

Everyone, especially the new guys, please go over the rules.

Collective Bargaining Agreement

This contract states all the rules and regulations of TUFHL. (The Ultimate Fantasy Hockey League)

Owner's Summary:

The Ultimate Fantasy Hockey League is a fantasy league that simulates the real world of hockey. General Manager's create and operate franchises just as one would in the National Hockey League. Each season they strive to win TUFHL's Stanley Cup.

SLACK Communication App- Mandatory for every GM. Link will be provided when a GM is accepted into the league.

BEHAVIOR:

This league is designed for entertainment purposes only. The goal of TUFHL is for every owner to thoroughly enjoy the experience of acting like a real NHL General Manager. However, if your idea of fun includes (but not limited to): team collusion, cheating, lying, running multiple teams or causing distress to any other GM via rude emails, message board postings, threats or by just not respecting another person's belief, you will promptly be removed from this league - no questions asked (**unless your name is Rodo**). Whenever the "fun quotient" of the majority is compromised by the inappropriate behavior of the minority, this league ceases to be entertaining. Please keep that in mind.

LEAGUE EXECUTIVE:

With the exception of the Commissioner and Deputy Commissioner, League Executive Positions are filled by acclamation or election. The Commissioner will publish job descriptions and a call for nominations/applications.

League Executive: Randy Blake

League Founders: Randy and Kirk Blake

Technical Advisor(s): Kirk Blake

Commissioner: Randy Blake

League Advisor(s): The all-knowing Steve White and partially knowledgeable but not afraid to ask questions Remi Rainville. Plus that Jake guy.

League Advisors provide Mentoring and advice regarding CBA interpretation, plus other duties as required. The Commissioner may recruit other General Managers to assist with miscellaneous projects.

LEAGUE OPERATED TEAMS:

Should a team become vacant, the league will operate the team until a General Manager has been hired. The League will act in the best interest of the team. The League will conduct business (drafts, financial decisions and so on) for the team as though a General Manager were in place. **The team will not make trades until a new GM is appointed.**

ROSTER RELATED:

1a) GM's are responsible for player management. Moving players between the pro and farm rosters is critical due to injuries and player improvement. Moving players between rosters must be done with the STHS client. GM's are able to set their game roster by submitting a .SHL file using the STHS client which can be found on the web page http://sths.simont.info/Download_En.php, as well as the instructions on how to install and use it.

1b) A team may only have a max of 25 players reside on their pro roster. **However, a GM may hold claim of up to 55 contracts.** Each team has a game roster, which is essentially the pro roster. The pro roster is made up of the game roster and the scratched roster. The game roster consists of 20 players. Players who do not play but are on the pro roster are assigned to the scratches roster. There are limitations to the players that compose the 20 man game roster. Exactly 2 goalies, 3 centers, 3 left wingers, 3 right wingers and 6 defensemen. Then you may select 3 more players at your discretion to put on the game roster. Typically 3 forwards of each position are selected so that your team has 4 lines. You are permitted to change the position of either defensemen or forwards, but you cannot change goalies. Changing a player's position may result in a negative effect on his ability.

1c) GM's are able to set their game roster by submitting an .SHL file using the STHS client which can be found on the web page http://sths.simont.info/Download_En.php, as well as the instructions on how install and use it.

SENDING PLAYERS TO THE FARM:

A player can only have played a max of 10 pro games before having to clear waivers to be sent to the farm. Once they have played their 11th game, they will have to clear waivers. Any player can be sent to the farm team after the start of the season, except those with contracts of more than **\$1,999,999 dollars**). **A player cannot have an OV of 69 or above and be sent down to the farm during the regular season. Goalies 75 and over cannot be sent to the farm.** A full Farm roster, with the capability to set complete lines, without recourse to using "unknown player", must be maintained at all times.

Should a GM decide to place a player on waivers or buy him out the GM must notify the league.

RELEASING PLAYERS/BUY OUT:

Should a GM decide to place a player on waivers or buy him out the GM must notify the league.

You may wish to release a player in order to free up money and/or playing time for younger players. The team releasing a player (if he clear waivers) will be required to "buy out" the remaining life of the contract of the player. To release a player, send an email to the commissioner, listing the players' name that you want to release. If said player clears waivers, after 48 hours, he is bought out. He will then become a free agent and posted on the unrestricted free agent list with offers being accepted for a period of one week. Players may be called up from the farm team at any time. But if a player plays more than 10 pro games, he must then clear a 48-hour waiver before being eligible to return to the farm.

