

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 Conferences are divided based on the primary residence of the owner. The 14 western most based owners in the Coastal Conference and the 14 eastern most owners in the Rocky Mountain Conference.

Section 3 Schedule

- 3.1 Teams play 3 different opponents each week for a 66-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 66 regular season games. Three games for each of the first 22 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 66-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 Active Rosters

- 6.1 Teams must have 14 Active players. These are the players that score points on a weekly basis.
- 6.2 Active rosters must always consist of:

POS.	No.
F	9
D	4
G	1

Section 7 Press Box

- 7.1 Any skater 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 Prospect List

- 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 in-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 in the prospect draft.
- 8.4 Rule 8.1 is enforced until the KHL trade deadline, players who exceed the games limit as set out in 8.1, after the trade deadline will not be forced to sign contracts until September.
- 8.5 Teams are limited to a maximum of 12 prospects.

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
		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.
- 9.3 PLAYOFFS-If the game ends in a TIE, the following tie breakers apply:
 - 1. The highest individual scorer from both teams
 - 2. Most goals scored
 - 3. Goalie Points
 - 4. 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. (As of Saturday of that week)
- 11.2 Players claimed by two or more teams will go to the team lower in the waiver order (determined by Power Rankings).
- 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 the first two player additions in October, the waiver order is the same as the drafting order from the previous season.
- 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)
- 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 \$4.00 for the balance of the season.
- 11.10 Added players' owners have the option of keeping the player the following season at a salary equal to their point total times \$0.20.

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 20th week at 9pm PST.
- 12.6 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 by the players point total in his most recent season multiplied by \$0.20 cents per point.
- 13.4 When making the calculation for 13.3, if the player has played in less than 50 NHL games the previous season, the average point total based on the previous three seasons is used.
- 13.5 For players entering their last contract (age 28), their point multiplier is \$0.22 per point.
- 13.6 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 st Overall	\$16.00
2-3 Overall	\$14.00
4-6 Overall	\$12.00
7-10 Overall	\$10.00
11-15 Overall	\$9.00
16-20 Overall	\$8.00
21-24 Overall	\$7.00
25-28 Overall	\$6.00
2 nd Round	\$5.00
3 rd Round	\$4.00

- 13.7 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.
- 13.8 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 players market value is \$10.00 minus \$2.00 (\$0.50 X 4 years).

- 13.9 Prospect market value decline as mentioned in 13.7, will not fall below \$5.00 for 1st round picks and \$4.00 for 2nd and 3rd round picks.
- 13.10 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 1st, 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.
- 14.4 Players entering their last contract (age 28), their point multiplier for determining market value is \$0.22 per point.

Section 15 Unrestricted Free Agents

- 15.1 Players become Unrestricted Free Agents September 1st 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 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 immediately 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 September.

Section 16 Salaries

- 16.1 Player Market Values are \$.20 cents per point.
- 16.2 Minimum salary for active players is \$4.00.
- 16.3 All salaries are rounded up to the nearest \$.05.
- 16.4 Players added during the season (Section 11) sign a 1-year contract at a salary of \$4.00.
- 16.5 The salary for all prospects is \$1.00 per season.
- 16.6 Team payrolls are calculated 4 times a season. October 1st, December 1st, February 1st, and April 1st. All players on the teams' payroll on the above dates will be used for calculation purposes.
- 16.7 Players on a team payroll include, all active players (14), Press Box Players (max 4), and all prospects (max 12).
- 16.8 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 * 25). 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, the new salary will be equal to the players market value.
- 17.3 In exchange for renegotiations the team owner may add one year to the term of the contract.

Section 18 Drafts

18.1 NHL Draft Phase I

Rounds: 3
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 3rd 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 (see rule 8.1) will be activated after 2nd round of the NHL Draft Phase I.

18.2 NHL Draft Phase II

Rounds: 1
Order of Selection: 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.

18.3 Prospect Draft

Rounds: 3
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 if under the age of 20, any player drafted by an NHL team.
Player Status: Prospect
Note: You can draft a player on YOUR teams' active roster to convert him to a prospect provided he is eligible to be drafted as a 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 \$75 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	9.5%
2 nd Place Teams	7%
3 rd Place Teams	5%
4 th Place Teams	3%

- 19.5 PLAYOFFS

Achievement	Prize Money
Stanley Cup Champion	5%
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 three days before the start of the draft.
- 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 that played in less than 100 NHL games before the previous season started are exempt.
- 21.5 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 21.6. Also, the player may only sign a 1 or 2 year contract.
- 21.6 Maximum annual salary for 21.5 is as follows:

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

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 \$125 by September 1st, 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 \$125. If there is still no payment the owner will be replaced.
- 22.3 Any off-season trades are subject to the payment mentioned in 22.2.
- 22.4 On February 1st, the 3rd 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 10th, that owner's roster is frozen and any prize money won will only be applied as credit in the following year.
- 22.5 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 \$200 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 1st, December 1st, February 1st and April 1st.
- 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 \$200. If a transaction occurs that puts a team over the \$200 cap that transaction will not be allowed. It is permissible to exceed the cap prior to the season commencing.

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 can move up a maximum 3 spots.
- 24.3 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 URL for the winning numbers is here: 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
28 th	000-023
27 th	231-390
26 th	391-520
25 th	521-620
24 th	621-710
23 rd	711-790
22 nd	791-850
21 st	851-900
20 th	901-940
19 th	941-970
18 th	971-990
17 th	991-999

Section 25 Online UFA Bidding

- 25.1 The UFA bidding process will consist of an approx. 10 day period in September.
- 25.2 Each UFA will have a posted time and date time limit in which he will accept bids.
- 25.3 At the pre-determined time the player will sign with the highest bidder.
- 25.4 The bidding can extend past the deadline if there has been a recent bid within five minutes of the deadline.
- 25.5 The bidding will not close unless there has been a period of five minutes since the last bid.
- 25.6 If a player receives a winning contract that totals more than \$60, that team must pay the 2nd and 3rd years salaries immediately. The player will be placed on the teams' inactive list until the payment is received.
- 25.7 Failure to pay 25.7 by the end of October will result in the player being auctioned off again, and a two year bidding ban to the offending team.