

Section 1 Object

- 1.1 To assemble a lineup of 15 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.
- 1.2 The League Rules are subject to change at any time, as the commissioner deems necessary to maintain league balance and competitiveness.

Section 2 Teams

- 2.1 The league consists of 28 franchises, divided into 2 conferences of 14 teams.
- 2.2 Before each season, re-alignment of teams will take place using the following method:
- 2.3 All teams will be ranked based on their total points for. The top 6 teams are placed in pot 'A'. Teams 7-12 are placed in pot 'B', 13-18 in pot 'C', 19-24 in pot 'D' and finally teams 25-28 are placed in pot 'E'
- 2.4 Starting with pot 'A' the teams are drawn into the 2 conferences in alternating order. The process is repeated until all 5 pots are empty.

Section 3 Schedule

- 3.1 Teams play 2 or 3 different opponents each week for a 68-game regular season.
- 3.2 Teams will play within its conference 3 times and the other conference 2 times.

Section 4 Regular Season

- 4.1 Teams play 68 regular season games. Two or Three games for each of the first 23 weeks of the NHL regular season.
- 4.2 Games include all NHL games played in that particular week (Monday through Sunday)

Section 5 Playoffs

- 5.1 Playoffs take place during the final 4 weeks of the NHL season.
- 5.2 After the 68-game regular season is completed, the top eight teams in each conference will qualify for the playoffs.
- 5.3 Each round of the play-offs is a one-week sudden death playoff.
- 5.4 In round one, the 1st place team each conference is matched up against the 8th place team, the 2nd place team plays the 7th place team, 3rd place versus 6th place and 4th faces 5th.
- 5.5 In round two, the four remaining teams in each conference are re-seeded 1 through 4. The 1st ranked team plays the 4th ranked, and the 2nd ranked faces the 3rd ranked team
- 5.6 In round three, the Conference finals, the two remaining teams in each conference play each other, with the winners advancing to the KHL championship game.
- 5.7 The league championship may consist of more than a full week of games, depending on the NHL schedule.

- 5.8 The Home Team in all playoff games receives two points to be added to the total score at the end of the week.

Section 6 Rosters

- 6.1 Teams must have 15 Active players and up to 10 Prospects.
 6.2 Active rosters must always consist of:

POS.	No.
F	9
D	4
G	2

- 6.3 If a team exceeds a roster limit, players must be released. Failure to notify the league of players to be released results in the player with the lowest point total being released.
 6.4 Prospects who play in 50 NHL regular season games (15 games for goaltenders) in one season have until November 1st of the following season to be signed.
 6.5 Prospects activated may return to the prospect list if they had played in less than 100 NHL games before the season started. (30 NHL games for goaltenders)
 6.6 Prospects returning to the prospect list must still be paid their NHL salary.

Section 7 Inactive List

- 7.1 Active players may be placed on the inactive list, if they are injured, in a contract dispute, playing in Europe, suspended or sent to the minors. Teams may pick a player from the free agent pool to replace them.
 7.2 Players placed on the inactive list must remain inactive for a minimum 1-week.
 7.3 Inactive players are returned to the active roster when the season ends.
 7.4 Each team may have a maximum of 2 players on the inactive list.
 7.5 Owners must pay player's full salaries while on the inactive list.

Section 9 Scoring

- 9.1 How players score fantasy points:

Skaters:		Goaltenders:	
Goals	1 point	Wins	2 points
Assists	1 point	Ties	1 point
		Shutouts	2 points

- 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.
 9.3 PLAYOFFS-If the game ends in a TIE, the following tie breakers apply:
 1. The highest individual scorer from both teams.
 2. The Home Team
 9.4 The team winning the tiebreaker will be given one extra fantasy goal and the WIN, advancing to the next round of the playoffs.

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 Players not owned by teams in the KHL may be added during the season.
- 11.2 Players may be claimed every Sunday before 6 PM.
- 11.3 During player additions in October, the waiver order is the same as the drafting order from the previous season.
- 11.4 Players added must have at least 1 NHL point in that season to be eligible for pickup or 1 appearance for goalies.
- 11.5 Players claimed by two or more teams will go to the team lower in the waiver order (determined by reverse standings).
- 11.6 Teams may add a maximum of 3 players per week.
- 11.7 Teams adding a player must drop a player to the free agent pool. (If necessary to maintain a legal roster)

Section 12 Trades

- 12.1 Trades may include and combination of active players, prospects, and draft picks (current years' picks only)
- 12.2 No trade will be allowed for draft picks more than 1 draft 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 injury ARE allowed.
- 12.4 Trades may not include more than 8 active players.
- 12.5 Traded players' new team accepts the terms of all current contracts.
- 12.6 The trading deadline is SUNDAY of the 20th week at 8pm PST. (This is a hard deadline; trades reported after this deadline will NOT be accepted.)
- 12.7 BOTH teams involved in a trade must report the trade to the commissioner before the trade is valid. (At the trade deadline, only one party must report the trade before the deadline, but the other party must confirm the deal.)
- 12.8 The league commissioner reserves the right to review any proposed trade agreements.

