



DCHL Rules Page

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I. DEFINITIONS

1. "Bidding Window" means the twelve (12) hour period of time following a Live Bid during which any GM may bid on an UFA.
2. "Coach Ratings" means the ratings given to a coach by the ratings provider.
3. "Commish" means collectively the seven (7) administrators of the league, as set out in Clause II-1-c.
4. "Draft Pick" means any player eligible for the NHL draft.
5. "ELC" means Entry Level Contract, as specified in Clause III.
6. "Future Considerations" means any consideration as part of a trade that has not yet been assigned but has been approved by the Commish per Clause V-2-c.
7. "GM" means the General Manager of each Team, either as individuals or as partners.
8. "DCHL Cash" means all simulated dollars related to Team revenue, Salary Cap, etc., which can be purchased with Real-world Dollars, as needed, per Clause VIII-2-c.
9. "DCHL Draft" means the annual entry draft for the DCHL.
10. "DCHL Finance Manager" means the person outlined in Clause II-1-c-i.
11. "DCHL Playoffs" means the playoffs of the DCHL.
12. "DCHL Regular Season" means the regular season of the DCHL.

13. "DCHL" means the league as comprised of thirty-one (31) Teams and their related GMs.
14. "Farm Team" means the list of rated players who belong to a Team but who are not on a Pro Roster.
15. "Hometown UFA" means any UFA that belonged to a certain Team at the end of the previous DCHL Regular Season.
16. "Injured Player" means any player who cannot play in a Simulation due to injury.
17. "IR" means the Injured Reserve list.
18. "League Fee" means the annual cost to each GM to participate in the DCHL, as specified in Clause XIV-1-a.
19. "Line-up" means the configurations of a Team's roster for a given Simulation, as set by the GM of the Team or as configured automatically by STHS.
20. "Live Bids" means the highest active bid on an UFA, which will become the winning bid if that player is not offered a higher bid during the Bidding Window.
21. "Maximum Allowable Bid" means the highest bid that a GM may make on an UFA based off of current Cap Space and DCHL Cash available, as determined by the Commish.
22. "Message Board" means the part of the Website where GMs can discuss topics publicly.
23. "Older Drafted Player" means any player drafted at such an age that an ELC would take said player into UFA.
24. "One Way Contract" means the meaning given to it in Clause III-2-a.
25. "Overall Rating" means the summarized rating of each player's estimated value, as determined by the Commish, which is used to determine the minimum bid during the UFA Period.
26. "Payment Deadline" means the date by which all GMs must pay the required League Fees.
27. "Player Position" means the position of a given player as listed on nhl.com or tsn.ca.
28. "Priority List" means the list of which Teams have the first chance to claim a player off of waivers as specified in Clause III-6-b.
29. "Pro Coach" means a coach for the Pro League.
30. "Pro League" means the STHS equivalent to the NHL.
31. "Pro Roster" means the roster set to play in the Pro League.
32. "Prospect List" means the list of Prospects that belong to a Team, as may or may not be on the Farm Team.
33. "Prospect" means any player for whom Clause III-3-a applies.
34. "Rated Player," means any player with a rating given by the STHS ratings provider.

35. "Real-world Cash" means all real dollars (Canadian Dollars (CAD)) paid by each GM to the Commish via PayPal to participate in the DCHL, which shall be used to cover League Fees, Payouts, and any other fee that shall arise from time to time, as specified through the Rules.
36. "RFA" means Restricted Free Agency or Restricted Free Agent, as specified in Clause XI.
37. "RFA Market" means the period of time after the RFA Period where all GMs can bid to sign RFAs that have not been signed to the RFA spreadsheet calculated contract but have been submitted by their GM to test the open market, as subject to the terms of Clause XI-3.
38. "RFA Period" means the period of time when GMs can submit contract offers, as calculated by the RFA spreadsheet, for extending RFAs as specified by the Commish, or notify the Commish to allow the RFA to test the RFA Market.
39. "Rookie Status" means that a player is eligible for the Calder Trophy, as more specifically laid out in Clause III-3-c.
40. "Roster Buyout" means any termination of a contract under the terms of Clause VIII-3.
41. "Roster Player" means any player whose rights belong to a certain Team, whether on the Pro Roster, the Farm Team, or the Prospect List.
42. "Rules" means this document, as periodically amended by the Commish.
43. "Salary Cap" means the DCHL Salary Cap as specified in Clause VIII-1.
44. "Salary Cap Floor" means the minimum Pro Roster payroll as specified in Clause VIII-1-c.
45. "Season Ticket Percentage" means the percentage of season tickets a Team sells in order to generate DCHL Cash revenue, which can increase or decrease as specified by Clause XIII.
46. "Signing Bonus" means the DCHL Cash bonus paid to a RFA/UFA to reduce the overall Salary Cap hit on the given RFA/UFA's contract.
47. "Simulation" means any game simulated on STHS
48. "STHS" means the Simon T Hockey Simulator
49. "Team" means any DCHL Team.
50. "THN Top 50 Prospect" means any prospect listed on the The Hockey News Top 50 Prospect publication for the given year.
51. "Trade Deadline" means the date during the season after which trades are no longer permitted, as specified in Clause V-5.
52. "Two Way Contract" means a contract for any player who earns less than \$1,500,000 per year, such that said player's

contract shall only count against the Team's Salary Cap if the player is on the Pro Roster, at the discretion of the GM.

