

NHLSL RULES AND REGULATIONS ACT

Division I

Participation

(1) General Manager ("GM") participation is mandatory on a regular basis. A GM must actively pursue methods to make their organization better.

(a) A member of the league office ("Commissioner") has the authority and discretion to fire a GM for failure to comply with section (1).

(2) A GM must have a roster and lines which do not cause the STHS to produce an error for each and every game.

(a) Failure to comply with section (2) will result in a \$250,000 fine levied against the offending GM's salary cap during the same season.

(b) A Commissioner has the authority and discretion to fire a GM for multiple infractions pursuant to section (2).

(c) The Commissioner responsible for simulating games must not be contacted by a GM to submit lines on their behalf.

(3) Private messages via the forum ("PMs") and Skype messages must be replied to within 24 hours during the regular and post-season and 48 hours during the off-season.

(a) Failure to comply with section (3) will result in the same consequence as subsections (2)(a) and (2)(b).

(4) If a GM will be temporarily absent from the NHL SL and unable to comply with sections (1) through (3), the GM must advise the league via the "GM Away" thread on the forum.

(a) A Commissioner has authority and discretion to fire a GM who vanishes without notice.

DIVISION II

Rosters and Contracts

(5) NHLSL rosters must not exceed 25 players or fall below 22 players and at all times comprise of at least 12 forwards, 6 defensemen, and 2 goaltenders.

- (a) All players on NHLSL rosters will count towards their respective team's NHLSL salary cap whether they are dressed or scratched.
- (b) A GM must dress 12 forwards, 6 defenseman, and 2 goalies for every game, no more and no less. All other players on the NHLSL roster who are not playing must be scratched.

(6) AHL rosters must not exceed 25 players; however, there is no minimum requirement.

(7) A GM may retain a maximum of 15 players on their prospect list; there is no minimum.

- (a) A GM will have 24 hours to remedy a violation of sections (5), (6), or (7).
- (b) Failure to comply with section (7)(a) will result in the offending GM being fined a rate of \$250,000 per day until the violation is remedied.
- (c) A Commissioner has the authority and discretion to fire a GM for continued infractions to sections (5), (6), or (7).

(8) For a player to be retained on a prospect list pursuant to section (7), the player must have been drafted in the NHLSL Entry Draft and not have been signed to an NHLSL Entry Level Contract ("ELC").

- (a) A player retained on a prospect list must receive an ELC between the day the player was drafted into the NHLSL and the date prescribed by a Commissioner two years after the year in which the player was drafted into the NHLSL.
- (b) Prospect ELC grid amounts are detailed in Appendix "A".
- (c) All NHLSL ELCs must be 2 years in length.
- (d) When a GM misses the deadline for ELC signings, a GM must either choose to release players that were not signed on time or take a fine of \$500K for players 620v or higher and \$250K for players 610v and under to retain them.

(9) All forwards can play any forward position.

- (a) A GM may request a position change, or the addition of a position, for any player by posting the request in the designated Roster Movesthread. The request must be accompanied by a link from either a legitimate news source or one of the following sports sites: TSN, NHL, ESPN, CBSsports, Hockeydb, Elite Prospects, or Sportsnet. Blogs or fantasy sites are not sufficient.

(10) A GM is prohibited from playing a player on multiple lines during 5 skater even strength play ("double-shifting") with the exception that a defenseman can be double shifted on defensive pairing 4.

- (a) Violation of section (10) will result in a \$250,000 fine for every offense (maximum one fine per game) and will be levied against the current season's cap.

(11) A GM may play any player at any position where the play is not 5 skater even strength; however, double-shifting remains prohibited.

(12) Each team will require a coach whose salary will count against the cap and will affect simulation.

- (a) A coach's annual salary must be between \$250,000 and \$2,000,000 and the contract will be 1 to 3 years in length.
- (b) A coach can be fired at any time and the penalty will be 25% of the coaches remaining total salary including the season the coach is fired.
- (c) A team must have a coach during the regular season and until they are eliminated from the playoffs.
- (d) There will be a UFA Extravaganza period for coaches every off-season where coaches will be available in a closed bid process.
- (e) GMs can request that a coach be added to the sim at any time; the commissioners have the discretion to add the coach and determine the new coach's rating.
- (f) A UFA coach can be hired for any vacant position at any time after coach's UFA Extravaganza and before the team is eliminated from the playoffs as a 1 year contract and for \$750,000.
- (g) Coaches can be traded.
- (h) There will be no re-signing period for coaches.