Players bought out during the off season are not subject to clearing waivers.

Each TUFHL team may perform 1 buyout per season of a player making \$2,000,000/per year or more on his contract. Contracts of \$1,999,999 or lower may be bought out as often as desired.

Salary cap:

Minimum 55 million

Maximum 95.5 million

Every team must respect the limits imposed by the salary cap. There will be one exception. Teams may go over the salary cap limit by 10% (9.55 million) during the off season but must be fully compliant prior to the start of the preseason. Any trade that sends a team over the limit during the season will be rejected by the league. Any trade that sends a team under the cap will always be rejected by the league. Teams that sign too many free agents and can't get under the cap ceiling before the preseason will be subject to penalties (to be determined by the league admin).

TRADES AND CONFIRMATION:

As the General Manager of your team, you may freely trade any asset your team possesses to another team for something in return. You are able to trade players, money and draft picks (current year only). To complete a trade, both parties must confirm the trade on the trade page. Once both GM's confirm the deal, it is final. During the season, the Commissioner will process trades through the simmer on a nightly basis, otherwise on a need basis.

When a trade is submitted, it will not appear on the site until it has been approved by the Commissioner.

TRADE REVIEW:

The Commissioner has the right to review a trade or reverse it if he feels the trade favors one team heavily.

FUTURE CONSIDERATIONS:

There will be no future considerations allowed in any trades as this will only cause problems if a new GM takes over the team.

TRADE DEADLINE:

The trade deadline will be around 80% to 85% of the season has been played. The trade deadline will usually be on a Saturday and will be at 12:00 midnight Eastern Standard Time. The official time is when both teams confirm it. Any trade-confirmed after 12:00 midnight will not be approved. No exceptions. **No UFA can be traded after the trade deadline.**

DRAFT PICKS:

Each team must have 1 pick from the current upcoming draft in its possession at all times (yours or another teams). Only draft picks from the current upcoming draft year can be dealt (this is to protect new GM's that come into the league).

RETIRING PLAYERS:

When a player retires in the NHL, he will retire in our league after the following year. Meaning, when there are no stats for us to re-rate him, he will be removed from the team and **will not** be placed on the prospect list. If a player dies during the season. He will be in our league until he has no stats for us to re-rate.

GM RESPONSIBILITIES:

Lines- I would like to have lines from every team at least once a week, the more the better. This is for one, to show me you are still active and secondly it will help the team. All lines should be uploaded through the website by 9:00pm each game night. If a GM doesn't submit lines, doesn't respond to messages or just basically runs their team into the ground the admin team will not hesitate to remove you. This league is fun and free. All we ask is for your participation.

RESPONDING TO TRADE OFFERS/E-MAILS:

On trade offers, the other GM has to respond (within about 48 hours) no matter how one-sided it looks to you. Please do not respond with statements such as "I will look at it" or "I will get back to you". Out of courtesy, please provide an answer as soon as possible. This will allow the offering GM an opportunity to explore or finalize other trades in a timely manner. As well, if for any reason you are unable to respond to trade offers within 48 hours, please post your absence in Slack under the "Away" tab. If it is reported that you are habitually failing to fulfill these duties, this will be considered just cause for fines or at worst case, a GMs dismissal.

BEHAVIOR: Part 2

Basically we want no behavior problems. We have a great group of GM's so let's keep it that way. Be civil with each other or risk expulsion from the league. SEE * BEHAVIOR: The Commissioner and/or Executives will not hesitate to remove a GM from the league if he or she is not acting in the best interest of the league. Again, participation is a must, the Commissioner will review all GM's on a regular basis and fire any GM who is not acting or participating in the best interest of their team or the league. **This includes intentionally tanking to get better draft picks. This league is meant to replicate the NHL and no respectable club sits their starting goalie or scratches their top players there so we don't want it here.**

PRESS RELEASES:

These are mandatory, and again, the success of the league is contingent on YOUR participation and activity. If you have articles/press releases, you can post on the front page (with pictures and so forth). It is my hope that each team will write a one-paragraph team update once per month. **New Gms to the league have to write a mandatory article to introduce themselves. All GMs must write one article per year minimum. These articles will be scheduled in advance to spread out participation throughout the season.**

DRAFTS:

The entry draft will be determined by a draft lottery performed in the off season. The only players eligible to be drafted in our league are A) a player that was taken in the current NHL entry Draft or B) a player that is currently not the property of a TUFHL team and is 21 years of age or older. These are called Diamonds in the Rough. When selecting said player state the players name and beside it put DITR. An example of a DITR would be an undrafted late bloomer or unsigned college kid.

