

LEAGUE RULEBOOK

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Overview

The *Elite Hockey Experience* is a complete fantasy hockey simulation experience that allows you to immerse yourself completely in every aspect of your team. While most fantasy hockey leagues let owners assume control of a team and make trades, managers in *EHE* also have the full responsibility of managing their finances and maintaining a farm system. Trades will have real financial implications on your team and league settings are set to provide as real a simulation as possible.

EHE uses the dynamic [SimonT Hockey Simulator](#) (STHS) to simulate all games. Installation and use of STHS Client v3 is a **mandatory** part of maintaining your team's rosters and lineups.

It is important to note that the *EHE* is a LIFETIME-ownership league. The team you enter the league with is the team you have for the duration of your career, whether it be for mere months or several years. If you have no interest in joining us long-term, we have no interest in accepting you into the league.

The rules set forth in this "Collective Bargaining Agreement" are outlined to ensure that the league and its members follow the same criteria as one another, and operate on a fair and competitive playing field.

Conduct & Ethics

The *EHE* is designed for entertainment. Our top priority is to maintain an active, enjoyable, and fair league. If a significant number of complaints are made against you about disrespectful conduct, it could result in your permanent dismissal. Run your team with the same respect you'd want to receive from your opponent and this problem will be avoided.

There is a zero-tolerance policy towards cheating, lying, or collusion in the *EHE*. Managers must regularly dress their best possible line-up. **If there is reason to believe a general manager is blatantly "tanking" their games, that team will lose a minimum of their top two draft picks.** Repeat offenders will be immediately removed from the league.

The rules stated throughout this document are in place to uphold a top ethical standard for the *EHE*. The commissioner reserves the right, as needed, to adopt new league rules or adjust existing ones to prevent abuse of any unforeseen loopholes which may not meet their intended interpretation.

Participation

It is expected that general managers actively participate in *EHE* throughout the entire season and during off-season activities. This includes maintaining your minor league roster, *without exception*.

Lineups should be verified for completion prior to every game, particularly if your team has made a transaction or suffered an injury. The *EHE* website will automatically notify you of an injury or suspension.

The sim client allows you to set lineups for as many as ten games and there is no excuse for going weeks without setting them. Members are expected to meet a **92% or greater** lineup validity score throughout the regular season and may only be out of compliance once (1) per team during the playoffs. Gross infractions of lineups being left out of form will result in fines or, in extreme cases, suspension or dismissal.

EHE-related e-mail should be promptly responded to within 48 hours. You will only benefit in the league by maintaining contact with your fellow general managers. It becomes rather difficult to make trades if teams feel you are too flaky to connect with.

The *EHE* forums should be checked regularly to stay on top of league updates & information, as well as for good ol' fashioned banter with your peers.

Finances

All general managers must keep the presence in mind that every move they make has a financial implication on their club. *EHE* employs a salary cap and all transactions will be reviewed for financial feasibility. Any transactions that place a team beyond the salary cap or floor will be rejected.

New general managers that assume control of an existing team will be awarded up to \$5,000,000 upon admittance into *EHE* in order to be as close to a starting bankroll of \$10,000,000. (*Examples:* If a newly-appointed general manager takes over a team with a bankroll of \$4,000,000, they will be awarded the maximum increase of \$5,000,000. If a newly-appointed general manager takes over a team with a bankroll of \$6,000,000, they will be awarded \$4,000,000.) A franchise that has more than \$10,000,000 will not be penalized, nor receive additional starting funds, when a new general manager assumes control.

Additional revenue can be earned based on reports written about their team throughout the season.

If a franchise finds itself nearing bankruptcy due to negligence, that manager will be subject to removal from *EHE*.

Fines collected during the season will be re-distributed to teams in good standing (no fines, repeated roster/line management warnings, or disciplinary action incurred) during the off-season.

Salary Cap & Floor

The player salary cap and floor involve the combined player salary on a team's NHL roster. These levels are reviewed annually during the offseason. Each club's payroll will never be permitted to be lower than the minimum or in excess of the maximum at any point during the regular season, unless cleared by the board of directors in the event of an injury.

Players who are injured or suspended will continue to count towards your payroll, although injured players under 95% health condition will not count towards the salary cap. Players assigned to the minor leagues do not count towards the salary cap.

For the 2018-19 season, the salary cap is **\$71,300,000**, with a floor of **\$43,500,000**.

A team in violation of the cap or floor limits will receive an initial fine of \$1,000,000, which will double for each game played until resolved. If a situation occurs that the general manager will be unable to fix, the Board of Directors will evaluate and decide a form of punishment, which may include expulsion from the *EHE*.

During the off-season, your club's payroll may exceed the salary cap by up to 5% and the salary floor will not be enforced. Teams will need to comply with the salary floor limits by the time preseason games begin. During both "Training Camp" and the playoffs, only the salary floor will be enforced, as rosters could feasibly have more than the standard number of players.

There are no salary cap or floor restrictions for AHL rosters and players not assigned to the NHL roster do not count towards the cap or floor.

Arenas, Tickets & Attendance

All NHL-level arenas have been set to their actual total capacities. There are four levels of regular seating. While each arena has its own set capacity, each arena has an equally set distribution of seats at each level.

Seating Level	% of Total Seats
Level 1	~ 35.3%
Level 2	~ 29.4%
Level 3	~ 11.8%
Level 4	~ 23.5%

Additionally, every arena can fit up to 1,000 fans in luxury boxes.

AHL-level arenas are set to their official capacities, although the team popularity feature is turned on in the simulator and based on real-life attendance information. This will prevent certain teams with larger arenas from ever reaching maximum capacity and gaining an unfair advantage.

Each franchise will generate revenue from ticket sales and concessions. Ticket sales for each game are affected by four factors: ticket prices, arena capacity, "star power" (OV), and team performance. Part of the job of a GM is to find a good balance between revenue and attendance to set their ticket prices at. This revenue will be supplemented either by playoff ticket revenue (for teams that make the playoffs).

In each off-season, a revenue-sharing calculation is performed to assist teams who miss the playoffs, hover around the salary floor, or cannot generate as much revenue due to the smaller size of some NHL arenas.