(13) The base salary cap for each NHL team to start every off-season is \$71,000,000.

- (a) There is no salary cap for the AHL.

(14) A GM is prohibited from signing or re-signing an unrestricted free agent ("UFA") or a restricted free agent ("RFA") if the GM's team is over the salary cap or if the signing would cause the GM's team to exceed the salary cap.

(15) A GM must stay at or under the salary cap at all times during the regular season and post-season as well as the period that begins when a Commissioner gives notice of the RFA/UFA re-signing period in the off-season until the end of UFA Extravaganza of the same off-season.

- (a) A GM will have 24 hours to remedy a violation pursuant to section (15).
- (b) Failure to comply with section (15)(a) will result in the offending GM being fined at a rate of \$250,000 per day until the violation is remedied.
- (c) A Commissioner has the authority and discretion to fire a GM for continued infractions to section (15).

(16) A GM may release a player from his contract subject to sections (16)(a) through (16)(d).

- (a) If a player is released from his contract before a GM's final regular season game is simulated, the GM will be fined in the current year an amount equal to 25% of the player's contract being the aggregate of the current year of the contract and any subsequent years.

- (b) If a player is released from his contract after a GM's final regular season game is simulated, the GM will be fined in the upcoming year an amount equal to 25% of the player's contract being the aggregate of the remaining years of the player's contract excluding the year of the contract for the season simulated which immediately preceded the release.
- (c) A player released from his contract while in the AHL, the amount of the fine will be 5% of the player's contract.
- (d) All fines pursuant to sections (16)(a) and (16)(c) will be levied against a GMs NHLSL salary cap.
- (e) A GM who releases a player is prohibited from signing that player until the subsequent off-season.

(17) A player released from his contract will immediately become a UFA and a Commissioner has discretions as to whether this player will be made available in a "closed bid" process or "first come first serve".

- (a) If the player is released after the trade deadline, he will be prohibited from being signed until UFA Extravaganza.

(18) If a player retires from professional hockey in real life, he is deemed retired in the NHLSL immediately.

- (a) A player will be retired from the NHLSL when it is reported by a credible source that the player has retired from professional hockey in real life.
- (b) If the player retires from professional hockey in real life after the NHLSL trade deadline, the player can continue to be used in the NHLSL until the end of the regular season, or his team is eliminated from the playoffs, whichever is later.
- (c) If a player has been retired from the NHLSL pursuant to section (18)(a) and subsequently signs a professional contract, he will be reinstated in the NHLSL and GMs may sign him subject to a closed bid process. If the player is reinstated in the same season he has been retired, his ratings will be reinstated as they were before.

(19) Player contracts must have an annual value between \$500,000 and \$12,000,000 and in length between 1 and 3 years.

(20) Signing bonuses, performance bonuses, and no-trade clauses are prohibited.

(21) A UFA will be placed on the signing GM's NHLSL roster upon being signed.

- (a) Section (21) does not apply to a UFA signed under section (24) who can be demoted without waivers pursuant to section (32).
- (b) A GM does not require NHLSL cap space to sign a player who meets the conditions of section (21)(a).

(22) A player automatically becomes a UFA when he is 28 years of age or older as of July 1 in the year his contract expires.

(23) GMs are prohibited from signing UFAs once the trade deadline has passed up until UFA Extravaganza is complete with the exception of the UFA Extravaganza process.

(24) UFA signings after UFA Extravaganza is complete up until the trade deadline will receive a 1 year contract paying \$750,000.

- (a) A Commissioner has discretion as to whether a UFA under section (24) will be made available in a “closed bid” process or “first come first serve”.

(25) UFA and RFA re-signing occurs only during a specific period during the off-season. A Commissioner will give notice as to when this period will occur.

- (a) UFA and RFA re-signings are prohibited with exception to section (25).
- (b) The UFA and RFA grid amounts are detailed in Appendix “B” and “C” respectively.

(26) UFAs and RFAs who are not re-signed pursuant to section (25) will either become UFAs available at UFA Extravaganza or the offending GM will take a fine of \$500K for each pro roster player and a \$250K fine for each AHL player (waiver exempt) they choose to re-sign after the deadline.

- (a) A GM will not receive compensation if they do not re-sign a player and the player is signed by another GM.

