

HFNHL RULE BOOK

Updated 2015

WELCOME TO THE HFNHL

Hockey's Future National Hockey League



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1. ---INTRODUCTION---

Welcome to the HFNHL. HFNHL is an acronym for Hockey's Future National Hockey League. The league strives to follow NHL rules and processes as much as possible, but there are restrictions that require slight rule differences due to the simulation process.

Here you will find most of the guidelines you will need to operate a franchise in this league.

The league uses STHS Simon T Hockey Simulator (<http://sths.simont.info>) to simulate game action.

To add or remove yourself from the HFNHL mailing list simply send a blank message to: hfnhl-subscribe@yahoogroups.com OR hfnhl-unsubscribe@yahoogroups.com

*** All times are in Eastern Time (GMT -5:00) ***

2. ---LEAGUE OFFICES---

2.1 Commissioner and League Executives:

The Commissioner serves as chief communicator, organizer, dictator and decision maker in the HFNHL. The Sim Manager simulates the games, updates the GM files, and uploads sim-generated pages to the league webpage (<http://www.hfnhl.org>). The Director of Player Personnel (DOPP) handles all trades submissions. The league's agents, "Bill Fillmore," and "Shorty Ballstein," manage all free agent and contract extension offers.

Their email is hfnhlagents@gmail.com

Director of Public Relations updates the leagues website and rulebook file when needed. When issues arise, the admin team will vote. If a majority cannot be reached (i.e. 4-4 vote), the league commissioner's vote will be the deciding factor.

ADMINISTRATION TEAM

Commissioner: Brock Otten

Assistant Commissioner: Sean Keogh

Director of Player Personnel: Matthew Kershaw & Mike McEwan

Director of Player Agents: Sean Keogh
Simulation Manager: Jeff Kirk
Eastern Conference Agent: Ville Isopaa
Western Conference Agent: Roy Larsen

2.2 Owners' Duties:

Have fun!!!! This league is for fun, so please do not take anything that happens to heart. Be friendly to all the other owners, no matter how unreasonable their trade offers might be and how often they talk about the showers.

1. GM's will submit lines at a minimum of once per month.
2. GM's are required to have at least 25 players under contract (consisting of at least 3 goalies, 8 defenseman, and 14 forwards).
3. GM's must respond to emails diligently. While there is no set time limit to be enforced, let it be known that if a GM fails to reply to an email, they will be reported to the commissioner.
4. GM's are encouraged to post on HF Boards (this doesn't have to be a thread start, but could be as simple as a reply to a current thread).
5. GM's must submit free agent offers (or at least a notice stating that they will not be sending offers).
6. GM's must attend the Entry Draft (or at least submit a list).
7. GM's must submit prospect releases (or at least a notice stating that they will have none).

If GM's are found to be negligent in any of the above areas, the punishment could range from warning, to removal of duties. This is meant to be more of an objective list of the bare minimum required. We obviously expect more than this from you and we know many of you do. At the same time, we do realize life can get in the way sometimes. That said, the above requirements would not take up much time and as such should be considered very reasonable.

3. ---PLAYERS & COACHES---

3.1 Players

All player ratings will be based on the player's NHL performance. They will be re-rated every off-season. Players can play other positions than they are listed at in the simulator, but they will not play to their full potential

when they play out of position.

Players ages are updated by the Sim as the season and off-season progresses. Official calculations of a players age for UFA/RFA purposes is based on their age as of June 30th (July 1st cutoff) of that given season.

Players that retire in the NHL will retire from the HFNHL during the next off-season. Players that suffer massive career ending injuries, or who haven't played a professional game in a year in real life will be removed from the HFNHL at the end of the year (to your prospect list).

A player's default position can be changed, but reasonable proof that the player plays the "new" position must be presented. This proof must come from a league approved website. These include:

<http://www.tsn.ca>

<http://www.nhl.com>

3.2 Coaches

A coach can be fired at any time during the season but you can only make one coaching change per season.

If a coach is fired before his contract is up, that team has to pay a fine of \$500,000. If a team wants to hire a new coach, that team must first fire the old coach and then make an offer to a new coach.

Coaches salaries are a flat rate of \$500,000.

