

WANNABE GM – Official League Rules and Procedures

This rulebook serves as the official guide for all GMs in the WGMFHL (Wannabe GM Fantasy Hockey League).

Pronounced – ‘Weah - Gum - Fhoül”

Part 1: General Info, Contacts & Responsibilities

What is the WGMHL?

The GHMFHL is a lifetime keeper fantasy hockey league that consists of up to 16 individualized teams. ****I have taken these words from another Official League Rule set found online and will look to tweak where necessary... because it's easier****. As a GM of an WGMFHL franchise, you get the experience of managing your own team of professional hockey players. Your goal is to get the best lineup on the ice every day, since the better your players perform in real-life games, the more value they bring to your WGMFHL team.

League Championship

At the end of each regular season, the top team in the league standings wins the WGMFHL championship.

Yearly Franchise Fee

Each GM is required to pay a \$20 franchise fee prior to the upcoming season. Franchise fees cover the league champion's winnings as a single winner's glorious bounty. *Hybrid years - Optional fee (\$20) on top spot amongst those that pay in. Those that do, top ranking GM wins, all Gms that wager have their spot part of a lotto for next year's draft rank. Those that don't keep their rank for the next year's draft.

Who's running the WGMFHL?

The WGMFHL is owned and operated by Team Sauce Productions Inc. Currently directed by Michael Harrington, the WGMFHL is managed from its headquarters in Toronto, Ontario. The WGMFHL wants GMs in this league that are committed to winning and participating at the highest level possible. Anyone interested in joining the WGMFHL should contact the

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Commissioner via the 'Contact' page (site not.. really a thing at the moment) with their qualifications and to request information on franchise availability. If there are no franchises available, then you will be placed on a waiting list.

League Responsibilities

Commissioner: Michael Harrington

Runs drafts, approves trades, updates website (<http://wannabegm.com>), interprets rules, oversees FA player signings (yup.. there they are), and runs the WGMFHL in general.

Deputy Commissioner(s): Ray Finkle

Performs duties of the Commissioner when the Commissioner is absent, or is an involved party in a trade or rule dispute.

Trade Review Committee: Anyone that answers an email that goes around started by.. anyone in-regards to a trade

Consists of the Commissioner and multiple GM representatives of the league.

Part 2: General Rules & Operations

Participation Level

GM participation is the lifeblood of the WGMFHL and it's something that is considered mandatory on a regular basis. Even though this is a fantasy hockey league, there are people who take this organization very seriously. The Commissioner spends countless hours designing and operating this league for you, the GM. *(This guy really took this stuff serious eh? I'd say try and check in and it'd be really sweet if you could answer trade stuff from time to time) Also, there are several GMs who participate faithfully on a daily basis and some would say they live and breathe the WGMFHL. (But many just set their lineups up for a week, a week in advance.. whatever makes it work with the schedule while still being active)

Always feel free to share any ideas, suggestions and/or comments that you may have on the league. We sometimes use these to make changes to the league and better it for everyone.

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Whatsapp Messenger

Potentially a good method for GMs in the WGMFHL to reach out to each other for GM communications, trade talks, drafts, etc. Whatsapp is free for all cell phones.

Team Names, Logos, and Uniforms

Name your teams, add a logo if you can

League Schedule/Calendar

The WGMFHL regular season begins in October (first game of the season) and ends in March (or whenever the NHL regular season ends). Trades can be completed between: Draft day+1 and the trade deadline (TBD) and then again the end of the regular NHL season+1 and the draft keeper selection deadline day. The WGMFHL Entry Draft begins at 1:15pm, September 29.

Part 3: Rosters, Scoring, & Transactions

Team Rosters

Each WGMFHL franchise has a pro team consisting of 25 players and a farm team consisting of 30 players for a total of 55 players.

Positions to be filled in starting lineup on the pro team:

5 Centers

6 Wingers

5 Defensemen

2 Goalie

+ 5 Bench Players

**3 IR+ spots

Scoring

The WGMFHL uses Roto scoring based on Yahoo hockey statistics. Each goal, assist, win, save etc. is added as one unit to your season totals.

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Forward/Defenseman Scoring

Goals (G)

Assists (A)

Plus/Minus (+/-)

Penalty Minutes (PIM)

Powerplay Points (PPP)

Shorthanded Points (SHP)

Game-Winnings Goals (GWG)

Hits (Hit)

Blocks (Blk)

Goaltender Scoring

Wins (W)

Goals Against Average (GAA)

Save Percentage (SV%)

Shutouts (SO)

Roster Transactions

Each team is limited to making no more than 60 free agent signings and 20 Trades during the regular season.

Trading Players

Trading players is a very important event that is taken very seriously in the WGMFHL. This is likely the most exciting thing about the league that the GMs can participate in. Teams may trade players, or draft picks *Both sides must have the same amount of picks within each trade). There are a few rules and procedures pertaining to trading players that should be followed. Trades involving future considerations are not accepted in the WGMFHL.

Trade Approval

The default Yahoo trade window will be followed for trades throughout the NHL regular season. A month prior to the trade deadline, The Commissioner will approve trades as seen, unless there seems to have a need for league discussion.

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Trade Review

If any of the members on the Trade Review Committee thinks the trade is questionable, then the members have roughly 48 hrs to consult each other (look for collusion and/or one team getting no benefit whatsoever) *Please post on Yahoo or Email all GMs to identify this request for review. During the time of review, the Commissioner will post on the message board that the trade is currently under review. For a trade to be vetoed, at least 51% of members of the League must vote in favor of vetoing a trade. After voting, the Commissioner will post on the message board that the trade has been approved or the trade has been vetoed.

If you have questions about any transactions, please post in the 'Questions' forum on the Yahoo Message Board.

Part 4: WGMFHL Annual Events

The WGMFHL Awards Ceremony

Each year in the offseason, the WGMFHL holds an annual awards ceremony, recognizing the very best core of athletes in the WGMFHL for their regular season achievements. Lots of awards are given out including the Jack Adams Trophy (Best GM) and others that I will look to update later...

The WGMFHL Entry Draft

Each year in the offseason, the WGMFHL holds an annual Entry Draft. The order of the draft is based on a lottery leveraging the final standings at the end of the regular season. The league will have draft ballots. The current and latest champion at the time of the draft gets 1 ballot. Bonus of 10 ballots to 2nd place and 5 ballots for 3rd as incentive to place high.

Second place team gets:

(total # of teams in the league for the draft year) x ballots

Third place team gets:

(total # of teams in the league for the draft year - 1) x Ballots Etc.

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To continue to promote activity throughout the less fortunate teams in the standings, the last 5 teams in the standings can get up to an additional 2 ballots:

More than 25 FA Moves (1 additional ballot)

3 or more trades throughout the season (1 additional ballot)

The 1st Overall Pick ballot will be chosen first, and down from there. Lottery will be run with a minimum of two GMs in attendance, and shared with a video of the lottery along with email confirmations, at least a month prior to the keeper deadline, and preferably during the Summer GM Gathering but not restricted to.

Keeper Status

Each team can select 1 Super Keeper, 1 Sophomore Keeper and 2 Rookie keepers from their end of season roster prior to the draft.

Super Keepers: Any NHL superstar player that has not already been chosen 3 times in a row. (After 3rd time picked as a Super Keeper, the player MUST be put back in the draft)

Sophomore Keepers: Any Rookie Keeper that have remained on (without having been dropped) or traded to a GM's Roster

Rookie Keepers: A rookie is determined as the first season that a forward/defence player gets to 25 total career games played and that a goaltender gets to 20 total career games played is reached.

All types of Keepers can be traded.