

S B F

SEXY BOY FANTASY

N H L K E E P E R L E A G U E

PUT ON YOUR SHOWER CAP AND DIVE INTO THE ULTIMATE POOL



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INTRODUCTION

PRIZES & S

Sexy Boy Fantasy is an National Hockey League fantasy pool where you play the role of General Manager and run your own team. This is a keeper league where rosters will roll over every year and GMs will be able to protect portions of their roster from the previous year. At the beginning of each hockey season at the draft, managers will declare who will be kept for the upcoming year(s)¹.

In addition to managing a team that spreads over multiple seasons, managers will also be running their 23-man rosters with a salary cap. The SBF cap will mirror that of the NHL. All teams must spend between the NHL salary floor and ceiling of the season. All player salaries in the SBF will be equal to the NHL Player's cap hit².

The Entry fee for per team per season is \$50¹.

Whoever accumulates the most points at the end of the NHL season will be crowned the SBF's Champion.² In an 8-player pool, the prize pool will be distributed as follows ³:

First Place:	\$300
Second Place:	\$100

In addition to the the monetary prize, first place will also receive the Stanley Cup. The trophy conveniently doubles as a coin bank so that is where we will keep league entry fees. It will be his/her responsibility to engrave their name onto the cup (appropriately dimensioned) and keep the Stanley Cup in good condition for next year's champion. Since the winner of SBF has shown exemplary responsibility and maturity in winning the pool, it will also be his/her job to ensure that the money in the Stanley Cup is safe as well. The SBF Champion will bring dessert to the following years draft.

¹ Details for roster structure can be found on page 5.

² Refer to page 5 for more information on player salaries and related exceptions.

¹ League entry fees will be collected on Draft Lottery Day. No team is allowed to participate in the draft until the \$50 entry is paid in full.

² Refer to page X for a break down on league scoring.

³ The prize payout is subject to change, depending on league size.

ANNUAL DRAFT

The Sexy Boy Fantasy Draft will take place on the last weekend before the start of each NHL season.¹ Draft order will be determined by the final standings from the previous season. The top finishers (the Money Makers) will automatically be placed in the bottom of the draft. The SBF Champion will draft last. Second Place will draft second last. The remaining teams who did not finish in the money will be placed in a weighted lottery to determine the top of the draft order.

Draft lottery odds are determined as follows:²

The league has eight teams. The top three teams get paid so there are five teams in the draft lottery. Lottery balls (or a similar mechanism) will be used to determine final draft order. The number of balls will be as follows:

POSITION	# OF BALLS
8th	1
7th	2
6th	3
5th	4
4th	5
3rd	6
2nd-1st (in the money)	0

The draft order will be the standard draft format used in the NHL. The draft order will repeat every round until rosters are complete. THIS IS NOT A SNAKE DRAFT. The draft will take place offline. After the draft is complete, the teams will be manually entered onto Yahoo Fantasy! by the league commissioner.

¹ The draft lottery will take place one week before the actual draft. All managers are encouraged to be present at the lottery to ensure transparency.

² Every team out of the money is given a chance of winning the lottery to try to minimize tanking.

SCORING POINTS



Scoring in the Sexy Boy Fantasy will accumulate over the entire season following these player statistics¹ and their corresponding point value noted below:

FORWARD/DEFENCEMEN	POINTS
Goal	3
Assist	2
Penalty Minute	0.2
Powerplay Point	0.5
Shorthanded Point	1
Shots on Goal	0.2
Blocked Shot	0.2
Hit	0.2
GOALIE	
Win	3
Save	0.1
Shutout	2
Goal Against	-0.5

¹ The league will be hosted by Yahoo Fantasy! and points, roster, etc. will be kept track of on their website.

T E A M R O S T E R S

Teams must always have full rosters. Bench spots cannot be left empty. A full roster is comprised of four centers, 8 wingers, six defencemen, one goalie, and four bench spots.

Player positions will be determined by Yahoo Fantasy!. Yahoo Fantasy! will give some players dual eligibility for multiple positions. A player of any position can be drafted to the bench.¹

In addition to managing a roster that spreads over multiple seasons, managers will also be running their teams with a salary cap. The SBF cap will mirror that of the NHL. All teams must spend between the cap floor and ceiling for the current season. All player salaries in the SBF will be equal to the NHL Player's cap hit according to GeneralFanager² to two decimal points.

If a player is traded by his NHL team and salary is retained in the transaction, the SBF team will still use his full cap hit, not the lowered cap hit by the new NHL team. Salary cannot be retained in SBF trades.

