

Matrix Hockey – Rules in use

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1.Presentation

Matrix Hockey is an easy to play strategy game and a simulation of a hockey league. Twelve teams in each division will fight to try to be the champion, win one of the two cups, get promoted or avoid being relegated to a lower division.

3 different competitions are played in a season :

- the championship
- the Klaus-Dieter Hoffmann cup (also called KDH)
- the Wayne Gretzky cup (also called WG)

A full season lasts about two months with one round played each week. Before the deadline the players must send their picks for the different competitions played that week. It can be done in ten minutes but we know some players who spend quite a lot more time trying to guess what each other teams will play.

Unfortunately no prize is to be won except the pride to add « Matrix Hockey Champion » on your resume. Well, it is a free to play game.

2.The Basics

2.1.How a game is played (In regular time)

2.1.1.The Matrix

The matrix is the key element of the game. It is what will determine how many goals a team scored.

Here is a matrix which could be used for a 12 team championship (you play the other teams only once).

	<i>A</i>	<i>B</i>	<i>C</i>	<i>D</i>	<i>E</i>	<i>F</i>	<i>G</i>	<i>H</i>	<i>I</i>	<i>J</i>	<i>K</i>
<i>Week 1</i>	3	3	1	4	3	5	1	1	4	3	2
<i>Week 2</i>	3	3	1	2	6	2	6	3	6	2	5
<i>Week 3</i>	2	3	3	1	4	4	5	2	5	5	1
<i>Week 4</i>	2	1	3	3	4	1	4	6	3	4	3
<i>Week 5</i>	6	6	6	5	2	5	6	4	5	6	6
<i>Week 6</i>	1	5	3	5	2	2	2	2	2	1	4
<i>Week 7</i>	1	1	6	6	1	4	4	3	2	4	2
<i>Week 8</i>	4	1	4	3	6	1	1	1	5	2	5
<i>Week 9</i>	5	2	3	2	1	1	3	4	1	3	1
<i>Week 10</i>	4	3	5	2	1	5	2	2	1	4	6
<i>Week 11</i>	3	1	5	2	4	6	2	2	1	4	3

Each round the coach will have to pick a column.

Let's say we are playing week 5. The Sleigh Dogs picked column D and score 5 goals. The Snowmen picked column C and score 6 goals. If they were playing each other the Snowmen would have won 6-5

Too easy? Well, this is just the basic idea of the game. Now let's introduce some restrictions and additional rules:

- A team can play a column only once in a season (*In our example, The Sleigh Dogs hadn't picked column D yet and they'll no longer be allowed to play it*).
- One goal will be taken from the column's value for each other team in a division choosing the same

column (*If in our example 3 other teams had picked column C too, the Snowmen would then have only scored 3 goals and lost to the Sleigh Dogs 3-5*). If the modified value of a column is below 0, we'll consider it as 0.

2.1.2.The Extra Goals (+) [in french Extra-Buts or EB]

Each team has a number of Extra Goals it can play during the season. They are used to modify the value of a column and they can be played either in the championship or in both the cups. For every Extra Goal played one goal will be added to the final value of a column.

2.1.2.1.How to gain Extra Goals

The number of Extra Goals a team can use in a season depends on how it fared the previous one. Here is how we calculate it.

- 1 point for each win in the championship
- 1 point for each win in the Klaus-Dieter Hoffmann cup
- 1 point for the winner of the Klaus-Dieter Hoffmann cup
- 4 points for the team finishing first of its division
- 3 points for the team finishing second of its division
- 2 points for the team finishing third of its division
- 1 point for the team finishing fourth of its division
- 6 points for a relegated team (it might seem strange but it is a way to simulate the strength gap between divisions)
- minus 6 points for a promoted team (same explanation)
- 3 points for each team who played the previous season. Teams who got on the waiting list before the end of the season will get those 3 points too.
- 4 points for the winner of the Wayne Gretzky cup
- 3 points for the second in the Wayne Gretzky cup
- 2 points for the third in the Wayne Gretzky cup
- 1 point for the fourth in the Wayne Gretzky cup

We add all those points at the end of the season and divide the result by 3 (If necessary the result will be rounded down to the closest integer value). This result is the number of extra goals you'll get the following season.

