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Article I. DEFINITIONS

“AAV” – The average annual value of a player’s contract.

“BoG” – The HSHL board of governors

“Cut” – The act of removing a prospect or player from the prospect list.

“Detrimental Management” – Any action that lowers the value of a team below what the BoG finds reasonable.

“ELC” – Entry level contract.

“Even Strength” – When each team has five (5) skaters and one (1) goalie on the ice during play.

“Future Considerations” – Any consideration as part of a trade that is to be determined at a later date.

“GM” – The General Manager of each Team, either as individuals or as partners.

“HSHL” – The Healthy Scratch Hockey League

“Line-up” – The configurations of a roster to determine which player plays when and with whom.

“Position” – Where a player plays in a team’s line-up.

“Player” – Any individual who has received a rating.

“Prospect” – Any player who is eligible for an ELC or ELC slide.

“RFA” – Restricted Free Agent

“Rating” – A set of numbers designed by a third party to govern how players interact within the STHS.

“Rookie” – A player with little to no HSHL experience.

“Rules” – This document.

“Special Teams” – The lines that are sent out when one team has one (or more) less skater(s) than the other team.

“UFA” – Unrestricted Free Agent.

Article II. GENERAL INFORMATION

Section 2.01 League Setup

- (a) The HSHL operates on the Simon T Hockey Simulator.
- (b) The HSHL uses engine 2.1.
- (c) Each player is given a rating, determined by a third-party ratings provider, for the following categories:
 - (i) CK – Checking. Affects how often a player attempts a body check.
 - (ii) FG – Fighting. Affects how often a player will fight.

- (iii) DI – Discipline. Affects how many penalties a player will take.
 - (iv) SK – Skating. Affects how often a player gets hit. SK is also part of the decision-making formula.
 - (v) ST – Strength. Affects how often a player gets hit. ST has a limited effect on face offs.
 - (vi) EN – Endurance. Affects all other ratings. When a player is sent onto the ice, the EN stat is used in the formula for determining if a player’s stats will be lower for that shift. The higher the stat, the less likely a player’s ratings will be lowered.
 - (vii) DU – Durability. Affects how often a player gets injured.
 - (viii) PH – Puck Handling. Affects how often a player gets hit, as well as how often a player makes successful shots and passes. PH is also part of the decision-making formula.
 - (ix) FO – Face Offs. Affects how many face-offs a player wins.
 - (x) PA – Passing. Affects how often a player makes a successful pass. PA is also part of the decision-making formula.
 - (xi) SC – Scoring. Affects how often a player makes a successful shot. SC is also part of the decision-making formula.
 - (xii) DF – Defence. Affects a player’s defensive play, how often a player will block shots, and how often a player collects loose pucks. DF is also part of the decision-making formula.
 - (xiii) PS – Penalty Shot. Affects how often a player has a successful penalty shot attempt.
 - (xiv) EX – Experience. Affects a player’s morale, however, the morale option is turned off for the HSHL. EX also has a limited effect on face-offs.
 - (xv) LD – Leadership. Affects a player’s morale, however, the morale option is turned off for the HSHL.
 - (xvi) OV – Overall. A user-created rating based on all of the other ratings. OV has no impact on player performance.
- (d) Each goalie is given a rating, determined by a third-party ratings provider, for the following categories:
- (i) SK – Skating. Affects a goalie’s proficiency stopping shots.
 - (ii) DU – Durability. Affects how often a goalie gets injured.
 - (iii) EN – Endurance. Used in the post-game fatigue formula.
 - (iv) SZ – Size. Affects a goalie’s proficiency stopping shots.
 - (v) AG – Agility. Affects a goalie’s proficiency stopping shots.
 - (vi) RC – Rebound Control. Affects how many rebounds a goalie gives up.
 - (vii) SC – Style Control. Affects a goalie’s proficiency stopping shots.

- (viii) HS – Hand Speed. Affects a goalie’s proficiency stopping shots.
- (ix) RT – Reaction Time. Affects a goalie’s proficiency stopping shots.
- (x) PC – Puck Control. Affects a goalie’s ability to play the puck.
- (xi) PS – Penalty Shot. Affects a goalie’s proficiency in the shoot-out.
- (xii) EX – Experience. Affects a player’s morale, however, the morale option is turned off for the HSHL.
- (xiii) LD – Leadership. Affects a player’s morale, however, the morale option is turned off for the HSHL.
- (xiv) OV – Overall. A user-created rating based on all of the other ratings. OV has no impact on player performance.
- (e) Each coach is given a rating, determined by a third-party ratings provider, for the following categories:
 - (i) PH – Physical. Affects the coach’s ability to influence your team to play physical.
 - (ii) DF – Defence. Affects the coach’s ability to influence your team to play defensive.
 - (iii) OF – Offence. Affects the coach’s ability to influence your team to play offensive.
 - (iv) PD – Player Discipline. Affects the amount of penalties a team takes.
 - (v) EX – Experience. Affects are currently unknown.
 - (vi) LD – Leadership. Affects are currently unknown.
- (f) For more information on ratings and the STHS program, please read the manual found at http://sths.simont.info/ManualV3_En.php.
- (g) The HSHL web site is www.hshockey.ca.
- (h) The HSHL is a cash league. All fee payments must be made via PayPal. All payouts will be delivered via PayPal. See [Clause XIII](#) for detailed information.

Section 2.02 Governance

- (a) The HSHL shall be governed by a board of two (2) voting members as well as one non-voting member, also known as the Board of Governors (BoG), made up as follows:
 - (i) Commissioner:
 - 1) The commissioner is responsible for overseeing all accounting and bookkeeping functions, collecting fees, and distributing payouts, as well as running the simulation.
 - (ii) Deputy Commissioner:
 - 1) The Deputy Commissioner is responsible for organizing and moderating the HSHL Entry Draft.

- (iii) League Historian:
 - 1) The League Historian is responsible for recording and moderating BoG meetings.
- (b) Every BoG member is responsible for:
 - (i) Communicating with the league on behalf of the BoG.
 - (ii) The enforcement of rules as well as discovering rule violations.
 - (iii) Moderating the league Discord page and any forums the league may use.
 - (iv) The HSHL's internal gambling system.
 - (v) Any other league business that may arise from time to time;
- (c) The BoG members shall receive a yearly salary of five million dollars (\$5,000,000) in HSHL Cash, paid at the beginning of each season.
- (d) Each position on the BoG, except for the position of Commissioner, is available to any GM elected by the GMs that make up the HSHL.

Section 2.03 General Election Rules

- (a) During the Campaign Period, any GM may notify the BoG of their intention to run for a position on the BoG.
 - (i) A GM must receive the approval of five (5) other GMs.
 - (ii) A GM may notify the BoG of their intention to run for a seat by posting their intention on the Discord page, including which seat they wish to run for.
 - (iii) GMs may then show their approval by 'liking' the post. If five (5) GMs approve in this manner before the Campaign Deadline, the GM will be nominated for the position they chose to run for.
 - 1) An approval in this manner does not equate to a vote in an official election.
 - 2) A GM may approve of more than one potential candidate.
 - (iv) More than one GM may run for a seat.
 - (v) After the Campaign Deadline has passed, each nominated GM and each BoG Member with a seat on the line will get time to campaign before a general election will be held.
 - 1) During the Campaign Period, a GM or GM's party may only appear in a total of three (3) campaign-related posts. For example, a GM may only post, either themselves or any other way, a maximum of three (3) posts with the intention of soliciting votes.
 - 2) GMs may not use language that is slanderous, damaging, harassing, or offensive in their campaign posts.

