

SHL Rulebook

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1. The SHL

1.1 About the SHL

SHL stands for “Simulation Hockey League”. The SHL is an NHL rerate league that was created in 2010. The league uses the [FHLSim](#) simulation software (version 1.5).

1.2 Code of Conduct

- a) The Code of Conduct applies to both general managers and those in league management positions. Everyone in the SHL must act in an appropriate manner towards one another. Treat others how you want to be treated. Be polite and courteous to other general managers and show them respect.
- b) Debates on the forums, as well as friendly trash-talking against rivals, are encouraged, but know where to draw the line. Any racist remarks or other disrespectful comments can lead to immediate dismissal from the league.
- c) Any cheating or collusion will lead to immediate dismissal.
- d) Members who do not abide by the Code of Conduct will be subject to dismissal.

1.3 Commissioners Discretion

- a) The commissioner has the power to alter a league rule if just and practicable to do so, and to add new rules at any time when necessary. The commissioner has the power to ignore or refuse to enforce a league rule when the application would have extreme, unfair or prejudicial effect.
- b) The use of this discretion must be exercised reasonably and sparingly. Regard should normally be given to the rule book, league procedures, and manager expectations.

1.4 Executive Committee and League Positions

- a) The league has an executive committee comprised of six general managers and the commissioner who discuss league operations and direction.
- b) The league also has various committees and coordinators that handle various activities.

- c) An updated listing of league positions are available on the forum under Team Pages > Head Office > League Positions.
- d) To keep things fresh and embrace new ideas, all positions are not lifetime appointments. Shuffling of positions including the addition of general managers who would like to contribute more is highly encouraged.
- e) If interested in volunteering for a league position, please let the commissioner or any executive committee member know.

2. General Managers

2.1 Duties

- a) As a general manager in there are specific duties that should be done on a regular basis. The duties include but are not limited to:
 - a. Doing line changes on the Online GM Editor
 - b. Making trades to improve your team
 - c. Signing players as needed
 - d. Staying above the salary floor and below the salary cap
 - e. Participating in the Entry draft and Free Agent process
 - f. Responding to emails and private messages in a prompt fashion
 - g. Actively participating in message board discussion
- b) A general manager who does not fulfill their duties will be subject to sanctions from the league, including dismissal.

2.2 Participation Rewards

- a) General managers may be rewarded for certain tasks with bonuses in SHL dollars. All dollar figures in this rulebook refer to in SHL funds. The SHL is a non-cash league.
- b) General managers may receive a maximum of \$4,000,000 in participation rewards per season.

- c) In addition to participation rewards, several league positions require an extra amount of time per season and can receive extra compensation determined by the commissioner:
- Ufa coordinator (40+ hours of work) eligible for up to \$10M per season
 - Draft moderators (4 weeks on call monitoring draft) eligible for up to \$4M per season
 - Media coordinator (5 or more hours of work) eligible for up to \$2M per season
 - Ratings committee (5 or more hours of work) eligible for up to \$2M per season
 - Awards coordinator (5 or more hours of work) eligible for up to \$2M per season
 - Executive committee (5 or more hours of work) eligible for up to \$2M per season
 - Cap cop (2 or more hours of work) eligible for up to \$1M per season
 - Trade committee (1 or more hours of work) eligible for up to \$500k per season
- d) Participation rewards will be awarded at the end of the playoffs.

2.3 Media Releases

- a) All general managers can add articles on the forum under either SHL Media Releases (general league content - anything league related will be acceptable) or Team Pages (more specific team related content).
- b) Each general manager is eligible for \$500,000 SHL cash for each article posted (100 words minimum). Max payout is \$1,000,000 per quarter (season max of \$4,000,000).
- c) Quarters run June-Aug (Q1), Sept-Nov (Q2), Dec-Feb (Q3), and March-May (Q4). New season begins after Q4.
- d) Commissioner may also offer extra cash rewards for league related articles (mock drafts, playoff previews, etc.).

- e) All cash rewards will be paid out during bonus time after the playoffs are complete.
- f) The Media Coordinator is responsible for tracking articles and bonuses.