In the event that two or more GM's attempting to sign the same coach then whoever saved their text file in the yahoo groups or emailed SimGod, first gets the coach.

If you happen to see a coach that is not on the list and wish to hire him, contact the league Sim Manager and that particular coach will be created for you.

3.3 Players in Europe and Retirees

Players in Europe as of October 1st will be pulled off their respective roster and placed on the prospect list. However, any player who returns to the NHL by December 1st, will be allowed back in the HFNHL on the same date as their return to the NHL (i.e. Kovalchuk in 2005-06). It is up to the GM owning this player to send a notice of reinstatement with a link to verify the player has in fact returned to a professional hockey team in North America. October 1st will also be used as the cutoff date for the removal of

players that have announced their retirement during the previous season or off-season.

You will also be given an opportunity to release any players who bolt to Europe prior to October 1st and end up on your prospect list. There will be two opportunities to do so. The first will be during the prospect release time period prior to free agency. The second will be just before the start of the HFNHL season.

4. ---ENTRY DRAFT---

The seven-round entry draft will occur each off-season. All players that are eligible for the next NHL entry draft will be eligible for the HFNHL Entry Draft.

Draft order will be determined by final HFNHL regular season standings. Teams not making the playoffs will enter a lottery to determine the 1st round order.

The lottery only affects the order of the first round. The lottery follows the same percentages and rules as the current NHL system. For example, the league now uses the option where all non-playoff teams can win and get the number one pick. Therefore, a team that is last in the league can only drop down to the number two pick...and so on.

The final four teams that make it to the Conference Finals will get the final four picks in the draft order, regardless of where they finished in the regular season. The Cup champion will pick 30th, the other finalist 29th and the two losers from Conference Championships will pick 28th and 27th. Whichever of those two teams finished lower in the regular season standings will get the 27th pick.

The first three rounds are annually held in a "live draft" format via a Chat Room unless otherwise noted. If an owner is unable to attend, an ordered list of players must be submitted to the league commissioner. Once the official results are posted by the league each team must submit a list of desired eligible prospects and the league offices will process the remaining four rounds.

5. ---PROSPECTS---

Prospects are players whose rights are owned by a team, but are not signed to a contract. Prospects are free as long as they are kept on the prospect list. A team can sign a prospect at any time. Players that are

drafted in the Entry Draft will be put on the prospects list unless signed to a contract.

Keep in mind that the limit for the total number of players in your organization is 80 (roster players and prospects).

Prior to free agency each year, teams will be given the opportunity to release any prospects in their organization.

Mandatory Prospect Activation

Threshold: 82 NHL regular season games for skaters and 50 games for goalies as of the completion of the previous NHL season.

Timing: Reviewed each offseason after FA has been completed.

Deadline: Will be announced each offseason after the conclusion of FA.

Responsibility: Each GM will self-assess their own team and submit the list of prospects to be signed to their agent.

Penalties: This will be monitored by league admin prior to the start of each season. Any prospects that meet the 82 (or 50) game threshold and are not signed by their GM will be signed to a max money ELC contract where eligible or matching of NHL contract when not ELC eligible. Repeated violations may lead to additional punishment.

6. ---INJURIES---

All players are subject to injury, including goaltenders. The injury report will show the type of injury and the expected amount of time the player will miss. Players that are injured will have to be replaced in the active lineup. This will have to occur before the next game played. Note that a player can be fatigued or plagued by minor injuries and not be listed in the injury report. They are still healthy enough to play, but their performance may be affected. Instead of being listed as "OK", fatigued players will have a condition rating in the high 90's on the roster page.

For injury protection, GM's are required to have at least 25 players under contract (consisting of at least 3 goalies, 8 defenseman, and 14 forwards).

7. ---PLAYER RATINGS---

At the end of each season most players will be re-rated on how they performed in the NHL. It is the league's goal to have the most accurate set of player ratings based on a player's skills and statistics. Skater PA and SC ratings will be based on two year averages, and goalie ratings will also be

comprised of NHL year averages.