- (vi) The election will be done anonymously through a 3rd party website with one vote per elected seat for every Franchise in the HSHL.
- (vii) Any conflicts shall be determined by a vote. The normal voting rules shall apply, with the following exceptions:
 - 1) New time limits may be imposed by the Commissioner;
 - 2) The only sitting BoG member that receives a vote is the Commissioner;
 - 3) The League Historian temporarily becomes a voting member; and
 - 4) Sitting BoG members can vote in the general GM vote.
- (b) Any GM in violation of these rules will be subject to fines and penalties as laid out in Schedule "B".

Section 2.04 Expectations for Respectful Behavior and Activity

- (a) It is understood by all participants prior to joining the HSHL that:
 - (i) Professionalism is required. GMs are expected to remain active or announce any extended period of inactivity.
 - (ii) GMs are expected to treat everyone involved with the league with professionalism, understanding and respect.
 - (iii) GMs are expected to manage their teams in a competitive manner. Behaviour that compromises the spirit of competition in the league will not be tolerated and will result in punishment as laid out in Schedule "B".
 - (iv) Disrespectful behavior or harassment will not be tolerated and will result in punishment as laid out in Schedule "B".
- (b) Any attempt to circumvent the Rules will result in disciplinary action handed out by the BoG, which may include fines, penalties, or termination of GM status, as laid out in Schedule "B".
- (c) Any GM that provides the BoG with information that leads to a fine regarding player positioning or illegal double-shifting will be rewarded with an amount of HSHL cash equal to the fine handed out.
- (d) Failure to adhere to any of the principles laid out in this section is subject to punishment as laid out in Schedule "B".

Section 2.05 Conflicts

- (a) Due to the competitive nature of the HSHL, the BoG will handle all conflicts.

- (i) The BoG must consult with both disputing parties
- (ii) Any decision reached by the BoG will be final with no opportunity to appeal.
- (b) The BoG shall establish and maintain an anonymous Discord account titled “HealthyScratch Commish” (HS Commish) which will be subject to the following terms:
 - (i) All members of the BoG shall have the login credentials for HS Commish;
 - (ii) All official BoG-to-GM direct communication shall occur from HS Commish;
 - (iii) All punishments, including but not limited to fines and suspensions, shall be communicated to the GM through HS Commish, both privately and publicly; and
 - (iv) At all times, anything communicated by HS Commish shall be considered an official statement of the BoG. Anything not communicated by HS Commish will not be considered binding.
- (c) The BoG shall work collaboratively to determine the Rules for the HSHL and to work out the enforcement of the Rules.
- (d) The BoG shall require all fines and punishments not dealt with in Schedule “B” be put to vote. A simple majority is required to approve any fines or penalties.
 - (i) When voting to remove a GM, an absolute majority is required;
 - (ii) When voting to remove a BoG member, an absolute majority is required.
 - 1) In this instance, neither the BoG member facing removal nor the non-BoG GMs get a vote.
- (e) Rules changes must be proposed to and voted on by the BoG, and any queries regarding rulings must be directed to the BoG.

Section 2.06 Voting

- (a) With the exception of the League Historian, each BoG member is entitled to one (1) vote. The League Historian is not entitled to a vote;
- (b) When proposing a rule change, the BoG shall communicate the proposed rule changes and the BoG’s reason for said changes;
- (c) The BoG shall create a poll for each team to vote on. Each team that does not have a GM on the BoG will receive one (1) vote. Each voting team is required to cast their vote within fourteen (14) days of the poll being posted (unless otherwise specified), or leave a comment stating that they are waiving their right to vote;
- (d) After either the passing of fourteen (14) days (or passing of the specified expiration date) or if all teams have voted, the poll shall be considered closed whether or not every team has voted. The option with the most votes shall receive one (1) additional vote in the official BoG vote;

- (e) After the poll has closed, the BoG will hold their official vote. The BoG must post the results to the Discord page within twenty-four (24) hours of the completed BoG vote.
- (i) A simple majority is required to approve any proposed rule changes.

Article III. LEAGUE CALENDAR AND SCHEDULE

Section 3.01 HSHL Schedule

- (a) The HSHL shall adhere to the following annual schedule of events:
 - (i) July 1st shall mark the official beginning of the calendar season.
 - (ii) Free Agency – Free Agency opens July 1st and shall last until the end of the Playoffs.
 - (iii) RFA Period – The HSHL RFA period opens on July 1st and shall last until the first day of the pre-season.
 - (iv) Offer Sheet Period – the HSHL Offer Sheet period shall open at the end of playoffs and shall last until the opening of Free Agency.
 - (v) Pre-season – The HSHL Pre-season begins the same day as the corresponding NHL Pre-season.
 - 1) Each team will have six pre-season matches.
 - 2) Teams may request matchups different than that of their NHL counterpart.
 - (vi) HSHL Regular Season – The HSHL season shall be aligned with the NHL regular season.
 - (vii) Waivers Period – The Waivers period will open on the first day of the regular season and will end at the end of the Playoffs.
 - (viii) Campaign Deadline – The period when GMs can formally announce they are running for the BoG lasts from the first (1st) day of January at 12:00 am until the seventh (7th) day of January at 11:59 pm.
 - (ix) Campaign Period – The HSHL Campaign Period starts on the eighth (8th) day of January at 12:00 am and ends on the thirty-first (31st) day of January at 11:59 pm.
 - (x) Voting Period – The Voting Period for the General HSHL Election will start on the first (1st) day of February at 12:00 am and last until the last day of February at 11:59 pm.
 - (xi) Trade Deadline – The HSHL Trade deadline is 11:59 pm on the same day as the NHL Trade Deadline of the season the HSHL is synchronized with.
 - 1) All trades must be submitted on the HSHL website by this deadline.
 - 2) Any trade submitted after this deadline will be rejected.

- (xii) HSHL Stanley Cup Playoffs – The HSHL Stanley Cup Playoffs begin the first Saturday following the end of the HSHL regular season.
- (xiii) The end of the playoffs shall mark the end of the calendar season.
- (xiv) HSHL Entry Draft – the Entry Draft shall occur on the second-last Saturday before July 1st.

Article IV. ROSTER REGULATIONS

Section 4.01 Roster Requirements

- (a) A Franchise may have a maximum number of seventy (70) Rated Players and Prospects.
 - (i) A Franchise may have no more than fifty (50) eligible contracts.
 - (ii) Any player who cannot play pro does not count towards the 50-contract limit.
- (b) As a minimum, all teams must have enough rated skaters to field a pro roster and a farm roster.
- (c) Failure to achieve the roster requirements will result in HSHL Cash fines as laid out in Schedule “B”. The Commissioner may make any moves necessary to meet roster requirements.