PLAYER DEVELOPMENT:

Understanding Player Ratings

Player Con IJ CK FG DI SK ST DU PH FO PA SC DF EX LD MO PO OV

| | | | | |
|----------------|-----------------|--------------------|-----------------|--------------|
| IJ - injuries | CK - Checking | FG - Fighting | DI - Discipline | SK -Skating |
| ST – Strength | DU - Durability | PH - Puck Handling | FO -Face offs | PA - Passing |
| SC - Scoring | DF - Defense | EX - Experience | LD - Leadership | MO - Morale |
| PO - Potential | OV - Overall | | | |

RATINGS AND RE-RATES:

A player's rating will be based on the NHL stats. The coaches will be rated during the off season along with the players.

SUSPENSIONS:

The simulator will suspend players throughout the season on its own.

TEAM OPERATING EXPENSES:

The prime expense of a franchise is its payroll. Each player on the pro roster receives his full salary as listed on the player vitals page. Each player on the farm roster receives 10% of his listed salary.

FREE-AGENTS: (RESTRICTED AND UN-RESTRICTED)

-All players not resigned during the resigning period will become a Free Agent. Players who are no longer considered "entry-level" but do not qualify as un-restricted free agents become restricted free agents when their contracts expire.

-Each team must place a qualifying offer to their player if they want to retain restricted Free-Agent status to them. If the team does not do that, then the player will become an Un-restricted free agent and the team will lose all rights to the player.

-All players age increases on July 1, therefore resigning of rfa's must be completed before this date.

-All players of the age of 28 and over on expiring contract are UFA's.

Each GM will have the option of keeping and signing two (2) of their own teams "Un-restricted Free Agents" each season. The remaining unrestricted free-agents will be placed on the free agent list for all teams to bid on.

When the free agency period starts, each team can go ahead and bid on the player(s) that they wish.

-A GM may place a maximum of five bids at any time during a round. Contract offers can be changed or repealed at any point until the end of the round.

-There is only one round of bidding at a time. The highest total overall salary (TOS) offered is the winner at the end of each round. (Example: Montreal offers Crosby 14 million for 1 year that's 14 million TOS. Toronto offers Crosby 3.6 million for 4 years that's 14.4 million TOS. Toronto has the winning bid in this situation.)

-If there is a tie (same amount offered by several teams) the free agent will choose the team with the worst regular season record last season.

-There is no maximum amount of free agents a team can sign as long as the team does not go over more than 10% of the salary cap maximum AND gets back to cap compliance prior to the beginning of the preseason.

-League admin will determine the amount of free agency rounds needed and all leftover free agents will be available on a first come, first served basis.

-A player cannot be paid more than 20% of the salary cap or \$17,600,000.

-No player rated 64 OV or less can make more than the max farm salary of 1,999,999 per season.

Free agents aged 35 and over can sign for a maximum of three seasons. All other free agents can sign for a maximum of four seasons.

Extending players:

The owning team can resign players before the signing deadline announced by the league, thus avoiding free agency for those players. Players signed using this method must be signed to a contract of 1 to 4 years in length and the players are given a raise based on their OV.

Rating 80-100 must receive a 30% raise.

Rating 75-79 must receive a 20% raise.

Rating 68-74 must receive a 15% raise.

Rating 0-67 must receive a 10% raise.

1) Star Power Players Contracts:

1a) Forwards / Defense

Players 28 and under that have a 78ov or above must be signed to a contract of \$6 000 000.

1b) Goalies

Goalies 28 and under that have an 83ov or above must be signed to a contract of \$5 000 000.

2) Max Salary:

No player (RFA or resigned UFA) can have a salary above 20% of the total salary cap. (If salary cap is 100 million a player can make a maximum of 20 million per season.)

3) Salaries for expiring contracts.

-Players who make 2 000 000\$ or more in salary will follow the pay structure outlined above.

