



## **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 STHS.
3. "Commish" means collectively the six (6) 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 (30) Teams and their related GMs.
14. "Farm Team" means the list of 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 STHS.

35. "Real-world Cash" means all real dollars (Canadian currency) 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. 33. "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 v2.1
49. "Team" means any DCHL Team.
50. "THN Top 50 Prospect" means any prospect listed on the THN 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 is twenty-four (24) years or younger or who earns less than \$1,500,000 per year, and who has played in one (1) or

more games in a league other than the NHL during the current year upon which the STHS ratings are based, 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](http://www.DCHL.ca).
- c) The Commish have structured the DCHL and currently have six (6) administrative positions:
  - i. Luke Wile (Chief Financial Officer)
  - ii. Matt Waters (Chief Technological Officer)
  - iii. Kaylen Noga (Chief Operational Officer)
  - iv. Randell Miller (League Secretary)
  - v. Josh Guertler (Agency Management)
  - vi. Steve Downs (Agency Management)
- d) The Commish receive a yearly salary in DCHL Cash, paid at the beginning of each offseason
- e) 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 – April 29, 2017
  - ii. Payment Deadline – July 8, 2017 at 2pm EST.
    - a. GMs who have not paid prior to the Payment Deadline will not be allowed to make selections in the DCHL Draft or to make trades.
    - b. Unpaid teams will be automatically drafted based off of third-party published draft ranking lists.
  - iii. DCHL Draft – fourteen (14) days after the NHL Entry Draft (ie. July 2<sup>nd</sup>, 2016)
    - a. First (1<sup>st</sup>) round of the DCHL Draft will be held live at 2pm EST, and GMs will have 3-5 minutes per pick.
    - b. Second (2<sup>nd</sup>) and Third (3<sup>rd</sup>) rounds will be held on Facebook from 11am-11pm EST with thirty (30) minute windows assigned to each GM.
    - c. Fourth (4<sup>th</sup>) through seventh (7<sup>th</sup>) rounds will be held via email using GM submitted lists.
  - iv. UFA Period – open from seven (7) days after the DCHL Draft until the Trade Deadline
  - 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 – synchronized with 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 at any given time.
- 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.

#### **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 is twenty-four (24) years or older and 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 are Two Way Contracts, and the restrictions on One Way Contracts do not apply to ELCs. However, if a player has a Two Way Contract, said player must play at least one (1) real-world game in a minor league below the NHL to be eligible to be sent to the Farm Team in the DCHL.

#### **3. Rookies and Prospects**

- a) Any player who has played fewer than ten (10) games in the NHL or AHL will count as a Prospect and be included on a Team's Prospect List.
- b) Any player with a DCHL contract who played one (1) or more, but fewer than ten (10), NHL games in the previous season due to leaving for Europe or due to injury will receive a player rating based off of his prior season and his contract will continue to run.
  - a. If a player misses a complete season due to injury, said player would return with a year burned off the existing contract, unless it takes said player to UFA, in which case said player would have one (1) year left on the existing contract.
- c) Players will lose their Rookie Status when they;
  - a. Play more than fifteen (15) Simulations
  - b. Turn twenty-four (24) in the DCHL.

- d) When a player is moved from the Prospect List to the Pro Roster in the off-season, said player will be assigned a contract by the Commish, deemed at fair market value in relation to said player's perceived value over the duration of the contract.
    - a. Prospects joining the NHL from the KHL or any other European league will be given the same contract they receive in the NHL.
  - e) ELCs will be for three (3) 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.
  - f) ELC maximums will not exceed \$2.25M.
  - g) 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.
  - h) Only players twenty-three (23) and younger are eligible for the Calder Trophy.
  - i) 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 an RFA, and Clause XI will govern the relationship of said player with the Team who holds his rights.
5. Pro Roster Size and Injured Reserve
- a) Pro Roster size maximum is twenty-three (23) players.
  - 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 result in a \$250,000 DCHL Cash fine for each Simulation that the Line-up is over the healthy scratch limit.
6. Waivers
- a) Players twenty-four (24) years old and older 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. Injury 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 with less than ten (10) games played in the previous NHL regular season can be released to free agency and signed by any team.
- b) Category 2 – Junior eligible prospects with less than ten (10) NHL/AHL games played in the previous regular season can be 'returned to junior' and will receive their ELC the following DCHL season and be subject to the same rule again the following year. Reassignment must be made before the beginning of the upcoming DCHL regular season.
- c) Category 3 – Veterans with less than ten (10) NHL/AHL games played in the previous regular season can be released to free agency and signed by any team.
- d) Category 4 – Goalies with zero (0) games played in the previous NHL regular season (regardless of their games played the two seasons prior) can be released to free agency and signed by any team.
- e) Category 5 – any player that does not fall under the aforementioned category
- f) A list of eligible category 1, 2, and 4 players will be provided by the BoG (see appendix 1). A player will require BoG approval to be eligible for category 3 status.