Section 4.02 One-Way Contracts, Two-Way Contracts and Entry Level Contracts

- (a) All players on One-way Contracts in the farm will count against the Salary Cap, but their AAV will be reduced by up to one million five-hundred thousand dollars (\$1,500,000.00).
- (b) All Two-Way contracts cannot be more than:
 - (i) Three (3) years in length; and
 - (ii) Nine-hundred thousand dollars (\$900,000.00) in AAV.
- (c) A GM may assign a player on a two-way contract to the farm without having that player first clear waivers.
- (d) Any player that is younger than 25 as of September 15 during the first year they are rated will receive an Entry Level Contract (“ELC”). All ELCs are two-way contracts with an AAV of \$925,000
 - (i) The length of the ELC will be either:
 - 1) Equivalent to the amount of years they would have had in the equivalent NHL season; or
 - 2) If the player is not signed to an NHL contract, based on the player’s age:
 - 18-21 years of age: 3 years
 - 22-23 years of age: 2 years
 - 24 years of age: 1 year.

Section 4.03 Rookies and Prospects

- (a) Any player who is not rated and who is eligible for an ELC will count as a prospect and will not be eligible to be on a team's Pro Roster.
 - (i) Any player on a team's prospect list may be cut at any time with no penalty to the GM.
 - (ii) Any player who is not rated but is not eligible for an ELC will not be considered a prospect for any purposes.
- (b) Any player who is rated but eligible for an ELC slide will not be eligible to be on a team's Pro Roster.
 - (i) Any player that experienced an ELC slide will have an extra year added to the end of their ELC.
- (c) Any player who has played in more than 25 simulations in any preceding season or is over the age of twenty-six (26) by September 15th of that season will no longer be considered a rookie.
- (d) When a player is moved from the Prospect List to the Pro Roster in the off-season, that player will be assigned a contract equivalent in value and term to either:
 - (i) The value and term that would have been left on any HSHL contract the player had prior to becoming a prospect; or
 - (ii) the NHL contract signed by the player upon entering or re-entering the NHL.

Section 4.04 Retaining the Rights of Unrated Players

- (a) A player will become unrated if they play nine (9) or fewer NHL or AHL games due to:
 - (i) Leaving the NHL to play in any league other than the NHL;
 - (ii) Retirement;
 - (iii) Injury; or
 - (iv) Suspension,
- (b) Any player that fits the criteria mentioned above shall be returned to a GM's prospect pool
 - (i) If a player is under contract when they are returned to a GM's prospect pool, their contract years will continue to expire as if the player was rated
 - (ii) If such a player receives a rating before their contract expires, the contract would resume as if the player never lost their rating.
 - (iii) If an eligible player's contract ends during the period he is unrated, the player will become either an RFA or a UFA, subject to eligibility.

Section 4.05 Pro Roster Size and Injured Reserve

- (a) A GM may have no more than twenty-three (23) active players, including goaltenders, on their pro roster at a given time.
- (b) GMs must have a minimum of twenty (20) players, including at least two goaltenders, on their Pro Roster at all times.
- (c) A GM must inform the Commish if they wish to place an injured player on their Injured Reserve list (IR).
 - (i) If a GM has a player on the IR, they may call up a player from their Farm Team. Once the injured player is healthy, the GM must make room on their Pro Roster for the player.
 - (ii) A GM cannot have more than three (3) healthy scratches in their Line-up.
 - 1) Failure to comply will result in penalties as laid out in Schedule "B". Additionally, the Commissioner shall make any roster moves necessary to run the simulation.

Section 4.06 Waivers

- (a) Any Player that meets the following criteria must clear waivers before being sent to the Farm team:
 - (i) The player is at least twenty-one (21) years of age;
 - (ii) The player has appeared in at least eighty (80) simulations; and
 - (iii) The player is on a one-way contract.
- (b) Waiver priority is determined in reverse order of the standings on the day the claim is made. This method of priority will carry through the off-season based on the previous HSHL season's results.
- (c) There is no HSHL cash penalty for teams claiming a player from waivers.
- (d) There is no HSHL cash compensation for teams losing a player to waivers.

Section 4.07 Injured Reserve

- (a) No healthy players may be placed on the IR.
- (b) The AAV of a player placed on the IR will not count toward the team's salary cap.
- (c) A player may be placed back into the lineup once their CON reaches ninety-five (95). At this point, their salary will start to count against their salary cap whether or not the GM decides to return the player to their lineup.

- (d) A GM is responsible for ensuring he has enough space to remain under the salary cap the moment a player returns from the IR.
 - (i) This obligation does not occur until the player is about to reach ninety-five (95) CON.
- (e) If a team's salary becomes greater than the salary cap as a result of a player returning from the IR, the Commissioner shall make whatever roster changes are necessary to run the simulation, and the GM shall be penalized as laid out in Schedule "B".

Article V. LINE MAINTENANCE

Section 5.01 Line-up Expectations

- (a) Each GM is expected to maintain and upload their lines a minimum of one (1) time per week during the regular season and playoffs. If a GM fails to do so, it will result in a line-up set automatically by STHS for that simulation.
- (b) Failure to adhere the provisions of this clause shall be considered "detrimental management" for the purpose of referring to the appropriate punishment and will result in fines and punishments as set out in Schedule "B".
- (c) Line-up expectations and penalties are not enforced for the Farm Team.

Section 5.02 Double Shifting

- (a) A GM may double shift one (1) forward on the fourth line; double shifting a forward on any combination of lines one, two, and three will result in penalties as laid out in Schedule "B".
- (b) Six (6) defensemen must play on the top three defensive pairings. Double shifting a defenseman on any of the top three defensive pairings will result in penalties as laid out in Schedule "B".

Section 5.03 Switching Positions

- (a) A GM may not change a player's position.
 - (i) A GM may submit a request to change player position eligibility to the BoG. The GM must provide evidence of eligibility from a source considered appropriate by the BoG.
- (b) GMs may not play players out of position at even strength.
- (c) GMs may arrange their special teams in whatever way they wish.
- (d) Playing a player in an incorrect position will result in a punishment as set out in Schedule "B".

Section 5.04 Line Submissions

- (a) All Line-up changes must be made on the STHS client.
- (b) All Line-ups are processed prior to the Simulation.
 - (i) It is the GMs responsibility to get details correct.

Section 5.05 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. Any interruption to this schedule will be announced by the Commissioner.

Article VI. TRADES

Section 6.01 Making Trades

- (a) GMs may agree to trades with other GMs.
 - (i) Trades can be composed of roster players, draft picks, prospects, pro coaches, HSHL cash, and/or future considerations.
- (b) Trades are not official until every GM involved in the trade has sent their trade confirmation in through the website and the BoG has completed its review. GMs are responsible to ensure the details of each transaction are correct.
- (c) Any side agreement to trade a player back to the original team after a certain period of time is strictly prohibited and will be reversed immediately, as well as subject to disciplinary action as laid out in Schedule "B".

Section 6.02 BoG Approval

- (a) Future Considerations must be described to and approved by the BoG.

Section 6.03 Trading Draft Picks

- (a) GMs may not trade draft picks for any draft taking place in a season they have not paid for.

Section 6.04 Trading UFAs

- (a) GMs may trade the negotiating rights to any UFAs they may have at the end of the season.

- (i) A GM may not trade the negotiating rights to any UFA they have bid on in during Free Agent Frenzy.
- (ii) The team receiving the rights obtains the extra bids for that player in free agency. Any hometown discount to the UFA remain with the team trading the rights.
- (iii) A team who has traded the rights to a UFA may bid on the UFA in Free Agency.