Once the ratings are released, teams will be given an opportunity to challenge specific player ratings that they feel are unfair. Each team is going to get a maximum of 6 ratings challenges on a maximum of 5 players. OV can not be challenged. Goalie challenges will not be on the ranking that the skill ratings (SK, AG, RB, SC, HS, RT and PH) are based on. Instead of making a challenge on the OV rating, the challenge should be made on the position in the ranking. The other 6 goaltender ratings (DU, EN, SZ, PS, EX and LD) can be challenged like skater ratings.

The SimonT Hockey Simulator offers 17 different rating categories for skaters and 15 different categories for goalies which allows the program to distinguish one player's characteristics from another. To make it easier, some commissioners may opt to simplify things by merging some of the ratings.

STHS has an OV (Overall) rating category which is an indicator as to a player's skill for GMs looking at a roster page but is useless to the program and may be removed if a commissioner feels its not needed. The OV is also variable according to various options' of simulation

Below is a breakdown of the ratings STHS uses.

Roster Page - Skaters - Full Ratings

PO = Position

CON = Condition

IJ = Injury -- HO = Holding Out

CK = Checking

FG = Fighting

DI = Discipline

SK = Skating

ST = Strength

EN = Endurance

DU = Durability

PH = Puck Handling

FO = Face Offs

PA = Passing

SC = Scoring

DF = Defense

PS = Penalty Shot

EX = Experience

LD = Leadership

MO = Morale

PO = Potential

OV = Overall

TA = Trade Available

SP = Star Power

GOALTENDERS

SK = Skating
DU = Durability
EN = Endurance
SZ = Size
AG = Agility
RB = Rebound Control
SC = Style Control
HS = Hand Speed
RT = Reaction Time
PH = Puck Handling
PS = Penalty Shot
EX = Experience
LD = Leadership
MO = Morale
PO = Potential
OV = Overall

8. ---WAIVERS & ROSTER SIZE---

8.1 Waivers

All players 24 and younger will be exempt from waivers. All those 25 and older must clear waivers.

Waiver priority is determined by winning percentage at the conclusion of the 48 hour claim period. The team with the lowest current winning percentage receives #1 priority in making waiver claims, and so on. In the event that two teams have identical winning percentages at the end of the 48 hour period, the tiebreaker will be average goal differential (Avg Goals For - Avg Goals Against) as determined on the "Team Stats" page. The team with the lowest average goal differential wins the tie-breaker.

Note: The Waiver ORDER is managed manually. The waiver priority list shown on the HFNHLWaivers.html File is incorrect.

Players with a one way contract (2 million and over annually) will have to pass through waivers in order to be placed in the minors. This will be monitored by the Commissioner's office and the Sim God.

8.2 Roster Size

The maximum roster size for teams (signed players and prospects) is 80 players.

The HFNHL active roster size is limited to 20 players including

goaltenders. The maximum number of players on the roster, healthy or injured, is 25. Teams have until a specified cut deadline (announced before preseason) to assign players in training camp to the minors. At any point after the cut deadline (including both the exhibition and regular season), any player sent from the Pro roster to the minors must clear waivers if eligible.

A reminder that for injury protection, GM's are required to have at least 25 players under contract (consisting of at least 3 goalies, 8 defenseman, and 14 forwards).

DUMMY PLAYERS

Dummy Players will be added to any GM squad when they do not have sufficient roster players to cover injuries or suspensions. Dummy Players will be given fake names, \$5 million dollar contracts and will remain on the roster until the injuries or suspensions are complete, or the GM either signs a player (UFA or Prospect) or trades for one to replace the Dummy Player. Dummy Player skaters have an OV of 55 and Dummy Player goaltenders have an OV of 48.

8.3 Buy-Outs

Teams are given a yearly opportunity to buy-out any signed players in the off-season at the cost of 100% of the player's annual salary (which is not counted toward their cap). This happens prior to free agency.

9. ---TRADES---

An owner can trade players, draft picks, money, and future considerations.

The maximum amount of cash that can change teams in any given trade is \$1M. All teams must confirm all trades. A trade will not be processed until this happens.

