

# CDNHL Rulebook

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# 1. The CDNHL

## 1.1 About the CDNHL

- a) The CDNHL stands for “Canadian Hockey League”.
- b) The CDNHL is a simulation-based fantasy hockey league that uses FHLSim software.

## 1.2 Code of Conduct

- a) The CDNHL Code of Conduct applies to both general managers and those in league management positions.
- b) Debates on the forums and friendly trash-talking against rivals are encouraged, but racist remarks or other disrespectful comments will not be tolerated.
- c) Any cheating or collusion will lead to immediate dismissal.

## 1.3 Executive Committee and League Positions

- a) The league has an Executive Committee (EC) comprised of 6 general managers and the commissioner who discuss league operations and direction.
- b) The league has other various committees and coordinators that handle CDNHL activities.
- c) An updated listing of league positions is available on the forum under Team Pages > Head Office.

## 1.4 League Fees

- a) The annual fee is thirty (30) dollars Canadian - payment instructions are on the forum under CDNHL Announcements > League Finances.
- b) In order to protect league integrity, general managers cannot trade picks for seasons they have not paid for.

- c) Fees are non-refundable, unless the league folds, in which case all amounts that the league is holding will be returned.
- d) The Commissioner has the right to discount league fees when needed to fill vacant teams.
- e) As incentive for the heavy workload of running UFA, the UFA Coordinator (non-commissioner) has the option of:
  - a. taking a 50% discount on league fees
  - b. taking an extra 4th round pick in the draft (last pick of 4th, non-tradable)

## 2. General Managers

### 2.1 Duties of a General manager

- a) CDNHL general managers are required to complete certain duties on a regular basis including but not limited to:
  - a. Updating rosters and lines before games
  - b. Making trades to improve team
  - c. Balancing their finances to avoid bankruptcy
  - d. Keeping their team within the roster limits
  - e. Participating in the entry draft and free agency
  - f. Checking and responding to emails and private messages in a timely fashion
  - g. Actively participating in forum discussions.
- b) A general manager who fails to complete the above duties may be subject to dismissal.

## **2.2 Complaints**

- a) All complaints about the league or any general managers are to be directed to the Commissioner in private.
- b) Under no circumstances are complaints to be posted on the league forums.

## **2.3 Online GM Editor**

- a) The CDNHL uses an Online GM Editor called the OGME.
- b) Username will be the same as your forum username and password will be provided by the commissioner.
- c) Be sure not to share your password, lines in the OGME will be considered valid.

## **2.4 Team Change Request**

- a) If a team becomes vacant, a current CDNHL general manager can apply to change teams if their meet the following criteria:
  - They have been in the league a minimum of 2 seasons
  - The team they are leaving is better than the team they are switching to (EC will evaluate).
- b) If more than one general manager wants to switch to the same vacant team, the longer tenured manager gets priority.
- c) When a team becomes vacant, interested general managers must notify the commissioner of their request to switch within 72 hours.
- d) Money paid towards future seasons with traded picks remain with the original team.

# **3. Regular Season**

## **3.1 Salary Cap**

- a) The salary cap ceiling is set at \$45 million.
- b) The salary cap floor is set at \$25 million.

- c) One week before the trade deadline the salary cap ceiling will be raised to \$47 million, and the cap floor will be lowered to \$23 million.
- d) In the off-season teams can exceed the salary cap for operational purposes.
- e) The minimum player salary is \$300,000.
- f) The maximum player salary is \$9,000,000.
- g) Players making \$3.5 million or more can never be sent to farm.
- h) Any player who signs a contract (UFA only) for \$4.5 million or more will have a 1 year No-Movement Clause (NMC).
- i) Teams going over the cap during regular season or playoffs will lose their highest rated skater (F/D) as follows:
  - a. 1st offence: 5 game suspension & fine (amount over cap)
  - b. 2nd offence: 10 game suspension & fine (amount over cap)
  - c. 3rd offence: 25 game suspension & fine (amount over cap)
  - d. 4th offence: 50 game suspension & fine (amount over cap)
  - e. 5th offence: 82 game suspension & fine (amount over cap)
- j) Teams going under the cap during regular season or playoffs will be penalized as follows:
  - a. 1st offence: \$1 million dollar fine
  - b. 2nd offence: 2 offer calculation points (offer calculation points are described in section 4.6)
  - c. 3rd offence: 4 offer calculation points
  - d. 4th offence: 8 offer calculation points
  - e. 5th offence: Remaining offer calculation points

