

## 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 When conference inequity requires, re-alignment of teams will take place using the following method:
- 2.3 All teams will be ranked based on their total points for during the previous 2 seasons. 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 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. Three games for each of the first 23 weeks of the NHL regular season, with the exception of 1 week where teams play 2 games.
- 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 1<sup>st</sup> place team each conference is matched up against the 8<sup>th</sup> place team, the 2<sup>nd</sup> place team plays the 7<sup>th</sup> place team, 3<sup>rd</sup> place versus 6<sup>th</sup> place and 4<sup>th</sup> faces 5<sup>th</sup>.
- 5.5 In round two, the four remaining teams in each conference are re-seeded 1 through 4. The 1<sup>st</sup> ranked team plays the 4<sup>th</sup> ranked, and the 2<sup>nd</sup> ranked faces the 3<sup>rd</sup> 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 that play in 50 NHL regular season games (30 games for goaltenders) in one season have until November 1<sup>st</sup> of the following season to be signed to a NHL contract.
- 6.5 Prospects activated, may return to the prospect list if they had played in less than 100 NHL games before the season started.

**Section 7 Inactive List**

- 7.1 Active players may be placed on the inactive list, if they are injured, in a contract dispute, retired, playing in Europe, suspended, or sent to the minors. Teams may pick a player from the free agent pool as replacement.
- 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 point 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. Players added must have at least 1 NHL point in that season to be eligible for pickup or 1 appearance for goalies.
- 11.2 Players claimed by two or more teams will go to the team lower in the waiver order (determined by reverse standings).
- 11.3 Player addition requests will be processed every Sunday at 6pm using the waiver order.
- 11.4 After 11.3, players may still be added up until the beginning of the first NHL game on Monday or 4pm Monday, whichever comes first. After the 11.3 deadline, the player additions are first come, first served.
- 11.5 During player additions in October, the waiver order is the same as the drafting order from the previous season.
- 11.6 Teams may add a maximum of 3 players per week. 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)
- 11.8 Teams may not make player additions after their team is eliminated from the playoffs, and any players added after Week 22 will be released upon elimination from the playoffs.

## 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 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 injuries ARE allowed, but must include specific targets.
- 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 20<sup>th</sup> 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 Teams are limited to 2 trades with any one team per season. (April-March)
- 12.9 The league commissioner reserves the right to review/veto 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 players' 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. 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	\$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 <sup>nd</sup> Round	\$4.00
3 <sup>rd</sup> Round	\$3.00

- 13.6 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.

- 13.7 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).
- 13.8 Prospect market value decline as mentioned in 13.7, will not fall below \$4.00 for 1<sup>st</sup> round picks and \$3.00 for 2<sup>nd</sup> and 3<sup>rd</sup> round picks.
- 13.9 Prospects that are returned to the prospect list are still paid their full salary.

## 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 30 or younger. (If the player is over 30 he becomes a Unrestricted Free Agent, see section 15)
- 14.2 Before September 1<sup>st</sup>, teams will have 3 attempts to sign their 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 1<sup>st</sup>, he then becomes an Unrestricted Free Agent.
- 14.4 Owners can experiment with offers to see what % chance their player will sign before making any offer.
- 14.5 If no offers are received the following default offers will be made to all RFA's.

Offer	% Chance
1 <sup>st</sup>	35%
2 <sup>nd</sup>	75%
3 <sup>rd</sup>	100%

## 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 31 or older. Any player without a contract that is over the age of 30 is also a UFA.
- 15.2 Beginning in September any team in the league may bid on an Unrestricted Free Agent.
- 15.3 An owner's bid consists of Term and Salary per season. The minimum annual salary for Unrestricted Free Agents is \$4.00.
- 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 paid in full. Such payments are subject to the salary cap.
- 15.6 If an Unrestricted Free Agent does not receive any offers, he will enter the NHL draft. If drafted, the players new club will sign him to a 2 year contract at the players market value.
- 15.7 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 who then can sign him to a 2 year contract at the players market value.

- 15.8 Players signing UFA contracts automatically have a 1-year no-trade clause, meaning they may not be traded in the KHL until the following season has begun.

## 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 players market value.
- 16.2 Player Market Values are approximately \$.15 cents per point.
- 16.3 Minimum salary for active players is \$3.00.
- 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 \$3.00.
- 16.6 The salary for all prospects is \$.50 per season.
- 16.7 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.
- 16.8 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 will opt to holdout for a better salary. The formula is (salary \* 20). If the result of the formula is less than the players point total from the previous season the player will hold out.
- 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 DraftPhase 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 (at least 100 career NHL games) who have missed the season due to injury, Europe, retirement, or other reasons are also eligible.