The trading deadline is 80% through the season and trading will resume after the playoffs are over. If a trade looks lopsided to the point that it may be a factor in crippling a franchise, the DOPP reserves the right to veto the trade. Another reason a trade may not go through is if it is not submitted in the right format. If the right format is not used, the confirmation email may be simply deleted. Below is an example of the desired format:

To: Director of Player Personnel
CC: Team you made the trade with

Subject: HFNHL Trade: ANA & PHI

Director of Player Personnel, I have agreed to the following deal:

To PHI: D Niklas Kronwall, C Andrew Cogliano, 2015 ANA 1st,
\$1,000,000

To ANA: LW Taylor Hall

10. ---SUSPENSIONS---

Suspensions will occur randomly throughout the season. The simulator randomly determines these. Lineups must be adjusted accordingly.

11. ---SALARY CAP & SALARY FLOOR---

The Salary cap for 2015/2016 will be \$71.4 million.

The Salary floor will be \$52.8 million.

Salary Cap

Within the Sim this method is called the "Complex Calculation Based on Year 1 Salary" and is based around how the NHL calculates it's Salary Cap.

In short, this Sim based method works similar to the 3 checkpoint system in that it's a running average of Pro Payroll spent over the season. If you are below the Cap throughout the season you will have extra Cap space to use towards the end of the season, just like the previous system. A couple key differences are that your Cap figure is the total of all players on your Pro Roster (not just top 21 OV) and that you can't be projected to be over the Cap at any point in the season, whether it to be to start, or for 2 days around the trade deadline.

Example using a \$64.3M Salary Cap: You start the season with a \$60M Pro Payroll and it remains at that level until the half way point when you decide to make some trades. Because the Salary Cap is broken down as a daily average used, at that point you will have used \$30M of your \$64.3M Cap space. This means you have \$34.3M of Cap space remaining (\$64.3M - \$30M spent YTD) for the second half of the season, and that you could increase your Pro Payroll to \$68.6M.

To help keep track of your Salary Cap total the Finance page will have a number of extra lines added and a summary table for the entire league at the bottom of the page. The key items you'll want to pay attention to are:

Pro Players Total Salaries: the total of your Pro payroll at that time
Pro Salary Cap to Date: how much of your Salary Cap you've spent YTD
Estimated Season Salary Cap: your Pro Salary Cap to Date amount combined with the Salary Remaining amount for each player on your Pro roster

Injuries: Injured players contracts will not count towards your daily Salary Cap calculation for as long as they're injured (94 CON or below) to allow call-ups to take their spot without causing Cap issues. As soon as the injured player is healthy (95 CON or above) he will start counting towards your Salary Cap again. It is recommended to allow yourself some breathing room under the Cap to allow for timing differences of when a player comes back from injury and you have an extra player called up to take his place. It could be wise to plan your Cap total based on carrying 22 or 23 players on your Pro Payroll rather than the roster minimum of 20.

Salary Cap Violations: It is your job as a GM to manage this carefully throughout the season. Due to the fact you can never project to be over the Cap at any point of a season it may not be wise to spend right to it early on. During the season if a team projects to be above the Cap Ceiling or below the Cap Floor SimGod will receive an error when trying to sim. At this point the following will happen:

1st offense: \$250,000 fine (and verbal lashing)
2nd offense: \$1,000,000 fine
3rd offense: \$1,000,000 fine & Subject to Draft pick penalties according to how far over the cap you are projected (see below chart)

\$0-1 million: a 4th round draft pick
\$1-2 million: a 3rd round draft pick
\$2-3 million: a 2nd round draft pick
\$3-4 million: a 1st round draft pick
\$4-5 million: a 1st & 3rd round draft pick
\$5-7.5 million: a 1st & 2nd round draft pick
\$7.5-10 million: two 1st round draft picks

One-way Contracts

As a method of preventing Salary Cap circumvention we are giving out One-way Contracts. A One-way Contract means that a player will be paid their full salary whether on the Pro or Farm roster. Any player making \$2M or more (this number may be reviewed and changed at a future date) will be granted a One-way Contract automatically.

If a player with a One-way Contract is sent to the Farm he will no longer count against your Salary Cap total (regardless of his OV), however, he will be paid his full contract value. And he will have to pass through waivers to be demoted.