2.4 Online GM Editor

- a) The SHL uses an Online GM Editor (OGME). Username will be the same as your forum username and password will be assigned by the commissioner.
- b) Be sure not to share your password amongst other teams, lines submitted via the OGME will be considered legitimate.

2.5 Team Change Request

- a) If a team becomes vacant, a current SHL general manager can apply to change teams if they meet the following criteria:
 - a. They have been in the league a minimum of 2 seasons and
 - b. The team they are leaving is at least equal in value to 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.

2.6 Team Swaps

- a) If two teams are interested in swapping franchises - entire roster, prospects, cash, and draft picks - they must notify the Commissioner as soon as offseason begins. Swaps can only occur after draft/before UFA.
- b) Only one team swap is allowed per SHL offseason. If multiple requests are received in the same offseason, priority will be determined by the Executive Committee.
- c) 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.

- d) If the swapping teams are within the same conference, only the approval of the Executive Committee is required.
- e) If a franchise is vacant, then the Executive Committee will determine whether the swap request can proceed.
- f) The swapping teams must provide the commissioner with a list of all traded draft picks and where they are located.

3. Regular Season

3.1 Salary Cap

- a) The SHL has a salary cap ceiling of \$40 million and a salary cap floor of \$20 million.
- b) The maximum salary is \$8,000,000 and the minimum is \$350,000.
- c) One week before the trade-deadline the salary cap will change to mimic a live cap system. The cap ceiling will rise to \$42,000,000 and the cap floor will lower to \$18,000,000. This cap exemption remains in effect for the entirety of the playoffs.
- d) If a team suffers an injury and is forced to go over the cap, they can notify the commissioner and have their highest paid player will be suspended until the situation is rectified. If the general manager does not notify the commissioner, they are subject to a fine.
- e) A team caught violating the cap will be fined \$500,000 per game day.
- f) Continued violation will result in continued fines and possibly forfeiture of draft picks.

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 as Franchise Loyalty the following offseason.
- h) Teams can trade multiple players that get halved, only teams adding are limited to one per SHL season.

3.3 Simulation

- a) Each team will play 82 games, 41 games at home and 41 on the road.
- b) The SHL season will coincide with the NHL season with one season played per calendar year.
- c) Games will be simulated Sunday thru Thursday on or after 6:00 pm eastern.
- d) On Sundays, games will be simulated any time after noon eastern.
- e) Lines must be done before simulation times to be used for that day's games.
- f) If for any reason games cannot be simulated on a day, the commissioner will post a notice on the message board notifying the league of the change.

3.4 Trade Processing

- a) All trades are processed **after** games days are simulated.
- b) Trades must be posted on the message board and confirmed by both general managers before the simulation to be processed that game day.

3.5 Rest Days

- a) There will be one rest day per week during the season after Thursday night games.
- b) A rest day is a day for your players to rest and recuperate.

- c) At the end of the regular season 3 rest days are simulated.
- d) During the playoffs, two rest days will be simulated between each round.

3.6 Lines

- a) Prior to every game, general managers will be required to ensure that their team's roster and line combinations 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 their lines.
- c) If a general manager fails to submit their team's roster and/or line combinations before a game, the Commissioner will auto the lines.
- d) If a general manager is consistently not updating their lines, they may be subject to dismissal.

3.7 Trade Deadline

- a) The trade deadline will be at 80% of the games played of the season.
- b) Once the trade deadline has passed the trade forum will be locked.
- c) Trading will resume after the playoffs are completed.

3.8 Playoffs

- a) The top eight teams in each conference will take part in the playoffs.
- b) The division leaders will be seeded first and second in each conference.
- c) FHL Sim determines playoff matchups. The tiebreakers used by FHL Sim in order are: team wins, team goal differential and then if still tied; most goals for.
- d) After that we aren't sure, it's never happened.
- e) Players are not paid during the playoffs, but teams still earn revenues from home games.
- f) The 9th place team in the conference's official final standings will receive a competition bonus of \$2 million.
- g) The 10th place team in the conferences official final standings will receive a competition bonus of \$1 million.