Active Player Eligibility

EHE strives to have a player pool as current as possible to the real NHL and AHL. For that, the general criteria for eligibility is that a player needs to have played at least two NHL games or five AHL games (three AHL games for goaltenders) in the previous season in order to be active for the following *EHE* season. Some players (typically prospects) may play fewer games and not meet this criteria, yet still could possibly be rated in the following season. These will be handled case-by-case. (*Example*: Johnny Gaudreau only played one NHL game in the previous season. However, proper ratings can still reasonably be created him as he is a high-profile prospect.)

A general manager has the right to deactivate any rated player under the age of 20 if he has played fewer than 25 professional games entering the season. The commissioner needs to be contacted before the current regular season begins in order for this request to be processed.

Additionally, players under the age of 20 will not be given ratings for the upcoming season if they are returned to junior hockey leagues in real life, despite qualifying for ratings. (*Example*: Scott Laughton played five NHL games in the previous season and was then returned to the OHL. As a 19-year-old, he would still be eligible to play in juniors in the upcoming season and would not be rated.) Should a player in this circumstance then play in the NHL or AHL the concurrent season, the player could be eligible to be activated *at the request of the general manager of whom holds his player rights*.

Retirements

Retirements supersede any eligibility criteria. If a player officially retires during the off-season, they will be retired immediately from the *EHE*. Retirements include, but are not limited to, players who are no longer physically able to compete. (*Example*: Nathan Horton)

The rights for retired players will remain with the team which they are retired from for the duration of their existing contracts until their term has expired. These rights may not be traded. In most instances, a retired player is not paid salary and does not count against the [salary cap](#). If the player comes out of retirement, the team owning his rights will be allowed to either bring the player back at the remainder of his existing contract at the time of reinstatement or release the player outright without a buyout penalty.

However, *starting in the 2018 offseason*, an unrestricted free agent who is signed to an NHL one-way contract at age **35 or older** will be paid their full salary during retirement for any additional years remaining on their contract term, though this will not count against the team's salary cap total. If the player comes out of retirement, the team owning his rights will be allowed to either bring the player back to their active roster under the contract terms remaining at the time of reinstatement or [buy out](#) the player's contract at 60% of its remaining value.

Players who retire during the season will be deactivated based on the nature of retirement. A player will remain on his team's active roster for as many as five games before being removed if the player:

- suffers a non-hockey-related injury (seizure, heart attack, auto accident, etc.) and is forced to retire
- dies
- is in court/jailed for an extended time
- retires for personal reasons*

If a player is injured in an on-ice catastrophe (a broken leg, severe concussion, paralysis, etc.) and is forced to retire, he will remain *active* for the duration of the current *EHE* season.

** If a real-life unrestricted free agent retires after the NHL All-Star Game has passed in the concurrent season, the player will be allowed to remain active in EHE for the remainder of the season.*

Players may also be temporarily deactivated (removed from payroll) if they take an extended leave of absence in real life for personal reasons. (*Example:* Illness or death in the family)

Overseas Transfers

In the offseason, any player who signs a contract to play overseas before the general start of European league seasons will be deactivated and listed in your organizational roster, regardless of whether he played in the NHL or AHL the previous season.

Contracts continue to run while players are listed in the organizational roster, although no money will be taken from your bankroll. The term of a contract for an overseas transfer will reduce, season-by-season, until there is one year remaining, as long as he has not become eligible for [Unrestricted Free Agency](#). (*Example:* Valeri Nichushkin is a 23-year-old with three years remaining on his contract and leaves to play in Europe for five years. Had he regained eligibility at age 24, he would have two years left on his contract. At age 25, 26, or 27, he would have had one year remaining on his contract. At age 28, he returns to North America and regains eligibility. However, because of his age, he is now an unrestricted free agent.)

Any player who has no term remaining on his existing contract may be released without a penalty. If the player has an existing contract at the time he transfers overseas, the team who owns his player rights must [buy out](#) his remaining deal in order to remove him from their organizational roster.

During the offseason, GMs reserve the right to keep up to three (3) overseas transfers on their team's active rosters *if* a player would have been rated for the upcoming season and still has at least one (1) year remaining on his existing contract. *This must be done at the request of the general manager of whom holds their player rights before the start of [training camp](#).* This right does not include free agents or players who have [retired](#) or transferred overseas in a previous offseason.

If a player returns to play in the real-life NHL, AHL, or ECHL in the concurrent season he was deactivated from for playing overseas, the player may be immediately re-activated *at the request of the general manager of whom owns his player rights.*

Player Ratings

Those who are eligible from the given criteria are rated each offseason, based on real-life performance at the NHL and AHL levels, and at the ECHL level to a very small degree. Ratings are primarily based from the most recently-played season, with some consideration given to prior seasons. In most statistic-based categories, *EHE* closely follows ratings generously provided by *Ligue Canadienne de Hockey Virtuel*. In many other categories, such as skating ability (SK), penalty shots (PS), and faceoffs (FO), ratings are created in-house. This is also true for those players who ratings were affected by shortened seasons or were eligible by *EHE* criteria and not rated by *LCHV*.

For more information on rating categories, see the [STHS Client user manual](#).

Position Change Requests

Players may be eligible at multiple positions during the current *EHE* season. All position eligibility requests are reviewed the league commissioner based on real-life positional play and should be requested on the forum.

There are no set criteria (minimum number of games, minutes at a new position, etc.) for position eligibility. A new position will be added if it is determined that a player's primary position has changed or he is logging sufficient playing time at a secondary position to warrant adding that position to their eligibility. If the real-life position change is considered temporary or situational, position eligibility will NOT be adjusted.

(*Example:* A left winger who plays at center for a game or two to account for an injury, then returns to LW, will NOT be granted eligibility at C.)

Skaters will not lose position eligibility when moving from one position to another during the season.

(*Example:* If a right wing moves to left wing during the season, he will be eligible for the remainder of the season at both RW and LW.) A review will then take place in the offseason.

Roster Management & Requirements

There are certain roster requirements that each organization must fulfill throughout the regular season and playoffs. Teams must dress exactly 20 players each game, of which 11 skaters must be forwards, 6 must be defensemen, and 2 goaltenders. The 20th player may either be a forward or defenseman.