Be sure to use all your Extra Goals before the end of the season. You cannot pass them on to the next one.

2.1.2.2.How to use the Extra Goals

A coach can use one or more of its Extra Goals in any game to modify the final value of the column. (*Still using our example. When we left them the Snowmen were having a bad time and were losing 3-5.*

Let's pretend their coach had decided to use two Extra-Goals, the score would then be 5-5).

In case of a below zero value for a column it is important to know that the Extra Goal is added after the value has been changed to zero. *(We are still in week 5 and The Teddy Bears are playing Freezing Ass. Both teams as well as two other teams have chosen column E . The value of the column is then 0 [2 - 3 = -1 rounded up to 0]. Freezing Ass being smart had decided to use one Extra Goal and therefore they win 1-0).*

2.1.3.The Great Saves (#) [in french Super-Arrêts or SA]

Each team has a number of Great Saves it can play during the season. They are used to modify the value of a column and can only be played in the championship. For each Great Save played, one goal will be taken from the final value of the column chosen by your opponent.

2.1.3.1.How to gain Great Saves

At season start every team get 2 Great Saves plus one for each championship game in which the opponent scored no goal the previous season.

Be sure to use all your Great Saves before the end of the season. You cannot pass them on to the next one

2.1.3.2.How to use Great Saves

A coach can use one or more of its Great Saves in any championship game to modify the final value of the column chosen by his opponent. It is actually an exploit made by a goalkeeper.

It is important to know that the Great Save is deducted from the value of the column after the Extra Goals (if any) were added. A great Save cannot bring the value of a column below zero. *(Back to week 5 and the Freezing Ass vs Teddy Bears game. If the Teddy Bears had played a Great Save, the Freezing Ass Extra Goal would then have been cancelled and the score would have been 0-0. Now if Freezing Ass had played one too, it would have been wasted and the score still 0-0).*

2.1.4.The Bonus Goal (*) [in french But Bonus]

The Bonus goal is the random element of the game. It only exists in the championship.

Every week one team from each division will be chosen randomly and will score one more goal, the Bonus Goal. It adds one goal to what the chosen team should have scored.

It is important to know that the Bonus Goal is added last and therefore cannot be cancelled by a Great Save.

2.2.Extra Time and Penalty Shootout

If the two teams are still tied at the end of regular time (that is after Extra Goals, Great Saves and Bonus Goal), they will play in Extra Time. This is why you are asked to also pick another value in any game (championship or the cups).

This value is to be chosen between 0, 1, 2, 3 ou X (X = 0, 1, 2 or 3 decided by the roll of a die). In the championship the X value can be chosen only once, 0 and 3 twice, 1 and 2 three times. It is slightly different in the cups and we'll see it in details later on.

Even if the game ended in regular time, the picked value is considered to have been used and you won't be able to play it another time.

The team who picked the highest value is said to have scored the « golden goal » and win the game (one more goal will be added to the number it had scored).

In the Klaus-Dieter Hoffmann cup, if the teams are still tied after Extra Time we'll proceed with a Penalty Shootout. Teams had to choose yet another value between 0, 1, 2, 3, 4, 5 or X (X = 0, 1, 2, 3, 4 or 5 decided by the roll of a die). The team who picked the highest value win the game.

3.The three different competitions

3.1.The championship

3.1.1.Organization

The championship is divided into 7 divisions of 12 teams each :

- the Elite is at the top,
- 2 groups in 2nd division
- 4 groups in 3rd division

In a season a team play all the other teams in its division once.

3.1.2.Specific rules

In a championship game, both Extra Goals and Great Saves can be used.

The Bonus Goal is in use.

