

# KHL Rulebook

## Section 1 - Object

- 1.1 To assemble a line-up of NHL Hockey players whose statistics during the regular season, measured by the methods described in these rules, exceed those of all other teams in the league.

## Section 2 – Teams

- 2.1 The league consists of 26 franchises, in one conference.
- 2.2 A certain level of owner participation is expected. Owners are expected to participate in online drafts, fielding and responding to trade offers in a timely fashion, and generally keeping an eye on the day-to-day operations of their team.

## Section 3 – Schedule

- 3.1 Teams play 3 different opponents each period NHL season save for the last four periods which are reserved for the KHL playoffs.
- 3.2 Each period is based on a Monday to Sunday week, however some periods may be longer or shorter as determined by the NHL schedule.

## Section 4 – Regular Season

- 4.1 Teams play 66 regular season games. Three games for each of the NHL regular season periods, less four periods for KHL playoffs.

## Section 5 - Playoffs

- 5.1 Playoffs take place during the final 4 periods of the NHL season.
- 5.2 After the regular season is completed, the top 16 teams will qualify for the playoffs.
- 5.3 Each round of the play-offs is a one-period sudden death playoff.
- 5.4 In round one, the 1<sup>st</sup> place team each conference is matched up against the 16<sup>th</sup> place team, the 2<sup>nd</sup> place team plays the 15<sup>th</sup> place team, ect.
- 5.5 In round two, the eight the remaining teams are ranked 1-8. With 1<sup>st</sup> playing 8<sup>th</sup>, 2<sup>nd</sup> vs. 7<sup>th</sup>, ect.
- 5.6 In round three, the semifinals, the four remaining teams are seeded one through four. Seed one will play four and seed two plays three. The winners advance to the KHL Championship.
- 5.7 The highest seeded team in all playoff games receives 1.5 additional points to be added to the total score.

## Section 6 – Active Lineup

- 6.1 Each week teams must have 14 Active players named for the starting lineup. These are the players that score points on a weekly basis.
- 6.2 Active rosters must always consist of:

POSITION	No.
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Forwards	9
Defensemen	4
Goaltenders	1

## Section 7 – Press Box

- 7.1 Any player may be placed in the press box.
- 7.2 Each team may have a maximum of 4 players in the press box.
- 7.3 Owners must pay player’s full salaries while in the press box.
- 7.4 Players in the press box do not count towards as teams weekly point total.

## Section 8 – Prospects

- 8.1 Prospects that have played in 75 NHL regular season games (40 games for goaltenders) in their career must be signed to a KHL contract immediately and are not-eligible for the prospect list from that point forward.
- 8.2 Prospects that have been activated and signed but are under the games played limit as stated in 8.1, may be returned to the prospect list.
- 8.3 Players can not be added to the prospect list, they can only be drafted during the prospect draft.
- 8.4 Teams are allowed unlimited prospects.
- 8.5 Salaries for unsigned prospects is \$1.00

## Section 9 – Scoring

- 9.1 How players score fantasy points:

Skaters:		Goaltenders:	
Goals	1 point	Wins	3 points
Assists	1 point	Shootout Losses	1 point
		Overtime Losses	1 point
		Shutouts	1 point

- 9.2 Each week (Monday-Sunday) teams’ active players’ points are accumulated. The team with the greater amount of fantasy points is awarded a WIN with the team compiling the fewer fantasy points given a LOSS. If each team has an equal amount of fantasy points then each team is given a TIE.

## Section 10 – Standings

- 10.1 Teams are given 2 points for a WIN, 0 points for a LOSS, and 1 point for a TIE.
- 10.2 Teams are ranked in their division in order of points.
- 10.3 If there is a tie in points between two or more teams the following tie breakers apply:
  - 1. Most Wins
  - 2. Most Fantasy Points
  - 3. Head-To-Head Game Results