53. "UFA" means Unrestricted Free Agency or Unrestricted Free Agent, as specified in Clause XII.
54. "UFA Age" means that age specified by Clause XI-1-b.
55. "UFA Period" means the period of time when GMs can bid for UFAs as specified by the Commish.
56. "UFA Rules" means the rules specifically pertaining to the process of bidding for and acquiring UFAs during the UFA Period.
57. "Website" means DCHL.ca, as is accessible by permission from the Commish.
58. "KHL" means the Kontinental Hockey League
59. "Euro" means any professional hockey league operating in Europe/Asia that is not the Kontinental Hockey League

II. GENERAL INFORMATION

1. League Setup

- a) The DCHL operates on the STHS, which simulates the results for each Simulation.
- b) The DCHL web site is www.DCHL.ca.
- c) The Commish have structured the DCHL and currently have seven (7) administrative positions also known as the Board of Governors (BOG):
 - i. Luke Wile (Chief Financial Officer)
 - ii. Josh Guertler (Chief Operational Officer)
 - iii. Mark Stefenelli (League Secretary)
 - iv. Steve Downs (Player/Asset Management)
 - v. Cory Lavalette (Player/Asset Management)
 - vi. Elected Seat with two year term expiring on odd numbered years
 - vii. Elected Seat with two year term expiring on even numbered years
- b) Starting in the year 2020 there will be an annual election for one of the BOG seats; the election will be done anonymously through a 3rd party website with one vote per elected seat for every team in the DCHL, for a total of thirty-one (31) votes as of the 2019-2020 season
- d) In addition Matt Watters will serve as the Chief Technological Officer (CTO) in a non-BOG role
- e) The Commish and the CTO receive a yearly salary in DCHL Cash, paid at the beginning of each offseason
- f) The DCHL is a cash league. See Clause XIV for detailed information

2. Expectations for Respectful Behavior and Activity

- a. It is understood by all participants prior to joining the DCHL that:
- i. Due to the competitive nature of the DCHL, the Commish will consult with disputing parties when necessary, and the Commish will provide final, non-disputable decisions to resolve conflicts.
 - ii. Any attempt to circumvent the Rules will result in disciplinary action handed out by the Commish, which may include fines, penalties, or termination of GM status, as determined by the Commish.
 - iii. Disrespectful behavior will not be tolerated, both when dealing with other GMs and the Commish.
 - iv. Professionalism is required. GMs are expected to remain active or announce any extended period of inactivity.

3. Conflicts

- a) The Commish works collaboratively to determine the Rules for the DCHL and to work out the enforcement of the Rules.
- b) Rules changes must be proposed to and voted on by the Commish, and any queries regarding rulings must be directed to the Commish.

4. League Calendar and Schedule

- a) The DCHL shall adhere to the following annual schedule of events:
 - i. Draft Lottery – Same as NHL
 - a. NHL Draft Lottery results are applied to the DCHL standings.
 - ii. Payment Deadline – 11:59:59pm EST on the eve of the DCHL Entry Draft.
 - a. GMs who have not paid prior to the Payment Deadline will not be allowed to make selections in the DCHL Draft, make trades or participate in any other league/GM activity.
 - b. Unpaid teams will be automatically drafted based off of Best Pick Available (BPA) based on the NHL Entry Draft results.
 - iii. DCHL Entry Draft – fourteen (14) days after the NHL Entry Draft
 - a. First (1st) round of the DCHL Draft will be held via live stream at 2pm EST, and GMs will have 3 minutes per pick.
 - b. Second (2nd) and Third (3rd) rounds will be held on Facebook from 11am-11pm EST

- with thirty (30) minute windows assigned to each GM.
- c. Fourth (4th) through seventh (7th) rounds will be held via email using GM submitted lists.
 - iv. UFA Period – open from seven (7) days after the first round of the DCHL Entry Draft until the Trade Deadline for all players eligible for that year’s playoffs, all players signed after the Trade Deadline are eligible for that year’s regular season only. Clause X applies for all UFA signings.
 - v. Pre-Season – synchronized with the NHL Pre-Season
 - vi. DCHL Regular Season – synchronized with the NHL Regular Season
 - vii. RFA Period – open from January 1 to Trade Deadline
 - viii. Trade Deadline – synchronized with NHL Trade Deadline
 - ix. DCHL Playoffs – starts at the same time as the NHL Playoffs

III. ROSTER REGULATIONS AND LINE MAINTENANCE

1. Roster Requirements

- a) A Team may have a maximum number of fifty-five (55) Roster Players and Prospects combined. This is enforced the eve of the start of the Regular Season and again at the Trade Deadline.
- b) As a minimum, all Teams must have 15 rated forwards, 8 rated defense, and 3 rated goalies.
- c) Failure to achieve the roster requirements will result in DCHL Cash fines as determined by the Commish. The Commish will also make the necessary moves to meet roster requirements.