Extra Time is played in case of a tied game at the end of regular time. X can be picked once, 0 and 3 twice, 1 and 2 three times.

If both teams are still tied after Extra Time, the game end in a draw.

The last two games of the season are played on the same week.

NB : In the championship part of the website menu there is a link to a page (« infos équipes ») where you can see which columns could still be used by your opponents. It might be of great help to your winning strategy.

3.1.3.No picks received [in french Ordres Non Reçus or ONR]

If a team didn't send any pick a roll of a die will decide which still available column and value will be played. One penalty goal will be taken from the number of goals it should have scored. This random pick will not change the value of the column for the other teams. An ONR team cannot get the Bonus Goal (it will be denied because of an off-side).

On the first ONR, one Extra Goal and one Great Save will be taken from the team's stockpile. On the second ONR all the remaining Extra Goals and Great Save will be taken and the team can no longer be promoted. On the third ONR an Elite or 2nd division team will be kicked out and replaced by a « dummy team » with random picks till the end of the season; a 3rd division team will be replaced by a

team from the waiting list. This team will keep the record of the kicked out team in terms of points, Extra Goals and Great Saves gained.

A new team ONR on the first week might be replaced immediately by a team from the waiting list.

NB To prevent being ONR you can send your picks in advance (even several weeks in advance). If later on you wish to change them you just have to send them anew. Only the last sent picks will be used.

3.1.4. An example of a full championship week

This is Week 1 and we are using the Matrix above.

- Sleigh Dogs : F+(2)
- Snowmen : I(3)
- Cybérians : ONR : F(X)
- Ice Crocodiles : F(0)
- Teddy Bears : D(1)
- Grizzlies : F(2)
- Freezing Ass :D++*(1)
- Groggs : B(X)
- Igloos : F#(3)
- Icebergs I(3)
- Puck Pukers J(1)
- Ice Breakers K(3)

Freezing Ass got the Bonus Goal (*)

Cybérians are ONR (column F and the X value were randomly picked. One goal was taken from the column value for them but not for the other teams who picked F too)

Snowmen and Teddy Bears are tied at the end of regular time. Snowmen have picked the highest extra time value and therefore they score the golden goal and win 4-3.

+ is the symbol for an Extra Goal played

is the symbol for a Great Save played

AP (Après prolongations) is the french for « in extra time »

This is what we get :

Sleigh Dogs [F+(2)]	–	Ice Crocodiles [F(0)] :	3-2
Cybérians [ONR : F(X)]	–	Grizzlies [F(2)] :	1-2
Snowmen [I(3)]	–	Teddy Bears [D(1)] :	4-3 AP
Freezing Ass [D++*(1)]	–	Groggs [B(X)] :	6-3

Igloos [F#(3)]	–	Icebergs [I(3)]	:	2-2 AP
Puck Pukers [J(1)]	–	Ice breakers [K(3)]	:	6-7 AP

3.1.5. Ranking and tiebreakers

A win (in regular or extra time) gives 2 points ; a draw gives 1 point ; a game lost in extra time gives 1 point ; a game lost in regular time gives 0 point

If two or more teams have the same amount of points the ranking will be determine by :

- highest number of wins
- highest number of regular time wins
- lowest number of losses
- lowest number of losses in extra time
- number of scored goals
- goals difference

If the teams still have identical records, then the tiebreaker will be determined by a roll of a die.

3.1.6. Promotions / Relegations

The last four teams in the Elite are relegated to the D2.

First two teams in D2A and D2B are promoted to the Elite.

The last four teams in D2A and D2B are relegated to the D3.

First two teams in each D3 are promoted to the D2.

3.2. The Klaus-Dieter Hoffmann cup

3.2.1. Organization

The KDH cup is played with a different matrix.

Fourty teams play a qualifying round. Those teams are the ones from the D3s with team numbers from 03 to 12. The twenty winners move on to the next round.

In each round a draw will determine the pairings.