## **Section 11 – Player Additions**

- 11.1 Player additions begin following the second period of the NHL season. Rosters are frozen until that time.
- 11.2 Players not owned by teams in the KHL may be added during the season. Players added must be on a NHL teams active roster.
- 11.3 Players claimed by two or more teams will go to the team lower in the waiver order (determined by reverse standings).
- 11.4 Player addition requests will be processed every Sunday at 6pm using the waiver order.
- 11.5 After 11.4, players may still be added up until the beginning of the first NHL game on Monday. After the 11.4 deadline, the player additions are first come, first served.
- 11.6 Teams retain their waiver order until all player requests are processed.
- 11.7 Teams adding a player must drop a player to the free agent pool. (If necessary to maintain a legal roster) Player drops are not eligible for pickup until the following week.
- 11.8 There is a roster freeze during the KHL playoffs when no players will be added by any teams. The freeze takes effect the Monday of the final regular season week.
- 11.9 Added players salaries are \$4.50 for the balance of the season.
- 11.10 After the season, added players automatically agree to a contract extension of one season at a salary equal to market value factor in rule 13.5 times the players recent point total. The status of the contract is dependant on their age after the extension.

## **Section 12 – Trades**

- 12.1 Trades may include any combination of active players, prospects, and draft picks.
- 12.2 No trade will be allowed for draft picks more than 13 months away, or any deals that require a player to be given back at the end of the season.
- 12.3 Conditional picks based on performance or injuries ARE allowed, but must include specific targets.
- 12.4 Traded players' new team accepts the terms of all current contracts.
- 12.5 The trading deadline is SUNDAY of the 20<sup>th</sup> week at 9pm PST.
- 12.6 The league commissioner reserves the right to send any proposed trade agreements to a league wide vote for veto purposes.

## **Section 13 – Player Contracts**

- 13.1 All players must be under contract to be eligible for the starting lineup.
- 13.2 Owners may sign players to any term they wish. (Maximum 4 years.)
- 13.3 Player's salaries are determined by their market value. The market value is calculated by the players point per game totals the last four seasons.
- 13.4 The PPG value used in the calculation will be the greater number of: Total PPG over the last four seasons, latest season PPG, and weighted PPG (40% of the

most recent season, 30% two years ago, 20% three years ago, 10% four years ago)

- 13.5 The highest PPG value is then multiplied by 82 to determine a point total. The point total is then multiplied by the market value factor which is subject to a 3% raise each season. For 2017-18 the market value factor was .233.
- 13.6 For players entering their last contract (age 28), a premium market value factor is used. For 2017-18 the number was .256
- 13.7 Players activated from teams' prospect list must sign a 2-year contract. Salaries for prospects are determined by their draft position when drafted into the KHL. The chart below indicates rookie salaries.

Draft Position	Salary
1 <sup>st</sup> Overall	\$18.50
2-3 Overall	\$16.20
4-6 Overall	\$13.90
7-10 Overall	\$11.55
11-15 Overall	\$10.40
16-20 Overall	\$9.25
21-24 Overall	\$8.10
25-26 Overall	\$6.95
2 <sup>nd</sup> Round	\$5.75
3 <sup>rd</sup> Round	\$4.60

- 13.8 If a prospect is activated after January 1<sup>st</sup>, the remainder of that season does not count as a year toward his 2-year term. However, the owner will have to pay the prospects pro-rated salary for the remainder of that season.
- 13.9 Each year after the prospect is drafted; the player loses \$0.50 of market value. Example: Prospect is drafted 1<sup>st</sup> overall in 2000 and is not signed until 2004, the players market value is \$10.00 minus \$2.00 (\$.50 X 4 years).
- 13.10 Prospect market value decline as mentioned in 13.7, will not fall below \$5.00 for 1<sup>st</sup> round picks and \$4.50 for 2<sup>nd</sup> and 3<sup>rd</sup> round picks.
- 13.11 Prospects that are returned to the prospect list are still paid their full salary.
- 13.12 Once a prospects' entry level contract has expired and the player is still eligible for the prospect list, the prospects' salary can revert to \$1.00.

## Section 14 – Restricted Free Agents

- 14.1 Players become Restricted Free Agents July 1<sup>st</sup>, the year their contract expires, provided they are age 28 or younger. (If the player is over 28 he becomes a Unrestricted Free Agent, see section 15)
- 14.2 Restricted free agents will automatically sign up to a four year contract at market value. (see sec 13 for a description of market value)
- 14.3 Players will only sign a contract that takes them to age 28. Example: If the player is 25, he will automatically sign a three year contract.

