

## Rules for Stanley Cup and Calder Cup Challenge – 2013 Edition

### Round Selection:

- For each series, pick a winner and a series length.
- You may only select a team for scoring if you selected them to win the previous round, or if you use a puck (for “puck” rules, see below).
- If you cannot officially select a team for scoring, you may select a team anyway, but no points will be scored, however a puck can still be collected for an exact pick (correct winner and number of games).
- Picks must be received at [http://colonyx.dyndns-server.com:51517/nhl\\_ahl.html](http://colonyx.dyndns-server.com:51517/nhl_ahl.html) before the start of the first game of the round (for Round 1 of NHL, this is April 30<sup>th</sup> at 7:00pm EDT).

### Scoring:

- Scoring will be based on the grid below.
- At the end of the game, pucks remaining will be multiplied by 4 and added to your score.
- The tie-breaker will be number of goals during the Stanley Cup Finals, and will be selected during the final round selection.
- Four sample brackets for 2010 are attached for you to see how the scoring works.

	<b>Conf. Quarters</b>	<b>Conf. Semis</b>	<b>Conf. Finals</b>	<b>Cup Finals</b>
<b>Correct Team Only</b>	2	4	8	16
<b>Correct Team + Correct Length</b>	4P	8P	16P	32P
<b>Correct Team + Length off one</b>	3	6	12	20
<b>Incorrect Team + Correct Length</b>	1	2	4	8

P = Also awarded one puck

### Pucks (buy-backs):

- For each series that you pick exactly correctly (correct winner and number of games), you will receive a puck.
- When you make a pick between two teams that you had winning in the previous round, you will receive an additional puck and this puck can be used in the current round.
- When you want to select a team that you did not have winning in the previous round, you must use one puck, regardless of round.
- Your puck total can never go below zero.