2. One Way Contracts and ELCs

- a) All One Way Contracts count against the Salary Cap of the Team who signed the contract, even if the player is not on the Team’s Pro Roster.
 - a. A One Way Contract consists of any player who earns \$1,500,000 per year or more. Such player must either count towards his Team’s Salary Cap or be bought out by his GM.
- b) ELCs and contracts less than \$1,500,000 are Two Way Contracts, and the restrictions on One Way Contracts do not apply to either.

3. Rookies and Prospects

- a) Any player who is eligible for an ELC slide will count as a Prospect and be included on a Team's Prospect List.
- b) A player's Rookie Status is determined by their Rookie Status in the previous NHL season that was used to generate the player's ratings.
- c) When a player is moved from the Prospect List to the Pro Roster in the off-season, said player will be assigned an ELC or the same NHL AAV and term for non-ELC players by the Commish.
- d) ELCs will be for three (3) or less years and valued at \$900k, with the exception of an Older Drafted Player. At that time the Older Drafted Player's term and value will be equal to the term and value of his existing NHL contract.
- e) ELCs are manually done by the Commish at the beginning of each season. Should a GM have an assigned ELC, the GM may want to dispute by emailing the Commish.
- f) Only players who qualified as NHL rookies in the previous NHL season are eligible for the Calder Trophy.
- g) All GMs are expected to update their prospect ratings using the website <http://www.thenextwavenhl.com>

4. Retaining the Rights of Non-NHL Players

- a) If a Team holds the rights to a player who leaves the NHL, to play in Europe, to retire, because of injury, or because of suspension, the GM of that Team may hold the rights to said player and place the player on the Prospect List.
- b) If a player returns from Europe or from retirement, said player will become active, and the Team who holds his rights will be given the option to mirror the exact term and NHL AAV of said player or the player will be released.

5. Pro Roster Size and Injured Reserve

- a) Pro Roster size maximum is twenty-three (23) players; the minimum is twenty (20) players including at least two goaltenders.
- b) If a GM has an Injured Player on the Pro Roster, call-ups are allowed from the Farm Team and the GM does not have to place the injured player on Injured Reserve. However, once the Injured Player is healthy, the GM cannot have more than three (3) healthy scratches ("healthy scratch limit") in their Line-up for a Simulation. Failure to comply will prevent the simulation from taking place and the Commish will make roster moves to their discretion.

6. Waivers

- a) Players on One Way Contracts must clear waivers prior to being demoted to the Farm Team, either as part of the waiver draft or by going through waivers at a different time.
- b) If a player is put on waivers by a GM in the DCHL, the currently lowest ranked Team in the DCHL standings will be first on the Priority List to claim the said player, and this method of ordering of the Priority List will carry through the off-season based on the previous DCHL season.
- c) If a player is put on waiver because said player is from outside of the DCHL, the Priority List will not apply, and GMs can make claims on a first-come, first-served basis.
- d) There is no DCHL Cash penalty for Teams claiming a player from waivers. There is no DCHL Cash compensation for Teams losing a player to waivers.

7. Injured Reserve

- a) No healthy players may be placed on the IR.
- b) While a player is on IR, his salary does not count towards the Team's Salary Cap but the player's salary will still be paid by the Team.
- c) The IR term must fit the expected recovery time for the injury.
- d) GMs may not pick up a replacement player, unless the Team cannot fill its Pro Roster due to injury.

8. Player Categories

- a) Category 1 – KHL or Euro players coming to the NHL can be released to free agency, but only prior to the start of the regular season, at no expense and signed by any team.
- b) Category 2 – Any player who is eligible for an ELC-slide in the NHL. These players will automatically be returned to a team's prospect pool or have their DCHL contract adjusted accordingly.
- c) Category 3 – Veterans with Two Way Contracts can be released to free agency at no expense and signed by any team.
- d) Category 4 – Goalies with Two Way Contracts can be released to free agency at no expense and signed by any team.
- e) Category 5 – any player that does not fall under the aforementioned category.

