

# NAHA Rules

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## **1. GENERAL RULES**

- 1.1 THE SEASON WILL BE 82 GAMES LONG.
- 1.2 THERE IS NO SALARY CAP OR SALARIES.
- 1.3 2007-2008 STATS WILL BE USED FOR SEASON #10 (2008-2009).
- 1.4 I'M USING A DISK THAT IS ALSO USED IN THE (LHAT AND LAHS).
- 1.5 20 TEAMS DIVIDED IN 2 CONFERENCES OF 10 TEAMS.
- 1.6 8 TEAMS PER CONFERENCE WILL MAKE THE PLLAYOFFS, 1ST TEAM RANK OF EACH DIVISION WILL BE SEEDEN #1 AND #2 IN THE CONFERENCE. THE TEAM WILL BE RE-SEEDDED AFTER EACH ROUNDS.
- 1.7 EACH TEAM GET ONE (1) POINT FOR A LOST IN OVERTIME.
- 1.8 ROSTERS MAXIMUM IS 35 PLAYERS WITH A MINIMUM OF 3 GOALTENDERS.
- 1.9 THE COMMISH WILL REST THE LEAGUE 1 DAYS AFTER EACH DAYS OF SIMULATION. (EXCEPT IN THE PLAYOFFS AND EXHIBITION GAMES)
- 1.10 TEAMS CAN SIGN FREE AGENTS DURING THE SEASON. THE GM CAN SUBMIT THEIR DEMAND AFTER EACH DAY, BUT IF 2 TEAMS ASK FOR THE SAME PLAYER, THEN THE LOWEST TEAM IN THE STANDING WILL GET THE PLAYER.
- 1.11 THERE IS NO GAME LIMITS AS FAS AS PLAYEERS CAN PLAY.
- 1.12 GOALIES WHO HAVE NOT PLAYED AT LEAST 35 NHL GAMES CAN'T PLAY MORE THAN 125% OF THEIR NHL GAME (20 NHL GAME = MAXIMUM OF 25 NAHA GAMES).
- 1.13 ALL TRADE MUST BE CONFIRMED BY BOTH TEAAMS. FOR THE SAKE OF THE LEAGUE, THE COMMISH CAN PUT ANY TRADE ON HOLD AND DECIDED TO CANCEL IT IF IT'S DEEMED REALLY UNFAIR.
- 1.14 TRADE DEADLINES IS DAY 160.
- 1.15 THE USE OF APHCOMM IS MADATORY.
- 1.16 IT IS STRICKLY FORBIDDEN TO MAKE THE TRADE YOURSELVES, YOU ALWAYS HAVE TO USE THE LATEST LEAGUE FILES SENT OUT BY THE COMMISH.

## **2. INJURIES**

- 2.1 FOR THE FORWARDS AND DEFENSEMAN IF THEY GET INJURED FOR 11 DAYS THEY WILL MISS 11 DAYS.

- 2.2 FOR THE GOALTENDERS WHO HAVE PLAYED 35 NHL GAMES OR MORE THEY WILL BE INJURED FOR 8 DAYS AND FOR THOSE WHO HAVE NOT PLAYED 35 NHL GAME THEY WILL BE INJURED FOR 12 DAYS. THAT WILL HELP TO MAKE THE LEAGUE MORE REALISTIC, SO WE WONT HAVE ANOTHER STEPHEN VALIQUETTE.