- 18.1.1 At the conclusion of the 2<sup>nd</sup> 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 1<sup>st</sup> (see rule 6.4) will be activated after 2<sup>nd</sup> 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) Picks in Phase II are non-transferable.

## 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 at least 20 years old who has not played 30 career NHL games or any player drafted by an NHL team.

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 Prize money less than \$50 will be applied as credit in the following season, unless the owner does not wish to continue in the league.
- 19.4 REGULAR SEASON

Achievement	Prize Money
Conference Winners	9%
2 <sup>nd</sup> Place Teams	6%
3 <sup>rd</sup> Place Teams	4%
4 <sup>th</sup> Place Teams	2%
Most Improved Team	4%

- 19.5 PLAYOFFS

Achievement	Prize Money
Stanley Cup Champion	8%
Playoff Win Round 3	4%
Playoff Win Round 2	3.5%
Playoff Win Round 1	3%



## Section 21 Protected Lists

- 21.1 Teams must announce their protected list for the NHL Draft no later than September 15<sup>th</sup>.
- 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 Players that played in less than 100 NHL games before the previous season started are exempt.
- 21.5 Teams that protect 2 non-exempt goaltenders may only protect 8 players total. (9 for non playoff teams)
- 21.6 Players signed as a UFA are exempt provided they are the only player signed by that team in that year and their annual salary is under the amount shown in 21.7. Also, the player may only sign a 1 or 2 year contract.
- 21.7 Maximum annual salary for 21.6 is as follows:

Conference Standing	Max Annual Salary
1 <sup>st</sup> -4 <sup>th</sup>	\$4.00
5 <sup>th</sup> -8 <sup>th</sup>	\$5.00
9 <sup>th</sup> -12 <sup>th</sup>	\$6.00
13 <sup>th</sup> -14 <sup>th</sup>	\$7.00

- 21.8 Players added after week 22, may not be protected.

## Section 22 League Fees

- 22.1 Owners are required to pay the total salaries of all their players as computed using the methods described in Section 23.
- 22.2 Before each season owners will be required to pay \$50 by June 1<sup>st</sup>, to keep their team for the following season. If this payment is missed, the owner will be contacted and will have 10 days to pay the \$50. If there is still no payment the owner will be replaced.
- 22.3 A second payment of \$50 is required by September 1<sup>st</sup>. If this payment is missed the owners' roster is frozen, the team will not be allowed to bid on UFA's and will forfeit any draft picks until payment is received.
- 22.4 Any off-season trades are subject to the payment mentioned in 22.3.
- 22.5 On February 1<sup>st</sup>, the 3<sup>rd</sup> of 4 salary calculations is made. The commissioner at that time will have an estimate of each teams' final payroll. Each owner will be contacted with details of their estimated outstanding balance. If this amount is not paid by February 10<sup>th</sup>, that owner's roster is frozen and any prize money won will only be applied as credit in the following year.
- 22.6 All cheques should be made to the Kootenay Hockey League or you may pay online using a credit card on the KHL Finances page.

## Section 23 Salary Cap

- 23.1 Teams' total payroll is not to exceed \$160 for 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 can a teams' total payroll exceed \$160. If a transaction occurs that puts a team over the \$160 cap that transaction will not be allowed.

## Section 24 Board of Governors

- 24.1 The commissioner will appoint 2 owners to positions on the Board of Governors.
- 24.2 The two positions will be as follows:
  - 24.2.1 KHL Vice President - Mike McIntyre
  - 24.2.2 KHL Operations Director - Kelly Tomasson
- 24.3 The above 2 Governors along with the commissioner will make league decisions during the season.
- 24.4 Depending on the issue, league votes will be either decided by the board of governors or the entire league.

## Section 25 Online UFA Bidding

- 25.1 The UFA bidding process will consist of a 10 day period.
- 25.2 There is a trade freeze in effect during the UFA period.
- 25.3 Each team will have a certain amount in which to bid on players. The formula is \$150-(the sum of the top 10 salaried players on that teams roster on the eve of the UFA period.)
- 25.4 Owners can not have outstanding bids totaling more than the amount derived from the formula in 25.3.
- 25.5 At no time can one team have the high bid on more than 1 goalie.
- 25.6 Teams are limited to 2 bids per calendar day.
- 25.7 If a player receives a winning contract that totals more than \$50, that team must pay the 2<sup>nd</sup> and 3<sup>rd</sup> years salaries immediately. The player will be placed on the teams' inactive list until the payment is received.