In order to be allowed on an NHL roster during the regular season and playoffs, all skaters must have a **58** OV rating or higher and goalies must have a **64** OV rating or higher, unless an exemption is requested of and granted by the *EHE* commissioner.

No team may have more than 23 members on the active NHL roster (injured players are exempt) during the regular season. **Teams must maintain a minimum of 13 forwards, 7 defensemen, and 2 goalies on their roster**, with the option of carrying one more forward, defenseman, or goalie. The minimum limits are a safeguard in case a replacement is needed for an injured skater and a general manager cannot update their lineups within justifiable time. Injured skaters may be included in these totals, if you wish. (*Example:* Teams may carry 12 healthy forwards and one injured forward without needing to call up a 13th healthy forward.) Suspended players are not exempt from the roster limit.

Should you fail to maintain the minimum number of players on the roster, you risk having players be automatically called up from your system that you may not necessarily want at the NHL level in order to fulfill line requirements. If a waiver-eligible player is forced to be called up under these circumstances, that player would need to clear waivers before being re-assigned to the minors. It is the responsibility of *every GM* to stay on top of their roster limits and line requirements.

During the [playoffs](#), the maximum NHL roster limits and salary cap requirements are waived and players may be recalled at will if the AHL team has no (remaining) playoff games to play.

In addition to standard roster limits, teams must comply to "organizational" roster limits as well. **No team may carry fewer than 45 active players at any time, of which includes 26 forwards, 14 defensemen, and 4 goaltenders.** Teams may not carry more than 51 active NHL contracts at any point during the regular season or playoffs. In the preseason, a team may temporarily go over this maximum limit when acquiring players via [trade](#) or during offseason [player activation](#). However, a team already at the maximum number of active contracts may not sign a [free agent](#) without *first* making a roster move.

Lineup Maintenance

As previously mentioned, team lineups must be sent in regularly and it is to your benefit to keep them updated. Lineups are to be submitted through the upload link on the *EHE* website.

Every active skater must be placed on an even-strength forward line and defensive pairing with a minimum ice-time requirement of **5%**. (*Note: The simulator will not allow the fourth defensive pairing to be left blank, even if you are only dressing six defensemen. You are permitted to leave the fourth pairing at 0% ice time in this situation, if you wish. However, if you dress seven defensemen, the minimum 5% ice time is enforced.*)

When dressing a 12_F/6_D skater lineup, all forwards **MUST** appear on one of the four forward lines and all defensemen **MUST** appear on one of the first three defensive pairings. When dressing an 11_F/7_D skater lineup, the same rules apply with the exception that *one* forward from the first three forward lines may be assigned to the fourth line. The seventh defenseman may appear either on the fourth defensive pairing or on the fourth forward line.

All even-strength forward lines must have at least one (1) strategy point assigned each to offense and defense. All even-strength defense pairs must have at least one (1) strategy point assigned to defense and at least two pairs must also have at least one (1) strategy point assigned to offense.

Failure to send in valid lineups will result in them being automatically assigned for that night's game. Egregious violations will result in fines, suspension, or termination.

Backup Goaltenders

All backup goaltenders must combine to play a minimum of 600 minutes (approximately ten starts). This is to ensure all teams do not abuse the privilege of having a superstar goaltender paired with a poorly-rated backup goaltender that they would never actually use. It is unrealistic that a goalie would start every game in an 82-game schedule! The commissioner reserves the right to bench a #1 goaltender near the end of a season if a team is on pace to fail at achieving the backup requirements. The offending team would also be subjected to a fine and possible suspension of their #1 goaltender during the playoffs. Minutes of a backup goalie that has been traded will be accounted to the team at which his minutes were played.

Minor Leagues

In addition to the NHL club, all general managers are responsible for maintaining their farm clubs. The requirements for setting your lineup are the same for your AHL team as they are the NHL. The maximum number of active NHL-owned players permitted to an AHL roster during the regular season is 28.

A skater with an overall rating of **63** or greater (or a goaltender with an overall rating of **73** or greater) may not be assigned to the minors under any circumstances.

Any player assigned to the minors whose base salary is \$1,500,001 or more *will be paid their full NHL-level salary*. Otherwise, players who are assigned to the minors will earn 20% of their base salary.

There are additional rules in place during the [playoffs](#) in order to prevent teams from "stacking the deck" if their NHL team has failed to make or been eliminated from the Stanley Cup playoffs.

Teams will be permitted to re-assign a player to the AHL for the playoffs only if the player is listed on an AHL roster on "Clear Day," typically held within two days after the trade deadline *-or-* has played at least 20 regular season AHL games prior to the trade deadline of the current season. If a player is unable to be re-assigned to the minors at the time of Clear Day due to injuries sustained at the NHL level, he will be permitted to play in the AHL playoffs if he is immediately re-assigned once the "emergency" situation has been resolved.

"Fringe Players"

There is a known issue with the SimonT software in calculating a player's overall rating depending on the level they are assigned to. A player whose rating averages out with a decimal point of .5 will round down to the nearest full integer when assigned to the NHL-level but round up when assigned to the minors. This has created situations where a general manager could potentially fail receive a rules violation by assigning a player to a level they are not permitted to play at. To best-avoid the confusion of this ratings flux, **only the OV rating that players are valued to be at the NHL-level are considered.**

Contracts

All players are eligible to be signed to NHL-level contracts or two-way contracts, although not all players are eligible to be sent to the minors. Players with an overall rating of **62** or below may be signed to [AHL-level contracts](#). Please review the [minor league requirements](#) before signing a player with the intention of assigning them to that level.

The minimum base salary for all NHL-level players is \$650,000. (*\$700,000 starting in the 2019-20 season*) The maximum base salary that a free agent skater rated 58 or higher may sign for is \$10.0 million per season. The maximum base salary that a free agent skater rated 57 or lower may sign for is \$1.5 million per season.

The maximum base salary that any entry-level player may sign for is \$925,000 per season.

The maximum term of a standard player contract (excluding [entry-level contracts](#)) that a player may be signed to is four (**4**) years. At this time, there are no contract extensions in the *EHE*. In place of this, teams have the option to [tag Franchise Players](#).