4. Offseason

4.1 Awards

- a) The league will honor the regular season performance of individual players with awards in much the same way as the NHL does, based on regular season performance.
- b) The Awards given out by the SHL are listed on the [awards](#) section of the league webpage.
- c) Award nominees are compiled by the Award Coordinator and shared with the league general managers at the end of the regular season.
- d) Awards winners are based on SHL general manager voting.
- e) The team that held the rights to a player who wins a league award at the end of the regular season will receive a bonus of \$1 million.
- f) The General Manager of the Year (GMOY) will receive a bonus of \$2 million.
- g) Other individual awards won by general managers will receive a bonus of \$1 million.
- h) The Media Mogul winner will receive a golden handshake (cash already included in other bonuses).

The President's Trophy winner will receive \$1 million.

4.2 Retirements

- a) Players who retire from the NHL will retire from the SHL during the first off season in which they do not have ratings.
- b) Players without ratings will be inserted into a team's prospect list. Should any such player return to the NHL they will be recreated according to league guidelines.
- c) Once a player is recreated, they will be able to play out the remainder of their contract with the SHL team that owns their rights.
- d) A player who retires while eligible for unrestricted free agency and then returns will be added to the UFA pool upon meeting creation requirements.

- e) A player who retires while eligible for restricted free agency and then returns will have their rights retained by the owning team until the player hits UFA age or their rights are otherwise relinquished by the owning team.

4.3 Entry Draft Structure

- a) Each Entry draft will consist of 7 rounds.
- b) The SHL Entry Draft will correspond to an NHL Entry Draft.
- c) The SHL Entry Draft will happen close to the start of the NHL Entry Draft.
- d) The SHL Entry Draft takes place on the forum.
- e) Any General manager who does not participate in the draft or send a draft list is subject to disciplinary action by the SHL, including dismissal.
- f) The players eligible for selection in each SHL entry draft will be players selected in that draft, and any other eligible player based on draft eligibility.

4.4 Draft Eligibility

- a) Any player aged 18 (by Sept 15th) or older is eligible to be drafted, except:
 - a. A player previously drafted by a SHL team
 - b. A player who has previously played in the SHL
 - c. A player who has currently or previously been rated in the SHL.

4.5 Draft Lottery

- b) The order of the SHL 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.
- c) Regardless of standings or lottery results, the SHL cup winner will pick at the end of the first round.
- d) The SHL draft lottery will be run by the commissioner sometime between the end of the regular season and the finals.

- e) The number of Lottery Draws will be reduced from three to two. This will limit the number of selections the worst finishing Club can drop in the final Draft Order. Whereas, currently, the Worst-Finishing Club can drop from the First Overall position to the Fourth Overall position in Draft Order (as happened in each of 2017, 2019 and 2020), the lowest the Worst-Finishing Club could drop would be to the Third Overall position.
- f) There will be a limit on the total number of selections – 10, a Club participating in the Draft Lottery can “move up” in the event it wins one of the Draft Lottery Draws. The result will be that the number of teams eligible to select First Overall in any given year will be reduced from 16 total teams to 11 total teams.
- g) No single team will be able to advance in the Draft order by reason of winning a Lottery Draw more than two (2) times in any five (5) year period. This limitation will not affect a Club’s ability to retain its presumptive Draft position in any Draft Lottery, nor would it preclude the possibility of the Club moving down in Draft Order to the extent other Clubs advance by reason of winning the Lottery Draws. For purposes of clarity, the limitation would attach to the team, not the specific pick.
- h) Lottery odds will follow NHL odds and will be announced when the draft lottery is announced.

4.6 Free Agency

- a) A player who is 27 and under at the time they are eligible for a new contract is considered a Restricted Free Agent (hereafter, RFA).
- b) A player who is 28 and older at the time they are eligible for a new contract is considered an Unrestricted Free Agent (hereafter, UFA).

4.7 Restricted Free Agency

- a) The RFA period will take place after the SHL Entry Draft but prior to UFA.
- b) Teams will only be allowed to bid on their own RFA’s.
- c) RFA salary is average of previous salary and new salary based on Table A.
- d) Players can be signed to contract extensions for 1, 2, 3 or 4 years but can't be signed beyond age 30.