## 3.2 Salary Halving

- a) One week before the trade deadline, teams can add 1 player on an expiring contract (UFA) whose salary is halved (50%)
- b) The cost of doing this is \$10 million cash (paid to league, traders must specify which team is paying)
- c) Funds must be available when the trade is processed, and team must note they are halving a player in the trade announcement
- d) Player salary will be adjusted (50% off) when the trade is processed by the commissioner
- e) Halved players have a NMC for the remainder of the season to ensure a player isn't halved more than once
- f) Halving teams/players will be tracked under Trade Announcements > Trade Tracker
- g) Players who are halved are ineligible to be declared for Loyalty Factor the following offseason
- h) Teams can trade multiple players that get halved, only teams adding are limited to one per CDNHL season

## 3.3 Sim Schedule

- a) The CDNHL regular season starts the same time as the NHL.
- b) The simulation schedule will be weekdays any time after noon Eastern.
- c) If the schedule is altered, notification will be posted on the forum under CDNHL Announcements > Commissioner Announcements.

## 3.4 Trade Deadline

- a) The Trade Deadline will come into effect when the season is 80% completed.



- b) Trading will resume after the playoffs are over.

### **3.4 Playoffs**

- a) The CDNHL playoffs begin shortly after regular season is completed.
- b) 3 rest days are simulated at the end of the regular season.
- c) There will be 2 rest days simulated in between each playoff round.

## **4. OFFSEASON**

### **4.1 CDNHL Draft Lottery and Entry Draft**

- a) The CDNHL entry draft will begin the day after the NHL draft begins.
- b) The CDNHL entry draft is five rounds, with each round consisting of thirty draft picks.
- c) Any player aged 18 or older is eligible to be drafted, except:
  - a. A player previously drafted by a CDNHL team
  - b. A player who has previously played in the CDNHL
  - c. A player who has currently or previously been rated in the CDNHL
- d) The order of the draft will be determined by the previous seasons standings and a draft lottery will be held for the teams that did not make the playoffs.
- e) Regardless of standings or lottery results, the CDNHL cup finalist and winner will pick 29th and 30th in the first round.
- f) The CDNHL draft lottery will be run by the commissioner sometime between the end of the regular season and the finals.

- g) The CDNHL draft lottery will consist of three drawings: the 1st Lottery Draw will determine the club selecting first overall, the 2nd Lottery Draw will determine the club selecting second overall and the 3rd Lottery Draw will determine the club selecting third overall.
- h) The 15 clubs that did not qualify for the playoffs, or the clubs that have acquired the first-round picks of those non-playoff clubs, will participate in the draft lottery. The odds for the lottery draw of the 2019 NHL Draft Lottery is as follows:

<b>CDNHL Standings</b>	<b>Odds of Winning</b>
31 <sup>st</sup> overall	18.5%
30 <sup>th</sup> overall	13.5%
29 <sup>th</sup> overall	11.5%
28 <sup>th</sup> overall	9.5%
27 <sup>th</sup> overall	8.5%
26 <sup>th</sup> overall	7.5%
25 <sup>th</sup> overall	6.5%
24 <sup>th</sup> overall	6.0%
23 <sup>rd</sup> overall	5.0%
22 <sup>nd</sup> overall	3.5%
21 <sup>st</sup> overall	3.0%
20 <sup>th</sup> overall	2.5%
19 <sup>th</sup> overall	2.0%
18 <sup>th</sup> overall	1.5%
17 <sup>th</sup> overall	1.0%

- i) Once first 3 picks are determined the rest fall into place so if someone outside of the top 3 manages to hit their number, they bump that team down one spot.
- j) There is no protection so any non-playoff team can move all the way up to number one overall.
- k) General managers that are unavailable to make their choices will have the option of sending in lists with their preferred choices.
- l) All draft selections are final and cannot be changed under any circumstance unless authorized by the Commissioner or a draft moderator, who will only authorize for eligibility reasons.