Fair Market Value

The concept of "Fair Market Value" is to establish a minimum base that players can be signed for, based on their ratings at that specific time. However, it is unrealistic to believe that an elite player would sign for the league minimum salary. The FMV scale maintains balanced pay so that *EHE*'s top players will be among the most expensive to own. For any free agents signed, this scale determines the minimum salary a player may be signed to.

<i>OV Rating</i>	<i>Min. Salary</i>	<i>+ per OV point</i>
Veteran Skaters		
55 and below	\$650,000	-----
56 to 58	\$700,000	\$25,000
59 to 61	\$775,000	\$75,000
62 to 65	\$1,000,000	\$250,000
66 and above	\$2,000,000	\$500,000
Veteran Goalies		
61 and below	\$650,000	-----
62 to 66	\$675,000	\$25,000
67 to 70	\$800,000	\$50,000
71 to 72	\$1,000,000	\$125,000
73 to 77	\$1,250,000	\$250,000
78 to 81	\$2,500,000	\$500,000
82 to 83	\$4,500,000	\$750,000
84 and above	\$6,000,000	\$500,000
Entry-Level Skaters*		
55 and below	\$650,000	-----
56 to 58	\$700,000	\$75,000
59 and above	\$925,000	-----

Entry-Level Goalies*		
59 and below	\$650,000	-----
60 to 64	\$675,000	\$50,000
65 and above	\$925,000	-----

* Entry-level players who were drafted in the first round of the real NHL Entry Draft will earn \$875,000 per season or the salary based from the FMV scale, whichever is greater. Entry-level players who were drafted in the second round of the real NHL Entry Draft will earn \$750,000 per season or the salary based from the FMV scale, whichever is greater.

The FMV scale is to be used for a salary basis on a new contract, regardless of the length it is signed for. While the FMV scale itself may change from season to season, player salaries will not change during their contract to match the adjustments on the scale.

Example: Andrew Desjardins has an OV rating of 62. If there are no other restrictions that would raise his average base salary, he must be signed to a minimum of \$1,000,000 per season. If this is how much he is signed for, even if his ratings rise or fall next season, he will continue to make \$1,000,000 for the duration of his contract.

Entry-Level Contracts

New players activated from a team's organizational roster/prospect list will be signed to entry-level contracts if they are younger than 25 years old as of September 15 in the calendar year their first contract is signed. If they are age 25–27, they will fall under [standard signing procedures](#) — though remain ineligible for offer sheets.

The maximum length of contract that a player may be signed to is based on their age:

Age	Maximum Term
< 22	3 years
22–23	2 years
24	1 year

The maximum base salary that any entry-level player may sign for is **\$925,000** per season. GMs are permitted to "alter" the base salary of an entry-level player by awarding a [signing bonus](#) when their contract is negotiated, which cannot exceed 10% of its total value.

All entry-level contracts are considered as two-way contracts, regardless of a player's overall rating.

Farm Contracts

General managers are allowed to have a maximum of two players signed to AHL-level deals at a time. This could be helpful for someone who needs a quick fix due to injuries or call-ups. These players can only be signed to a one-year contract at \$60,000, regardless of their FMV. They are not eligible to be called up or traded unless they are signed to an NHL-level contract.

GMs that wish to promote such a player from an AHL- to an NHL-level contract must pay a minimum signing bonus of \$30,000, the same price as required to buy out the player's AHL-level contract. The player would then be assigned to the NHL-level team and potentially subject to [waivers](#).

General managers also have the option of signing any current [unrestricted free agent](#) to a two-game AHL "professional tryout" during the regular season at a flat price of \$10,000. There is no limit to the number of times a player is signed to a PTO, though it would be senseless to repeatedly use this tactic when a full AHL contract may be a cheaper option.

(Note: There is an added risk to signing someone to an AHL-level contract in that other organizations are still permitted to sign these players at any time to NHL-level contracts without a penalty.)

Buyouts

General managers may buy out the contract of any player from their club for a penalty, once they clear through release waivers without being claimed, and provided that the club has enough funds in their current bankroll to complete the process. The process is the same for both active and inactive players.

Buyout penalties are based on the NHL contract that the player is signed to. The cost of the buyout is **3/5** of his total remaining contract value. When buying out a player during the regular season, the current year of the contract is prorated based on the number of team games remaining in the season. (For [AHL-level contracts](#), the buyout penalty is \$30,000.)

Once a buyout has been initiated, that player will subject to [waivers](#) before becoming an unrestricted free agent.

Teams may not buy out a player between the trade deadline and the start of the off-season.

Teams may not directly re-sign a player after being bought out by the same team.

Example: Wade Redden hasn't already been punished enough and you decide to buy out the remaining three years of his contract. His yearly NHL-level salary is \$3,200,000.

3 years x \$3,200,000 x (3/5)
Total amount to buy out the player: \$5,760,000

Free Agency

When the contract of any player expires, they will become a free agent in the offseason in one of several categories. Shortly after the conclusion of the [EHE Entry Draft](#), free agency will begin in a number of stages:

- Coaches free agent negotiating and signing period
- Franchise player re-signing and [prospect signing](#) period
- Restricted free agent re-signing and offer sheet negotiating period
- Offer sheet counter and signing period
- Unrestricted free agent negotiating and signing period

The "Total Contract Value" is determined by term, base salary, signing bonus, and contract type (NHL-level, two-way, or AHL-level). In the event that multiple teams make an offer to a player of equal TCV, he will be awarded to the player's previous team (if applicable), with the next tie-breaker favoring the team of lowest point standing in the prior season.

In the event of an error in submission of any free agent offers, a correction must be made by the general manager that same day. Otherwise, all valid free agent offers are final.

Restricted Free Agents & Offer Sheets

Any player aged 27 years or younger as of June 30 of the year their contract expires will be a restricted free agent. These players will be eligible to be re-signed by their clubs at a minimum base salary of 110% of their previous contract or [fair market value](#), whichever is greater.

In addition to the league maximum player salary, a player whose overall rating falls into the highest [FMV](#) salary tier may not be offered a base salary of more than 150% of the minimum RFA contract offer. A player whose overall rating falls into the second-highest [FMV](#) salary tier may not be offered a base salary of more than 200% of the minimum RFA contract offer.