## **Section 15 – Unrestricted Free Agents**

- 15.1 Players become Unrestricted Free Agents September 1<sup>st</sup> the year their contract expires, provided they are age 29 or older. Any player without a contract that is over the age of 28 is also a UFA.
- 15.2 Each team will be able to nominate one player to be auctioned for a maximum of 26 players.
- 15.3 The minimum annual salary for Unrestricted Free Agents is \$4.50.
- 15.4 Unrestricted Free Agents are awarded to the team bidding the highest total package. (Years multiplied by Salary)
- 15.5 An Unrestricted Free Agent contract is 100% guaranteed. Meaning, if the team owner cuts the player before the end of the term, all money owed to the player must be immediately paid in full. Such payments are subject to the salary cap.

## **Section 16 – Salaries**

- 16.1 Minimum salary for active players is \$4.50.
- 16.2 All salaries are rounded up to the nearest \$.05.
- 16.3 Players added during the season (Section 11) sign a 1-year contract at a salary of \$4.50.
- 16.4 The salary for all unsigned prospects is \$1.00 per season.
- 16.5 Team payrolls are calculated 4 times a season. October 1<sup>st</sup>, December 1<sup>st</sup>, February 1<sup>st</sup>, and April 1<sup>st</sup>. All players on the teams' payroll on the above dates will be used for calculation purposes.
- 16.6 Players on a team payroll include, all active players (14), Press Box Players (max 4), and all prospects.
- 16.7 Any team releasing a player with a guaranteed contract must pay all outstanding money to that player immediately. This payout is counted against the salary cap.

## **Section 17 – UFA Buyouts**

- 17.1 Team releasing a player with a guaranteed contract must pay all outstanding money to that player immediately. This payout is counted against the salary cap.
- 17.2 During a special off season window, teams may elect to release a player and have the buyout amount prorated over the length of the original contract.
- 17.3 Once the season starts, teams will only have the option of paying the buyout in full and having the amount count against the cap in that season.

## **Section 18 – Waivers**

- 18.1 Players with guaranteed contracts can be placed on waivers during the season for the purpose of releasing the player without paying the buyout.
- 18.2 When there are multiple waiver claims, the player is awarded to the team lowest in the standings.
- 18.3 Waiver periods last four days. If there are no claims during waiver phase I, teams may list players at any time on waivers phase II.

- 18.4 Teams claiming players during phase I assume the original contract terms of the player.
- 18.5 Teams claiming players during phase II receive the player with half the salary with the original term. The players' former team takes a cap hit of half the salary prorated over the original term of the contract.
- 18.6 Teams may relist players on either phase I or phase II waivers at any time. The only restriction being that player must have cleared phase I waivers before being placed on phase II waivers.

## **Section 19 – Prospect Draft**

- 19.1 Order of selection: Reverse order of finish the previous season. (Non-Playoff teams draft first) First overall pick is determined by a draft lottery (Section 24) KHL champion picks 28<sup>th</sup> and the runner up picks 27<sup>th</sup>.
- 19.2 The draft consists of three rounds.
- 19.3 Player Eligibility – Any player aged at least 18 as of September 15 of the year of the draft, has not played 30 career NHL games, and is not property of a KHL team.
- 19.4 Players on your active roster may be drafted as prospects if they have been protected and are eligible to be drafted.

## **Section 20 – NHL Draft**

- 20.1 Order of selection: Reverse order of finish the previous season.
- 20.2 NHL draft phase I consists of two rounds.
- 20.3 Player Eligibility – Any player who has played at least one NHL game is eligible.
- 20.4 At the conclusion of round two, team owners have the right to protect any players formerly on their teams that have not been selected in the NHL Draft Phase I.
- 20.5 Prospects who must be activated (see rule 8.1) will be activated after NHL Draft Phase I.
- 20.6 Players drafted that do not have contracts will sign with their new teams for two season at \$6.00 per season for first round picks and \$5.00 per season for second round picks.

## **Section 21 – NHL Draft Phase II**

- 21.1 Same order as NHL Draft Phase I. Teams will select as many players as necessary to fill their 14 active roster spots. (9 F, 4 D, 1 G) and optionally their four press box positions. Picks in Phase II are non-transferable. Players picked in phase II are signed for two years at \$4.50 per season.

## **Section 22 – Protected Lists**

- 22.1 Teams must announce their protected list for the NHL Draft by the date set out in the calendar of events.
- 22.2 Teams who made the playoffs the previous season may protect 9 active players. Non-Playoff teams may protect 10 active players.