IV. LINE MAINTENANCE

1. Line-up Expectations

- a) Although it is not mandatory, GMs are expected to set their Line-up prior to the Simulation. If a GM fails to do so, it will result in a Line-up set automatically by STHS for that Simulation.
2. Double Shifting
- a) A GM may double shift (“double shift rule”) one (1) forward on the fourth line; double shifting a forward on any combination of lines one, two, and three will default that Line-up to automatic for that Simulation.
 - b) Six (6) defensemen must play on the top three defensive pairings and double shifting a defenseman on any of the top three defensive pairings is illegal. A GM may dress a seventh defenseman to play on the fourth line.
3. Switching Positions
- a) GMs may not change Player Position, unless it is revised on nhl.com or tsn.ca.
 - b) GMs may not play players out of position at even strength. However, GMs are allowed to co-ordinate the Line-ups for special Teams in whatever way they wish.
 - c) Forwards may play in any forward position without penalty.
4. Line Submissions
- a) All Line-up changes must be made on the STHS system.
 - b) All Line-ups and trades are processed prior to the Simulation. It is the GMs responsibility to get details correct.
 - c) The STHS system tracks Line-ups, double shifting, transactions, etc.
5. Simulation Schedule
- a) Games will be Simulated as regularly as possible, but there is not a set schedule for Simulations.
 - b) There will be approximately twenty-four (24) hours in between Simulations, and GMs are expected to pay attention so that they can keep the line ups updated. Any interruption to this schedule will be announced by the Commish.
6. Goalie appearances
- a) No goalie may appear in more than sixty-five (65) games during any given Regular Season, regardless of how many teams played for.

V. TRADES

1. Making Trades

- a) GMs may trade with other GMs for Roster Players, Draft Picks, Prospects, Pro Coaches, DCHL Cash, and/or Future Considerations.
- b) Trades are not official until all of the trading GMs have sent their trade confirmation in through the Website and the Commish has completed its review. GMs are responsible to ensure the details of each transaction are correct.

2. Commish Approval

- a) The Commish has the right to review all trades to prevent cheating and has the authority to reject trades, if necessary.
- b) Any side agreement to trade a player back to the original Team after a certain period of time (“rental agreement”) is strictly prohibited and is subject to disciplinary action as determined by the Commish.
- c) Future Considerations must be described to the Commish and approved by the Commish.

3. Trading Draft Picks

- a) GMs may not trade Draft Picks for drafts more than one year into the future, unless they have paid their dues in advance for that season. For example, during the 2014-2015 DCHL season, only Draft Picks for the 2015 DCHL Draft are eligible for trade.

4. Trading UFAs

- a) GMs may trade UFAs negotiating rights at the end of the season prior to the UFA Period but no Hometown Discount is given to the recipient of said UFA. However, the recipient will benefit from a maximum of 5 total bids for said UFA.

5. Trade Deadline

- a) The Trade Deadline is the same as the current NHL Regular Season, after which time GMs will not be allowed to make trades for the remainder of that DCHL Regular Season until Playoffs are complete and GMs have paid their dues for the following year.

6. Team Swaps

- a) GMs may swap Teams within their current division. A Team swap includes a full exchange of Roster, Finances, Coach, etc.
- b) A team swap is intended for GMs who are fans of the NHL counterpart of the DCHL team for which they would like to swap for.
- c) Team swaps requested inside of the current division are approved automatically.
- d) Team swaps requested outside of the current division of the Team are subject to approval from the Commish

and cannot be granted where it is deemed as a competitive gain.

- e) GMs may swap franchises only once per lifetime per initiator, and it is subject to a \$10 Real-world Cash fee and 10M DCHL cash.

7. Retaining Salary

- a) GMs may retain up to 50% of the cap and salary commitment to a player. The GM retaining salary must pay his league dues for the duration of the contract. Once a GM has traded a player and retained salary, the GM may not reacquire the player for a period of one (1) year, unless said player's contract has expired.
- b) Any single player contract cannot be used in a retained salary situation more than once (1).
- c) A GM is only able to retain salary on up to three (3) players at any given time. If a GM is retaining the salary of three (3) players, the GM must wait until a contract expires in order to be eligible to retain another player's salary.
- d) Any GM retaining salary may not commit more than fifteen (15) percent of the salary cap's upper limit to retained salary.

VI. COACHES

1. Rated Coaches

- a) GMs must pick a rated Pro Coach. All NHL and AHL Head Coaches are rated by STHS, as are all NHL Assistant Coaches (except for Goalie Coaches).
- b) GMs can only sign a Pro Coach who is displayed with ratings.
- c) To sign a new coach, a GM must post in the message board the intention to sign the new coach by bidding on said coach. The minimum bid is 250k DCHL cash. The minimum increment in counter bids is 250k. To win a coach, you must hold the highest bid for 12 hours. Once you have won the bid, you must immediately pay the bid in DCHL cash in order to buy the coach's services. A GM may not use more than three (3) bids to win a coach auction.

