



THE LIVER LEAGUE

An NHL Playoff Hockey Draft and Fundraising Event of
the Minerva Foundation

DRAFTING AND TRADING RULES

POINTS AWARDED FOR SCORING

| | GOAL | ASSIST |
|-----------------------------------|----------------|--------|
| Regular Time | 2 | 1 |
| Overtime | 2+4=6 | 1+2=3 |
| Game Winner (Other than Overtime) | 2+3=5 | 1+2=3 |
| Empty Net | 2+3=5 | 1+2=3 |
| Short Handed | 2+3=5 | 1+2=3 |
| Each Goal beyond one in a game | 2 Bonus Points | - |

POINTS AWARDED FOR DEFENSIVE PLAY

| | TEAM GOALIE POINTS | ALL DEFENSEMEN |
|------------------|--------------------|----------------|
| Shutout | 8 | 4 |
| One Goal Allowed | 4 | 2 |
| Winning Goalie | 2 | - |

SPECIAL LIVER BONUS:

- Any goalie who scores a goal will receive 50 points.
- If scored in the 1st or 2nd period, will receive 100 points.

Notes:

- Goalie position is a team draft, not an individual player.
- All defensemen, whether dressed or not, are eligible for the "Defensive" points

BLACK'S BALANCE BONUS POINTS

In an attempt to establish a degree of parity, two handicap bonus schemes have been contrived:

- 1 a. The players on the teams that are wildcard teams will have their point total multiplied by 2. (Only for points awarded for Scoring and Defensive play, as above.)
- 1 b. The players on the teams that placed third (3rd) in their division will have their point total multiplied by 1.5. (Only for points awarded for Scoring and Defensive play, as above.)
- 1 c. The players on the teams that placed second (2nd) in their division will have their point total multiplied by 1.25. (Only for points awarded for Scoring and Defensive play, as above.)

2 a. Players on the teams that lose the Conference Semi Finals to the teams that win the Conference Championships get a 5 point bonus. Black's multipliers do not apply

2 b. Players on the team that loses the Conference Final to the Stanley Cup Champion get a 10 point bonus. Black's multipliers do not apply

PENALTY BONUS POINTS

Before we go any further, let it be known that the Board of Governors of the National Liver League want to go on record as saying they abhor violence in organized sports, and in no way is this point system to be considered as lending credibility to the less talented members of our national game. Now that we have covered ourselves, here are the two schemes:

1. The player with the most penalty minutes in the playoffs will receive 18 pts, 2nd - 15 pts, 3rd - 10 pts, 4th - 8 pts, 5th - 5 pts. For the purpose of calculating the number of penalty minutes, penalties from 2 - 5 minutes only will be considered. Misconducts, game misconducts, and match misconducts are not applicable (even we draw the line somewhere).
2. On a power play, if a goal is scored, the player on the short-handed team who is in the penalty box will receive 5 pts. Only those players whose penalties have caused the current short position receive the 5 pts, if the other team scores.

All penalty bonus points are not subject to Black's Multipliers as set forth above. In the event of a tie, the team with the player who has earned the most points will be declared winner.

INTERPRETATION OF THE RULES

GOAL SCORING

If a short-handed or empty net goal qualifies as a game winner as well, the points for both apply.

GOALIES

The team's goalie position receives the points for a shutout or one goal game in addition to the two points for winning. (i.e. if a team loses a game 1 - 0 the goalie position receives the 4 points for allowing only one goal). The winning team goalie position would receive 10 points.

PENALTY BONUSES

If a goalie has received a penalty, the team goalie position receives the power play points not the player who serves the penalty.

If there is a team penalty, the player who serves the penalty receives the points if the other team scores a power play goal.

If 2 players from the short-handed team are in the penalty box when a power play goal is scored, penalty points will be awarded to the player who created the initial man advantage (i.e. got the first penalty).

DEFENSEMEN

All defensemen drafted are eligible for the points awarded for defensive play regardless of whether or not they are dressed.

PROCEDURES

DRAFTING PROCEDURES

EACH LIVER LEAGUE TEAM SHALL PRE-SELECT FIVE PLAYERS AND SUBMIT THE NAMES OF THOSE PLAYERS TO THE COMMISSIONER PRIOR TO THE COMMENCEMENT OF THE DRAFT. Duplication of these players between teams is allowed. (For instance, seven different Liver League teams could draft Doug Weight.) Once a player has been chosen in the "Pre-Selection", his name shall be removed from those eligible for selection in the general draft.

During the General Draft, each Liver League team shall select an additional THREE players, so that when added with the pre-selected players, each team will have selected a total of eight players. Each Liver League team will be allowed a limit of 30 seconds to select each player. Over this time limit, you forfeit your turn. In order to avoid forfeiture, it would be wise to make your draft selections prior to the event. Periodically, there will be breaks to allow for strategizing, refreshment and verbal abuse.

Players left over will remain in the pool (* see Trading).

When the drafting of players is officially completed, we adjourn to dinner.

When you draft a player, please call out Team Name first and the name of the Player, second.

TRADING PROCEDURES

ALL LIVER LEAGUE TEAMS MUST MAKE AT LEAST ONE TRADE.

Trading will commence after each Liver League Team has drafted eight players. A team can negotiate any player or group of players, and when two teams have agreed on a trade, they shall take it to the Commissioner (outside expert) for approval. Upon certification it becomes official and the Master Board will change. Trading cannot result in one team having more than 10 or less than 6 players.

You may trade any player from your team one-for-one with any of those left in the pool, provided you have the prior approval of the Commissioner

The trade deadline will be determined on the evening of the draft, but in any event, will be no later than 11:59 p.m. local time when negotiations will cease and teams will be finalized.

Joint ventures are not allowed. That is, two teams may not collude to combine good draft choices on one team while leaving the other team weak. Trades that involve any consideration other than players (i.e.: trading a player or players for money or prizes) are expressly prohibited. Trades like these that are suspect may be disallowed by the Commissioner at his sole discretion (even after the fact, if additional information is brought to the commissioner's attention that would have resulted in dismissing the trade in the first place).

All rulings by the Commissioner are final.