Example: Jamie Langenbrunner has a contract that pays \$4M. If sent to the Farm, Langenbrunner no longer counts against the Lightning Salary Cap, but will be paid his full \$4M salary out of the Lightning Bank, not \$400k (10%) as it used to be.

Regular waiver rules will still apply, the only change here is how much players are

paid while being kept on your Farm roster. This is very important to keep in mind when offering contracts to UDFA, and FA's in general, as you can no longer hide from larger contracts handed out to players who will not contribute. Carrying One-way Contracts in the Farm will be a very risky move and could quickly lead to bankruptcy if not managed closely.

Salary Floor

Teams will also have to reach a salary floor of \$52.8 million. If teams do not hit the salary floor, draft pick penalties will be applied, similar to that of the cap penalties.

12. ---FREE AGENTS AND CONTRACTS ---

The maximum offer any player may get is \$10,500,000 per season. The HFNHL minimum player salary has been set at \$525,000.

TYPES

Type I: Entry Level Players

Prospects/rookies under 25 years old, subject to rookie salary cap until they've accumulated the necessary amount of pro experience.

Rookie contract length:

3 years if they signed their first contract at age 18-21

2 years if they signed their first contract at age 22-23

1 year if they signed their first contract at age 24 or above

Rookie Salary Cap:

Drafted 2003-2006: \$850,000

Drafted 2007-2008: \$875,000

Drafted 2009-2010: \$900,000

Drafted 2011-2015: \$925,000

A Player who at the time he was drafted was playing for a team outside North America or who meets the qualifications set forth in Article 8.4(a)(v) (a "European Player") who signs his first SPC at ages 25-27 shall be subject to the Entry Level System for one (1) year. A European Player who signs his first SPC at age 28 or older is not subject to the Entry Level System under any circumstances.

This means that European players aged 25-27 are also bound by the ELC max at a 1 year deal. Euros aged 28 and older are not.

Type II: Restricted Free Agents

Any player not qualifying for another category of free agency, who receives a timely qualifying offer from the team holding their rights. Players earning \$525,000-\$1,000,000 will be entitled to QO at 110% of prior year's salary; Players earning >\$1,000,000 will be entitled to QO at 100% of their prior year's salary.

Another team may sign the player to an offer sheet, at which point the rights-holding team may opt to match and keep the player, or take compensation instead. Compensation may be negotiated (via trade), or defaults to the following:

Less than (or) \$1,205,377 – No compensation
Over \$1,205,377 to \$1,826,328 - Third-round pick
Over \$1,826,328 to \$3,652,659 - Second-round pick
Over \$3,652,659 to \$5,478,986 - First-round and third-round pick
Over \$5,478,986 to \$7,305,316 - First-round, second-round and third-round pick
Over \$7,305,316 to \$9,131,645 - Two first-round picks, second-round pick, third-round pick
Over \$9,131,645 or greater - Four first-round picks

NOTE: If a player signs an offer sheet and the offer is matched by the rights-holding team, that player may not be traded for a period of one season.

NOTE - RFA offers from another team (an offer sheet) need to be at least 75% of said players NHL contract in order to be accepted on a one or two year deal. In order to be accepted for a long term deal, said offer sheet needs to be at 100% of their NHL deal.

NOTE - teams are only allowed to offer one year deals to their OWN RFA's. Should there be no other offer, they will sign the one year deal, pending it is within the 75% of their NHL deal (see above). Should no offers come in for the player, the RFA will NOT sign and negotiations will need to happen between the player agents and the HFNHL team, where they can figure out a new deal. If said player does not like the offers, the opportunity for a hold out could present itself.

Type III: UFA'S

Unrestricted Free Agents

Players 27 or older become unrestricted free agents at the expiration of their contracts. The cutoff date is the same as the NHL; July 1st.

Players who are 27 by June 30 would be UFA's, and all those not would be RFA. For next year, that would effect the following birth dates. Players born Jan-June 30, 1989 would be UFA's. Players born July 1-Dec 31, 1989 would be RFA (just to be clear).

DRAFT PICK COMPENSATION

If a team has more than one applicable draft pick for compensation, then their own draft pick will be the one given up. In the case of restricted free agents, the original team has the option to match the highest offer and thereby retain the player. Otherwise, they can release the player in return for the appropriate compensation.