Section 6.05 NTC Waiver

- (a) A GM may ask a player with a no-trade clause (NTC) to waive their clause subject to the following rules:
 - (i) A GM may only ask a player to waive their NTC to be traded to a specific team once. If their request fails, that GM may no longer ask that player to waive their NTC to be traded to that team;
 - (ii) Any player who waives their NTC to be traded retains their NTC with the new team. If the new GM wishes to trade said player, they will have to request the player waive their NTC before they may trade the player.
 - (iii) There is no limit to the amount of players a GM may ask to waive their NTC.
 - (iv) To be successful, a GM must achieve a roll of nineteen (19) or better on a twenty (20) sided dice.
 - (v) GMs may receive a bonus to the value of their roll if they meet one or more of the following conditions:
 - 1) If the player is being traded from a team currently outside of a playoff position to a team currently inside playoff position: +1;
 - a) This option will not be available until twenty-five percent (25%) of the trading team's regular season games have been played.
 - 2) If the player being traded is over the age of thirty-five (35): +1; and/or
 - 3) If the GM trading the player pays a one-time fee of \$5 million HSHL cash: +1.

Section 6.06 Trade Deadline

- (a) GMs will not be allowed to make trades after the Trade Deadline has passed.
- (b) GMs will be allowed to trade players once:
 - (i) The HSHL Stanley Cup has been awarded, and
 - (ii) Both GMs have paid their dues for the upcoming season.

- (c) Notwithstanding the provisions of p. 6.05, a team may trade any non-playable assets (eg. Draft picks, cash, or prospects) after the Trade Deadline until the end of that post-season.

Section 6.07 Team Swaps

- (a) Any GM may request to swap teams with another willing GM.
 - (i) A Team swap includes a full exchange of roster, finances, coach, and team history (records, trophies etc.).
- (b) A team swap is intended for GMs who are fans of the NHL counterpart of the HSHL team for which they would like to swap for.
- (c) All team swaps are subject to BoG approval.
- (d) Any team swap request that the BoG considers to be for the purpose of gaining a competitive advantage shall be refused.
- (e) GMs may swap GMs only once per lifetime per initiator, and it is subject to a \$10 Real-world Cash fee and 10M HSHL cash.

Section 6.08 Retaining Salary

- (a) GMs may retain up to 50% of the AAV of a contract.
 - (i) The GM retaining salary must pay his league dues for the duration of the contract.
 - (ii) 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 or been bought out.
- (b) 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 or is bought out in order to be eligible to retain another player's salary.
- (c) Any GM retaining salary may not commit more than fifteen (15) percent of the salary cap's upper limit to retained salary.
- (d) A GM may buy-out a contract with retained salary.
 - (i) If a contract with retained salary is bought out, the GM retaining the salary may choose to buy out the portion of salary they have retained at a cost of:
 - 1) 50% of the total accumulated AAV of the retained salary being bought out in HSHL cash.
 - (ii) A GM may not buy out the retained salary portion of a contract unless the whole contract is being bought out.

Article VII. COACHES

Section 7.01 Coaches

- (a) GMs can only sign a coach who is rated.
- (b) To sign a new coach, a GM must first win the right to sign the coach. The process to bid on a coach is the same as the process to bid on a UFA.
- (c) Pro Coaches do not have contracts and will remain with the team until he loses his rating or is fired.
- (d) A GM may fire a coach by posting their intention to do so on Discord.
 - (i) A coach is considered fired as soon as this post is made.
 - (ii) A GM may not revoke a firing once a post has been made.
- (e) A GM may not hire or bid on a new coach until the previous coach has been fired.

Article VIII. ENTRY DRAFT

Section 8.01 Draft Composition

- (a) The HSHL Entry Draft consists of seven (7) rounds.
 - 1) The first (1st) round of the HSHL Draft will be held via live stream at 12 pm CST
 - a) Each GM shall have 2 minutes to make their pick;
 - 2) The second (2nd) and third (3rd) rounds will be held on Discord starting immediately after the conclusion of the first (1st) round.
 - a) The BoG shall create Discord threads for rounds two (2) and three (3).
 - b) Each GM will have five (5) minutes to make their selection;
 - 3) The fourth (4th) to seventh (7th) rounds will be held on Discord according to Schedule "C".
 - a) Each GM will have ten (10) minutes to make their selection.
 - b) Each GM's 10-minute allotment will not begin any earlier than indicated in Schedule "C".
 - 4) GMs must tag the name of the GM with the draft pick following the pick they made after making their selection.
 - 5) The GM holding the first (1st) pick in any round may make their selection at any time following the completion of the preceding round by leaving a comment in the corresponding thread.

- 6) Any GM may submit a draft list to the BoG. If the GM is unable to make their picks on their own, or is about to miss their pick window, the BoG shall use any submitted lists to make the GM's pick on their behalf and will not consider the GM to have missed their draft slot.
- 7) Any GM that misses their selection window in any round shall receive BPA at the end of that round, unless it is their second time missing, in which case they will receive BPA at the end of the draft.
- 8) Any GM that makes all their picks live, on time, and without the use of a draft list will receive five million dollars (\$5,000,000) in HSHL cash.
- 9) Any GM that makes all their picks, but requires the BoG to make a selection for them (either via a pre-submitted list or in any other communicated fashion), will receive two million dollars (\$2,000,000) in HSHL cash.
- 10) Any GM that misses one (1) or more pick windows will forfeit any compensation they would have been otherwise entitled to if they had made their selections on time.

Section 8.02 Draft Eligibility

- (a) Any player will be eligible for the HSHL draft who:
 - (i) Is at least twenty (20) years old, who's HSHL rights are unowned, and who was not eligible to be signed as a UFA in the previous HSHL season; or
 - (ii) Was eligible to be drafted in the previous year's NHL Entry draft.

Section 8.03 Draft Order

- (a) The HSHL Draft order will be determined utilizing the same method as the NHL.
- (b) The final 16 teams will be seeded based on Playoff results. Teams are re-seeded as follows:
 - (i) Cup champions – 32nd;
 - (ii) Cup finalists – 31st;
 - (iii) Conference finalists – 30th (highest seeded) and 29th (lowest seeded) based on regular season standings;
 - (iv) Regular season division champions that did not play in the Conference Finals – 28th (highest seeded) to 25th (lowest seeded) based on regular season standings;
 - (v) All remaining teams – 17th-24th (up to 28th) based on regular season standings.
- (c) The NHL draft order of the previous season to the current HSHL season shall determine the order of the best player available (BPA) in the HSHL draft.

Article IX. SALARY CAP AND HSHL FINANCES

Section 9.01 Salary Cap Limit

- (a) The salary cap is the maximum pro roster payroll, and the upper limit is always equivalent to the upper limit of the salary cap of the previous NHL season.
- (b) The lower limit will always be set \$20,000,000 below the Salary Cap.
- (c) Each GM is responsible for ensuring their team is salary cap compliant throughout the season. Failure to remain Salary Cap compliant will result in the following:
 - (i) Benching of as many skaters and/or goalies as necessary to fit under the salary cap, starting with the skater or goalie with the best OV rating and continuing in descending order; and
 - (ii) penalties as laid out in Schedule "B".
- (d) If a GM makes a trade that causes his team to exceed the upper limit, the GM must ensure their team is compliant prior to the next simulation.
- (e) Violation of the salary cap limits will result in fines as laid out in Schedule "B". Additionally, the Commissioner may make any roster changes required to run a simulation.