- e) Teams will be provided with a list of their current RFA as well as salary based on Table A:

TABLE A - RFA

TABLE A - RFA				
OV	1yr Contract	2yr Contract	3yr Contract	4yr Contract
>= 83	\$8,000,000	\$8,000,000	\$8,000,000	\$8,000,000
82	\$7,488,000	\$7,776,000	\$8,000,000	\$8,000,000
81	\$6,760,000	\$7,020,000	\$7,280,000	\$7,540,000
80	\$6,240,000	\$6,480,000	\$6,720,000	\$6,960,000
79	\$5,564,000	\$5,778,000	\$5,992,000	\$6,206,000
78	\$4,420,000	\$4,590,000	\$4,760,000	\$4,930,000
77	\$4,420,000	\$4,590,000	\$4,760,000	\$4,930,000
76	\$3,952,000	\$4,104,000	\$4,256,000	\$4,408,000
75	\$3,536,000	\$3,672,000	\$3,808,000	\$3,944,000
74	\$3,120,000	\$3,240,000	\$3,360,000	\$3,480,000
73	\$2,704,000	\$2,808,000	\$2,912,000	\$3,016,000
72	\$2,340,000	\$2,430,000	\$2,520,000	\$2,610,000
71	\$1,976,000	\$2,052,000	\$2,128,000	\$2,204,000
70	\$1,560,000	\$1,620,000	\$1,680,000	\$1,740,000
69	\$1,248,000	\$1,296,000	\$1,344,000	\$1,392,000
68	\$1,040,000	\$1,080,000	\$1,120,000	\$1,160,000
67	\$962,000	\$999,000	\$1,036,000	\$1,073,000
66	\$832,000	\$864,000	\$896,000	\$928,000
65	\$728,000	\$756,000	\$784,000	\$812,000
64	\$603,200	\$626,400	\$649,600	\$672,800
63	\$468,000	\$486,000	\$504,000	\$522,000
62	\$468,000	\$486,000	\$504,000	\$522,000
61	\$416,000	\$432,000	\$448,000	\$464,000
<= 60	\$364,000	\$378,000	\$392,000	\$406,000

4.8 Unrestricted Free Agency

- Unrestricted free agency will commence following RFA signings. UFA is based on signing bonuses using SHL cash where highest cash amount per year wins.
- UFA is done in 6 waves with two rounds in each wave. Each team can bid on a maximum of 8 players per wave.
- Once UFA has begun, trading of player rights is no longer allowed.
- When a new wave opens, teams have a 24-hour window to submit the signing bonus they are willing to pay per year.

- e) In round 1, teams DO NOT OFFER TERM, just signing bonus per year.
- f) After round 1, the top bid, previous owner (bye) and all teams within 25% of top bid advance to round 2
- g) The team with the highest bid in the first round of that wave cannot withdraw their bid in round 2.
- h) All other bids (including previous owner) are not obligated to bid in round 2 and can walk away.
- i) In round 2 eligible teams have 24-hours to submit their bids for signing bonus AND term.
- j) The UFA player will sign with the team offering the highest amount of signing bonus offered per year.
- k) The salary for the player will be based on their OV using Table B:

TABLE B – UFA

TABLE B - UFA				
OV	1yr Contract	2yr Contract	3yr Contract	4yr Contract
>= 83	\$8,000,000	\$7,680,000	\$7,360,000	\$7,040,000
82	\$7,200,000	\$6,912,000	\$6,624,000	\$6,336,000
81	\$6,500,000	\$6,240,000	\$5,980,000	\$5,720,000
80	\$6,000,000	\$5,760,000	\$5,520,000	\$5,280,000
79	\$5,350,000	\$5,136,000	\$4,922,000	\$4,708,000
78	\$4,250,000	\$4,080,000	\$3,910,000	\$3,740,000
77	\$4,250,000	\$4,080,000	\$3,910,000	\$3,740,000
76	\$3,800,000	\$3,648,000	\$3,496,000	\$3,344,000
75	\$3,400,000	\$3,264,000	\$3,128,000	\$2,992,000
74	\$3,000,000	\$2,880,000	\$2,760,000	\$2,640,000
73	\$2,600,000	\$2,496,000	\$2,392,000	\$2,288,000
72	\$2,250,000	\$2,160,000	\$2,070,000	\$1,980,000
71	\$1,900,000	\$1,824,000	\$1,748,000	\$1,672,000
70	\$1,500,000	\$1,440,000	\$1,380,000	\$1,320,000
69	\$1,200,000	\$1,152,000	\$1,104,000	\$1,056,000
68	\$1,000,000	\$960,000	\$920,000	\$880,000
67	\$925,000	\$888,000	\$851,000	\$814,000
66	\$800,000	\$768,000	\$736,000	\$704,000
65	\$700,000	\$672,000	\$644,000	\$616,000
64	\$580,000	\$556,800	\$533,600	\$510,400
63	\$450,000	\$432,000	\$414,000	\$396,000
62	\$450,000	\$432,000	\$414,000	\$396,000
61	\$400,000	\$384,000	\$368,000	\$352,000
<= 60	\$350,000	\$350,000	\$350,000	\$350,000