RE-SIGNING FREE AGENTS

Teams can re-sign a potential free agent anytime during the season. All negotiating should be with the league's player agency.

TRADE RESTRICTIONS ON RE-SIGNED UFA'S

All pending Unrestricted Free Agents that agree to new contracts BEFORE they reach free agent status cannot be traded until after the All-Star break of the following season. If a trade of a player falling into that category does occur before the All-Star break, the team trading the player must forfeit the amount equal to one year's salary for that player from their finances.

MID-SEASON SIGNING OF UFA'S

When an acceptable offer is made to an unsigned UFA (i.e. a player not under contract with any team - not a pending UFA at the conclusion of the season) during the season, a 48-hour period commences during which the player will entertain offers from other teams. At the conclusion of the 48-hour period, the player will accept the best offer available.

Any professional North American player who is not yet owned by an HFNHL franchise is eligible to be signed at any time during the season.

SIGNING CHL & NCAA, EURO FREE AGENTS

Any CHL player (overager), EURO who comes to North America during the season or NCAA player who signs an NHL contract, must be signed during the Summer free agent period and not during the HFNHL season.

DRAFT ELIGIBLE vs. UFA

Please note that any unsigned, undrafted players under the age of 20 (as of September 15th, 20XX) are NOT eligible for free agency in the HFNHL. Rather, undrafted 18 year-olds will be eligible for the following HFNHL draft. Meanwhile, since the HFNHL draft takes place prior to the start of the free agency period, 19 year-olds will be eligible for the following draft, and subsequently eligible for free agency should they remain undrafted.

As of 2006-07, a European-born player can be signed as a free agent if he

is over 22 years of age, is not in the NCAA, and has either had previous NHL experience (left and is coming back) or has played his first North American (not including exhibition games, training camp, etc.) game. In other words, if the player has signed a contract to come to North America for the first time this summer he cannot be signed in the HFNHL until he has signed a professional contract in North America (NHL, ECHL, etc). Once the first offer is submitted, there is a 48 hour window for other teams to make a bid. Once the 48 hours expires, the player signs with the team who had submitted the best offer.

The LOTTERY

During the free agency period, multiple teams will often offer max ELC contracts to undrafted free agents. This results in a player lottery being conducted.

A couple things worth noting about the lottery

1. Players with the least amount of bidding teams will be drawn first.
2. You must be conscious of your roster limit count (80). If at any point during the lottery you reach the limit of 80, you will be disqualified from winning any of the remaining lotteries.

SUMMER FREE AGENT PERIOD

Teams will have to offer at least \$2 million (so a guaranteed/one way contract) in order to get into the 2nd round of bidding (inside the 80%) for a player...if said player has at least one offer above \$2 million. *e.g. If Player A receives two contract offers. One at \$1,999,99 and one at \$2,000,000, he will sign the \$2,000,000 offer immediately and not go to a second round of bidding.

12.1 Resigning Guidelines

Simply reference the particular player's salary from one of the various contract recording sites out there (e.g. www.generalfanager.com) and match the term and salary to what they will be making starting in the 15/16 season and for the length of their remaining NHL deal, and the player will automatically re-sign.

An example to better illustrate the auto-signing process:

If Tomas Vokoun were a pending UFA in the HFNHL. His real NHL salary starting next year has him signed for three more years with an average cap hit of \$5.7 million (the actual salary year by year is not relevant – the average is, which is the cap hit for the entire length of the deal he signed). The team would tender a 3 year x \$5.7 million deal,

and Vokoun would automatically re-sign.

WHEN THE PLAYER WILL WANT MORE

Pending UFA's who are dealt following the completion of the season (just prior to free agency) are not eligible for the auto sign process and their new deal must be negotiated.

If accepting what their NHL salary is would amount to taking either a pay cut or taking less than what qualifying offers will give them in the coming years, then they will reserve the right to reject the offer (and only in the rarest of occasions would they accept)

WHEN THE PLAYER WILL TAKE LESS

If the player in the NHL signed their deal as a UFA or pending UFA, but the same player is only going to be a RFA in the HFNHL, they may accept less.