(27) UFA Extravaganza will occur on or around July 1 of the off-season after UFA and RFA re-signing periods. A Commissioner will give notice of the commencement of this event.

(28) During UFA Extravaganza, players will be made available in batches.

- (a) All bids by GMs must be provided to the designated Commissioner in a closed bid format within a specific time frame announced by a Commissioner.
- (b) A GM is prohibited from revising his bids or issuing a second set of bids for players in the same batch.
- (c) The player will be awarded to the GM who offers the highest average annual value contract (“AAV”).
- (d) If two GMs offer the same AAV, the player will go to the GM who offers the longest term in years. If two GMs offer identical contracts, the player will be awarded to the GM who finished lower in the standings in the previous season.
- (e) A GM’s bids in a single batch in aggregate must not exceed the cap space they have.
- (f) Contracts offered must not exceed 2 decimal places in length ie. \$6.35M or 0.75M
- (g) All players signed during UFA Extravaganza are automatically placed on the signing team’s NHLSL roster, not the AHL roster.
- (h) All contract offers during UFA Extravaganza must be between 1 to 3 years in length and \$500,000 to \$12,000,000 in value.
- (i) A player won at UFA Extravaganza may not be waived or demoted until UFA Extravaganza is complete.

(29) RFA offer-sheets are prohibited.

DIVISION III

Transactions and Trades

(30) A GM may waive any player from their own organization any time.

- (a) A GM will have 24 hours from the time a player has been waived to claim a waived player.
- (b) A GM is prohibited from claiming a waived player if the GM's team is over the salary cap or if the claim would cause the GM's team to exceed the salary cap.
- (c) A GM is prohibited from trading a player who is on waivers.
- (d) A player acquired via waivers is automatically placed on the claiming GM's NHLSL roster.
- (e) There are no re-entry waivers.
- (f) A player claimed by a GM during the post-season is prohibited from being dressed if the GM who claimed the player has not been eliminated from the post-season.

(31) Waiver priority for the period beginning the day after the NHLSL Stanley Cup is won and ending Game Day 30 of the following regular season will be given to the worst team in the NHLSL to the best team based on the results from the season immediately preceding this period.

- (a) The team lowest in the NHLSL standings will have waiver priority for the period beginning Game Day 31 and ending the day the NHLSL Stanley Cup is won in the same season.
- (b) A team with a successful claim never moves to the bottom of the waiver list; priority is always based on standings.

(32) A player who is 24 years of age or less and is 61 overall ("OV") or less, 71 OV for goalies, does not require waivers to be demoted to the AHL.

- (a) A player whose salary is \$3,000,000 in the current year or higher, or whose OV rating is 62 or higher, 72 OV for goalies, can be waived but is prohibited from being demoted to the AHL.
- (b) A player who is 25 years of age or older and whose salary and OV rating are below the prescribed amounts detailed in section (32)(a) can be demoted to the AHL forthwith after being waived by the demoting GM and the player has cleared waivers.
- (c) A player who meets or exceeds the amounts prescribed in section (32)(a) is prohibited from being in the AHL.

(33) Salary or cash ("Arnold") may be traded as part of any transaction.

- (a) A GM is prohibited from trading Arnold which would exceed in aggregate + or - \$20,000,000. The tracking of the aggregate Arnold traded will be reset every year on the day after the NHLSL Stanley Cup is won.

- (b) A GM is prohibited from trading Arnold for a subsequent season with the exception of a trade that deals strictly in Arnold where Arnold in the current season is traded for Arnold the season immediately following the current season.
- (c) A trade pursuant to section (33)(b) must yield a subsequent season Arnold return of 100% of the value of the Arnold being traded in the current season.
- (d) In the 24 hours prior to the NHLSL trade deadline, Arnold limits will increase to the aggregate of + or - \$25,000,000.

(34) The NHLSL trade deadline will be set by a Commissioner for 15 sim days prior to the end of the regular season and sufficient notice of the deadline will be given to GMs prior to the deadline. Although the deadline will be set for 15 days prior, it will be given a real calendar date and the 15 days may change if a sim night is missed by the commissioner.

- (a) Trading is prohibited by all teams from the moment the trade deadline passes until after the NHLSL Stanley Cup is awarded.

(35) A GM can only trade draft picks for the 2 drafts subsequent to the date of the trade.