Section 13 Player Contracts

- 13.1 All active players must be under contract to be eligible for the 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 using the average of the players point total over the last two seasons,

(the most recent season having a 75% weight, the other season 25% weight) multiplied by 15 cents per point. Example: Wayne Gretzky has 50 pts and 30 pts the last two seasons. Formula: $((50 \times .75) + (30 \times .25) \times .15) = \6.75

- 13.4 Once a player's market value has been determined, it may be influenced by an age factor. If the player's age is greater than 30, at the conclusion of a proposed contract, a percentage is added to his market value. The chart below indicates the percentage added to a player's market value when a player's contract expires at a certain age.

Age	% Added
31	5%
32	10%
33	15%
34	20%
35+	25%

- 13.5 Players activated from teams' prospect list must sign a 2-year contract. Market Value for prospects is determined by their draft position when drafted into the KHL. The chart below indicates rookie market values.

Draft Position	Market Value
1 st Overall	\$10.00
2-4 Overall	\$9.00
5-8 Overall	\$8.00
9-14 Overall	\$7.00
15-20 Overall	\$6.00
21-28 Overall	\$5.00
2 nd Round	\$3.00
3 rd Round	\$2.00

- 13.6 If a prospect is activated after January 1st, 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.
- 13.7 Each year after the prospect is drafted, the player loses \$0.50 of market value. Example: Prospect is drafted 1st overall in 2000 and is not signed until 2004, the player's market value is \$10.00 minus \$2.00 ($\$0.50 \times 4$ years).
- 13.8 Prospects market value decline as mentioned in 13.7, will not fall below \$4.00 for 1st round picks and \$2.00 for 2nd and 3rd round picks.

Section 14 Restricted Free Agents

- 14.1 Players become Restricted Free Agents June 1st, the year their contract expires, provided they are age 30 or younger. (If the player is over 30 he becomes a Unrestricted Free Agent, see section 15)
- 14.2 Before September 1st, teams will have 3 attempts to sign their Restricted Free Agents. After September 1st, any team may make offers to Restricted Free Agents.

- 14.3 If a Restricted Free Agent has not received a contract offer from his team equal to or greater than the player's market value by September 1st, he then becomes an Unrestricted Free Agent.
- 14.4 Owners will have the right to match any offer made to one of his Restricted Free Agents. If the owner matches the deal offered, he agrees to all terms of the deal and may not trade the player for one year.
- 14.5 If the owner chooses not to match, he will be entitled to compensation based on the annual salary offered to the player. All draft pick compensation is in the form of Prospect Draft Picks.

Salary	Compensation
\$15.00 or more	5 First Round Picks
\$12.00-\$14.95	4 First Round Picks
\$10.00-\$11.95	3 First Round Picks
\$7.00-\$9.95	2 First Round Picks
\$5.00-6.95	1 First Round Pick
\$3.00-4.95	1 Second Round Pick
\$2.95 or less	1 Third Round Pick

- 14.6 If the Restricted Free Agent does not receive any offers from another team the original team will then get a fourth attempt to sign the player. If the player refuses the fourth attempt, the player then becomes a holdout and is not eligible for the active lineup. The owner may attempt another offer after 2 weeks of the regular season. This process continues until the player is signed.

Section 15 Unrestricted Free Agents

- 15.1 Players become Unrestricted Free Agents June 1st the year their contract expires, provided they are age 31 or older.
- 15.2 Any team in the league may bid on an Unrestricted Free Agent. Beginning September 1st teams may make offers to any Unrestricted Free Agent.
- 15.3 Owners are limited to offering contracts to 3 Free Agents. (Other than the teams' own Restricted Free Agents.)
- 15.4 An owner's bid consists of Term and Salary per season. The minimum annual salary for Unrestricted Free Agents is \$4.00.
- 15.5 Teams may only sign 2 Unrestricted Free Agents. If a team is successful in bidding on 3 Unrestricted Free Agents the team will be awarded the two Unrestricted Free Agents offered the largest package. Therefore, a teams' 3 offers must total different amounts.
- 15.6 Unrestricted Free Agents are awarded to the team bidding the highest total package. (Years multiplied by yearly Salary)
- 15.7 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 paid.