If the player signed an extremely long deal (i.e. 6 to 7 years), given we can only offer a maximum of 4 years, the player may discount their HFNHL deal given they are not getting the same length of deal. This will depend on the age of the player however, as the extra years can sometimes be to the players disadvantage (lost UFA years) versus advantage (much older, and likely past the prime they are in at the beginning of the deal).

As all of you will see, this will quite likely pose some immediate advantages and simplify offers for SOME of your players. For others, it gets a little tougher given their NHL deal. But what it does, is tie together NHL salaries to HFNHL salaries in a simple and easy to calculate way, while eliminating the time required to negotiate every deal (which reached an all-time high last year). It also gives a general basis to begin negotiations for many players, which will also simplify things. Obviously if you want to re-sign a player for 4 years and they are only signed for 2 in the NHL, the same formula won't apply, but it will give a basis to the negotiations, as the team will know the auto-sign option is always there for them.

12.2 Player Contract Submission Format:

Here is the Player Contract Submission Format: This applies to new contracts for a free agent, an extension for a player under contract or for a prospect.

Any offers not meeting this format will be sent back as 'invalid'.

Player Name
Player Status (UFA, Pending RFA, Pending UFA)
Age: XX (as noted in player vitals page)
Link to player vitals (regardless of new player or existing – TSN or NHL is best)
Link to player vitals (www.nhlnumbers.com)
Current HFNHL contract (if applicable)
Current NHL contract (if applicable)
Offer: years x salary (i.e. 3 years x \$500,000)
Notes: additional notes to his agent for consideration on the deal.

Example:

Joe Smith
Pending RFA
Age: 25
<http://www.nhlnumbers.com/overview.php?team=CGY>
HFNHL Salary: \$750,000
NHL Salary: 900,000
Offer: 2 years x \$900,000
Notes: He is having an average year this year and this offer gives him substantially more than a qualifying offer while still not locking him into a long-term deal, so he can get a bigger raise with improved play in two years. **He is no longer the next big thing.** (AGREED)

13. ---SALARIES & SIGNING BONUSES---

Salaries are shown on the player vitals page, as well as the length of their contracts. A player on the pro team will receive his full contract amount. A player on the farm team will receive 10% of his salary (unless they are on a one way deal of more than \$2 million). When a player is called up to the pro league, you must pay him his full salary.

Bonuses:

There are no signing bonuses in the HFNHL.

14. ---REVENUE---

Teams earn revenue in the following ways:

1. Teams will earn revenue by selling tickets to their games. The amount a team earns depends on the arena size, attendance, and ticket prices. Ticket prices can be changed up to three times during the regular season. Attendance will be based on whether a team is playing well and if the team has any star players, (80 plus in ratings), for the fans to watch play.

2. Endorsements. Teams will be given the opportunity to make endorsement deals at the start of each season. Money will need to be invested up front with the opportunity to earn additional revenue based on whether or not certain achievements have been met. Teams may withdraw from an endorsement before the All-Star break. A team which withdraws from an endorsement will receive a refund of half of the initial investment made, but will not be eligible to sign up for the same endorsement the following season.

Teams can also earn extra revenue for the following things:

1. \$250,000 for each award won at the Year End Awards Banquet
2. \$250,000 for each starting player in the All-Star Game (as voted)
3. \$250,000 for any additional qualifying league awards
4. \$1,000,000 for winning our annual playoff pool

15. ---LINES---

All lines should be done using the SimonT Client . You can make roster moves and make your lines with this utility. The lines file gets uploaded to the HFNHL's Dropbox Account (<https://www.dropbox.com/home/HFNHL%20LINES>). Here are the minimum requirement's:

Centers - 3
Left Wings - 3
Right Wings - 3
Defensemen - 6
Goalies – 2
Additional skaters of any position - 3

16. ---INSTANT MESSAGING---

There are several instant messaging programs available that may make trade negotiations and communications with other owners easier.

Join the League's What'sAPP app available on smartphones. It's what all the cool kids are doing.

17. ---SITUATIONS NOT COVERED---

Should a pressing league issue arise, the HFNHL Admin team will discuss the problem at hand and agree on a reasonable resolution. The league reserves the right to amend or change any league rules after a consensus ruling among the admin team members.