- l) The winning team will have the total signing bonus (amount times years) removed from their finances immediately.
- m) In the event of a tie, the teams will enter another round of closed bidding.
- n) The minimum bid is \$100,000 - there is no maximum (other than not offering more than you have in your own finances).
- o) If no offers are made on an UFA in the round 1, then the owning team may sign player for a flat \$100,000 per year.
- p) If you bid more cash than they have, all bids in that round are voided.
- q) Teams are responsible for monitoring their own finances.
- r) Cash acquired in trades are considered part of your finances once trade confirmed by both general managers under Trade Announcements.

4.9 Hometown Discount

- a) Every year a team may assign one of their UFA players for a Hometown Discount
- b) This advantage means your second-round bid will cost 25% less in total signing bonus
- c) Teams must announce which UFA player they are designating for a Hometown Discount before UFA begins

4.10 Franchise Loyalty

- a) Teams can designate one UFA as their Franchise Loyalty once every 3 years. This allows teams to sign their player in exclusivity.
- b) Teams who use a Franchise Loyalty cannot use the Hometown Discount option in the same offseason.
- c) Franchise Loyalties cannot be traded or accumulated.
- d) Franchise Loyalty players must be property of the team from the previous season.
- e) Franchise Loyalty players are automatically given a No-Movement Clause (NMC) that will cover the first year of their new contract.

- f) Franchise Loyalty players are tracked on the SHL forum under > Trade Announcements > Franchise Loyalty Tracker & NMC Tracker.
- g) Franchise Loyalty salaries are based on the average of their previous salary and new salary based on Table B.

4.11 Unassigned Signings

- a) If a player is an UFA and no team has signed them; they will be put on the Unassigned Players List open to sign with any team.
- b) Unassigned signings are closed during the offseason and will open after the UFA signing period when the commissioner announces the opening of bidding.
- c) During the first 24hrs when unassigned signings reopen all teams will be able to submit a signing bonus and term to up to 3 available players.
- d) During the initial 24hrs when unassigned signings reopen, the highest offer per year wins the player.
- e) After the initial 24-hour period, unassigned players will be signed to \$350,000/season contracts with the signing team choosing the length of the contract and paying a \$100,000 signing bonus per year of contract. These players are given out on a first come, first serve basis.

5. Players

5.1 Player contracts

- a) Player contracts are to be a maximum of 4 seasons in duration.
- b) Prospects are players without contracts who have been drafted by a SHL team.
- c) Prospects consist of players who have yet to play in the SHL.
- d) A previously unsigned prospect is signed to a contract during the first off season in which they have ratings.
- e) The salary for a prospect is determined by their overall rating as illustrated by Table C:

TABLE C: Prospect Contracts

TABLE C - PROSPECT CONTRACTS	
OV	Salary
70+	\$1,000,000
69	\$900,000
68	\$800,000
67	\$700,000
66	\$600,000
65	\$500,000
64	\$400,000
63 or less	\$350,000

- f) Prospects will be rated on (SP, SK, DF) by the ratings committee.
- g) A prospect can be signed to a rookie deal for 1, 2 or 3 years. If a prospect has played less than 10 NHL games, teams can add a 4th year to their rookie deal.
- h) Once a player is created, they are part of the league ratings, and will be re-rated with all players when NHL re-rates occur.
- i) Prospects are signed before the RFA period starts.
- j) No team can have more than 100 prospects at any given time.