Clubs may attempt to sign a restricted free agent of a rival club, under the same league terms, and if they are not at the maximum organizational roster limit of 51 active players. If the player signs an offer sheet with a higher contract value than what they received from their original club, then the original club will have 48 hours to *match* the exact offer.

It is extremely important when signing your restricted free agents that you factor in your own finances, your roster availability, and the possibility that another team could submit a better offer than yours and force you to potentially sign a player to terms that could burden disrupt the plan for your organization. Signing your RFAs to the bare minimum required is risky!

If the offer sheet is not matched, the acquiring team must provide draft pick compensation to the originating team. Draft pick compensation must be made from *their own draft picks*. These picks may not be traded away and then re-acquired for use in RFA offer sheet signing. If a team does not have its own pick in the certain range where that pick is needed for compensation, they may not submit an offer sheet. A team also may not sign two different players sign offer sheets at the same time if the value of the offered contracts would involve any of the same draft picks as compensation.

The compensation will be based on the average yearly salary paid in the contract (including signing bonus).

Avg. Yearly Salary of Offer Sheet	Compensation*
< \$1,000,001	50% of total offer sheet value
\$1,000,001 to \$1,750,000	2019 3rd round pick
\$1,750,001 to \$2,500,000	2019 2nd round pick
\$2,500,001 to \$3,500,000	2019 1st + 3rd round picks
\$3,500,001 to \$4,500,000	2019 1st + 2nd + 3rd round picks
\$4,500,001 to \$5,500,000	2019, 2020 1st round picks + 2019 2nd round pick
> \$5,500,000	2019, 2020, 2021 1st round picks + 2019 2nd round pick

* Teams will also pay 10% of the total offer sheet value along with draft picks as compensation, unless indicated.

A restricted free agent who is actively tagged as a [franchise player](#) may not receive an offer sheet.

Unrestricted Free Agents

Any player aged 28 years or older as of June 30 of the year their contract expires will become an unrestricted free agent, unless tagged as a [franchise player](#).

(Note: While the finances page for each team does a decent job of keeping track of this, unfortunately it is not perfect when it comes to players who are 27 or 28 years old when their contracts expire. The best way to determine the exact age a player may be when their contract expires is to use [the age calculator provided by Cornell University](#).)

Each GM has the opportunity to submit offers on current unrestricted free agents. In the off-season and pre-season, bidding occurs daily and is based on TCV. UFAs will not sign for less than their [fair market value](#). After each day, GMs can see what the top offer for each player is– not by whom – and may choose to raise their bid. TCV must be raised by a **minimum of 10%** in order to qualify a new offer. If the top offer is not re-raised before the following day, the player will then sign with the top bidder.

Additionally, the top offers of all players for each day will have a [5% chance](#)* of being *immediately* signed without the opportunity for other teams to re-raise.

GMs must abide by the [FMV scale](#) in order to sign UFAs through the first 45 days of the regular season and/or offered a multi-year contract. Any UFAs signed after this point of the schedule may be signed to "any" desired salary *if given a one-year contract* (with [maximum salary criteria](#) still in effect). A UFA will sign with the highest bidding team after that day's games are played, unless multiple teams bid on the same player on the same day.

Any team at the maximum organizational roster limit of 51 active players may not submit an offer to an unrestricted free agent without first making an additional roster move.

Any team with six (6) or more active goaltenders already under NHL or two-way contract may not sign additional goaltenders through free agency *-with the exception-* of signing one (1) goaltender to a [farm-level contract](#). (Note: There is no restriction regarding acquiring additional goaltenders through trade.)

[Until the free agency module is properly adapted to the website, please refer to the offseason instructions provided in the forum for how to sign a free agent. If you wish to sign an unrestricted free agent during the regular season, you may send an offer through the sim client.]

Signing Bonuses

Any contract negotiated with a player can have a signing bonus included to boost the TCV of the offer sent. When a contract is signed, the bonus is immediately withdrawn from the signing team's funds, but does not count against the player's [salary cap](#) hit.

The signing bonus may only represent a portion of the TCV offered to a player.

# of Years Offered	Maximum signing bonus
1 year	<= 50% of total salary
2 years	<= 40% of total salary
3-4 years	<= 30% of total salary

**For a player being offered an [entry-level contract](#), the maximum signing bonus is 10% of the TCV.*

There are certain advantages to giving a player a signing bonus, depending on their free agent status.

- For a restricted free agent, if the FMV is more than a 10% raise from their previous contract, a signing bonus can be used to reduce the [cap hit](#) of the new contract -- as long as the base salary remains at least 10% above the previous salary. It can also be used raise the TCV in order to potentially keep the player from signing an offer sheet with another team, while maintaining the minimum base salary required to sign the player. On the contrary, a team may use a signing bonus to raise the TCV of a player they have sent an offer sheet for.
- For an unrestricted free agent, franchise player (UFA), or entry-level player, a signing bonus can be used to raise the TCV of an offered contract, while also reducing the [FMV](#) value required to sign the player.

Signing Examples

Jaden Schwartz is an RFA with an OV of 72. His previous salary was \$3,500,000. With the required 10% RFA raise, the minimum base salary of his new deal must be \$3,850,000. His FMV value is \$4,250,000. The difference (\$400,000 per season) could be paid in a signing bonus.

A qualifying offer of a 3-year contract for Schwartz could be \$3,850,000 per season with a \$1,200,000 signing bonus (\$400,000 x 3). The maximum signing bonus under these particular terms would be \$3,465,000 (\$1,155,000 x 3).

Mats Zuccarello is a UFA with an OV of 69. His FMV is \$3,125,000. A qualifying offer of a 1-year contract for Zuccarello could be \$1,562,500 base salary with a \$1,562,500 signing bonus.

Keith Yandle is a UFA with an OV of 68, who is tagged as a Franchise Player. His previous salary was \$2,750,000. Though his FMV value is still at \$2,750,000, his yearly contract value must be at least \$3,025,000 because it requires a minimum of a 10% raise to re-sign. The signing bonus could be as much of that value as is allowed.