Section 9.02 HSHL Season Ticket Model

- (a) Season ticket percentages will be determined by a team's performance.
- (b) Any team that made playoffs the previous season will be set to 100% season ticket attendance
- (c) Teams will lose season ticket percentage points based on the following criteria:
 - (i) Finish with the worst record in the league: -3
 - (ii) Finish in the bottom-5 of the league: -1
 - (iii) Finish in the bottom-10 of the league: -1
 - (iv) Finish in a lottery position: -1
 - (v) Miss the playoffs by 6-20 points: -2
 - (vi) Miss the playoffs by more than 21 points: -4.

Section 9.03 Financial Expectations

- (a) All Teams must finish the regular season as a profitable team.

- (b) If a Team is below profitability, a GM must become profitable by purchasing up to ten million dollars (\$10,000,000) per season, at a cost of five dollars (\$5) per one million dollars (\$1,000,000) HSHL cash.

Section 9.04 Roster Buyouts

- (a) A GM may terminate any contract on their roster at the cost of:
 - (i) Fifty percent (50%) of the player's remaining contract in HSHL cash; and
 - (ii) \$10 for every year remaining on the contract being bought out.
- (b) Any player whose contract is bought out will become an unrestricted free agent. Any player whose contract is bought out will become a restricted free agent if:
 - (i) They meet the requirements of restricted free agency as set out in [Section 11.01](#) below.
- (c) A GM may not reacquire a player they bought out for one year from the date of the buyout.

Article X. NEW GMS

Section 10.01 Probation

- (a) All new GMs will begin with the sum of thirty million dollars (\$30,000.00), regardless of the amount of funds available to the team they are taking over.
- (b) All new GMs will have their season ticket percentage reset to default.
- (c) All new GMs will be on probation for the first six (6) months of their tenure.
 - (i) A GM on probation must review all trades with the BoG prior to accepting. The GM must demonstrate enough understanding in how to value assets to satisfy the BoG. If they cannot, they will be advised and encouraged to renegotiate the deal until the BoG is satisfied.
 - (ii) If a GM leaves the league or is fired while on probation they may be entitled to receive a refund of their league fee for that year, subject to the discretion of the BoG.

Article XI. RESTRICTED FREE AGENCY

Section 11.01 RFA Qualification

- (a) A player becomes a free agent when their contract expires on July 1st after the last League Year of their contract. Any player who meets the following requirements becomes a restricted free agent (RFA):

- (i) They are twenty-seven (27) years old or younger on July 1st the year their contract expires; and
 - (ii) Their rights are owned by an HSHL team.
- 1) Any free agent who does not meet RFA requirements will be considered a UFA.

Section 11.02 Re-signing RFAs

- (a) All RFA signings are to be done using the RFA Calculator.
 - (i) Input the RFA's name into the RFA Spreadsheet.
 - (ii) Input how many years you would like to sign the RFA.
 - (iii) RFA HSHL AAVs are automatically calculated by the spreadsheet using whichever AAV is greater between the RFA's most recent NHL AAV and the RFA's expiring HSHL AAV.
 - (iv) A GM may not sign an RFA to a contract longer than five (5) years in length.
- (b) GMs must submit their RFA Calculators by June 30th at 11:59 PM. The RFAs owned by any GM that does not meet this deadline shall become UFAs.

Section 11.03 Arbitration

- (a) During the RFA period, if a GM chooses not to sign an RFA to the amount determined by the spreadsheet, they may elect to go to arbitration with the RFA.
 - (i) The BoG will determine the fair market value of the player and present the GM with a contract offer of one or two years in duration.
 - 1) To establish fair market value, the BoG shall find the most expensive comparable player and the least expensive comparable player, as decided by the BoG, and take the average AAV of the two contracts combined.
 - (ii) The GM may choose to sign the player to a one-year or two-year contract at the AAV decided by the BoG.
 - (iii) If the GM chooses to sign the player, he cannot be traded for one (1) calendar year from the date of the signing.
 - (iv) If the GM chooses not to sign the player, that player becomes a UFA.
- (b) A GM may only take one (1) player to club elected arbitration per season.
- (c) Any player taken to club elected arbitration can sign an offer sheet with another team.

Section 11.04 Offer Sheets

- (a) Any GM may submit an offer sheet to any pending RFA using the Offer Sheet Calculator during the offer sheet period, subject to the following conditions:
 - (i) To submit an offer sheet, a GM must have the appropriate compensation for the value of the offer sheet, as set out below;
 - (ii) GMs will have seven (7) days to submit offer sheets following the opening of the Offer Sheet period.
 - 1) The BoG shall review offer sheets for no longer than twenty-four (24) hours following the seven (7) day submission period, after which the BoG must present any accepted offer sheets to the GM owning the RFA's rights.
 - 2) Any GM who owns rights to an RFA that has accepted an offer sheet has seven (7) days to either accept compensation or match the offer sheet.
 - (iii) Each draft pick owed as compensation must be a pick originally owned by the GM submitting the offer sheet (not obtained via trade), and must be for the upcoming draft
 - 1) If the compensation requires two (2) or more draft picks in the same round, an extra year can be used for compensation for these picks (ex. If two (2) first (1st) round picks are required, a GM must have two (2) first (1st) round picks available in the next three drafts);
 - (iv) If a GM submits an offer sheet, they may not submit another offer sheet that would offer the same compensation (For example, if a GM submits an offer sheet that requires they pay their 1st round pick as compensation, the GM may not submit another offer sheet that would require they pay their 1st round pick as compensation.)
 - (v) If an offer sheet is accepted, the GM extending the offer sheet will be responsible for paying the signing bonus, regardless of whether or not the original owner matches the offer sheet;
 - (vi) A GM may submit an offer sheet:
 - 1) Up to four (4) years in length, maximum, for RFAs aged twenty-three (23) years on July 1st following the completion of the season;
 - 2) Up to three (3) years in length, maximum, for RFAs aged twenty-four (24) years on July 1st following the completion of the season;
 - 3) Up to two (2) years in length, maximum, for RFAs aged twenty-five (25) years on July 1st following the completion of the season;
 - 4) One (1) year in length, maximum, for RFAs aged twenty-six (26) years on July 1st following the completion of the season;