5.2 Injuries

- a) All players are subject to injury.
- b) The injury report will display the type of injury and the expected amount of time a player will miss.
- c) Pre-season injuries (fall classic, world cup, preseason) will not carry over to the regular season.
- d) If a team does not have the minimum number of players at a certain position, the commissioner may be required to make a temp player before they can run the simulation.

5.3 Suspensions

- a) FHLSim handles suspensions.

- b) A suspended player cannot dress for games they are suspended.
- c) A general manager will be required to resubmit lines following a suspension.
- d) A suspended player must remain on the active roster during the length of their suspension.
- e) Suspensions carry over from regular season to playoffs and from season to season.
- f) Goalies cannot play more than 4,080 minutes total during the regular season. Any team going over this limit will be fined \$5 million and have the goalie suspended for the remainder of the regular season.

5.4 Salaries

- a) Salaries are displayed on the player vitals page as well as the finances page.
- b) Salaries are determined as outlined in salary tables.
- c) A player on the pro-team will receive their full contract amount.
- d) A player on the farm team will receive 10% of their salary.
- e) A farm player called up to the pro-team will be paid their full salary for the duration of their stay with the pros.
- f) The minimum player salary is \$350,000 per season.
- g) The maximum player salary is \$8,000,000 per season.

5.5 Position Changes

- a) A player official position may be switched at any time during the season and playoffs.
- b) The position change should be requested with a link on the position changes thread in the Team Activities forum.
- c) The position change should be either:
 - a. a player's valid position shown on a reputable website or source (not rotoworld)
 - b. a quote discussing the players ability to play that position

- c. a link to a previous SHL season in which that player played that position (does not have to be your team).
- d) Players may not change position from forward to defense or from defense to forward during a season, even if they are listed as being able to play either position. Whatever position they were listed at on NHL.com when ratings were generated is what they will play for the remainder of the season.
- e) There are no maximums on position changes, but general managers are encouraged to be reasonable.
- f) Position changes must be in 2 hours prior to the sim and be accompanied by line changes to take effect for that day's sim.

5.6 Aging

- a) All players age 1 calendar year every 1 SHL season.
- b) Players will be aged during the rerate period based on the last full-completed season.
- c) Ages are based on year player was born; month of birth is not a factor.

5.7 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:
 - 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)
 - each team can submit up to 3 claims (preference should be specified)
 - 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) To clear waivers, a player must stay on the waiver wire for 24-hours without being claimed.
- g) Waiver listings are available after each sim on the main league web page.
- h) If a waiver claim is successful, the team claiming a player will pay the team losing the player \$500,000.
- i) The period of waiver eligibility runs from the first day of the regular season until 2 sim days following the trade deadline.

5.8 Coaches

- a) Coaches are turned off in the sim but teams are encouraged to track and promote coaches on the forum for fantasy reasons.

5.9 Ratings

- a) SHL Ratings are NHL based rerates that use statistics from the most recently completed NHL season. Ratings documentation can be viewed on the [SHL Ratings Page](#).

5.10 Challenges

- a) General managers will have the opportunity to challenge up to three skaters on their SP, SK and DF ratings. All newly created rookies will be able to be challenged (unlimited). Those challenges will be reviews by the ratings committee.
- b) Newly created rookies and 2nd year players (who played less than 10 NHL games) can be challenged once in either of their first 2 seasons. These challenges will not count towards your three skaters per season.
- c) Teams can trade up to three challenges each off-season. Future challenges and rookie challenges are excluded.
- d) Challenges are not tracked by the league, so it is up to the general managers to track extra challenges.

- e) Challenges take place in the off-season after UFA but before the new season begins.
- f) When using an acquired challenge, the general manager must reference (hyperlink) the trade they acquired the extra challenge from.