A qualifying offer of a 2-year contract for Yandle could be \$1,815,000 per season with a \$2,420,000 signing bonus (\$1,210,000 x 2).

Moving Assets

As stated earlier, *EHE* is a lifetime-ownership league. Managers are expected to make trades that are in the best interest of their team. Please use extreme discretion when making trades. While sending your entire 2nd line to a team in exchange for Thomas Vanek might seem like a good idea right now, it can affect your team for years to come. Make sure your trades are really what you want to do!

Trades may be made between two or three teams involving active players, inactive players, prospects, draft picks for the current year, draft picks for the following year, and bankroll funds.

A player signed from free agency or claimed from waivers is not permitted to be traded by the acquiring team for a minimum of 20 regular season team games played (or until the end of the season if there are fewer than 20 games remaining). This is to combat teams from signing talent for "ransom" and maintains a semblance of realism. A player would never sign with a team, knowing he would be traded just a few days later! (*Note:* There is no time limitation on "flipping" a player or other asset that has recently been acquired from another trade.) Additionally, a player claimed from waivers may not be placed back on waivers until he has dressed in three games (or until the end of the season if there are fewer than three games remaining) and may not be traded back to the waiving team during the same season.

Future considerations must be described in writing to and approved by the *EHE* board of directors. "Borrowing" is strictly *FORBIDDEN* and any agreement to trade a player back to his originating team may result in the dismissal of all GMs involved.

There is no limit on the frequency a general manager makes trades. You are free to trade as many assets as often as you like, provided they fit within your finances and comply with all other league rules.

Trades during the season typically will be processed within 48 hours, unless there is a need for further review. (In the offseason, this can take up to 5 days.) Trades will only be reviewed by the board of directors for fairness, talent-wise, if multiple GMs request a formal review of a trade that is considered as strongly unbalanced or if a GM has been taken advantage of. We cannot judge every general manager's motives, as fairness is completely subjective. We're all adults here. Again, please exercise good judgment when considering a trade. If you are worried that a trade that you make might be rejected, you probably should not make the trade in the first place.

Once a trade is submitted, it is your responsibility to remove the players involved from your active lineups. These assets are technically no longer yours to use. Failure to do so *may* result in a delay in the processing of the trade. If a traded player remains in an active lineup and is injured before the trade is processed, the GM at fault will be heavily fined and team acquiring the asset will have the right to void the deal.

All newly-appointed GMs have a two-week introductory moratorium on trading, to ensure that they have fully examined all possible options when considering who to trade.

In the event of an error in submission of any trade, a correction must be made by the general manager that same day. Otherwise, all valid trade submitted are final, pending league approval.

Trade Deadline

Trading is permitted throughout the off-season, pre-season, and the majority of the regular season. At a certain point towards the end of the regular season (approximately 17% remaining), trading will no longer be permitted. An announcement will be made well in advance of the exact date determined of when trading must cease. GMs will be notified during the off-season of when trading may resume.

Once the league trade deadline has passed, any player acquired by trade, waivers, or free agency will be ineligible for that season's playoffs.

Trading Player Rights

Currently inactive players (prospects, European players, etc.) may have their player rights traded. Trading the rights of an impending unrestricted free agent between the [Trade Deadline](#) and the open market period of free agency is strictly prohibited. Impending free agents are considered to have zero time remaining on their contracts from the moment their team is eliminated from the playoffs (or end of the regular season if the team failed to reach the playoffs). The bottom line is: the Trade Deadline is the *Trade Deadline*. If you wish to trade away an impending UFA, you need to do it before the Trade Deadline or the player will join the open market in the off-season if you do not place a [franchise tag](#) on him.

Trading Draft Picks & Cash

Teams must hold a minimum of one (1) draft pick for the next [entry draft](#) at all times, unless specified in a given season.

Additionally, teams must keep at least three draft picks for the draft after next *-and-* at least one of those picks must be in the 1st or 2nd round.

Any trades that do not meet these criteria will be rejected outright. Attempts including, but not limited to, the use of future considerations or conditions placed to deliberately circumvent the draft pick minimum rules may result in both parties being fined and/or stripped of their top two draft picks and/or losing their right to conduct trades, or expulsion from the *EHE*.

The minimum amount of cash considerations that may be traded by a team is \$25,000.

Waivers

Players who may be sent to the minors are *not always exempt from having to clear waivers*. When a player is subjected to waivers, he will be exposed for two* days while in season or five days during the offseason.

(*Note: Saturday is not a considered as a processing day during the season unless the waiver period ends or begins that day!)

All players age 26 or older (as of September 15 in the year the season begins) that are on an NHL roster must first clear through waivers in order to be assigned to the minors, regardless of if they previously cleared waivers. Players signed to [AHL contracts](#) are automatically placed in the minors without the use of waivers.

If a team claims a player from waivers, the claiming team is responsible for their full salary cap hit but will only pay for their remaining actual salary, for as long as they are a member of that team. Teams do not receive compensation for losing a player to waivers. The claiming team is required to dress the player in a minimum of three games before the end of the season they are claim or the team will be subject to a fine.

All claimed players will be assigned to the **NHL**-level club, unless the player is already assigned to the minors at the time of being waived. They must dress in a minimum of three regular season games before being placed back on waivers for purpose of assignment, except for in the instance of being claimed during the offseason or from unconditional (buyout) waivers. Until the team has met this minimum, they still reserve the right to trade or [buy out](#) the player outright, though their ability to place the player on unconditional

(buyout) waivers will be dismissed. Should a player be lost and reclaimed in the same season by the *original* rights-holder, that team will not be required to meet this "three-game" criteria and will be granted a one-time waiver exemption if they are immediately assigned to the minors. If that player is assigned to the NHL level, he will still be subject to clearing waivers once again.

If multiple teams submit claims on a player on waivers, he shall be transferred to the claiming club that has earned the lowest percentage of possible points in the standings at the time of the request. (*Note:* During the offseason, preseason, or the first eight games of the current season, the previous season's point standings will apply.) In the event that two or more claiming clubs have the same percentage of possible points, the player will be transferred to the claiming club with the lowest regulation-plus-overtime winning percentage in at the time of the request.