- 5) For any number of years for RFAs aged twenty-seven (27) on July 1st following the completion of the season;
- (b) The GM who owns the RFA who has received an offer sheet shall receive a five percent (5%) “Hometown Bonus” to the value of their offer.
- (c) If the total value of the Offer Sheet is greater than the total adjusted value of the RFA Calculator offered by the originating team, the Offer Sheet will be accepted by the player and the GM receiving the Offer Sheet must decide whether to accept compensation or match the offer.
 - (i) Compensation for signing an RFA will be as follows:
 - 1) \$1,439,820 AAV or less – Fourth (4th) round pick;
 - 2) \$1,439,821 to \$2,181,545 AAV – Third (3rd) round pick;
 - 3) \$2,181,546 to \$4,363,095 AAV – Second (2nd) round pick;
 - 4) \$4,363,096 to \$6,544,640 AAV – First (1st), and third (3rd) round pick;
 - 5) \$6,544,641 to \$8,726,188 AAV – First (1st), second (2nd), third (3rd) round pick;
 - 6) \$8,726,189 to \$10,907,735 AAV – Two (2) First (1st), one (1) second (2nd), third (3rd) round picks;
 - 7) \$10,907,736+ AAV – Four (4) First (1st) round picks;
 - (ii) After a GM has accepted compensation, they may enter into negotiations with the GM submitting the offer sheet to agree on an alternative form of compensation.
 - 1) GMs will have seven (7) days to come to an agreement, which must be approved by the BoG.
 - 2) After seven (7) days have elapsed, if the GMs have not come to an agreement, the BoG will transfer the regular compensation.
 - 3) Any trade involving picks that are owed as compensation for a pending Offer Sheet shall be null and void.
- (d) Any GM that either signs a player to an offer sheet or decides to match an offer sheet cannot trade that player during the first (1st) year of their contract.

Article XII. UNRESTRICTED FREE AGENCY

Section 12.01 UFA Qualification

- (a) A player becomes a free agent when their contract expires on July 1st after the last league year of their contract. Any player who meets the following requirements becomes an unrestricted free agent (UFA):

- (i) There are no years remaining on the player's contract; and
 - (ii) They are twenty-eight (28) years old or older on July 1st of the contract expiry year;
- (b) The BoG will post a list of all eligible UFAs prior to the UFA Period.

Section 12.02 Role of the BoG in Free Agency

- (a) The BoG will begin the UFA Period by posting the top UFAs, as determined by the Overall Rating.
- (b) The BoG will be responsible for keeping track of all current live bids, notifying GMs when they have won a UFA, and posting new UFAs once posted UFAs have been won.
- (c) The BoG will announce when GMs are allowed to post their own UFAs to sign.

Section 12.03 Signing UFAs

- (a) To sign a UFA, a GM shall use the Free Agent Calculator to choose the contract length and establish the AAV.
- (b) The maximum term for a one-way contract is four (4) years, unless the GM is eligible for a Hometown Discount for that player, then the maximum term for a contract is five (5) years.
 - (i) The maximum term for any UFA aged of thirty-five (35) to thirty-nine (39) years is two (2) years.
 - (ii) The maximum term for any UFA aged forty (40) years or over is one (1) year.
 - (iii) For the purposes of the UFA spreadsheet, for UFAs aged thirty-five (35) years or older, the UFA's NHL contract will be considered equal in length to the GM's requested HSHL contract.
 - (iv) The maximum length a UFA can sign a two-way contract is three (3) years
- (c) The maximum term for a two-way contract is three (3) years.
- (d) The maximum AAV for a two-way contract is nine hundred thousand (\$900,000.00) dollars.

Section 12.04 Extending Pending RFAs and UFAs

- (a) Any GM can offer an extension to their pending RFAs and UFAs during the period of time after the beginning of the first game to the end of the last game of the Playoffs.
 - (i) Each GM can only successfully sign one (1) pending RFA to an extension.
 - (ii) Each GM will have a number of opportunities per pending UFA to agree to an extension based on the amount of time that GM has owned the rights of said pending UFA:
 - 1) 0-3 full seasons – two (2) opportunity/pending RFA/UFA;
 - 2) 4-6 full seasons – three (3) opportunities/pending RFA/UFA; or

- 3) 7+ full seasons – four (4) opportunities/pending RFA/UFA.
- (iii) To successfully sign a pending UFA to a contract extension, a GM must achieve a dice score of twenty (20) on a twenty (20) sided die, to be rolled by the BoG upon request of the GM. A GM can increase the score of their roll:
 - 1) If they have owned the rights to the pending RFA/UFA for 2-3 seasons (cumulative or consecutive) – dice score +1;
 - 2) If they have owned the rights to the pending RFA/UFA for 4+ seasons (cumulative or consecutive) – dice score +1;
 - 3) Before the roll, a GM may offer the pending RFA/UFA a salary bonus, paid in HSHL cash once an offer has been accepted, equal to:
 - a) 75% of the HSHL AAV to receive dice score +1; or
 - b) 100% of the HSHL AAV to receive dice score +2.
 - 4) Before the roll, a GM may receive a dice bonus or penalty for offering the pending RFA/UFA certain types of contract clauses:
 - a) No trade clause – dice score +1; or
 - b) No movement clause – dice score +2
 - c) Two-way contract – dice score -1;
 - 5) If, within the last three (3) seasons, they won the HSHL Stanley Cup – dice score +1;
 - 6) If, within the last season, they advanced to the HSHL Finals – dice score +1;
 - 7) If, within the last season, they made the playoffs – dice score +1;
 - 8) If, within the last season, they were one of the last 16 teams eliminated from the HSHL Playoffs with the player on their roster – dice score +1.

Section 12.05 UFA Period (Free Agent Frenzy)

- (a) Free Agent Frenzy (FAF) will work on a highest bidder format.
 - (i) GMs shall offer UFAs signing bonuses for the right to sign them to a contract using the UFA Calculator.
 - (ii) The GM that holds the highest bid for twelve (12) hours wins the UFA's signing rights.
 - (iii) Upon winning a bid, the winning GM shall have seventy-two (72) hours to post the contract details on Discord and submit the contract details via the PC client.
 - 1) Any GM who fails to submit contract details will lose their right to sign the player, the player will be re-posted, and the GM must win the rights to sign said player once again.

- 2) Any GM who fails to submit contract details will forfeit fifty percent (50%) of the winning bid in HSHL cash to the BoG.
 - 3) A GM may get an extension on the deadline if they request it from the BoG and give reasonable cause for the extension.
- (iv) There is no minimum or maximum opening bid.
- 1) A GM bidding over another GM must bid at least two-hundred fifty thousand dollars (\$250,000) more than the highest current bid.
- (v) A GM cannot bid more HSHL cash than they have immediately available without having to purchase cash.
- 1) If a GM submits a bid with a value greater than that of their available HSHL cash, that bid is null and void.
 - 2) If at any time a leading bid exceeds the amount of HSHL cash immediately available to the GM that made the bid, that bid is considered null and void and the next highest bid becomes the leader.
- (vi) The maximum amount of bids available to a GM per UFA is three (3), unless:
- 1) The UFA in question was a member of that GM's Franchise for a full season before becoming a UFA. In that case, the GM gets five (5) bids;
 - 2) The UFA in question was a member of that GM's Franchise for three (3) full, consecutive seasons before becoming a UFA. In that case, the GM gets six (6) bids;
 - 3) The UFA in question was a member of that GM's Franchise for five (5) full, consecutive seasons before becoming a UFA. In that case, the GM gets seven (7) bids.
- (vii) A GM can have the leading bid on a maximum of five (5) UFAs at any given time. If a GM is already leading on five (5) UFAs, any further bids will be null and void.
- (viii) Incorrect posts/bids will result in a fine in accordance with Schedule "B".
- (ix) Edited posts/bids will result in a fine in accordance with Schedule "B".
- (x) A GM is eligible for a discount on any UFA signing bonus (the "Hometown Discount") as long as:
- 1) The UFA is signing a new contract and not a contract extension. The Hometown Discount will not apply to contract extensions.
 - 2) The UFA in question was a member of that GM's team upon completion of the season before becoming a UFA. In that case, the GM gets a ten percent (10%) discount on the UFA's signing bonus.