- m) Time limits are in place to speed up the draft process. If a general manager has not made a pick within time limit and has not sent in a list with their picks, that general manager will be deemed to have chosen the 2nd best player available, as per the NHL draft.
- n) If that general manager misses a second pick, they will immediately be given the 2nd best player available for all their subsequent picks unless they notify the Commissioner of their return.

## 4.2 Restricted Free Agency

- a) All players that are 27 or under after rerates with an expired contract are considered Restricted Free Agents (RFA).
- b) RFA are qualified at 75% of previous CDNHL salary.
- c) Any team can choose not to qualify an RFA thus making them an Unrestricted Free Agent (UFA).
- d) RFA contracts are based on NHL contracts (starting from the NHL season ratings are based on) in term and cap hit (prorated).
- e) RFA players who have signed a new NHL contract before the RFA resigning period has begun will use the extension to calculate the new CDNHL contract.

### **Example:**

*Bruce Lee is an RFA. According to CapFriendly, the season he just finished, his contract was \$4.3 million. His new contract is \$7 million for 7 years.*

*His previous NHL cap hit (season just finished) is added to his new cap hit and the average over the term of the contract is the new cap hit:*

$$(\$4.3m + \$7m + \$7m + \$7m)/4 = \$6.325m$$

*So, Bruce Lee can be signed for a 4-year deal @ \$6.325 million.*

- f) Teams can also extend RFA contracts by one extra year for 25% more.

- g) Since the CDNHL salary cap is always \$45 million, current, and escalating salary cap hits will be prorated, see below:

**Example:**

*Farley Mowat's NHL cap hit is \$6.3 million for 1 year (last NHL season) or \$7.9 million for 2 years (25% more). NHL salary cap is \$81.5 million but CDNHL salary cap is \$45 million:*

*His adjusted cap hit for a \$45 million cap hit is:  $\$6.3m / 81.5m \times 45m = \$4.05m$*

- h) RFA cap hits and term options will be provided to general managers in a spreadsheet during the qualifying period.
- i) If an RFA signs a new NHL contract after the RFA resigning period but before July 15th, teams can request that players contract be updated based on their players new NHL contract. The onus is on the GM to request this update.

### 4.3 Loyalty Factor

- a) After rerates are released, teams will be allowed to designate one of their unrestricted free agents as their loyalty.
- b) The loyalty factor can only be used once every three seasons. Signings are tracked on the forum under Trade Announcements > NMC, FCNMC & Loyalty Tracker.
- c) Loyalty players must be the property of the team from the previous season.
- d) Loyalty players are given a 1-year NMC.
- e) Loyalty privileges cannot be traded or accumulated.
- f) Loyalty signings are based on previous CDNHL salary.
- g) Loyalty signings are subject to a premium based on the following multipliers:

<b>CDNHL Salary</b>	<b>1yr</b>	<b>2yr</b>	<b>3yr</b>	<b>4yr</b>
\$300,000 – \$1,000,000	1.75	2.00	2.50	3.00
\$1,000,001 - \$1,750,000	1.65	1.85	2.25	2.85
\$1,750,001 - \$2,500,000	1.55	1.70	2.00	2.55
\$2,500,001 - \$3,500,000	1.45	1.60	1.80	2.20
\$3,500,001 - \$4,500,000	1.35	1.50	1.60	1.90
\$4,500,001 - \$5,500,000	1.30	1.40	1.50	1.60
\$5,500,001 - \$6,500,000	1.15	1.25	1.35	1.40
\$6,500,001 - \$7,500,000	1.10	1.15	1.20	1.25
\$7,500,001 - \$9,000,000	1.10	1.00	1.00	1.00