The exception to players and their cap hits will be Top 5 draft picks. Any player who was selected in the top 5 of the NHL Draft will be assigned an artificial cap hit of \$3-million as long as he is on his Entry Level Contract. Once his ELC is complete and he signs a new RFA contract, the cap hit for the SBF pool will revert back to his actual NHL cap hit. This is to prevent bonafide superstar rookies from coming in as an extreme bargain against the team's cap hit.

If the player signs a new NHL contract during his SBF contract, his new cap hit will be applied to the SBF roster when the new NHL contract goes into effect. Managers will have to adjust their rosters accordingly if the new contract pushes their roster over the salary cap.

¹ Every position, except for the bench, will be given 82 games each season. Once a position has reached it's maximum games played, they will no longer accumulate points. Yahoo Fantasy! will keep tracked of the games played. The only exception to this rule is on the last day of the season. If a team is approaching the max games allowed for a position, they may bench as many players as required to not go over the 82-game maximum. If a manager does not adjust their roster on the last day to equal the games played limit, only the players at the top of the roster line up set up on Yahoo will count.

² <http://www.generalfanager.com//>

K E E P E R S S T A T U S

Every manager will be given 15 years of total contracts to distribute to his/her roster. Players given contracts will have Keeper Status. The maximum contract that can be given to any player is 4 years. Any player not given a contract will basically be on one year deals and will be placed into the free agent pool for the following draft. Contracts expire on the same day as the SBF draft date. Players who have contracts and Keeper Status cannot be dropped until their contract is over.¹ However, they can be traded. Once the draft is complete and the first day of the NHL season, managers can give out new contracts depending on how many years were burned on existing contracts from the previous year. Not every contract year has to be handed out every year. For example, managers can elect to only give out 10 years and save 5 years because he is targeting a player next year and he wants to give that player more years.

ROOKIE CONTRACTS AND ENTRY LEVEL CONTRACTS (ELCs)

Rookies on Entry Level Contracts will not count towards contract totals. Managers will have the option of keeping ELC players each year without having to use any of the 15 available contract years on them. This is to encourage managers to take chances on young players and rewards managers who can predict future talent. At the end of the player's ELC and the player signs a new contract as an RFA, the manager must decide to assign SBF contract years to him or drop the player. If the ELC player was already on the roster when his ELC contract expires and the manager wants to give the player a contract, the player can only be signed to a 3 year maximum contract (not the regular 4 year contract) because the manager has already held on to him for free during his ELC years.

ELC Players will still take up a roster spot. They can be added/dropped on waivers and be traded. If you draft a rookie and he gets sent down to the AHL farm team, the manager must use an add/drop waiver transaction if the manager wants to replace the player or keep him on their bench.

If a rookie is called up in the middle of the season, is not on any SBF roster, and Yahoo Fantasy! makes that player available, they can be added to a team's roster by doing a waiver add/drop. Unsigned hold-out players cannot be drafted. Once they sign their contract, it is first-come-first-serve roster add/drop but an ELC hold-out can be made a keeper.

¹ If a keeper misses 25 CONSECUTIVE games due to suspension, injury (including those sustained in the AHL), retirement, or defection to another league, the manager can drop the player and lost the contract years. There are no other circumstances that would permit dropping a keeper player.

TRADING PLAYERS WITH KEEPER STATUS

The only way to move a player on a contract is through a trade. It is possible that contract years traded between teams will not match and one manager will end up with more than 15 contract years after the transaction. This is the only case where managers can go over the 15 year total. The catch to going over the contract limit is that the following year, that manager will not be able to hand out any contract years until they get back under 15 years total.

EXTENDING CONTRACTS

When a contract expires, managers will have the option of extending a contract. A player’s contract can only be extended once. The most that a contract can be extended for is 2 years. The catch to extending contracts is that each additional year will count as 2 years in the total team contract count. That means the team will actually be operating under a 14 year contract total instead of 15 for the duration of the extended contract. If there are two players with extended contracts, then the team will be working with a contract limit of 13 years total. If you trade for a player in the last year of his contract, you will be able to extend his contract for a maximum of three years under regular conditions. Their extension years will count at a year each. If you traded for a player who has more than one year, his extension at the end of his contract will be worth two years each year as described above. If a contract will be extended, the manager must declare it at the draft lottery but the length of the extension will be determined after the actual draft.

REFER TO THE EXAMPLE EXCEL SPREADSHEETS ON THE FOLLOWING PAGES TO SEE HOW CONTRACTS AND KEEPER STATUS’ WILL BE MANAGED YEAR TO YEAR.