2. Coaching Contracts

- a) Pro Coaches do not have contracts and will remain with the Team for however long the GM decides.
- b) All Pro Coach transactions must be done through the Message Board and be approved by the Commish.

VII. ENTRY DRAFT

1. Draft Eligible Players

- a) All DCHL Drafts will consist of seven (7) rounds and will run the same year as the NHL entry draft.
- b) Any player eligible for the NHL Draft can be drafted, or
- c) Any player, older than 20 on July 1st and who will not be rated for the following DCHL season, can be drafted, unless their rights are owned by another Team.

2. Draft Order

- a) The DCHL Draft order will be determined by the NHL Draft Lottery results for the first 15 teams.
- b) The final 16 teams will be seeded based on Playoff results. Teams are re-seeded as follows: Cup Champions – 31st; Cup Finalists – 30th; the Conference Finalists – 28th (highest) and 27th (lowest) based on Regular Season points; the teams who won their divisions in the Regular Season but did not play in the Conference Finals – potentially 24-27th; the teams who didn't win their division or play in the Conference Finals – 16-23rd (up to 27th).

VIII. SALARY CAP AND DCHL FINANCES

1. Cap Violations and Punishments

- a) The Salary Cap is the maximum Pro Roster payroll, and the Salary Cap will change yearly to mirror the NHL Salary Cap. The DCHL Salary Cap runs one (1) year behind the NHL Salary Cap.
- b) The Salary Cap for the 2019-2020 DCHL season is \$79,500,000.
- c) The Salary Cap Floor will always be set \$25,000,000 in DCHL Cash below the Salary Cap.
- d) Each Team's Pro Roster payroll must be Salary Cap compliant at all times throughout the season. Failure to remain Salary Cap compliant will result in penalties to be determined by the Commish.
- e) If a GM makes a trade that puts his Team in violation of the Salary Cap, the GM must reduce his Pro Roster salary by trades, line juggling, waivers, or Roster Buyouts to become Salary Cap compliant prior to the next Simulation.
- f) Punishment for the violation of the Salary Cap will result in escalating, unspecified fines determined by the Commish.

2. Financial Expectations for DCHL Cash

- a) All Teams must be profitable in terms of DCHL Cash by the end of the DCHL Regular Season and must not rely on DCHL Playoff revenue to cover any financial losses.

- b) If a Team is below profitability, a GM may buy up to \$18M, at a cost of \$1M DCHL Cash for \$5 Real-world Cash over and above the League Fee.
- c) GMs can earn DCHL Cash by selling tickets and merchandise at home games, making DCHL Cash deals with richer GMs, writing articles for the front page, or assisting the Commish with administrative tasks, as needed.
- d) Beginning in the first season, the DCHL will use the Season Ticket Percentage model. See Clause XIII for more information.

3. Roster Buyouts

- a) Roster Buyouts are paid for with Real-world Cash and DCHL Cash and are based on the years left on the player's contract:
 - i. 1 year left = \$10
 - ii. 2 years left = \$20
 - iii. 3 years left = \$30
 - iv. 4 years left = \$40
 - v. 5 years left = \$50
 - vi. Fifty (50%) percent of the player's remaining contract must be paid out in DCHL Cash at the time of the Roster Buyout.
- b) If a GM resigns and leaves the Team in a poor spot, the Commish, at its sole discretion, may elect to Roster Buyout the contracts for free to make the Team more desirable for take over.
- c) Any player whose contract is bought out will become a Free Agent.

IX. RESTRICTED FREE AGENCY

1. RFA Ages

- a) Restricted Free Agents (RFA) are those players who are twenty-eight (28) years of age or younger in the DCHL on July 1 following the Playoffs of a given season.
- b) UFA Age is reached when players turn twenty-nine (29) with no contract left or twenty-eight (28) with one (1) contract year left as of July 1 of that year.

2. Re-signing RFAs

- a) All RFA signings are to be done using the excel spreadsheet
 - i. Please input the player's age and the cap hit from the latest NHL contract from www.capfriendly.com (i.e., the most recent NHL extension cap hit may or may not be the player's cap hit from the current NHL season, if

the player has extended for the following NHL season then that cap hit will now apply)

- ii. If an RFA is earning 1.5M in the DCHL or more, the highest of the DCHL AAV and NHL AAV is to be used for the extension.
 - iii. Email all RFA re-signings to the Commish at DCHLcommish@gmail.com
- b) Each season GMs will only have two (2) four (4) year deals, and two (2) five (5) year deals with which to re-sign players, but GMs may sign as many one (1) to three (3) year RFA contracts as they want. GM is responsible to specify which term applies to each player.