#### **4.4 Unrestricted Free Agency**

- a) Any player aged 28 or over after rerates will and expired contract will become an Unrestricted Free Agent (UFA).
- b) If a previously rated player returns from prospect pool and is UFA age, the player can be signed to an RFA contract if:
  - a. Player was RFA when sent to prospect pool and
  - b. Player was eligible to sign an RFA contract when they lost ratings
- c) The onus is on the owning general manager to notify the commissioner before the UFA period begins that player is eligible.
- d) All UFAs that are not signed to new contracts will be placed into the Unassigned Players list.
- e) If there is more than one winning bid that are equal, the player will choose to play for a team based on the following tie-breaker rules:
  - a. The UFA's previous team
  - b. The team who finished higher in the standings the previous season
  - c. Random draw
- f) UFAs will be placed into 4 waves based on talent levels.

- g) Teams can bid on a maximum of 5 players in wave 1 and 7 players in the remaining waves.

#### 4.5 Unrestricted Free Agency Waves

- a) Each UFA wave will have 2 rounds of bidding.
- b) UFA waves overlap one another:

***Example:***

*Day 1: Round 1 bid placed for players in Wave 1*

*Day 2: Round 2 bids placed for players in Wave 1; Round 1 bid placed for players in Wave 2*

*Day 3: Wave 1 Results announced, round 2 bids placed for players in Wave 2, Round 1 bid placed for players in Wave 3*

*Day 4: Wave 2 Results announced, round 2 bids placed for players in Wave 3, Round 1 bid placed for players in Wave 4*

*Day 5: Wave 3 Results announced, round 2 bids placed for players in Wave 4*

*Day 6: Wave 4 Results announced*

- c) The teams with the top 5 bids from round 1 advance to round 2.
- d) Only the top bid cannot be retracted, other teams in the top 5 can reallocated their points.
- e) If you do not win a player, no points are lost.

#### 4.6 Offer Calculation Points

- a) Each team will start with 18 Offer Calculation Points per season.
- b) Offer Calculation Points are used to make bids on UFAs.

- c) Offer Calculation Points cannot be traded.
- d) Offer Calculation Points only get used if you sign a player.
- e) Teams may not go over their allotted Offer Calculation Points at any time during the UFA bidding process.
- f) It is up to the team to monitor points, if they are over the allocation at any point during UFA any current offers, they have made become void.
- g) Teams can earn extra Offer Calculation Points (up to 23 total) by posting articles or purchasing with CDNHL cash.
- h) Teams can purchase up to 5 extra Offer Calculation Points per season (before UFA starts) at a cost of \$5m per point.
- i) Any Offer Calculation Points not used during UFA are lost and have no value beyond the current UFA period.
- j) Calculating your offer is simple:

*Average salary offered x the Term Multiplier. The term multiplier is based on each player's individual contract length preference (completely random) which will be provided before UFA begins.*

***Example:***

*Martin St. Louis prefers the following contract lengths:*

*1st Preference is a 4yr deal 1.3 Term Multiplier*

*2nd Preference is a 3yr deal 1.2 Term Multiplier*

*3rd Preference is a 2yr deal 1.1 Term Multiplier*

*4th Preference is a 1yr deal 1.0 Term Multiplier*

**Scenario 1:**

*Offer A: \$6 mil per year for 1 year = \$6 x 1.0 (1 year is his 4th preference) = \$6 million (6 Offer Calculation Points)*

*Offer B: \$5 mil per year for 4 years = \$5 x 1.3 (4 years is his 1st preference) = \$6.5 million (6.5 Offer Calculation Points)*

*Under this scenario, although St. Louis is getting less per year, he is getting his preferred contract length of 4 years, and would choose Offer B.*

**Scenario 2:**

*Offer A: \$6 mil per year for 2 years = \$6 x 1.1 (2 years is his 3rd preference) = \$6.6 million (6.6 Offer Calculation Points)*

*Offer B: \$5 mil per year for 4 years = \$5 x 1.3 (4 years is his 1st preference) = \$6.5 million (6.5 Offer Calculation Points)*