- 3) The UFA in question was a member of that GM's team for three (3) full, consecutive seasons before becoming a UFA. In that case, the GM gets a twenty percent (20%) discount on the UFA's signing bonus.
- 4) The UFA in question was a member of that GM's team for five (5) full, consecutive seasons before becoming a UFA. In that case, the GM gets a thirty percent (30%) discount on the UFA's signing bonus.
- 5) The UFA in question was a member of that GM's team for ten (10) full, consecutive seasons before becoming a UFA. In that case, the GM gets a fifty percent (50%) discount on the UFA's signing bonus.
- 6) A GM is only entitled to one Hometown Discount per UFA.

Section 12.06 Miscellaneous UFA Rules

- (a) Each newly signed UFA receives a no trade clause (NTC) for the first year of their contract and may not be traded until the first year of that UFA's contract has expired, subject to the following conditions:
 - (i) The newly signed UFA's AAV is five million dollars (\$5,000,000) per year or more;
 - (ii) The newly signed UFA's OV rating is eighty-six (86) or above for skaters; or
 - (iii) The newly signed UFA's OV rating is eighty-nine (89) or above for goalies.
- (b) If a contract is not submitted via the client within seventy-two (72) hours, the player returns to the UFA pool.

Article XIII. LEAGUE FEE

Section 13.01 League Fees

- (a) League Fees are seventy-five (\$75) Canadian dollars of real-world cash and are due annually after the HSHL Entry Draft.
- (b) If a GM fails to pay the required league fees for their team prior to the deadline, the BoG has the right to make their team available for purchase by a new GM.
- (c) The first seventy-five (\$75) dollars of a GM's winnings 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 BoG will not refund the league fee.

- (e) If a GM decides to give up control of a team, the BoG shall manage the team and repurpose any winnings.
- (f) Should a GM be fired during a regular season or post-season with legitimate cause, that GM will not be refunded their league fee, and the BoG shall manage the team and repurpose any winnings.
- (g) A GM will be allowed to pre-pay their league dues as many years in advance as they like.

Section 13.02 Payout Percentages

- (a) The BoG will payout the GMs according to Schedule "A".

Article XIV. LEAGUE EXPANSION

Section 14.01 Expansion Rules

- (a) Each team will be allowed to protect either:
 - (i) Seven (7) forwards, three (3) defenders, and one (1) goalie; or
 - (ii) Eight (8) skaters and one (1) goalie.
- (b) Any player who has one (1) or more years remaining on their ELC following the conclusion of the season before the expansion draft is exempt from the draft and will not count toward protection limits.
- (c) Each GM, other than the Expansion GM, will be compensated ten million dollars (\$10,000,000.00) HSHL cash for the loss of a roster player.

Section 14.02 Player Exposure Requirements

- (a) Each team must leave unprotected at least:
 - (i) One (1) defenseman who is:
 - 1) Under contract for the season following the expansion draft; and
 - 2) Has played in at least forty (40) NHL games in the season preceding expansion or has played in at least seventy (70) NHL games in the prior two seasons;
 - (ii) Two (2) forwards who are:
 - 1) Under contract for the season following the expansion draft; and
 - 2) Have played at least forty (40) NHL games in the season preceding expansion or have played in at least seventy (70) NHL games in the prior two seasons; and

(iii) One (1) goaltender who is:

- 1) Under contract for the season following expansion.

Section 14.03 Regulations for the Expansion GM

- (a) The expansion GM must select one (1) player from every team.
- (b) The expansion GM must exceed the salary cap floor in salary for their Pro Team roster after the required number of players are selected.
- (c) The expansion GM 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 GM must select at least sixteen (16) forwards, nine (9) defensemen, and three (3) goalies.
- (e) The expansion GM must select at least twenty (20) players who have played at least one (1) game in the NHL.
- (f) The expansion GM will be given seven (7) days to complete their expansion selections once they receive all protected player lists.

Section 14.04 Expansion Team Entry Draft Selections

- (a) The expansion GM will be given the same odds in the draft preceding the expansion season as the team finishing with the third- (3rd) fewest points during the season preceding the expansion season.
- (b) The expansion GM's first (1st) round selection will be determined in accordance with the NHL draft lottery and, as a result, the expansion GM will be guaranteed no lower than the sixth (6th) overall selection.
 - (i) The expansion GM will then own the third (3rd) selection in each subsequent round.

Article XV. Schedule "A" – Payouts

T E A M	PLAYOFFS	# of Winners	Cash Value	Total Payout	HSHL Cash			
	HSHL Cup champs	1	\$ 300.00	\$ 300.00	\$ 3,000,000.00			
	Prince of Wales Trophy	1	\$ 100.00	\$ 100.00	\$ 1,000,000.00			
	Clarence S. Campbell Bowl	1	\$ 100.00	\$ 70.00	\$ 1,000,000.00			
	Conference finalists	4	\$ 50.00	\$ 200.00	\$ 500,000.00			
	Conference semi-finalists	8	\$ 20.00	\$ 160.00	\$ 200,000.00			
	Conference quarter-finalists	16	\$ 10.00	\$ 160.00	\$ 100,000.00			
	Total	31	\$ 580.00	\$ 990.00	\$ 5,800,000.00			
		REGULAR SEASON	# of Winners	Cash Value	Total Payout	DCHL Cash		
	President's Trophy	1	\$ 40.00	\$ 40.00	\$ 400,000.00			
	1st in conference	2	\$ 20.00	\$ 40.00	\$ 200,000.00			
	1st in division	4	\$ 14.00	\$ 56.00	\$ 140,000.00			
	Top-3 in division	12	\$ 10.00	\$ 120.00	\$ 100,000.00			
	Playoff spot	8	\$ 20.00	\$ 160.00	\$ 200,000.00			
	Total	27	\$ 104.00	\$ 416.00	\$ 1,040,000.00			
P L A Y E R	PLAYOFFS	# of Winners	Cash Value	Total Payout	DCHL Cash			
	Conn Smyth Trophy	1	\$ 30.00	\$ 30.00	\$ 300,000.00			
	1st-5th in scoring	5	\$ 12.00	\$ 60.00	\$ 120,000.00			
	Total	6	\$ 42.00	\$ 90.00	\$ 420,000.00			
	REGULAR SEASON	# of Winners	Cash Value	Total Payout	DCHL Cash			
	Art Ross Trophy	1	\$ 30.00	\$ 30.00	\$ 300,000.00			
	2nd-5th in scoring	4	\$ 10.00	\$ 40.00	\$ 100,000.00			
	Frank J. Selke Trophy	1	\$ 30.00	\$ 30.00	\$ 300,000.00			
	Vezina Trophy	1	\$ 30.00	\$ 30.00	\$ 300,000.00			
	William M. Jennings Trophy	1	\$ 30.00	\$ 30.00	\$ 300,000.00			
	James Norris Memorial Trophy	1	\$ 30.00	\$ 30.00	\$ 300,000.00			
	Bobby Orr Trophy	1	\$ 30.00	\$ 30.00	\$ 300,000.00			
	Maurice "Rocket" Richard Trophy	1	\$ 30.00	\$ 30.00	\$ 300,000.00			
	Hart Memorial Trophy	1	\$ 30.00	\$ 30.00	\$ 300,000.00			
	Calder Memorial Trophy	1	\$ 30.00	\$ 30.00	\$ 300,000.00			
	Total	13	\$ 280.00	\$ 310.00	\$ 2,800,000.00			
	ALL-STAR GAME	# of Winners	Cash Value	Total Payout	DCHL Cash			
MVP	1	\$ 16.00	\$ 16.00	\$ 160,000.00				
2nd Star	1	\$ 10.00	\$ 10.00	\$ 100,000.00				
3rd Star	1	\$ 4.00	\$ 4.00	\$ 40,000.00				
Total	3	\$ 30.00	\$ 30.00	\$ 300,000.00				
G M	REGULAR SEASON	# of Winners	Cash Value	Total Payout	DCHL Cash			
	GM of the Year	1	\$ 30.00	\$ 30.00	\$ 300,000.00			
	Top 3 trades of the year	6	\$ 10.00	\$ 60.00	\$ 100,000.00			
	1st most articles posted	1	\$ 20.00	\$ 20.00	\$ 200,000.00			
	2nd most articles posted	1	\$ 14.00	\$ 14.00	\$ 140,000.00			
	3rd most articles posted	1	\$ 10.00	\$ 10.00	\$ 100,000.00			
Total	10	\$ 84.00	\$ 134.00	\$ 840,000.00				
	GRAND TOTAL	90	\$ 1,120.00	\$ 1,970.00	\$ 11,200,000.00			

