April 2011) Rosters can only be submitted via the message board under the Weekly Roster section and be posted in the follow format: Player X IN, Player Y OUT. Phone calls, texts, or emails will not be accepted as valid roster subs;
- 7.4** - If a roster is not submitted then the previous week’s roster is used.

## **Section (8) – Off Season Roster Moves**

- 8.1** - On August 1st of each year, teams will protect a maximum of 12 NHL Players and/or Prospects (the “Protections”);
- 8.2** - For Protections less than 12, a team will receive extra draft picks. The Protections and extra draft picks will total 12. These extra draft picks will make up the 5th round, 6th rounds...etc;
- 8.3** - Any time after August 1, 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 cashed in for 5th round picks and 6th round picks respectively.

## **Section (9) – Trading**

- 9.1** - A trade is a swap of players or draft picks or any combination of these between teams;
- 9.2** - Any team can trade with any team;
- 9.3** - Each team can make an unlimited number of trades;
- 9.4** - All trades are to be approved by the Commissioner. This is not a trade board. Approvals are only to check to make sure draft picks make available and to ensure there is no funny business or fishy deals;
- 9.5** - Only draft picks of the upcoming draft and the following draft can be traded;
- ~~**9.6** - All trades must be submitted before 9am on Saturdays, for those new players to start in the following week – Like roster subbing;~~
- 9.6** – (April 2011) All trades must be submitted before 9am on Sunday, for those new players to start in the following week – Like roster subbing;
- 9.7** - Futures and conditions are allowed in a trade, but must be approved by the Commissioner;
- ~~**9.8** - The “Trade Ban” is a period of time in which there are no trades allowed in the SCHL; this goes from Week 18 of the LCDL regular season to after the Stanley Cup has been awarded in mid June.~~
- 9.8** – (April 2011) The “Trade Ban” is a period of time in which there are no trades allowed in the SCHL; this goes from Week 19 of the LCDL regular season to May 1<sup>st</sup> each year.

## **Section (10) – Drafting**

- 10.1** - “The Draft” is before the beginning of the LCDL season each year where teams draft undrafted players on to their team; date and time to be determined by the Commissioner.
- 10.2** - Teams are given 4 draft picks per draft to use in trades or in the Draft to select players;
- 10.3** - Each season the draft will feature four rounds;
- 10.4** - Once a team has drafted a player, that player is taken and cannot be drafted again. Players already owned by teams in the LCDL prior to the Draft cannot be drafted;
- 10.5** - No player can be drafted in the LCDL unless he is 19 years or older, or has been drafted by an NHL team;
- 10.6** - There will be no name-dropping during the draft or before the draft on the message board;
- 10.7** - Only draft picks of the upcoming draft and the following draft can be traded; For the most part, the Draft order will be based on the Mario Lemieux standings.
- ~~**10.8** - Round 1’s draft order: Picks 1-6 will be determined by the Draft Lottery, Picks 7-16 will be based on the Wayne Gretzky standings, with the worst team getting the 7th pick and the best team 16<sup>th</sup> pick;~~
- 10.8** - (April 2011) Round 1’s draft order: Picks 1-8 will be determined by the Draft Lottery, Picks 9-16 will be based on the Mario Lemieux standings, with the worst team getting the 9th pick and the best team 16<sup>th</sup> pick;
- 10.9** - Round 2: Worst to first based on the Mario Lemieux Standings;

Round 3: First to worst based on the Mario Lemieux Standings;

**10.10** - Round 4: Worst to first based on the Mario Lemieux Standings.

**10.11** - Any additional rounds (as a result of Rule 8.2 and/or 8.3) will continue the pendulum-style format of Rounds 2-4.

**10.12** -The draft may only be cancelled at the Commissioner's decision;

**10.13** - 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**

**11.1** - To curb tanking, a lottery is used to ensuring that no team is guaranteed the 1st overall draft pick (the "Draft Lottery");

**11.2** - The Draft Lottery will take place after the completion of the Linden Cup Playoffs;

~~**11.3** – Of the eight teams that did not make the playoffs, six will participate in the lottery. The top two DNQ teams in terms of the Mario Lemieux Standings will not participate in the Draft Lottery;~~

**11.3** – (April 2011) All eight teams that did not make the playoffs will participate in the lottery.

~~**11.4** – Each of the participating teams will get a certain number of chips in the Draft Lottery (ranked below by the final result in the standings);~~

- ~~● 6th 40 balls (50% chance of 1st pick)~~
- ~~● 5th 25 balls (25% chance of 1st pick)~~
- ~~● 4th 15 balls (15% chance of 1st pick)~~
- ~~● 3rd 10 balls (10% chance of 1st pick)~~
- ~~● 2nd 7 balls (7% chance of 2nd pick)~~
- ~~● 1st 3 balls (3% chance of 3rd pick)~~

**11.4** - (April 2011) Each of the participating teams will get a certain number of chips in the Draft Lottery (ranked below by the final result in the standings);

- 8<sup>th</sup> - 40 balls (40% chance of 1st pick)
- 7<sup>th</sup> - 25 balls (25% chance of 1st pick)
- 6<sup>th</sup> - 15 balls (15% chance of 1st pick)
- 5<sup>th</sup> - 8 balls (8% chance of 1st pick)
- 4<sup>th</sup> - 6 balls (6% chance of 1st pick)
- 3<sup>rd</sup> - 3 balls (3% chance of 1st pick)
- 2<sup>nd</sup> - 2 balls (2% chance of 1st pick)
- 1<sup>st</sup> - 1 ball (1% chance of 1st pick)