3. RFA Compensation

- a) If a GM chooses not to sign a RFA to the amount determined by the spreadsheet, he may let the RFA test the RFA Market. The GM may also tell the Commish to release the RFA's rights to UFA.
- b) Prior to landing on the RFA Market, the Commish will offer the GM a contract of either one (1), if 27 years old or less, or two (2), if 28 years old, years in duration. Said contract will include a full No Movement Trade Clause for its duration.
- c) If the RFA is exposed to the RFA Market, a Team will be awarded compensation from the acquiring Team for losing the RFA to the acquiring Team.
- d) Compensation for signing a RFA will mirror the NHL RFA offer sheet compensation:
 - i. \$475,000 to \$999,999 = no compensation
 - ii. \$1,000,000 to \$1,499,999 = 5th Round Draft Pick
 - iii. \$1,500,000 to \$1,999,999 = 4th Round Draft Pick
 - iv. \$2,000,000 to \$2,999,999 = 3rd Round Draft Pick
 - v. \$3,000,000 to \$3,999,999 = 2nd Round Draft Pick
 - vi. \$4,000,000 to \$4,999,999 = 1st Round Draft Pick
 - vii. \$5,000,000 to \$5,999,999 = 1st& 2nd Round Draft Picks
 - viii. \$6,000,000 to \$6,999,999 = two 1st Round Draft Picks
 - ix. \$7,000,000+ = Three 1st Round Draft Picks
- e) GMs must have the proper compensation before bidding on another Team's RFA. The Team losing the RFA would have a choice amongst the acquiring Team's available draft picks.

- i. At least one (1) of the highest picks must be in the next DCHL Draft.
- f) Bids for RFAs are for one (1) year deals only, unless the RFA is only one (1) year from UFA, in which case it is open from one to five (1-5) years. Bids for RFAs cannot include a Signing Bonus.
- g) When bidding for RFAs, bids must be at least \$250k DCHL Cash higher than the prior bid.
- h) If a Team's RFA does not sign an offer sheet during RFA period, the RFA will become a Free Agent. The GM who owned the RFA's signing rights will be ineligible to sign the RFA via Free Agency for the current Free Agency Period.
- i) GMs cannot give other Teams incentive to bid on their RFA at discounted rates in order to acquire compensation. This will result in fines, which may include Draft Picks, DCHL Cash, or potentially having the RFA involved become UFA, as determined by the Commish.
- j) Anything, outside of the basic RFA compensation (e.g., any alternative bids, compensation, or arrangements) must be approved by the Commish prior to the offers being made.
- k) There is no penalty for trading recently signed RFAs.

X. UNRESTRICTED FREE AGENCY

1. UFA Qualification

- a) A player becomes an UFA when he reaches the UFA Age and his contract expires.
- b) The Commish will post a list of all eligible UFAs prior to the UFA Period.

2. Role of the Free Agent Moderator and Commish

- a) The Commish will begin the UFA Period by posting the top UFAs, as determined by the Overall Rating.
- b) The Commish will establish the minimum bidding price for each UFA based off of Overall Rating.
- c) The Free Agent Moderator will keep track of the current Live Bids, notify GMs when the Bidding Window closes on any given UFA, and open Bidding Windows on other UFAs once the bidding closes on the initial UFAs.

3. Signing UFAs

- a) GMs are not able to re-sign UFAs prior to the UFA Period.
- b) UFA will work on a highest bidder format.
 - i. Each bid is on a one year contract. The GM who offers the most money to a UFA will win

the contract, calculated as the yearly salary plus the Signing Bonus.

- ii. To place a bid on a player, GMs must increase the bid of the previous offer by no less than two hundred and fifty thousand (\$250k) dollars.
 - iii. A GM can make a maximum of three (3) bids on any given UFA, unless the UFA is a Hometown UFA. A GM can make up to five (5) bids on a Hometown UFA.
 - iv. A GM has a maximum of five (5) Live Bids at any given point in time. When the Bidding Window expires, the GM with the current Live Bid will acquire the UFA contract. Failure to comply with the Live Bid maximum will result in a fine to be determined by the Commish, and the penalized GM will not be allowed to bid on any more UFAs until compliant with this rule by having a UFA sign or by having another GM out-bid one of that GM's Live Bids.
 - v. Incorrect bids will result in an unspecified fine to be determined by the Commish.
 - vi. Edited bids will result in an unspecified fine to be determined by the Commish.
 - vii. GMs must not bid more than the Maximum Allowable Bid, which factors in the \$3,000,000 Cap Space overage allowed during the offseason. Failure to comply with the Maximum Allowable Bid will result in a fine, as determined by the Commish.
- c) After winning a bid, the GM may offer the UFA a contract in the following manner:
- i. Signing Bonuses may not exceed thirty-three and a third (33.333%) percent of the total value of the contract and must be spread out over the term of the contract.
 - ii. UFAs cannot be signed to contracts longer than six (6) years, calculated with the following discounts for contract term:
 - i. 1 year – 100%
 - ii. 2 years – 90%
 - iii. 3 years – 84%
 - iv. 4 years – 79%
 - v. 5 years – 75%
 - vi. 6 years – 72%
 - iii. Once a GM determines the length of the term of the contract, the GM may apply the Signing Bonus, up to the Signing Bonus maximum,

provided the GM has sufficient DCHL Cash available at that time. DCHL Cash can be acquired pursuant to Clause VIII-2-b.