6. Team Operations

6.1 Trading

- a) Teams in the SHL may trade players, challenges, draft picks, money and future considerations.
- b) Future considerations constitute any element of a trade that is not completely established at the time the trade is made and processed.
- c) Future considerations will be tracked in the Future Considerations thread in the Trade Announcements Forum.
- d) The validity of a future consideration's agreement is subject to approval by the commissioner.
- e) Teams may not use future considerations to defer payment of money in a trade. Any trade including a future consideration where money is transferred must be at the very minimum subject to a "true condition precedent," where the condition is based on a truly uncertain event that would modify the value of a trade.
- f) Teams may only trade picks (including picks involved in FCs) from the next two upcoming entry drafts from the time the trade is posted.
- g) Teams are not allowed to borrow players from another team. Evidence of player borrowing will result in the trade being voided and the General managers facing possible sanctions from the league, including dismissal.
- h) Teams may agree to future considerations that take no longer than 2 years (from time of trade) to resolve.
- i) Future considerations agreements are inherently risky and is up to the general managers that enter into trade agreements to monitor the assets involved to ensure they remain available.

- j) The commissioner is not responsible for monitoring assets involved in future considerations agreements but will block trades if notified by a general manager (within 24 hrs.) that assets involved have been included in another deal.
- k) If future considerations included in the trade agreement are no longer available, the teams involved can negotiate alternative compensation.
- l) If no agreement is reached, the team who is owed compensation can bring dispute to the attention of the league commissioner who will bring to the Executive Committee for resolution.

6.2 Trade Review

- a) Any new general manager will have their trades closely monitored but veteran general managers will also be scrutinized.
- b) A general manager who appears to be struggling in their deals may be placed on temporary probation, where their trades are subject to close monitoring by the league and the Commissioner.
- c) Most general managers will be given latitude to run their team as they see fit, however all trades are subject to review and rejection by the Commissioner.
- d) Any general manager can request a trade be reviewed by the Trade Committee either on the trade itself or privately via email or private message.
- e) For a trade to be reviewed a minimum of 3 general managers must notify the Commissioner within the first 24hrs of a trade being confirmed by both general managers. If a trade is reworked, the 24hr window for review reopens.
- f) In order to maintain the regular flow of trading, if both general managers confirm before the sim the trade will be processed but be aware that the trade may be reversed if within the 24hr window it is sent for review and later vetoed by the trade committee.
- g) The review will be complete within 48hrs of the Commissioner sending the trade for review by the Trade Committee.
- h) The Trade Committee will vote whether the trade is ok to pass or vetoed. A majority must be reached to veto.
- i) The Commissioner will only vote in the instance of a 2-2 tie between the Trade Committee (4 members and 1 Commissioner).

- j) If one or more of the general managers on the trade committee are involved in the trade the Commissioner will add a proxy vote from another general manager in the league to replace that/those members for the trade review.

6.3 Seats and Ticket Prices

- a) Every arena has a base number of seats set at 20,000.
- b) Ticket prices can be changed at any time during the season, selling tickets is a team's main source of revenue.
- c) Ticket price changes should be posted in the Team Activities forum for processing.
- d) Ticket prices may be set from \$20-60.

6.4 Rosters

- a) Teams must have a minimum of 20 and a maximum of 25 active, non-injured players on their pro club always.
- b) A team's combined farm and pro-roster should never exceed 45.
- c) A team exceeding this number will have to trade or buy-out their players at 2/3rds their remaining contract.
- d) Each team must always have a minimum of the following positions (not including offseason); 5 centers, 5 left wingers, 5 right wingers, 7 defensemen.
- e) A team violating this rule will be subject to a fine of \$500,000 or other sanctions at the Commissioners discretion.

6.5 Competition Rule

- a) While rebuilding teams will always be bad, general managers are required to dress the roster that gives them the greatest chance of success. This includes doing lines that do not blatantly hurt the team chance of winning.
- b) Starting goalies who have higher overall rating should always be starting except when fatigued or in order to abide by goalie minutes played.
- c) Teams who notice another team disregarding this rule can notify the Commissioner or any member of the Executive Committee for review.

d) Upon review, teams deemed to be intentionally hurting their team's chances of winning will be fined according the following:

- 1st Offence: \$2 million fine
- 2nd Offence: Draft picks (EC will determine)
- 3rd Offence: Dismissal