*Under this scenario, although St. Louis is not getting his preferred contract length, the \$1 million is enough to make him accept his 3rd preferred contract length of 2 years. He would choose offer A.*

**4.7 Full Contract No-Movement Clause**

- a) Teams can also offer a full contract No-Movement Clause (FCNMC) once every three years.
- b) Players who sign a FCNMC cannot be traded or waived at any point during the term of the contract.
- c) FCNMC's cannot be traded or accumulated over time.
- d) FCNMC's are given a value of \$1 million/1 offer calculation point (not an extra point):



### **Scenario 3:**

*Offer A: \$6 mil per year for 4 years AND a FCNMC = \$6 x 1.0 (4 years is his 4th preference) = \$6 + \$1 million*

*Offer B: \$5 mil per year for 3 years = \$5 x 1.3 (3 years is his 1st preference) = \$6.5 million*

*Under this scenario, although St. Louis is getting \$1 million a year less, he is getting his preferred contract length of 3 years and chose it over his LEAST preferred contract length of 4 years. However, the FCNMC makes the 4-year contract term more acceptable, so he chooses offer A.*

## **4.8 Unassigned Players**

- a) All unassigned players will be listed on the Unassigned Players page.
- b) Teams can open bids, auction style, by opening a new post on the Unassigned Auctions forum under Free Agency.
- c) The process will be as follows:
  - a. Teams create a new thread in the Unassigned Auctions sub-forum (under Free Agency) with the players name and salary you are willing to pay the player.
  - b. Teams can offer unassigned players 1 to 4 years and any salary from minimum amount of \$300,000 to \$9,000,000.
  - c. Anyone who wishes to bid on that player can reply on that player thread with a bid higher than the previous bid (\$100k minimum increment amount).
  - d. Bidding continues until no one has bid for a 24-hour period.
  - e. The winning team with the best offer (highest salary per year) can sign the player for 1 to 4 years (notify Commish upon winning).

- f. There is no limit on the number of players you can open bids on but keep roster limits in mind.
- d) Once an unassigned player is signed by a team, that player will be placed directly on the pro roster and the team will be charged \$500,000.
- e) During the offseason (between cup winner and end of UFA) unassigned player signing is closed.

#### **4.9 Undrafted Free Agents**

- a) After re-rates but before UFA, teams can use cash (listed on your team finances page) to bid on undrafted free agents called the Undrafted Free Agents bidding period.
- b) Undrafted Free Agents are players who:
  - a. Were never drafted in CDNHL
  - b. Were never owned by a CDNHL team
  - c. Played at least one game in the NHL
- c) Undrafted Free Agents bidding period will be announced by the commissioner after re-rates are posted.
- d) For the Undrafted Free Agents bidding period, winning bids are determined solely on signing bonus amount offered.
- e) The bidding process is auction style.
- f) There is not limit on the amount of signing bonus you can offer but teams cannot bid more cash than they have.
- g) The process will be as follows:

- a. Teams create a new thread in the Undrafted Free Agents sub-forum with the player name, then post the amount of cash they are willing to pay the player in signing bonus (not years, just bonus - minimum \$100k starting bid)
- b. Anyone who wishes to bid on that player can reply on that player thread with a bid higher than the previous bid (\$100k minimum increment amount)
- c. Bidding continues until no one has bid for a 24-hour period
- d. The winning team with the highest bid signs the player either 1 year at \$500,000 or 2 years at \$750,000. No contract be greater than 2 years total
- e. There is no limit on the number of players you can open bids on, but teams cannot bid more than you have in cash (listed on your team finances page)
- f. If a team is caught bidding more than the amount they have - their outstanding bids are void and they are unable to participate in the rest of the current Undrafted Free Agents process
- g. Undrafted Free Agents bidding period will close by the start of UFA, if there are still outstanding bids, the commissioner will close the forum for one last highest bid (private message)
- h. Any undrafted free agent who did not receive an offer will be place in UFA waves.