(36) A GM may include owed draft picks ("IOU") in a trade subject to the following provisions:

- (a) The IOU can be for the draft immediately following the date of the trade and not for any draft year subsequent to that.
- (b) A GM can only have 1 IOU in each draft round.
- (c) An IOU can only indicate the draft round; it cannot indicate a specific draft pick or range.
- (d) An IOU cannot be deferred to a subsequent draft.
- (e) Once the 2020/21 season trade deadline passes, IOUs will no longer be allowed.

DIVISION IV

Miscellaneous Rules and Regulations

- (37) An NHLSL regular season will be 82 games in length for each team.
- (38) NHLSL post-season structure will always mimic the NHL with the exception of section (39).
- (39) NHLSL regular season standings for the purpose of entry into the NHLSL post-season and seeding will be determined by tie-breakers as detailed in Appendix "D".
- (40) NHLSL player re-rates will be performed by a designated Commissioner and subsequently reviewed by the other Commissioners for oversights, errors, and accuracy.
- (a) Upon a Commissioner releasing the re-rates to the GMs, the GMs will have 48 hours from the time of release to inform the Commissioner who performed the re-rates as to any flagrant oversights, errors, or inaccuracies.
 - (b) Minor oversights, errors, or inaccuracies will not be altered.
- (41) The NHLSL Entry Draft ("the Draft") will take place on or around the weekend prior to the NHL Entry Draft.
- (a) A Commissioner will give GMs suitable notice of the date and time of the Draft.
 - (b) The Draft order will be based on regular season standings; tie-breakers are detailed in Appendix "D".
 - (c) In addition to section (41)(b), the teams not making the playoffs will be subject to a Draft lottery. The NHLSL Draft Lottery will mimic the NHL Draft Lottery.
 - (d) A Commissioner, or their designated representative, will manage the Draft to ensure picks are being made within the designated time limit and that picks are being tracked.
 - (e) The time limit to make a selection at the Draft is detailed in Appendix "E".
 - (f) GMs who are unable to attend the Draft must provide a fellow GM with a draft list.
 - (g) Failure by a GM to make their selection within the prescribed time limit will result in that pick being moved to the end of the same round.
 - (h) Failure to comply with section (41)(g) will result in forfeiture of the pick.
 - (i) If a GM selects a player who is not eligible for the NHLSL Draft and the selection is noticed prior to the end of the draft, the GM who made the selection will be entitled to make a selection at the end of the current round. If the selection is not noticed until after the draft is complete, the GM who made the selection will have his pick forfeited.
 - (j) Players who are eligible for the NHL Entry Draft who have had prior eligibility ("re-entries") are not eligible for the NHLSL Draft.
 - (k) If there is a trade at the Draft involving a current year draft selection, the GMs involved in the trade are required to notify the Commissioner who is managing the draft, or the Commissioner's designated representative, so there is no violation of section (41)(e).
- (42) Any player eligible for the Draft who is not taken in the Draft will be available in the subsequent UFA Extravaganza.

(43) A player with a conditioning rating (“CON”) under 95 is deemed injured and will count against the salary cap.

- (a) NHL injuries have no impact on NHLSL player with respect to being eligible to play.
- (b) Long term injuries will be capped at 85 CON in the regular season and 95 CON in the playoffs (excluding exhaustion); however, it is the responsibility of the injured player’s GM to notify a Commissioner of the long term injury or the CON may dip below the minimum limits without adjustment.

(44) GMs will receive team and player performance bonuses in the form of salary cap increases which will be effective for the season immediately following the season in which the bonus is awarded. The bonuses are detailed in Appendix “F”.

(45) A Commissioner has the authority and discretion to fire a GM or fine a GM \$500,000 towards the current season’s cap space for transgressions detailed in Appendix “G”.

(46) Commissioners have the authority to interpret the transgressions in Appendix “G” as they see fit.

(47) Any fine levied against a GM after the trade deadline and before the end of the playoffs of the same year will count against the cap in the subsequent season; section (16) does not apply to this section.

(48) All fines for current and subsequent seasons will be extinguished upon a new GM being hired and only for that team the GM is hired for.

(49) New GMs will have their first 3 trades reviewed by the Commissioner or have their trades reviewed for a period of 30 days from being hired, whichever is further in the future.

(50) A skater or goalie is considered a rookie if he has played less than 25 regular season NHLSL games prior to the start of the current NHLSL season.