## **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 a lower defensive pairing is illegal. An exception is that 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.

### **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) When doing Line-ups, in the “Strategy” tab of the STHS system, GMs must have at least one (1) selected for both offense and defense. Any variations on top of those are permitted.
- d) 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, at minimum, twenty-four (24) hours in between Simulations, and GMs are expected to pay attention so that they can keep the line ups updated.

### **6. Back-up Goalies**

- a) GMs must start a back-up goalie, at minimum, ten (10) games during the regular season.

## **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 not trade UFAs negotiating rights at the end of the season prior to the UFA Period.

## 5. Trade Deadline

- a) The Trade Deadline falls after every Team has played its sixtieth (60) regular-season Simulation, or such a time as the Commish determines at its sole discretion, after which time GMs will not be allowed to make trades for the remainder of that DCHL season.

## 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) Team swaps requested inside of the current division are approved automatically.
- c) 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.
- d) GMs may swap franchises only once, and it is subject to a \$10 Real-world Cash fee.

## 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. Any other coach will receive ratings of forty (40) across the board until the said coach is rated in the offseason.
- 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.

### **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 1<sup>st</sup> 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 a NHL Draft Lottery simulator.
- b) The final 4 playoff Teams get re-seeded as follows:  
Cup Champions - 30th; Cup Finalists 29th; the highest point total of the Conference Finalists 28th; the lowest total 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 first DCHL season is \$73,000,000.
- 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 \$16M, 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 UFA in the next UFA Period.

## 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.
- 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 NHL cap hit (get the cap figure from [www.nhlnumbers.com](http://www.nhlnumbers.com))
  - ii. Email all RFA re-signings to the Commish at [DCHLcommish@gmail.com](mailto: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) 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.
- c) Compensation for signing a RFA is as follows;
  - 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
- d) 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.
- e) 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.
- f) When bidding for RFAs, bids must be at least \$200k DCHL Cash higher than the prior bid.
- g) If a Team's RFA does not sign an offer sheet during RFA period, the GM will be required to negotiate a new contract for the RFA with the assistance of the Commish.
- h) GM 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.
- i) Anything, outside of the basic RFA compensation, ie. any alternative bids, compensation, or arrangements, must be approved by the Commish prior to the offers being made.

- j) 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 ten (10) 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 (\$250,000) 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 and a



waiting period of three (3) calendar days for said GM to re-bid on said UFA.

- vi. If a GM tries to edit a bid once placed, that GM will forfeit the right to participate in any bidding for the remainder of the UFA Period.
  - 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:
    - iii. 1 year – 100%
    - iv. 2 years – 90%
    - v. 3 years – 84%
    - vi. 4 years – 79%
    - vii. 5 years – 75%
    - viii. 6 years – 72%
  - ix. 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.
  - x. 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 have a three million dollar (\$3M) cap cushion 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 Finance Manager 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 of a popular published draft ranking.
- c) Any GM's earnings over fifty (\$50) dollars from the previous year will go towards the next season's League Fee for that GM.
- d) In the event that a Team is sold for less than \$50 to a new GM, that will be reflected in the payout amounts.
- e) If a GM decides to leave before the end of the season, the Commish will not refund the League Fee.
- f) Should a GM give up control of a Team, the Commish has the right to manage the Team and keep any winnings.
- g) 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.
- h) In the event all the Real-world Cash dedicated to paying out for THN's Top 50 Prospects are not distributed (there are only 47 of the 50 players in DCHL for example), the remaining balance will be put towards DCHL administrative costs.
- i) 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 1<sup>st</sup> and all players considered prospects in the year of expansion will be exempt from the expansion draft.
- d) Any player aged 23 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 the first season. 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 (6<sup>th</sup>) overall selection.
  - a. The expansion franchise will then own the third selection in each subsequent round

