

EHL Rule Book 9.0

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The following is the official EHL guidelines for Season EIGHT.

1. Introduction

Welcome to the EHL Rulebook. This Book will go into detail with all rules and unique EHL features. Changes are allowed during the off-season, but only refinements will be made during the regular season. No major rule changes will be made during the course of a season, unless it is of critical importance to the success of the EHL.

It is the responsibility of each GM to get to know these rules. Knowing these rules in and out will be of great advantage to GM's. We will try our best not to impose any new rule changes which screw any GMs, rather make changes that better the league as a whole. Please take into consideration the entire league, and not only your own team when making judgments on rules.

Our goal is to have one of the best simulation leagues on the net, and one that it is enjoyable for all involved with this league. I am very proud that we are now entering our 7th season! The EHL has consistently gotten better in pretty much all areas, and should continue doing so.

It is encouraged that all GMs frequently turn in lines, make periodic team articles, participate in league functions such as the Entry Draft, Waiver Draft, Expansion Draft, etc. And most of all, have FUN.

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2. What is the EHL?

The Elite Hockey League is a hockey league that simulates the real world of hockey in some areas, yet has some elements which make the EHL unique. Players create franchises just as one would in the NHL. They are responsible for running the franchise and strive each season to win the ultimate prize, the historic EHL Cup. Players, otherwise known as General Managers (GMs) are responsible for all aspects of their franchise, from finances to player administration, to coaching. Budgeting the franchise is just as important as trading for the right players. This Rule Book will give you the guidelines needed to successfully run your franchise.

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3. Owner's Duties

This league is designed for entertainment purposes only. The goal of the EHL is for every owner to thoroughly enjoy the experience of acting like a real NHL General Manager. However, if your idea of fun includes (but not limited to): team collusion, cheating, being dishonest, or causing distress to any other GM via rude emails, threats, or not respecting another persons beliefs, you will promptly be removed from this league. Whenever the "fun quotient" of the majority is compromised by the inappropriate behavior of the minority, this league ceases to be entertaining. Please keep that in mind, and that this rule will always be enforced, and it doesn't matter how long you have been in the league.

Another highly important rule that applies to Team Owners is activity. All owners must play an active role in managing their teams. No inactive owners will be allowed. In order to remain active, each owner must do the following: Check your league related email messages, make sure all your player lines are current and injured players are removed from the above mentioned lines when necessary, and you must care how your team performs on a day to day basis - such as checking the web page regularly for game scores and such. If any owner cannot remain active, he will be removed.

If any of these rules are not met, it could be grounds for dismissal. We would like complete participation and dedication from everyone in this league. If you feel that you cannot fulfill these duties, then this may be the wrong league for you.

It is highly recommended for each GM to participate with at least a periodic team article. Also, for the highly dedicated EHL GM's, and if your web page savvy, you are encouraged to produce your team web page. All of these will earn your team extra money.

Although it is encouraged, the EHL is not a MIRC, ICQ or AIM league. ICQ, emails and the message board are the main sources of communication in the EHL.

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4. Rosters

Each team has to have a minimum of 20 players on their pro roster, including at least 2 goaltenders, 6 defenseman, and 3 of each forward position. Teams can have a maximum of 25 players on the pro roster. The additional 5 players can be of any position you wish.

There is a limit of 50 players combined on the pro-team/farm-team. You cannot exceed the 50-player pro/farm limit at any time. If you make an uneven trade that puts your team over the 50 man limit, you must release a player to accommodate the trade, preferably posting the release in the appropriate thread on the message board. If you don't, the trade will be put on hold until you do so.

There is a minimum roster limit of 20 pro players and 20 farm players. Teams that do not meet this limit are subject to a \$1 mil fine each Sunday during the regular season. The reasoning for this is realism. Each team must field two complete teams. We can't have teams having only 5 players on their farm team.