## 5. Players

### 5.1 Player Ratings

- a) Player ratings will be based on NHL performance during the previous NHL season.
- b) Ratings will be calculated at the end of each season by using pre-determined formulas.
- c) Each player that has played at least one (1) NHL game during the previous NHL season will have ratings.
- d) Players age every season during rerates.
- e) All players will age by one (1) year regardless of their actual birthdays.
- f) More information about ratings including documentation can be found on the main page under Other > Ratings.

### 5.2 Ratings Challenges

- a) After rerates but before the start of a new season, each team can challenge SP, SK, and DF of up to 3 skaters (F/D).
- b) Challenges are meant to be used to fix obvious rating flaws. Teams that submit re-rate requests will be asked to provide written articles, from reputable sources, that support their request.
- c) All re-rate submissions posted on the forum and will be examined by the Ratings Committee.
- d) All rookies will be able to be challenged (unlimited).

### 5.3 Prospects

- a) Prospects are automatically activated during the off season if they play one or more NHL games.

- b) If a team wishes to drop a prospect from their futures pool, they can request removal on the forum under Transactions > Prospect Deletions.
- c) For entry level contracts, prospects are defined as all players that have been drafted in the CDNHL but never rated.
- d) A team that wishes to sign a prospect can only do so by offering that prospect an entry-level contract of 1 to 3 years in length for a pre-determined amount in accordance with the following chart:

<b>OV Rating</b>	<b>Salary</b>
70+	\$950,000
69	\$850,000
68	\$750,000
67	\$650,000
66	\$550,000
65	\$450,000
64	\$350,000
63 or less	\$300,000

- e) Prospects that played less than 10 games and are younger than 22 years old get a 4th contract year added onto their entry level deal.

## 5.4 Retirement

- a) A player retires in the CDNHL when they no longer have ratings.
- b) When a player loses ratings, they will be moved to a team's prospect list.
- c) If that player ever gets ratings again, the owning team will have to honor the remainder of that players previous contract salary and years.

## 5.5 Injuries

- a) All players are subject to injury.
- b) Players that sustain injuries must remain on the pro roster as scratches during their recovery period, and their full salary will count against the cap.

- c) Players that sustain injuries while on the farm will be placed on the pro roster as scratches during their recovery period, and their full salary will be payable and will count against the cap. This is a bug in the simulator that cannot be fixed.

## **5.6 Suspensions**

- a) Goalies can play no more than 4,080 minutes total during the regular season. Any team going over this limit will be fined \$1 million and have the goalie suspended for the remainder of the regular season.
- b) Suspensions are handed out automatically by the simulator notwithstanding salary cap infractions and goalie minutes played limit.
- c) A player who receives a suspension cannot play until their suspension has been served.
- d) Suspensions will carry over from the regular season to the playoffs and from season to season.

## **5.7 Awards**

- a) Awards will be given out during the offseason.
- b) Awards will be voted on by general managers.
- c) The Award Coordinator will nominate the top players and managers for each award and will only cast a vote to break ties.
- d) The awards page on the website will be updated with the winners.

# **6. Contracts and Salaries**

## **6.1 Contract Buy-Outs**

- a) A team that wishes to terminate a contract may do so at any time by buying-out the remainder of that contract.

- b) Prior to being bought out, the player will be sent through waivers for 24-hours and may be claimed by any other team.
- c) If the player clears waivers, the buy-out funds will immediately be taken out of the team finances and the player will become an unassigned player.
- d) The penalty to buyout a player is 50% for current seasons salary and 75% of remaining salary owed.
- e) Contract buy-outs are to be done on the forum under Transactions > Buyouts.
- f) Once a player is bought out, he becomes an unrestricted free agent.
- g) During the season, the player is available to be signed as per section 4.8 Unassigned Players.
- h) During the offseason (between cup winner and end of UFA) unassigned player signing is closed and bought out players will join UFA waves.
- i) The team that bought out the player is ineligible to resign that player for the remainder of the current season (offseason/UFA excluded).