- iv. The maximum term for any UFA between the ages of thirty-five and thirty-nine (35-39) is two (2) years. The maximum term for any UFA between the age of forty (40) is one (1) year.
 - xi. The maximum term for a contract with a cap hit under \$1,500,000 (annual average value) is one (1) year.
 - d) A GM that currently has a Hometown UFA will get a discount of five (5%) percent if the said player has been on the Team for two (2) or fewer seasons prior to becoming a UFA, up to a maximum of ten (10%) percent if the said player has been on the Team for three (3) or more years prior to becoming a UFA.
4. Miscellaneous UFA Rules
- a) Teams may not release players during the UFA Period. The only transactions allowed during the UFA Period are trades between GMs. A buy out period will open and close the UFA Period.
 - b) Teams may exceed the salary cap by three million dollar (\$3M) during the off-season, including during the UFA Period.
 - c) A GM may not trade a recently signed UFA until the beginning of the DCHL Regular Season.

XI. DCHL SEASON TICKET PERCENTAGE

1. Season Ticket Percentages Start at Fifty (50%) Percent
- a) Season Ticket Percentages will be affected by various events throughout the season, including, but not limited to:
 - i. Team performance,
 - ii. Players who win awards,
 - iii. Top draft picks, and
 - iv. Acquiring/Losing star players.
 - b) Season Ticket Levels will be adjusted at the beginning of each season, to a minimum of thirty (30%) percent to a maximum of seventy (70%) percent.
 - c) The Commish will track all of the changes to the Season Ticket Percentages.
2. How Season Ticket Percentages Change
- a) Team Performance
 - i. Cup Winner + 5%
 - ii. Cup Finalist +3%
 - iii. Conference Finalist +2%
 - iv. Playoff Team +1%

- v. 17-20 place -1%
- vi. 21-26 place -2%
- vii. 27-29 place -3%
- viii. 30 place -5%
- b) Player Awards
 - i. Hart/Vezina/Norris/Calder Trophy Winners +3%
 - ii. Ross/Richard/Jennings Trophy Winners +2%
- c) Top Draft Picks
 - i. #1 Overall Pick +2%
 - ii. #2-5ov Pick +1%
- d) Star Player Transactions
 - i. The top 25 players and top 5 goalies (based on ratings formula) will affect Season Ticket Percentages.
 - ii. The top goalie, and top 4 players will have a 4% swing
 - iii. The second best goalie and players 5-8 will have a 3% swing
 - iv. The third best goalie and players 9-15 will have a 2% swing
 - v. The 4-5 best goalies and players 16-25 will have a 1% swing

3. Miscellaneous

- a) New GMs will have their Season Ticket Percentage reset to 50%.
- b) GMs may be fined a portion of their Season Ticket Percentage, at the discretion of the Commish.

XII. LEAGUE FEE

1. League Fees

- a) League Fees are fifty (\$50) Canadian dollars of Real-world Cash and are due annually before the Payment Deadline.
- b) If a GM fails to pay the required League Fees for his/her Team prior to the Payment Deadline, the Commish has the right to make said Team available for purchase by a new GM and to auto-draft for the Team based off NHL Entry Draft results.
- c) Any GM's earnings fifty (\$50) dollars or under from the previous year will go towards the next season's League Fee for that GM.
- d) If a GM decides to leave before the end of the season, the Commish will not refund the League Fee.
- e) Should a GM give up control of a Team, the Commish has the right to manage the Team and keep any winnings.

- f) Should a GM's right to participate be terminated in the middle of a season with legitimate cause, said GM will not be refunded the League Fee, and the Commish will take control of the Team. Any winnings earned during the season will not be paid to the GM who was dismissed or the replacement GM.
- g) A GM will be allowed to pre-pay their league dues up to 3 years in advance.

2. Payout Percentages

- a) The Chief Financial Officer will payout the GMs according to the following charts on Schedule 'A'.

XIII. League Expansion

1. Protected Players

- a) Each team will be allowed to protect either
 - a. Seven (7) forwards, three (3) defenders, and one (1) goalie or
 - b. Eight (8) skaters and one (1) goalie
- b) All players who are UFA at the end of the season preceding expansion are exempt from the expansion draft.
- c) All players under the aged 22 or under before July 1st and all players considered prospects in the year of expansion will be exempt from the expansion draft.
- d) Any player aged 24 or younger with one (1) or more years remaining on their entry-level contract will be exempt from the expansion draft.
- e) Any RFA who has remained unsigned by the expansion draft submission deadline is exempt from expansion draft and cannot be protected. The player will be considered a UFA and cannot be signed by any club until free agency period begins. The team with rights to the player forfeits any compensation for the loss of that player.

