



FHL Block Schedule and Due Dates 2012-2013 Season

1. October 2, 2012 COAs due for block 1.
2. October 5, 2012 Season Start
3. November 2, 2012 End of Block 1, games due
4. November 6, 2012 COAs due for block 2.
5. November 8, 2012 Start of block 2
6. December 7, 2012 End of Block 2, games due
7. December 11, 2012 COAs due for block 3
8. December 13, 2012 Start of block 3.
9. January 11, 2013 End of Block 3, games due.
10. January 15, 2013 COAs due for block 4.
11. January 17, 2013 Start of block 4.
12. February 15, 2013 End of block 4, games due.
13. February 19, 2013 COAs due for block 5
14. February 21, 2013 Start of block 5.
15. March 22, 2013 End of block 5, games due, and TRADING Deadline!
16. March 26, 2013 COAs due for Block 6
17. March 28, 2013 Start of Block 6
18. April 26, 2013 End of Regular Season, games due.
19. May 1, 2013 Start of Playoffs Round 1
20. May 17, 2013 End of Playoff Round 1
21. May 21, 2013 Start of Playoff Round 2
22. June 6, 2013 End of Playoff Round 2.
23. June 10, 2013 Start of Crystal Finals
24. June 24, 2013 Crystal Champions Crowned!

All Blocks end at the time 11:59 PM CST (or CDST depending on which is in effect). If exported game files are not received by the deadline, then all games will be SIMed. If you anticipate a problem completing your games during a block, then please let me know in advance. Approximately a week before each block ends, I will send a friendly reminder note informing you that the block will end in a week and that you need to complete your games. That is it for the reminders. Other deadlines (ex. COAs, Trade Deadlines, etc.) will be due 11:59 PM CST or CDST.

Each team is responsible to play their **HOME** games only against the COA.

FHL Playoffs

If teams cannot get together to play their games head to head for the playoffs, then teams can come to a mutual agreement to play an equal number of games against the computer opponent (usually games #1-2 team A and team #3-4 team B). Then they can try and play the remaining 3 games head to head. If unsuccessful in scheduling these games, then each team can either play equal number of games against the computer (usually games #5 Team A, and games #6 Team B) and play game 7 (if necessary) head to head or all the remaining games can be Simmed by the FHL Executive Group.

The philosophy of this rule is to keep it fair by not having human coach play the computer coach more times than the other team. Teams should play an even number of games against the computer if it is necessary to play it this way.