Waivers will be announced via the front page and waiver claims should be submitted via your team administration page.

Any team at the maximum organizational roster limit of 51 active players may not file a claim on any players available through waivers without first making an additional roster move.

Any team with six (6) or more active goaltenders already under NHL or two-way contract may not file a claim on additional goaltenders through waivers. (*Note:* There is no restriction regarding acquiring additional goaltenders through trade.)

Teams may not directly "ransom off" or trade a claimed player back to the original team that waived them during the same season.

In the event of an error in sending a player to waivers or filing a waiver claim, a correction must be made by the general manager that same day. Otherwise, all valid waiver transactions are final.

Franchise Player Tags

While it is important to keep the UFA pool as abundant in talent as possible, it is also unrealistic that no impending free agents would re-sign with their clubs before ever reaching the market. The easiest way to balance this is with franchise player tags.

Each team has the ability to "FP" two players. Each tag may be moved to a different player once every three seasons.

Any RFA-eligible player that is tagged will automatically be re-signed when their contract expires at a 10% raise above their previous yearly salary or 10% above Fair Market Value, whichever is greater, up to *EHE's* set maximum player salary. They are also exempt from the offer sheet portion of free agency. The length of the contract, as with any free agent, will be determined by the team's general manager.

Any UFA-eligible player that is tagged will automatically be re-signed when their contract expires at 10% above Fair Market Value, up to *EHE's* set maximum player salary. They are exempt from the UFA portion of free agency. The length of the contract, as with any free agent, will be determined by the team's general manager. An added benefit to tagging an UFA is that teams will be able to "renegotiate" part of the contract to where a that player's [signing bonus](#) "absorbs" the pay increase in their total contract value.

A team may move a FP tag every three seasons once that particular tag becomes available. The team is permitted to leave that tag on its existing player for as long as they wish without having to declare a new three-year period. (*Example:* Sidney Crosby has three years remaining on his existing contract and has an FP tag with two years remaining. The tag "unlocks" for Crosby's final year of his contract and *Team X* chooses not to move the tag. Crosby is eligible to be automatically re-signed once his contract expires and then the FP tag may still be moved the following season.)

Trading or releasing a franchise player does NOT "unlock" the FP tag move that was assigned to him, nor does it give the acquiring team an additional FP tag. If a tagged player is moved, the FP tag will not become available until the end of the mandatory three-year period.

Franchise players are not eligible to be assigned to the farm level.

Coaches

Coaches can help be the small difference between a playoff team and a winning playoff team. All teams at both the NHL and AHL levels are required to have head coaches. All NHL and AHL head coaches from the prior season are rated, as are all NHL assistant coaches, with the exception of goalie coaches.

The minimum salary an NHL coach can be signed to is \$500,000 per season (\$150,000 per season for AHL coaches) for terms no longer than three years. There are no signing bonuses for coaches.

Unlike a player who loses eligibility and is either moved to the retired list or organizational roster, a coach who becomes inactive will remain with the club he belongs with until the completion of his contract or he is fired, although his ratings may suffer. After that time, the coach will be removed from the active listing. The only time an inactive coach will be removed prematurely without penalty is if he dies, in which case, teams will be permitted to complete the current season with that coach before he is removed.

Clubs may promote their AHL-level coaches to the NHL level in the event of a vacancy. However, NHL-level coaches may not be demoted.

In the offseason, a team must have a vacancy in order to submit a contract offer to a coach on the open market.

Only AHL head coaches or NHL assistant coaches in real life may be signed to AHL teams.

Re-Signing Coaches

Teams have the possibility of re-signing their NHL head coaches only after their existing contract expires. Eligibility will be based on a team's performance in the most-recent season. The team's regular season points percentage will be equal to the chance of re-signing their coach, with the following modifiers:

- Missed the Playoffs = Pts% x 0.8
- Eliminated in 1st Round = Pts% x 0.9
- Eliminated in 2nd Round = Pts% x 0.95
- Eliminated in Conference Finals or Cup Finals = Pts%
- Won Stanley Cup = Pts% x 1.1

A team is *not required* to re-sign their NHL head coach even if they are successful in drawing the opportunity to do so.

Coaches signed to AHL deals are not eligible to be re-signed without being available on the open market, first. However, a team that chooses to promote its own AHL coach will automatically be permitted to re-negotiate an NHL contract with the coach without being subjected to free agency.

Luring AHL Coaches

No coach may be traded at any time, although teams may negotiate to purchase the contract of an AHL coach for use on their NHL-level team *during the off-season only*. The minimum payment to the team whose coach is being lured is 25% above the remaining total value of the contract. The coach's new contract must be at least the same length of term remaining on his prior contract, with at least the same yearly salary, the asking price based on his ratings, or the league minimum of \$500,000, whichever is greatest.

(*Example:* The Maple Leafs wish to sign Tony Granato from Colorado's AHL affiliate. Granato is paid \$250,000 and has two years remaining on his contract. The Maple Leafs must pay the Avalanche a minimum of \$312,500 *per season* [\$625,000 total value] in order to make Granato their NHL coach. If the Avalanche and Maple Leafs successfully negotiate a purchase price for Granato, his new NHL deal with Toronto can be 2 or 3 years and his new yearly salary is \$500,000 or the asking price based on his ratings, whichever greater.)

Firing Coaches

General managers may fire any coach from their club for a penalty, provided that the club has enough funds in their current bankroll to complete the process.

Coaches who are fired must be paid out for each year remaining on their existing deal. The cost to fire a coach is $\frac{2}{3}$ of his total remaining contract value. For coaches who are fired during the regular season, the current year of the contract is prorated based on the number of team games remaining in the season.

Teams may not fire their coaches between the trade deadline and the start of the off-season.

Example: Joe Sacco is fired with two full years remaining on his AHL-level contract of \$400,000 per season.

2 years x \$400,000 x (2/3)

Total amount to buy out the coach: \$533,333

Playoffs

The EHE playoff formats closely follow the real NHL and AHL tournament-style playoff formats.