Schedule 'A' - Payout

		# winners	ind %	total %	ind payout	total payout	
<b>TEAM WINNINGS</b>	<b>PLAYOFFS</b>						
	Cup champions	1	20.00%	20.00%	\$280.00	\$280.00	
	Cup finalist	1	10.00%	10.00%	\$140.00	\$140.00	
	Conference finalists	2	5.00%	10.00%	\$70.00	\$140.00	
	Semi-finalists	4	2.50%	10.00%	\$35.00	\$140.00	
	Quarter-finalists	8	1.25%	10.00%	\$17.50	\$140.00	
	TOTAL	16	38.75%	60.00%	\$542.50	\$840.00	
	<b>REGULAR SEASON</b>						
	Presidents Trophy	1	5.00%	5.00%	\$70.00	\$70.00	
	Other conference champion	1	2.50%	2.50%	\$35.00	\$35.00	
Other division winners	2	1.25%	2.50%	\$17.50	\$35.00		
TOTAL	4	8.75%	10.00%	\$122.50	\$140.00		
<b>PLAYER WINNINGS</b>	<b>PLAYOFFS</b>						
	Conn Smythe°	1	1.50%	1.50%	\$21.00	\$21.00	<i>mvp</i>
	1-4 scoring	4	0.50%	2.00%	\$7.00	\$28.00	
	TOTAL	5	2.00%	3.50%	\$28.00	\$49.00	
	<b>REGULAR SEASON</b>						
	Art Ross	1	1.50%	1.50%	\$21.00	\$21.00	<i>most points</i>
	2-5 scoring	4	0.75%	3.00%	\$10.50	\$42.00	
	Vezina°	1	1.50%	1.50%	\$21.00	\$21.00	<i>best goalie (GAA, %)</i>
	Jennings	1	1.50%	1.50%	\$21.00	\$21.00	<i>team min goals ag</i>
	Norris°	1	1.50%	1.50%	\$21.00	\$21.00	<i>best defenseman</i>
Rocket Richard	1	1.50%	1.50%	\$21.00	\$21.00	<i>most goals</i>	
Hart°	1	1.50%	1.50%	\$21.00	\$21.00	<i>mvp</i>	
Calder°	1	1.50%	1.50%	\$21.00	\$21.00	<i>best rookie</i>	
TOTAL	11	11.25%	13.50%	\$157.50	\$189.00		
<b>GM</b>	<b>REGULAR SEASON</b>						
	Top 3 trades**	6	1.00%	6.00%	\$14.00	\$84.00	
	Top deadline week trade**	2	2.00%	4.00%	\$28.00	\$56.00	
	1-3 most articles	3	1.00%	3.00%	\$14.00	\$42.00	
TOTAL	11	4.00%	13.00%	\$56.00	\$182.00		
<b>GRAND TOTAL</b>		<b>47</b>	<b>64.75%</b>	<b>100.00%</b>	<b>\$906.50</b>	<b>\$1,400.00</b>	
<b>BONUS</b>							
Most active GMs per division	4	\$5,000,000 DCHL cash each					
°winner is voted for by DCHL GMs							
**awarded to both gms involved in the trade							

Yearly Revenues	
Fee	\$50.00
Total	\$1,500.00
Expenses	\$100.00
Balance	\$1,400.00

Yearly Expenses	
Domain	\$10.00
Hosting	\$83.00
Sim license	\$15.00
Total	\$108.00

## Appendix 1 – Player Categories

CATEGORY	ELIGIBILITY
<b>GROUP 1</b>	
Vladimir Sobotka	Yes
<b>GROUP 2</b>	Yes
Blake Speers	Yes
Brendan Guhle	Yes
Brock Boeser	Yes
C.J. Smith	Yes
Clayton Keller	Yes
Colin White	Yes
Dylan Strome	Yes
Gabriel Carlsson	Yes
Jacob Larsson	Yes
Jakob Forsbacka Karlsson	Yes
Mathew Barzal	Yes
Mike Vecchione	Yes
Mikhail Sergachev	Yes
Thomas Chabot	Yes
Tyson Jost	Yes
<b>GROUP 4</b>	Yes
Anders Lindback	Yes
Ben Scrivens	Yes
Christopher Gibson	Yes
Garret Sparks	Yes
Jason Kasdorf	Yes
Jonas Hiller	Yes
Joni Ortio	Yes
Jordan Binnington	Yes
Karri Ramo	Yes
Matthew O'Connor	Yes
Niklas Backstrom	Yes
Niklas Treutle	Yes
Roman Will	Yes
Scott Wedgewood	Yes
Yann Danis	Yes