-Players with an OV of 69 or less and goalies with an OV of 74 or less follow the pay structure above.

-Players with an expiring contract of less than 2 000 000\$ per year will be assigned a contract based on the rerate values below.

3a) Forwards/ Defense

70ov to 73ov = 2m per year

74ov to 77ov = 3m per year

3b) Goalies

79ov to 82ov = 3m per year

76ov to 78ov = 2m per year

GOALIES: (Rule Changes*)

Goalies will only be permitted to play a maximum of 4080 minutes per season. This number is subject to change should we play a shortened season. Teams violating this rule will be required to forfeit a 2nd round pick and the goalie will be ineligible to play in the playoffs. Should said team not have a 2nd round pick it will be taken from the following season. All teams will require a minimum of five roster goalies at all times. Two pro roster, two farm roster and one extra for injuries. Insufficient roster players/goalies causes issues when simming. Please update your roster and lines as much as possible to make life easier for those running the sim.

ROOKIES: (Rule Changes*)

A prospect can be created and join a farm/pro roster after playing 10 NHL games. Should we play a shortened season, this number may be lowered. If a prospect has a rating but has not yet played 10 NHL games he can be put back on the prospect list. Prospects will be created automatically during every off-season. A GM can request a prospect be created during the season if he's played 10 NHL games.

When a prospect is moved from the Prospect List to the Pro Roster, said player will be assigned an ELC (entry level contract). All rookies receive a three year deal @ 650K per season. Rookies drafted in the 1st round will receive the same three year deal @ 850K per season.

Older prospects (aged 23 and over) will receive a three year contract whose salary will follow the real NHL salary.

Expansion Draft:

League Expansion: *Should the league choose to expand again in the future, the league will be notified one season in advance.

The off season order for expansion is as follows:

1. Resign Free Agents – RFA(s) and two UFA per team
2. Send in list of protected players for the expansion draft. You may choose to protect your recently signed UFA or expose them.
3. Expansion draft
4. Entry draft

*Please take notice that all trading will be frozen from the trade deadline until the end of the expansion draft. The only exception is for the expansion team and any club he/she chooses to deal with.

Protecting Players:

Each team will be allowed to choose one of two options.

Option A - Protect seven (7) forwards, three (3) defenders, and one (1) goalie

Option B – Protect eight (8) skaters and one (1) goalie

-All unsigned free agents (restricted and unrestricted) are exempt from the draft. You can choose to protect your recently resigned free agents or expose them. That includes your two loyalty signings.

-All players under age 22 before July 1st and all players considered prospects in the year of expansion cannot be exposed in the draft. All rookies are exempt.

- Any Forward/ Dman that has played 10 (REAL NHL) pro games in each of the last 2 season must be protected or be exposed to the expansion draft.

Player Exposure Requirements:

Each team must leave unprotected at least:

- a. One (1) defenseman who has played 40 NHL games in the season prior to expansion.
- b. Two (2) forwards who have played 40 NHL games in the season prior expansion.
- c. One (1) goaltender under contract for the season following expansion. No minimum NHL games required but cannot be retiring.

Regulations for the Expansion Franchise: Seattle

The expansion franchise must select one (1) player from every team.

The expansion franchise must exceed the salary cap floor for their Pro Team roster at the end of the draft.

The expansion franchise must not exceed the salary cap for their Pro Team roster after the draft.

The expansion franchise must select a minimum of sixteen (16) forwards, nine (9) defensemen, and three (3) goalies.

The expansion franchise cannot buy out any player selected in the expansion draft until after the first season has concluded. If any player is traded during the first season, the acquiring team must adhere to the same regulation and will not be permitted to buy out said player.

The expansion franchise cannot trade a player back to the team he was drafted from until the first season has concluded. If a player is traded during the first season, the acquiring team must adhere to the same regulation and will not be permitted to trade the player to the team from which he was originally drafted until the conclusion of the first season.

The expansion franchise will be given seven (7) days to complete their expansion selections once they receive all protected player lists.

Expansion Draft Selections:

The expansion franchise will be guaranteed no lower than the sixth (6th) overall selection. Should they place higher than sixth, they will take the 6th pick and the other remaining clubs will move back one pick. (6th becomes 7th and so on)

The expansion franchise will then own the third (3rd) selection in each subsequent round of the draft with all other clubs moving back one space except for the #1 and #2 picks for each round starting in the second round.