2. Player Exposure Requirements

- a) Each team must leave unprotected at least
 - a. One (1) defenseman who has played 40 NHL games in the season preceding expansion.
 - b. Two (2) forwards who have played 40 NHL games in the season preceding expansion.
 - c. One (1) goaltender under contract for the season following expansion
- b) Players who may not meet these standards may be allowed to count as exposed players if approval of the BOG is given

3. Regulations for the Expansion Franchise

- a) The expansion franchise must select one (1) player from every team
- b) The expansion franchise must exceed the salary cap floor in salary for their Pro Team roster after the required number of players are selected.
- c) The expansion franchise must not exceed the salary cap ceiling in salary for their Pro Team roster after the required number of players are selected.
- d) The expansion franchise must select at least sixteen (16) forwards, nine (9) defensemen, and three (3) goalies.
- e) The expansion franchise must select at least twenty (20) players who have played at least one (1) game in the NHL.
- f) The expansion franchise cannot buy out any player selected in the expansion draft until after their first season has completed. If the player is traded during the season, the team acquiring said player must adhere to the same regulation.
- g) The expansion franchise will be given seven (7) days to complete their expansion selections once they receive all protected player lists.

3. Expansion Draft Selections

- a) The expansion franchise will be given the same odds in the draft preceding the expansion season as the team finishing with the third-fewest points during the season preceding the expansion season.
- b) The expansion franchise's first round selection will be determined in accordance with the NHL draft lottery and, as a result, the expansion franchise will be guaranteed no lower than the sixth (6th) overall selection.
 - a. The expansion franchise will then own the third selection in each subsequent round

Schedule 'A' - Payout

	PLAYOFFS	# winners	ind payout	total payout			
TEAM WINNINGS	Cup champions	1	\$280.00	\$280.00			
	Cup finalist	1	\$140.00	\$140.00		Yearly Revenues	
	Conference finalists	2	\$70.00	\$140.00			Fee \$50.00
	Semi-finalists	4	\$35.00	\$140.00		Total \$1,550.00	
	Quarter-finalists	8	\$17.50	\$140.00		Expenses \$180.00	
	TOTAL	16	\$542.50	\$840.00		Surplus \$30.00	
	REGULAR SEASON						
	Presidents Trophy	1	\$70.00	\$70.00		Balance \$1,400.00	
	Other conference champion	1	\$35.00	\$35.00			
	Other division winners	2	\$17.50	\$35.00		Yearly Expenses	
TOTAL	4	\$122.50	\$140.00		Domain \$17.00		
PLAYER WINNINGS	PLAYOFFS						
	Conn Smythe ^o	1	\$21.00	\$21.00	<i>mvp</i>	Hosting \$103.00	
	1-4 scoring	4	\$7.00	\$28.00		Sim license \$15.00	
	TOTAL	5	\$28.00	\$49.00		Ratings \$0.00	
	ALL STAR GAME						
	1st Star	1	\$15.00	\$15.00		Trophy \$45.00	
	2nd Star	1	\$10.00	\$10.00		Total \$180.00	
	3rd Star	1	\$5.00	\$5.00			
	TOTAL	3	\$30.00	\$30.00			
	REGULAR SEASON						
	Art Ross	1	\$21.00	\$21.00	<i>most points</i>		
	2-5 scoring	4	\$10.50	\$42.00			
	Vezina ^o	1	\$21.00	\$21.00	<i>best goalie (GAA, SV%, GP)</i>		
	Jennings	1	\$21.00	\$21.00	<i>team min ga</i>		
	Norris ^o	1	\$21.00	\$21.00	<i>best defenseman</i>		
Rocket Richard	1	\$21.00	\$21.00	<i>most goals</i>			
Hart ^o	1	\$21.00	\$21.00	<i>mvp</i>			
Calder ^o	1	\$21.00	\$21.00	<i>best rookie</i>			
TOTAL	11	\$157.50	\$189.00				
GM	REGULAR SEASON						
	Top 3 trades**	6	\$14.00	\$84.00			
	Top deadline week trade**	2	\$28.00	\$56.00			
	1-3 most articles	3	\$14.00	\$42.00			
TOTAL	11	\$56.00	\$182.00				
GRAND TOTAL		47	\$936.50	\$1,430.00			
BONUS							
Most active GMs per division	4	\$5,000,000	DCHL cash				
^o winner is voted for by DCHL GMs							
**awarded to both gms involved in the trade							