Yearly Revenues:	
Fee:	\$ 75.00
Income:	\$ 2,325.00
Balance	\$ -

Yearly Expenses:	
Domain	\$ 24.59
Hosting	\$ 100.00
Sim license	\$ 20.00
Fees:	\$ 135.41
Trophy	\$ 45.00
Awards:	\$ 2,000.00
Total	\$ 2,325.00

Article XVI. Schedule "B" – Fines and Penalties

	1st instance	2nd instance	3rd+ instance
Class A - Severe violations			
Harassment	Warning	24 hour suspension	Removal from league
Detrimental management	Warning	Intervention	Removal from league
Cheating	Removal from league		
Inappropriate behaviour	Warning	24 hour suspension	Removal from league
Article 2 violation	Warning	24 hour suspension	Removal from league
Class B - Moderate violations			
Article 4 violation	\$500,000 HSHL cash fine	\$1,000,000 HSHL cash fine	\$2,000,000 HSHL cash fine
Article 5 violation	\$500,000 HSHL cash fine	\$1,000,000 HSHL cash fine	\$2,000,000 HSHL cash fine
Article 6 violation	\$500,000 HSHL cash fine	\$1,000,000 HSHL cash fine	\$2,000,000 HSHL cash fine
Article 9 violation	\$50,000 HSHL cash fine per day in violation of s. 9.01		
Class C - UFA Bid violations			
S. 11.03(viii)(ix) violation	24 hr. suspension from UFA	48 hr. suspension from UFA	Banned from remainder of UFA period
S. 11.03(viii)(x) violation	24 hr. suspension from UFA	48 hr. suspension from UFA	Banned from remainder of UFA period

Article XVII. Schedule "C" – Draft Schedule (All times in CST)

Monday	Round 4:	Pick:		Tuesday	Round 5:	Pick:		Wednesday	Round 6:	Pick:		Thursday	Round 7:	Pick:	
5:00 PM	1	97		5:00 PM	1	129		5:00 PM	1	161		5:00 PM	1	193	
5:10 PM	2	98		5:10 PM	2	130		5:10 PM	2	162		5:10 PM	2	194	
5:20 PM	3	99		5:20 PM	3	131		5:20 PM	3	163		5:20 PM	3	195	
5:30 PM	4	100		5:30 PM	4	132		5:30 PM	4	164		5:30 PM	4	196	
5:40 PM	5	101		5:40 PM	5	133		5:40 PM	5	165		5:40 PM	5	197	
5:50 PM	6	102		5:50 PM	6	134		5:50 PM	6	166		5:50 PM	6	198	
6:00 PM	7	103		6:00 PM	7	135		6:00 PM	7	167		6:00 PM	7	199	
6:10 PM	8	104		6:10 PM	8	136		6:10 PM	8	168		6:10 PM	8	200	
6:20 PM	9	105		6:20 PM	9	137		6:20 PM	9	169		6:20 PM	9	201	
6:30 PM	10	106		6:30 PM	10	138		6:30 PM	10	170		6:30 PM	10	202	
6:40 PM	11	107		6:40 PM	11	139		6:40 PM	11	171		6:40 PM	11	203	
6:50 PM	12	108		6:50 PM	12	140		6:50 PM	12	172		6:50 PM	12	204	
7:00 PM	13	109		7:00 PM	13	141		7:00 PM	13	173		7:00 PM	13	205	
7:10 PM	14	110		7:10 PM	14	142		7:10 PM	14	174		7:10 PM	14	206	
7:20 PM	15	111		7:20 PM	15	143		7:20 PM	15	175		7:20 PM	15	207	
7:30 PM	16	112		7:30 PM	16	144		7:30 PM	16	176		7:30 PM	16	208	
7:40 PM	17	113		7:40 PM	17	145		7:40 PM	17	177		7:40 PM	17	209	
7:50 PM	18	114		7:50 PM	18	146		7:50 PM	18	178		7:50 PM	18	210	
8:00 PM	19	115		8:00 PM	19	147		8:00 PM	19	179		8:00 PM	19	211	
8:10 PM	20	116		8:10 PM	20	148		8:10 PM	20	180		8:10 PM	20	212	
8:20 PM	21	117		8:20 PM	21	149		8:20 PM	21	181		8:20 PM	21	213	
8:30 PM	22	118		8:30 PM	22	150		8:30 PM	22	182		8:30 PM	22	214	
8:40 PM	23	119		8:40 PM	23	151		8:40 PM	23	183		8:40 PM	23	215	
8:50 PM	24	120		8:50 PM	24	152		8:50 PM	24	184		8:50 PM	24	216	
9:00 PM	25	121		9:00 PM	25	153		9:00 PM	25	185		9:00 PM	25	217	
9:10 PM	26	122		9:10 PM	26	154		9:10 PM	26	186		9:10 PM	26	218	
9:20 PM	27	123		9:20 PM	27	155		9:20 PM	27	187		9:20 PM	27	219	
9:30 PM	28	124		9:30 PM	28	156		9:30 PM	28	188		9:30 PM	28	220	
9:40 PM	29	125		9:40 PM	29	157		9:40 PM	29	189		9:40 PM	29	221	
9:50 PM	30	126		9:50 PM	30	158		9:50 PM	30	190		9:50 PM	30	222	
10:00 PM	31	127		10:00 PM	31	159		10:00 PM	31	191		10:00 PM	31	223	
10:10 PM	32	128		10:10 PM	32	160		10:10 PM	32	192		10:10 PM	32	224	