## **6.2 Waivers**

- a) Players aged 25 and older require waivers prior to being sent down to the farm.
- b) For the first 48hrs of the regular season:
  - a. any player 25 and older on the farm can be claimed (only first 48hrs, after that players can only be claimed when on waiver wire)
  - b. each team can submit up to 3 claims (preference should be specified)
  - c. waiver claims can be sent to the commissioner via email (yodacheeks@yahoo.com) or private message on forum

- c) If two or more teams attempt to claim a player that is on waivers, priority will be determined by the previous season's standings, with the last place team being first.
- d) After those two first sim days, the waiver order will be determined based on current winning percentage.
- e) In the rare event of a tie, the tiebreaker will be determined by the previous season's final winning percentage.
- f) Prior to being bought-out by the team, a player must first clear waivers.
- g) To clear waivers, a player must stay on the waiver wire for 24-hours without being claimed.
- h) Waiver listings are available after each sim on the main league web page.
- i) Waivers will be closed during the playoffs (players making \$3.5 million must be on pro) and will reopen at the start of the season.
- j) If a waiver claim is successful, the team claiming a player will pay the team losing the player \$2,000,000.

## 7. Team Operations

### 7.1 Trading

- a) Teams may trade players, draft picks, future considerations, and cash, subject to the following exceptions:
  - a. Teams may not use trades to borrow or lend players to one another
  - b. Teams may not trade their draft picks for seasons not paid for
  - c. Future considerations cannot include draft picks for seasons not paid for



- b) All future considerations will be reviewed by the Commissioner and are subject to league approval to be considered valid.
- c) Any future consideration that attempts to circumvent any of the league rules outlined in this rulebook will be rejected and the trade will be voided.
- d) Teams trading players with no movement clauses will be banned from offering that clause for 2 years longer than they would have otherwise been eligible.

## **7.2 Trade Announcements/Reviews**

- a) All trades are to be posted on the forum under Trade Announcements.
- b) Trades will only be processed once all general managers involved in the trade acknowledge acceptance of the trade.
- c) All trades are processed after the sim.
- d) Once a trade is processed, that trade cannot be reversed.
- e) Any trade may be referred by the commissioner to the Trade Committee, who will review the fairness and appropriateness of the trade and render a decision on whether the trade should be allowed.
- f) Any new general manager may have their trades reviewed until such time as the commissioner is satisfied with the general managers abilities.

## **7.3 Rosters**

- a) During the season, teams may have up to 45 players under contract.
- b) During the off-season, teams may have up to 50 players under contract.
- c) During the season, teams can have a maximum of 25 players on their pro roster, including Injuries.

- d) During the regular season, teams must have a minimum of 20 active, non-injured players on their pro roster including at least six (6) defensemen, two (2) goalies, three (3) centers, three (3) right wingers and three (3) left wingers.
- e) If a team has less than the minimum players at each position due to injuries, the commissioner will move a player to the position needed, it is up to the general manager to address the situation as soon as possible.
- f) If no position change will address the situation, a temporary player will be created to allow the sim to work.
- g) Temporary players come with a cap hit of \$500k. If the temporary player puts a team over cap ceiling, that team will have until the next sim to adjust. After that, teams are subject to standard cap fines/suspensions as outlined in the rulebook.

## 7.4 Position Changes

- a) Teams can request position changes anytime.
- b) Position changes are requested on the forum under Transactions > Position Changes.
- c) Position changes must be accompanied by a valid link (not rotoworld) to prove that player can indeed play the position being requested.
- d) Articles with proof can also be given such as “can play all three-forward positions”.
- e) Players listed as eligible to play both forward and defense cannot change position from forward to defense or vice versa since ratings are calculated differently.
- f) A player who plays outside of their preferred position may see their performance reduced by 10% in the simulator.

## 7.5 Pre-Game Duties

- a) Prior to every game, general managers will be required to ensure that their roster and lines have been submitted through the OGME.
- b) If the lines are set with no injuries, no problem, but if there has been an injury or a suspension, the general manager is expected to update lines.
- c) If a general manager fails to submit their roster and lines before a game and lines are incomplete, the commissioner will auto the lines.
- d) If a general manager is consistently not updating their lines, they can be subject to dismissal.
- e) General managers must submit their best available roster and lines. Anyone caught using a roster or lines that considerably hurts their team chances of winning will be subject to the following fines:
  - a. 1st offense: \$3 million dollar fine and 1.5 offer calculation point
  - b. 2nd offence: 3 offer calculation points and banned from line changes for the rest of the current regular season. The league will auto lines to ensure best available lines are being used.
- f) The commissioner will monitor every team roster and line combinations to ensure that no general manager is purposely losing games.