TEAM 1

Position	Player	Salary	Contract	NOTES
C	Henrik Sedin	7.00	4	KEEPER
C	Nick Bonino	1.90		
C	Bo Horvat	3.00		ELC
C	Shawn Matthias	1.75		
W	Daniel Sedin	7.00	4	KEEPER
W	Radim Vrbata	5.00		
W	Zack Kassian	1.75		
W	Alex Burrows	4.50		
W	Chris Higgins	2.50		
W	Tom Sestito	0.75		
W	Jannick Hansen	2.50		
W	Derek Dorsett	1.63		
D	Alex Edler	5.00	3	KEEPER
D	Kevin Bieksa	4.60		
D	Chris Tanev	2.00		
D	Dan Hamhuis	4.50		
D	Luca Sbisa	2.18		
D	Ryan Stanton	0.55		
G	Ryan Miller	6.00	4	KEEPER
B	Brad Richardson	1.15		
B	Eddie Lack	1.15		
B	Yannick Weber	0.85		
B	Linden Vey	0.74		
TOTALS		68.00	15	

YEAR ONE EXAMPLE

This is the team that I drafted. The total salaries (from General Fanager) total under the cap ceiling of \$69-million.

I handed out contracts that totalled 15 years to the players what I wanted to keep. All players that I didnt give contracts to will enter the free agent pool at next year’s draft.

The exception is Bo Horvat. Because he is still on his ELC, I will be able to keep him next season if I choose to. Also notice that Bo Horvat’s salary is listed at 3.00. This is because he was a Top 5 v`vNHL draft pick.

TEAM 1

Position	Player	Salary	Contract	NOTES
C	Henrik Sedin	7.00	3	KEEPER
C	Matt Duchene	5.00	4	KEEPER
C	Bo Horvat	3.00		ELC
C	New Player	3.00		
W	Daniel Sedin	7.00	3	KEEPER
W	New Player	2.00		
W	New Player	1.50		
W	New Player	6.00		
W	New Player	5.00		
W	New Player	6.00		
W	New Player	1.00		
W	New Player	1.50		
D	Alex Edler	5.00	2	KEEPER
D	New Player	4.00		
D	New Player	1.00		
D	New Player	1.00		
D	New Player	1.00		
D	New Player	1.00		
G	Ryan Miller	6.00	3	KEEPER
B	New Player	1.00		
B	New Player	1.00		
B	New Player	1.00		
B	New Player	1.00		
TOTALS		68.89	15	

YEAR TWO EXAMPLE

Notice that all the keeper players from last season are still on the roster and all their contracts have been reduced by one year. Since I had four players with keeper contracts, they each used up one year so I have four new contract years to hand out.

In this year's draft, I selected Matt Duchene and elected to assign all four of my available years to him.

Also note that Bo Horvat is still on my team. I chose to hold on to him through this years draft. He still does not count towards my total contract years but his salary is still set at \$3-million.

TEAM 1

Position	Player	Salary	Contract	NOTES
C	Henrik Sedin	7.00	2	KEEPER
C	Matt Duchene	5.00	3	KEEPER
C	Bo Horvat	3.00		ELC
C	New Player	3.00		
W	Daniel Sedin	7.00	2	KEEPER
W	New Player	2.00		
W	New Player	1.50		
W	New Player	6.00		
W	New Player	5.00		
W	New Player	2.00		
W	New Player	1.00		
W	New Player	1.50		
D	Alex Edler	5.00	1	KEEPER
D	Drew Doughty	7.00	2	KEEPER
D	New Player	1.00		
D	New Player	1.00		
D	New Player	1.00		
D	New Player	1.00		
D	New Player	1.00		
G	Ryan Miller	6.00	2	CONTRACT EXTENDED
B	New Player	1.00		
B	New Player	1.00		
B	New Player	1.00		
B	New Player	1.00		
TOTALS		67.89	14	YEAR MAX

YEAR THREE EXAMPLE

With another year passing, this time with five players with Keeper Status, five more years are available to redistribute. However, notice that I decided to extend Ryan Miller's contract. Because I have a player with an extended contract, my total years contract years available is 12 instead of the standard 13. Because of the contract extension, I essentially only have four years instead of five to hand out. I gave Ryan Miller 2 years on his extension and gave the other two years to my new draft pick, Drew Doughty.

This is also Bo Horvat's last year on his ELC. Next year, I will have to give him a contract (3 years max) or allow him to enter the draft pool. In this unique case, managers will have to decide before the draft if they will assign Keeper Status to the player. After the draft, managers will then be able to decide how many years to give to that player at their new cap.



TRANSACTIONS

TRADES

There are no maximums on trades. Trades can be completed at any time throughout the year. There is one exception to this. Players cannot be traded from one week after the NHL trade deadline and the opening of the NHL Free Agency Period (June 30th generally).

If there is a situation where the number of players in a trade are not even going both ways (i.e. a trade where one manager gives up two players and gets one in return, the manager getting one in return must immediately pick up a free agent player. The manager receiving two players must drop a player before the trade can be completed.