### **3.0 FREE AGENTS**

- 3.1 AT THE END OF EACH SEASON, EACH TEAM WILL SEE 3 OF IT'S PLAYERS BECOME FREE AGENT, THEY WILL BE DETERMINED THIS WAY:  
- THE PLAYER WITH THE 5TH BEST POINTS TOTAL  
- THE PLAYER WITH THE 10TH BEST POINTS TOTAL  
- THE PLAYER WITH THE 8TH MOST PENALTY MINUTES.  
(IN CASE THERE ARE EQUALITIES IN THESE CATEGORIES, THE GM GETS TO CHOOSE WHO WILL BECOME A FREE AGENT)
- 3.2 ALSO EACH TEAM WILL LOSE ALL THE PLAYERRS THAT HAVE NOT PLAY AT LEAST 60% OF THE GAME THEY HAVE PLAYED ON THE DISK. (IF A PLAYER AS PLAY 50 GAMES IN THE NHL, THEN HE MUST PLAY AT LEAST 30 GAMES IN THE NAHA), FOR THE GOALIES THE MIMUMUM NUMBER OF GAMES IS REDUCE TO 50%.
- 3.3 EVERY TEAM HAS THE RIGHT TO DECLARE 1 OF IT'S FREE AGENT A FRANCHISE PLAYER, BY DOING THIS IT PREVENTS THAT A PLAYER BECOME A FREE AGENT. BUT A FRANCHISE PLAYER MUST STAY WITH HIS TEAM FOR THE ENTIRE UPCOMING SEASON. HE CANNOT BE TRADED. ALSO, A TEAM THAT USED THEIR RIGH TO HAVE A FRANCHISE PLAYER MUST DELCARE ONE OF IT'S GOALIES (WHO AS PLAYED IN AT LEAST 20 GAMES OR 1000 MINUTES IN THE PRIOR NAHA SEASON, FREE AGENT.
- 3.4 EACH TEAM WILL HAVE 1 GROUP 1 FREE AGENNT (RFA1) AND 1 GROUP 2 FREE AGENT (RFA2). THE GM AS TO CHOOSE THOSE FREE AGENT IN THE LIST OF IS TEAM FREE AGENT.
- 3.4.1 RFA1: IF A TEAM PICK A PLAYER FROM THAT GROUP THEY MUST GIVE UP THEIR 1ST ROUND PICK IN THE FREE AGENT DRAFT FOR THE NEXT SEASON, AS FOR COMPENSATION.
- 3.4.2 RFA2: IF A TEAM PICK A PLAYER FORM THAT GROUP THEY MUST GIVE UP THEIR 2ND ROUND PICK IN THE FREE AGENT DRAFT FOR THE NEXT SEASON, AS FOR COMPENSATION.
- 3.4.3 UFA (UNRESTRICTED FREE AGENT): ALL THE OTHERS FREE AGENT ARE IN THIS GROUP.
- 3.5 EVERY TEAM WILL BE ABLE TO SIGN JUST ONNE RFA1 AND ONE RFA2 AND UNLIMITED NUMBER OF UFA.
- 3.6 TEAM CAN FORFEIT THEIR RIGHT TO PICK UPP A FA AT ANY TIME.

### **4.0 DRAFTS**

- 4.1 THERE WILL BE 2 DRAFTS AT THE BEGINNING OF EACH SEASON (ROOKIES AND FREE AGENTS).

- 4.2 THE FREE AGENT DRAFT WILL BE THE 1ST ONE TO BE HELD (EXCEPT IF WE HAVE A EXPANDION DRAFT) THERE WILL BE 3 ROUNDS OF FA. THE DRAFTING ORDER WILL BE DETERMINED RANDOMLY USING THIS FORMULA: THE TEAM'S WHOSE 7TH BEST POINTS SOCRERS HAS THE LEAST PIM WILL GET THE TOP PICK. (SOUND KINDA COMPLICATE, BUT IT'S EASY).
- 4.3 THE ROOKIE DRAFT WILL BE MADE OF 5 ROUNDS, AND THE PASS SEASON LAST POSITION WILL GET THE 1ST PICK AND ETC.. BUT IN THE ROOKIE DRAFT TEAMS HAVE TO SELECT ROOKIES IN THE FIRST 2 ROUNDS BUT THEN THEY CAN PICK FREE AGENT ALSO.
- 4.4 EXPANSION DRAFT, FOR AN EXPANSION DRAFTT EXISTING TEAM WILL HAVE TO PROTECT SOME PLAYERS, YOU CAN PROTECT (8-4-1) OR (7-3-2) TEAMS DON'T HAVE TO PROTECT THEIR FRANCHISE PLAYER AND ROOKIE PLAYERS.

## **5.0 ALL STAR GAME**

- 5.1 EACH SEASON THERE WILL BE AN ALL-STAR GAME BETWEEN THE CANADIAN CONFERENCE AND AMERICAN CONFERENCE.
- 5.2 THEIR WILL BE 44 DAYS REST BEFORE THE GAME AND 4 DAYS AFTER THE GAME.
- 5.3 TEAMS WILL BE COMPOSED OF 12 FORWARDS, 6 DEFENSEMANS AND 2 GOALIES.
- 5.4 STARTING LINEUPS WILL BE DECIDED GY THEE GM VOTES, THE REMAINING PLAYERS WILL BE CHOSEN BY THE TEAMS GM, WHO WILL BE LEADING THE CONFERENCE AFTER DAY #95 (A GM CAN REFUSE, SO THEN IT WOULD BE THE NEXT IN LINE UNTIL SOMEONE AGREES).
- 5.5 PLAYERS WHO ARE INJURED WILL NOT BE ALLOWED TO PLAY IN THE ALL-STAR GAME, BUT WILL BE ELIGIBLE TO BE VOTED ON THE STARTING LINEUP.
- 5.6 INJURIES ARE TURN OFF DURING THE ALL-STTAR GAME.