3.2.2. Specific rules

You can use your Extra Goals in the cup but not your Great Saves.

There is no Bonus Goal in the cup.

Extra Time is played in case of a tied game at the end of regular time. X can be picked once and the other values (0, 1 or 2) twice.

We proceed with a penalty shootout if the game is still tied at the end of extra time. Finally a roll of a die will be the tiebreaker.

NB : In the KDH part of the website menu there is a link to a page (« infos équipes ») where you can see which columns could still be used by your opponents. It might be of great help to your winning strategy.

3.2.3.No picks received [in french Ordres Non Reçus or ONR]

A team ONR lose the game.

If both teams of a game are ONR a lucky loser will move on to the next round. This lucky loser will be the team who lost by the smallest margin in the penalty shootout; among them the one who scored the most goals during the penalty shootout; the one who lost in extra time and who scored the most goals; the one who lost in regular time with the smallest goal difference; among them the one who scored the most goals and finally a roll of a die.

3.3.The Wayne Gretzky cup

3.3.1.Organization

The WG cup is played with a different matrix.

Twelve teams play this cup :

- last season division winners,
- last season KDH cup two finalists,
- last season winner of the WG cup,
- the team who scored the most goals in the championship (all divisions together)
- the team with the less goals against in the championship (all divisions together)

In the first round the twelve teams are divided into 3 groups of four team each. A team will play the other teams of its group twice (home and away).

At the end of those group games the three leaders and the best second are qualified for the semi finals. A draw will determine the pairings but with a restriction as two teams coming from the same group cannot play each other in the semis.

3.3.2.Specific rules

You can use your Extra Goals in the cup but not your Great Saves.

There is no Bonus Goal in the cup.

Group games are played the same way than in the championship. Extra time values are 0, 1, 2 and X and can all be used twice. Points and tiebreakers are the same.

In the semi finals, final and game for the third place, if two teams are still tied at the end of extra time the winner will be the one having scored the most goals during the group games. If they are still tied after that, a roll of a die will determine the winner.

NB : In the WG part of the website menu there is a link to a page (« infos équipes ») where you can see which columns could still be used by your opponents. It might be of great help to your winning

strategy.

3.3.3.No picks received [in french Ordres Non Reçus or ONR]

During the group games the ONRs will be penalize as they are in the championship. A team who would be ONR both in the WG and in the championship will be penalize only once.

In the semi finals, final and game for the third place an ONR team lose the game.

4.Miscellanies

What happens during a typical week :

- On wenesday (usually in the morning) we send an email to all the teams with some infos on the game and the list of the teams who haven't sent their picks yet.
- On friday (usually in the morning) we send a last reminder only to the teams who haven't sent their picks yet.
- After 5PM (french time) on friday, it is no longer possible to send your picks from the website. After that you may still send them by email. If we haven't yet play the games in your division we'll usually consider them valid. Nevertheless, the best way both for you and us is to send them in time from the website.
- Games are played during the weekend. Both referees will send an email once they have played all the games in the divisions they are responsible for. We don't necessarily play all the divisions at the same time. If you are getting impatient, have a look at the website to see if your game has already been played.

If you play on a week by week basis, only your remaining choices will be visible. If you play in advance be careful not to play several times the same picks. If an already played pick has been sent, a roll of a die will determine which remaining one will be used. No penalty will be enforced but this pick will modify the value of the column.

If a team play more Extra Goals or Great Saves it owns (it can happen if you played in advance or if you picked them in several of the competitions), they will be played first in the championship, then in the WG and last in the KDH.

To keep the game enjoyable we'd be grateful if you could stick to the following rules :

- Play no more than one team
- Don't tell each other your picks in advance. We have absolutely no way to know if it is done but you'll agree it wouldn't be fairplay.
- If, in the middle of the season, you no longer want to play, be kind to the other players and send all your picks for the remaining weeks one very last time. It won't take you more than 10 minutes.