APPENDICES

Appendix "A"

Selections in the first round:	\$2,500,000 AAV
Selections in the second round:	\$750,000 AAV
Selections after the second round:	\$500,000 AAV

Appendix "B"

All contract values below are AAV. The columns for salaries below from left to right correspond to 1 year and 2 year contracts.

Skaters:

76 OV +	\$12,000,000	
75 OV	\$11,500,000	\$11,750,000
74 OV	\$11,250,000	\$11,500,000
73 OV	\$11,000,000	\$11,250,000
72 OV	\$10,750,000	\$11,000,000
71 OV	\$10,500,000	\$10,750,000
70 OV -	\$10,250,000	\$10,500,000

Goalies:

86 OV +	\$8,750,000	
85 OV	\$8,000,000	\$8,250,000
84 OV	\$7,250,000	\$7,500,000
83 OV	\$6,500,000	\$6,750,000
82 OV	\$5,750,000	\$6,000,000
81 OV -	\$5,000,000	\$5,250,000

Appendix "C"

All contract values below are AAV. The columns for salaries below from left to right correspond to 1 year, 2 year, and 3 year contracts.

Skaters:

76 OV+	\$10,750,000	\$11,000,000	\$11,200,000
75 OV	\$9,750,000	\$10,000,000	\$10,500,000
74 OV	\$8,250,000	\$8,500,000	\$9,000,000
73 OV	\$7,000,000	\$7,500,000	\$8,000,000
72 OV	\$6,500,000	\$7,000,000	\$7,500,000
71 OV	\$6,000,000	\$6,500,000	\$7,000,000
70 OV	\$5,500,000	\$6,000,000	\$6,500,000
69 OV	\$5,000,000	\$5,500,000	\$6,000,000
68 OV	\$4,500,000	\$5,000,000	\$5,500,000
67 OV	\$4,000,000	\$4,500,000	\$5,000,000
66 OV	\$3,000,000	\$3,500,000	\$4,000,000
65 OV	\$2,000,000	\$2,500,000	\$3,250,000
64 OV	\$1,500,000	\$2,000,000	\$2,500,000
63 OV	\$1,250,000	\$1,500,000	\$2,000,000
62 OV	\$1,000,000	\$1,250,000	\$1,750,000
61 OV	\$750,000	\$1,000,000	\$1,500,000
60 OV -	\$500,000	\$750,000	\$1,250,000

Goalies:

86 OV +	\$7,000,000	\$7,500,000	\$8,000,000
85 OV	\$6,000,000	\$6,500,000	\$7,000,000
84 OV	\$5,000,000	\$5,500,000	\$6,000,000
83 OV	\$4,000,000	\$4,250,000	\$5,000,000
82 OV	\$3,750,000	\$4,000,000	\$4,500,000
81 OV	\$3,250,000	\$3,500,000	\$4,000,000
80 OV	\$3,000,000	\$3,250,000	\$3,750,000
79 OV	\$2,500,000	\$2,750,000	\$3,250,000
78 OV	\$2,250,000	\$2,500,000	\$3,000,000
77 OV	\$1,750,000	\$2,000,000	\$2,500,000
76 OV	\$1,500,000	\$1,750,000	\$2,250,000
75 OV	\$1,250,000	\$1,500,000	\$2,000,000
74 OV	\$1,000,000	\$1,250,000	\$1,750,000
73 OV	\$750,000	\$1,000,000	\$1,500,000
72 OV -	\$500,000	\$750,000	\$1,250,000

Appendix "D"

- (i) Wins
- (ii) Head to head record
- (iii) Goal differential

Appendix "E"

Selections in the first round 2 Minutes
Selections in the second round and beyond 1 Minute

Appendix "F"

Players of the Month (POM)	\$1,000,000
Division Champions	\$1,000,000
Regular season Champion:	\$1,000,000
9th & 10th Place 4 Points Out	\$750,000
First round losers	\$750,000
Second round losers	\$1,000,000
Third round losers	\$1,500,000
NHL SL SCF loser	\$2,000,000
NHL SL SCF champion	\$2,500,000
First Team All-Stars	\$750,000
Second Team All-Stars	\$500,000
GM Award Winners	\$1,000,000
Player Award Winners	\$500,000

(Excluding Conn Smythe Trophy & Good Job Kirk Trophy)

Appendix "G"

Continued complaining about re-rates, other GMs, the league, etc.
Backing out on a trade
Degrading, disrespecting, condescending, insulting, etc.
Tanking
Deliberately destroying one's own team with one-sided deals