- 22.3 Prospects that played in less than 100 NHL games before the previous season started are exempt.
- 22.4 All players signed in the UFA auction are exempt in that season from the protected lists as the UFA auction will occur after the protected list deadline.

## Section 23 – Salary Cap

- 23.1 Teams’ total payroll is not to exceed \$231.90 (2017-18 season) at any time during the season. This includes all payments made to all players and includes buyout payments made to a UFA’s that have been released.
- 23.2 Teams’ salaries are calculated 4 times during the season; October 1<sup>st</sup>, December 1<sup>st</sup>, February 1<sup>st</sup> and April 1<sup>st</sup>.
- 23.3 All players currently on that teams’ roster as of these dates will be considered in the calculation. The totals from these 4 periods are added to determine the total payroll.
- 23.4 Any UFA buyouts will also be added to the calculation.
- 23.5 At no time during the season can a teams’ total payroll exceed the salary cap. If a transaction occurs that puts a team over the cap that transaction will not be allowed. It is permissible to exceed the cap prior to the season commencing.
- 23.6 Each summer the salary cap will increase by 3% for the upcoming season.

## Section 24 – Draft Lottery

- 24.1 The KHL draft lottery takes place the same day as the NHL entry draft.
- 24.2 The team that wins the draft lottery will claim the first pick overall in the prospect draft, it does not affect subsequent rounds.
- 24.3 Only non-playoff teams are eligible for the lottery.
- 24.4 Each day the Western Canadian Lottery Corp draws a winning number in its pick three game. The number that is drawn on the same day of the NHL Entry Draft will be the one used for the KHL. The internet address for the winning numbers is shown on the Western Canadian Lottery Corp website here: [http://www.wclc.com/winning\\_numbers/pick\\_3\\_extra\\_s.html](http://www.wclc.com/winning_numbers/pick_3_extra_s.html)
- 24.5 The Following chart is used to determine the winner of the KHL lottery based on the number generated by 24.4:

Previous Finish	Winning Number
26 <sup>th</sup>	000-270
25 <sup>th</sup>	271-464
24 <sup>th</sup>	464-611
23 <sup>rd</sup>	612-722
22 <sup>nd</sup>	723-805
21 <sup>st</sup>	806-868
20 <sup>th</sup>	869-915
19 <sup>th</sup>	916-951
18 <sup>th</sup>	952-978
17 <sup>th</sup>	979-999

## Section 25 – Prize Money

- 25.1 Total amount of prize money is dependent upon the total income of the KHL though player salaries, minus league expenses.
- 25.2 Available prize money is divided equally between regular season and playoffs.
- 25.3 Prize money less than \$125 will be applied as credit in the following season, unless the owner does not wish to continue in the league.
- 25.4 REGULAR SEASON

<b>Achievement</b>	<b>Prize Money</b>
1 <sup>st</sup> Place	9.00%
2 <sup>nd</sup> Place	7.50%
3 <sup>rd</sup> Place	6.25%
4 <sup>th</sup> Place	5.25%
5 <sup>th</sup> Place	4.50%
6 <sup>th</sup> Place	4.00%
7 <sup>th</sup> Place	3.50%
8 <sup>th</sup> Place	3.00%
9 <sup>th</sup> -12 <sup>th</sup> Place	1.00%
13 <sup>th</sup> -16 <sup>th</sup> Place	0.50%

#### 25.5 PLAYOFFS

<b>Achievement</b>	<b>Prize Money</b>
Stanley Cup Champion	5%
Playoff Win Round 3	4%
Playoff Win Round 2	3.5%
Playoff Win Round 1	3%

## Section 26 – League Fees

- 26.1 Owners are required to pay the total salaries of all their players as computed using the methods described in Section 23.
- 26.2 Before each season owners will be required to pay \$150 by May 1<sup>st</sup>, to keep their team for the following season. If this payment is missed, the owner will have until September 1<sup>st</sup> to pay the \$150, along with a \$25 fine. After September 1<sup>st</sup>, the KHL will begin the search for a new owner.
- 26.3 Any off-season trades are subject to the payment mentioned in 26.2.
- 26.4 After the final salary calculation on April 1<sup>st</sup> and combined with the total prize money won, a final balance will be established. This payment along with the \$150 toward the following season is expected by May 1<sup>st</sup>.
- 26.5 All cheques should be made to the Kootenay Hockey League or you may pay online using a credit card or PayPal, however email money transfer is the preferred payment method.