## 7.6 Team Swap

- a) If two teams are interested in swapping teams (moving entire roster including prospects) they first notify the Commish.
- b) No more than one team swap per CDNHL season.
- c) Swaps can only occur during offseason (after draft/before UFA).

- d) Swaps between teams switching conferences require PM notification to the top four teams in each conference as determined by the Executive Committee, and at least two of these teams must explicitly consent to the swap.
- e) If swapping teams are in same conference, only EC needs to approve.
- f) Teams swapping need to have paid for the current season and two more seasons to show commitment to the league.
- g) Teams swapping must provide commissioner with a list of all traded draft picks and where they are located.

## 8. Finances

### 8.1 Revenue

- a) Teams will generate revenue by selling tickets.
- b) Pro roster contracts count 100% towards cap.
- c) Farm rosters contracts count 10% towards cap.
- d) Prospects cost \$1,500 per prospect.
- e) Suspended players do not count towards cap while suspended.
- f) Injured players do count towards cap while injured.
- g) General managers will be responsible for keeping their teams out of bankruptcy by ensuring that their current funds remain positive.
- h) If a general manager allows their teams finances to fall into the negative, that general manager will have one (1) year to bring their teams finances back into the positive, failing which that general manager may be subject to dismissal.
- i) Teams can also sell UFA Offer Calculation Points at a rate of \$1 million per calculation point:

**Example:**

*A team is negative \$4,555,786 at the end of the season and wish to replenish their finances so they sell 4.6 Calculation Points for \$4.6 million. They now have 15.4 UFA Calculation Points left and a balance of \$44,214.*

- j) Teams must notify the league they wish to 'cash in' UFA Offer Calculation Points at any time before the UFA signing period begins.

## **8.2 Arena Management**

- a) Each arena begins with 18,000 seats.
- b) Every arena can have up to 23,000 seats.
- c) During the offseason, teams may purchase additional seats for their arena at a cost of \$1,000 per seat.
- d) Teams may purchase up to 2,000 seats during the same off-season.
- e) All seat purchases are to be posted on the forum under Transactions > Seat Purchases.

## **8.3 Ticket Prices**

- a) General managers can modify their ticket prices at any point during the season. There is no minimum or maximum for ticket prices.
- b) All ticket price modifications are to be posted on the forum under Transactions > Ticket Prices.

## **8.4 Endorsements**

- a) Each team can add up to 3 endorsements each season to earn revenue.
- b) Sign up cost for endorsements are taken from finances immediately.
- c) Payouts for successful endorsements are done during the off season.

- d) Teams can sign up for endorsements on the forum before their 21<sup>st</sup> game of the season.

## **8.5 Team News**

- a) General managers can post news articles on the main web page.
- b) For the purposes of this section, a season will start when start at the draft and end following the awarding of the cup.
- c) For each article (150 words or more) a general manager will be awarded 0.5 extra Offer Calculation Points up to a maximum of 5 points per season (23 max total).
- d) Offer Calculation Points earned during the season will be announced before UFA begins.

## **8.6 Prize Distribution**

- a) All prize amounts are distributed after the cup is awarded.
- b) Prize amounts can vary based on web hosting fees and vacant teams.
- c) Prize distribution will be as follows:
  - a. Top 4 in each conference (8): \$10 each
  - b. President's Trophy Winner: \$30
  - c. Most Improved Team (Points): \$30
  - d. Losing team of Conference Finals (2): \$20 each
  - e. Cup Loser: 35% of remaining pot
  - f. Cup Winner: 65% of remaining pot
- d) All monies collected by the league go back to the league either in prizes or hosting fees.