For the Stanley Cup playoffs (NHL), each round will hold best-of-7 series. Eight teams will qualify in each conference – the top three teams in each division, plus two wildcard teams, as determined by the number of standing points earned during the regular season. To begin the playoffs, the division winner with the best record in the conference plays the lowest-seeded wild-card team and the other division winner plays the highest-seeded wild-card (wild-card teams may cross over to another division within the conference), and the two teams with the next best records in each division are seeded 2nd and 3rd.

For the Calder Cup playoffs (AHL), the first round will hold best-of-5 series, with all following rounds holding best-of-7 series. Eight teams will qualify in each conference – the top three teams in each division, plus two wildcard teams. Divisional and wildcard playoff seeding is determined by the *percentage* of standing points earned during the regular season. Where the EHE differs from the [real AHL playoff format](#) is how the beginning playoff matchups are set. If both divisions of a single conference sees four teams qualify, initial playoff matchups will be purely within their respective divisions in a 1st vs. 4th and 2nd vs. 3rd scenario. If a division sees an odd number of teams qualify, the playoff format will resemble the NHL format listed above.

If two or more clubs are tied in points during the regular season in either league, the standing of the clubs is determined in the following order:

1. *Regulation/Overtime Wins. (NHL Only)* During the regular season, the team with the fewest number of games played (i.e., superior points percentage) is considered the higher seed at that time. Overall determination is by the greater number of combined wins earned in regulation and overtime, excluding games won in shootout. This figure is reflected in the ROW column of the standings.

2. *Head-to-head.* The greater number of points earned in games between the tied clubs. If two clubs are tied, and have not played an equal number of home games against each other, points earned in the first game played in the city that hosted the extra game shall *not* be included. If more than two clubs are tied, the higher *percentage* of available points earned in games among those clubs, under the same "extra game" condition, shall be used to determine the standing.
3. *Goal differential.* The greater differential between goals for and against for the entire regular season. (*Note:* In standings a victory in a shootout counts as one goal for, while a shootout loss counts as one goal against.)

All players who were signed to NHL contracts, prior to the [Trade Deadline](#), are eligible to play in the Stanley Cup playoffs. However, players may only play in the Calder Cup playoffs based on [AHL eligibility and additional conditions](#).

Prizes

Prizes for winning the Stanley Cup and/or Calder Cup are yet to be finalized. The Stanley Cup winner will receive a 3% increased chance of successfully signing an unrestricted free agent immediately if they are the top bidder for the day (*max. three (3) players signed with use of the bonus*). The Calder Cup winner will likely receive a team bankroll prize. Since EHE is not-for-profit, it is unlikely there will be any physical prizes to award winners of either award.

Entry Draft

One of the most exciting events for a general manager is held every summer – The *EHE* Entry Draft! This will generally be held each July/August, before the start of the free agency period. GMs will be given advance notice of the specific date and time drafting will commence.

The Entry Draft will consist of five (5) rounds, with each team receiving one pick per round (prior to trades, disciplinary action, or compensation). Unless specified, a minimum of three rounds of the draft will be held live in the league chat room, while all remaining selections will be made promptly in the league forum.

If a first-round pick is unable to be signed, due to his premature retirement, death, or other extenuating circumstances, the team that formerly held his rights would receive a compensatory second-round pick in the next draft at the selection of the same number that he was originally taken.

Any compensatory picks granted are not eligible to be traded.

Please review the section on [moving assets](#) for more details about trading draft picks.

Lottery

With compensatory and rescinded picks considered, draft order will be determined based on season results. At the conclusion of the regular season, the 14 NHL teams that miss the playoffs are entered into a weighted lottery to determine the initial three draft picks in the first round, seeded according to reverse regular season standing. The team whose pick wins the lottery will hold the first overall pick in the draft. There will be two additional lottery selections to determine the holders of the second and third overall picks. For all subsequent rounds, the first 14 picks will all be in order of reverse regular season standing.

The remaining order of the draft is determined by playoff results. Picks of the Stanley Cup winner will be at the end of each round (30th), while the runner-up will hold the second-to-last pick of each round (29th). Teams eliminated in the conference finals are awarded the 28th and 27th picks, with the 28th pick going to the team with the better regular season record. Picks 15-26 are then determined by reverse regular season record, with remaining division winners holding the lowest of these picks.

Draft Class

A player may be selected in the EHE Entry Draft if he meets all of the following criteria:

- 1) His rights are currently owned by an NHL organization in real life, as of the time the draft begins.
- 2) His rights are not and never have been owned by an EHE club.
- 3) He has not been previously rated in an EHE season.
- 4) He is under the age of 25 as of June 15 of the particular draft year.

Any player that is age 25 or older is not eligible to enter EHE via the draft and would be subject to unrestricted free agency.

(*Example: T.J. Tynan is eligible for the 2013 draft and is not selected by an EHE team. He is not rated for the 2013-14 season and therefore eligible for the 2014 draft. Again, he is not selected. He is not rated for the 2014-15 season and therefore eligible for the 2015 draft. However, he does qualify to be rated for the 2015-16 season. If he is not selected in the 2015 draft, he will become an unrestricted free agent later that summer.*)

Training Camp

At the beginning of the preseason, all players under NHL contract will be considered "in training camp" and placed on the NHL roster. This means that players may be required to [clear waivers](#) before being assigned to the minors. There will be two deadlines for players to be assigned to the [minors](#):

1. Once the AHL preseason begins, teams need to meet the minimum AHL [roster requirements](#) in order for games to be played.
2. Once the regular season begins, teams will need to meet the minimum [roster requirements](#) when setting their opening night rosters.

Rivalries

Teams have the ability to develop rivalries over time, whether it is caused from region, multiple playoff series against one another, or simply friends who like to compete against one another. The SimonT simulator allows GMs the option of using these rivalries to create more intensity in their games.

Rivalries may be requested for both the NHL and AHL levels, although the *EHE* website is only equipped to list for NHL teams. The *EHE* allows GMs to have up to three (3) rivalries per team, per level.

The commissioner and/or Board of Directors of the Elite Hockey Experience reserve the right to change or modify any rules seen fit, at any point in time, if deemed to be in the best interest of the league. Updates to league rules are posted in the forum in most instances.

Back to the beginning of the EHE Rulebook

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