~~**11.5** – Only one chip will be drawn, with the winner moving up a maximum of three spots;~~

**11.5** - The first ball will be drawn and the winning team will be awarded first overall pick. Their balls will then be removed from the lottery and the remaining 5 teams balls will be re-drafted for 2nd overall pick. This will repeated for 5 rounds until the all the picks are accounted for. (April 2011)

**11.6** - The draft lottery will be completed with at least 2 witnesses on hand;

**11.7** - (April 2011) The SCHL Draft Lottery only affects the first round of the coming draft.

## **Section (12) – Team Scoring**

**12.1** - Skater and Defenseman: one point for a goal, one point for an assist;

**12.2** - 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

### **Section (13) – Week to Week Matches**

- 13.1** - There are 22 weeks in an LCDL Regular Season (the “LCDL Regular Season”);
- 13.2** - Weeks are from Sunday to Saturday;
- 13.3** - Some weeks will be shortened/lengthened due such things as the 1st week of the season, Christmas break, All Star Break, or Olympic Break;
- 13.4** - Teams will play all other 16 teams once;
- 13.5** - The team with more points by the final day of the Week gets a win; the other team gets a loss;
- 13.6** - If a tie occurs in the regular season then it remains as a tie.

### **Section (14) – Standings**

- ~~**14.1** - There will be two conferences, Campbell and Wales.~~
- ~~**14.2** - Conferences will be decided by the draft order; Even numbers in the 1<sup>st</sup> conference and odds in the 2<sup>nd</sup> conference~~
- ~~**14.3** - Divisions will be added after the first season and will be based on the rankings of the previous season~~

(April 2011)

- 14.1** - Divisions will be broken down into Platinum, Gold, Silver & Bronze;
- 14.2** - There will four teams in the Platinum, Gold, Silver and bronze divisions.
- 14.3** - Divisions are based on the IIHF championship divisional system: Promotions & Relegation;
- 14.4** - Division champions of Gold, Silver & Bronze will all be promoted to the division immediately superior;
- 14.5** - Teams finishing 4th in the Platinum, Gold & Silver will all be relegated to the division immediately inferior;
- 14.6** – Leap Frog Rule: If the 2<sup>nd</sup> place teams in Gold, Silver, or Bronze have surpassed the 2<sup>nd</sup> last team in the division immediately superior, in Mario Lemieux points and team points, then those respective teams will be swapped.

### **Section (15) – Playoff Format**

- 15.1** - The final three and half weeks of the NHL regular season are used for the playoffs (the “LCDL Playoffs”);
- ~~**15.2** – 8 Teams will make the playoffs. The top 3 teams in each conference will make the playoffs; the final 2 spots will be awarded to the next 2 best teams from either conference. If there is a tie in points it at the end of the regular season the team with the highest 'total' points rank will make the playoffs, if that is a tie then it will come down to head to head match ups.~~
- 15.2** – 8 Teams will make the playoffs. 3 from the Platinum Division, 2 from the Gold Division, 1 from the Silver Division and 2 Wild Card teams. Wild Card are the next 2 best team with the highest standing puts, if there is a tie the tie breaker will be the team with the highest ML ranking and then based on season series.
- 15.3** - All teams qualifying for the playoffs will be grouped together and ranked accordingly, with the top team being 1<sup>st</sup> etc;
- 15.4** – Playoff format: 1v8, 2v7, 3v6, 4v5
- 15.5** - Round 1: (4 matches, 7 days) Matched up by season ranking
- 15.6** - Round 2: (2 matches, 7 days) Matched up by season ranking

**15.7** - Finals: (10 days) the two winners from round 3 will square off for the Linden Cup. At the same time, the losers will play for the 3rd place;

~~**15.8** – 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.~~

**15.8** – (April 2011) In the event of a tie in the playoffs, the higher seeded team will get the tie breaker.

## **Section (16) – Grievance**

**16.1** - 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 (17) – Awards**

**Linden Cup:** Award to the winner of the LCDL Playoffs.

**Mario Lemieux:** Award to the team that finishes with the highest overall player points.

**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.

**Presidents Award:** given to the team who has the best SCHL record in the regular season.

**Platinum Division Champions:** Winner of the Platinum Division.

**Gold Division Champions:** Winner of the Gold Division.

**Silver Division Champions:** Winner of the Silver Division.

**Bronze Division Champions:** Winner of the Bronze Division.

**Wayne Gretzky:** given to player with the most SCHL points who isn't a goalie.

**Patrick Roy:** given to a goalie with the most SCHL points.

**Bobby Orr:** given to a defenseman with the most NHL points.

**Snipe of the Draft:** given to the team who has selected a player who has far exceeded his drafting position.

**Joe Sakic:** Awarded to the Most Valuable Player of the playoffs as selected by the winning team.

**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.

(April 2011)

**Bobby Mac Award:** Voted upon by the GM's in the LCDL. 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 Linden 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 16 GMs votes will win the award.

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

**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 LCDL. 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 LCDL'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 16 GMs votes will win the award.

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

ANY AMBIGUITY IN THESE RULES WILL BE CLARIFIED BY THE COMMISSIONER