- 15.8 If an Unrestricted Free Agent does not receive any offers, he will enter the NHL draft. If drafted, the player's new club will have the option to resign him after the 2nd round of the NHL Draft Phase I.
- 15.9 In the event an Unrestricted Free Agent does not receive any offers and is not drafted in the NHL draft, the player may return to his last team before the NHL draft Phase II.

Section 16 Salaries

- 16.1 The amount the player agrees to sign for will be close to the players' market value. Randomly between 90% and 125% of the player's market value.
- 16.2 Player Market Values are approximately \$.15 cents per point.
- 16.3 Minimum salary for active players is \$1.50.
- 16.4 All salaries are rounded to the nearest \$.05.
- 16.5 Players added during the season (Section 11) sign a 1-year contract at a salary of \$2.50.
- 16.6 The salary for all prospects is \$.50 per season.
- 16.7 Team payrolls are calculated 4 times a season. October 1st, December 1st, February 1st, and April 1st. All players on the team's payroll on the above dates will be used for calculation purposes.
- 16.8 Players on a team payroll include, all active players (15), Inactive players (max 2), and all prospects (max 10).
- 16.9 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 Holdouts

- 17.1 At the end of each season, any player whose salary is less than half of the player's production (Point Total X .12 - salary) then that player will opt to holdout for a better salary.
- 17.2 Owners must renegotiate player's salaries for those players who are holdouts.
- 17.3 In exchange for renegotiations the team owner may add one year to the term of the contract.
- 17.4 Players must be re-signed before the season begins or they will not be eligible for the Starting Lineup.

Section 18 Drafts

18.1 NHL Draft Phase I

Rounds: 2

Order of Selection: Reverse order of finish the previous season. (Non-Playoff teams draft first)

Date Held: Annually in September.

Player Eligibility: Players who accumulated at least 5 points or played at least 40 NHL games the previous season. (Goaltenders who appeared in at least 1 game the previous season are eligible.) Veteran players who have missed the season due to injury, Europe, retirement, or other reasons are also eligible.

- 18.1.1 At the conclusion of the 2nd round, team owners have the right to protect any players formerly on their teams that have not been selected in the NHL Draft Phase I including any UFA's that were not signed or drafted.
- 18.1.2 Prospects who must be activated by November 1st (see rule 6.4) will be activated after 2nd round of the NHL Draft Phase I, if there is a roster spot available.

18.2 NHL DraftPhase II

Rounds: 1

Order of Selection: Same order as NHL Draft Phase I. Teams will select as many players as necessary to fill their 15 active roster spots. (9 F, 4 D, 2 G)

18.3 Prospect Draft

Rounds: 2

Order of Selection: Reverse order of finish the previous season. (Non-Playoff teams draft first)

Player Eligibility: Any player who has not played 30 career NHL games and is at least NHL Entry Draft age.

Player Status: Prospect

Section 19 Prize Money

- 19.1 Total amount of prize money is dependent upon the total income of the KHL though player salaries, minus league expenses.
- 19.2 Available prize money is divided equally between regular season and playoffs.
- 19.3 REGULAR SEASON

Achievement	Prize Money
Conference Winners	8%
2 nd Place Teams	6%
3 rd Place Teams	4%
4 th Place Teams	2%
1 st Overall	4%
Most Improved Team	4%

- 19.4 PLAYOFFS

Achievement	Prize Money
Stanley Cup Champion	10%
Playoff Win Round 1	3%
Playoff Win Round 2	3%
Playoff Win Round 3	3%

Section 21 Protected Lists

- 21.1 Teams must announce their protected list for the NHL Draft no later than September 15th.
- 21.2 Teams who made the playoffs the previous season may protect 9 active players.

- 21.3 Non-Playoff teams may protect 10 active players.
- 21.4 Prospects who had played in less than 100 NHL games before the previous season started are exempt. (30 NHL games for goaltenders)
- 21.5 Teams may protect no more than 2 goaltenders.
- 21.6 Teams who are successful in bidding for Unrestricted Free Agents do not have to protect them in the year they are signed provided they have less than 10 players to protect.

Section 22 League Fees

- 22.1 Owners are required to pay the total salaries of all their players as computed 4 times during the season. A payment of \$50 is expected by September 10th, a post-dated cheques for December 1st, February 1st and April 1st.
- 22.2 Owners consistently late with payments will be replaced.
- 22.3 All cheques should be made to the Kootenay Hockey League.

Section 23 Salary Cap

- 22.4 Teams total payroll is not to exceed \$160 for the season. This includes all payments made to all players and includes lump payments made to a UFA that has been bought out.
- 22.5 If a team exceeds the salary cap, there is a penalty of \$25 for each dollar over the \$160 cap. Example: If a teams total payroll is \$162.30 their penalty is \$57.50. ($\$25 \times \2.30)