



## 2017-18 NHL SCHEDULE MATRIX

With the addition of the Vegas Golden Knights (in the Pacific Division), the NHL's schedule matrix has been adjusted to ensure that all 31 teams play in all 31 arenas at least once each season.

The following outlines each team's 82-game schedule (41 home / 41 away), based on opponent:

### **EASTERN CONFERENCE (ATLANTIC AND METROPOLITAN DIVISIONS: 8 TEAMS EACH)**

#### Within Conference (Division): 28 Games

\* 7 teams: 2 home / 2 away (14 home / 14 away)

#### Within Conference (Non-Division): 24 Games

\* 4 teams: 2 home / 1 away (8 home / 4 away)

\* 4 teams: 1 home / 2 away (4 home / 8 away)

#### Non-Conference: 30 Games

\* 15 teams: 1 home / 1 away (15 home / 15 away)

### **WESTERN CONFERENCE (CENTRAL DIVISION: 7 TEAMS)**

#### Within Conference (Division): 26 Games

\* 4 teams: 2 home / 2 away (8 home / 8 away)

\* 1 team: 3 home / 2 away (3 home / 2 away)

\* 1 team: 2 home / 3 away (2 away / 3 home)

#### Within Conference (Non-Division): 24 Games

\* 4 teams: 2 home / 1 away (8 home / 4 away)

\* 4 teams: 1 home / 2 away (4 home / 8 away)

#### Non-Conference: 32 Games

\* 16 teams: 1 home / 1 away (16 home / 16 away)

### **WESTERN CONFERENCE (PACIFIC DIVISION: 8 TEAMS)**

#### **A. 4 of 8 Teams in Pacific Division**

#### Within Conference (Division): 29 Games

\* 6 teams: 2 home / 2 away (12 home / 12 away)

\* 1 team: 3 home / 2 away (3 home / 2 away)

#### Within Conference (Non-Division): 21 Games

\* 3 teams: 2 home / 1 away (6 home / 3 away)

\* 4 teams: 1 home / 2 away (4 home / 8 away)

#### Non-Conference: 32 Games

\* 16 teams: 1 home / 1 away (16 home / 16 away)

#### **B. 4 of 8 Teams in Pacific Division**

#### Within Conference (Division): 29 Games

\* 6 teams: 2 home / 2 away (12 home / 12 away)

\* 1 team: 2 home / 3 away (2 home / 3 away)

#### Within Conference (Non-Division): 21 Games

\* 4 teams: 2 home / 1 away (8 home / 4 away)

\* 3 teams: 1 home / 2 away (3 home / 6 away)

#### Non-Conference: 32 Games

\* 16 teams: 1 home / 1 away (16 home / 16 away)