In the case that a trade causes a team to go over the cap, the manager will have until game-time of the day that the transaction is official on Yahoo. If the manager's team is not cap compliant before the start of the day's first game, they will be charged an additional four drops, for a total of five drops. In the case that the player that was picked up and placed the team over the cap is playing that day, his fantasy points will be removed from the team's total that day. The loss of five drops is in addition to the drop required to get back under the cap. Only the team that goes over the cap will be punished by losing the drops - as outlined above.

Trades can be vetoed if the other managers can prove collusion. Trades cannot be vetoed if it is deemed that one of the managers is just incompetent. When a trade is agreed to, the commissioner will start a thread on the message board on Yahoo Fantasy! and other managers not included in the trade will be able to voice their opinions on the trade. Within 24 hours of completing the trade, if 1/3 of the managers not involved in the deal (or 3/8 in an 8 team league) say no to the trade (MUST BE POSTED IN THE THREAD) then the trade will be cancelled. A non-response from any manager will be considered as OK with the trade.

WAIVERS AND ADD/DROPS

There is a maximum of 20 waiver add/drop transactions per season. Waiver transactions can only take place from the league's draft date until the NHL trade deadline.

When a player is dropped, he will be on the Waiver waiting list for 2 days. Any manager can place a claim on the player within the 2 days. Waiver priority will be given in reverse order of the standings. So if the last place team and the first place team both put in bids for the waived player in the 2 day window, the last place team will get that player's services. If no one claims the player within the 2 day window, the player will be available to whoever picks him up first.

If multiple players are being added and dropped in one set of transactions, the sequence of transactions must be completed in one hour (recorded by Yahoo). Failure to comply will result in the loss of one waiver transaction. If a manager starts game day with a team over the cap, the manager will have to use addition drops to correct the cap situation and will lose four more waiver transactions on top of the corrections. The manager will continue to lose five drops for every day that they are over the cap. Also, all points by the player acquired that caused the team to go over the cap will not count.

EXPANSION DRAFT

If a new manager joins the draft, an expansion draft will be held. For every new manager that enters the league, every existing manager must expose a player from his keeper contract, up to a max of 3 exposed players. The contract must have at least one year remaining. Expiring contracts cannot be exposed unless the manager has committed an extension to that player. Existing managers must expose a keeper player, even if they only have one player under contract. Players in the last year of their ELC are considered the same as a keeper on an expired contract.

At the beginning of the draft, the new manager sees which keeper players were unprotected. The new manager can select to take up to four players who are exposed (or no players if preferred). Players who were exposed but not taken will remain on the original manager's roster and his contract status will stay the same. Stolen players do not take their contracts with them. New managers will give new contracts to the players that were taken from other rosters. Stolen players must be given Keeper Status and a contract. New managers cannot take a player and not make him a keeper player.

The stolen player immediately goes to the new manager's roster and then the draft takes place as normal. The new manager will receive the same lottery balls as last place.

If there is more than one manager entering the league in the same year, then a lottery will be held for just the new managers for their expansion draft position. When picking exposed players, the new managers will select in 'snake' order but will participate in the actual draft like normal.



R U N L E C H A N G E S

If there is a push to actually change something in the manual (i.e. changing the point system or the way ELCs are handled), there must be at least 75% of managers who agree that the change must be made. Once 75% of managers agree that change is necessary, all managers can propose an option. At least 50% of managers must agree on one of the proposed options.

Rule changes cannot occur midseason. All rule change proposals will be presented and solved at the draft lottery. It would be prudent, but not necessary, if the issue needing change be shared with managers before the lottery so that managers can show up well informed and prepared to discuss the matter.

If there is a loophole or an oversight that wasn't covered in the manual, there will be an immediate addendum. Managers will propose a solution and a vote will be held. The solution with the most votes will take effect immediately. An example of this is in our first season, we forgot that salary could be retained in NHL trades. Kieth Yandle was traded at the 2015 deadline and the Coyotes kept some of this salary. There was a vote whether or not the SBF cap hit should be his original or the lowered cap hit taken on by the Rangers. Managers voted and it was decided that Yandle's original cap hit would still be used. This situation was something not covered in the SBF Manual and the decision took effect immediately.

M I S C - ELLANEOUS



2014-2015 Champion - Dragon's Rage (Joseph Nguyen)
2015-2016 Champion - Washington Matticals (Matthew Linsangan)

1. In the case that drops are charged to a team that does not have enough drops remaining, the loss of drops will carry over into the following year.

2. Managers who quit the SBF League are not welcome back. All their keepers and ELCs will become free agents.

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