- **All farm teams must have a minimum of 3 C, 3 LW, 3 RW, 5 DF and 1 G. The remaining 5 required players to reach the minimum of 20 can be of any position.**
- **No team can have more than one player on their farm with a pro contract of \$1,500,000 million or more at any time.**
- **No player making \$2,250,000 or more will be allowed on the farm at any time!**
- **No players rated 76 and up are allowed on your farm team at any time, unless that player is 28 or older. The max OV allowed for players 28 and over is 78.**

Players can be played at other positions than they are listed at, but be warned that it is said that they perform at 10% less of capacity when playing at another position.

If you provide a link of a legitimate site regarding a position change, you can post this request in the appropriate thread on the message board. The site must be legit, like ESPN.com, etc. No personal web sites or rink rat sites accepted. The position change request will happen asap.

Fictionally created players will not be able to make a position change. That is unless (as in the most recent draft class), they were listed at more than one position. Other than those players, what they were drafted at is where they stay their entire career. You can play them out of position when making lines, but they will not be allowed to be changed in the sim.

The EHL will not accept requests where a player is going from a forward position to defense, and no defenseman can be moved to a forward position.

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5. The Players

Players can play other positions than they are listed at, but they will not play to their full potential when they play out of position. (apx. 10% OV decrease)

Player's age will be updated at the end of each season.

You are allowed to make player position changes, as long as you this request on the message board, and provide a major web site which shows that player at another position. Please no rinky dinky sites. The site must show a legit player profile summary clearly showing that player at the requested position. No pages that are older than 2 years will be accepted, and please no pages that show a player listed at a position in some article or old draft ranking.

All players will be rerated by the sim during the following situations: End of season rerates, farm streaks, camps, team captaincies, EX system and Draft Points. At no other time will player ratings change.

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6. EX Point System

Since the FHL sim is terrible with rerating the **EX**perience category, the EHL has devised a system to help this situation.

The following EX points will be awarded to any player (regardless of age) who meets the specified requirement:

EHL Regular Season games

- * 5 EX points to any player who plays in 80 EHL games during the course of a season.
- * 3 EX points to any player who plays in 50-79 EHL games during the course of a season.
- * 1 EX point to any player who plays in 25-49 EHL games during the course of a season.

Playoff games

- * 3 EX points to any player who played in 20 or more playoff games.
- * 2 EX points to any player who played in 10 or more playoff games.
- * 1 EX point to any player who played in 4 or more playoff games.

EHL Minor League games

- * 3 EX points to any player who plays in 70 minor league games.
- * 2 EX points to any player who plays in 50 minor league games.
- * 1 EX point to any player who played in 25 minor league games.

If a player plays in 30 pro games and 30 minor league games, then he would receive a total of 2 points. One for playing in over 25 pro games and 1 for playing in over 25 minor league games.

Players will receive these points every offseason. Each team must post on the message board all of their team points. For example, Team A would need to post on the message board that Tommy Blue is due 7 EX points for playing in 80 pro games and 8 playoff games. This will need to be done for each player. If a player is not listed, they will not be given the points. Free Agents will be done separately, and points will be added automatically.

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7. Suspensions

Suspensions will occur randomly throughout the season. The simulator randomly determines suspensions. All suspensions must be served to their full capacity, and cannot be reviewed at any time.

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8. Player Re-Rates

There will be several different ways for your players to re-rate. The EHL will use several different ways to develop players, from player development programs, physical training camps, scouting, and other unique features.

The EHL will also use Farm Streaks, where I will turn on the Farm Streaks during the entire regular season.

Also, at the end of each season, every player in the EHL will be re-rated based on the FHL program.

The individual ratings will be rated based on the following criteria and guidelines:

SKATERS:

Not re-rated

PO - Position - Indicates the position the player plays.

HD - Stick Hand - Indicates the player's stick hand.

CD - Condition - How healthy the player is. "OK" indicates 100%.

IJ - Injury - How long the player is injured for.

Re-Rated

IT - Intensity - Hitting, forechecking and fighting.

SP - Speed - This indicates the player's skating speed.

ST - Strength - Indicates the player's strength and power.

EN - Endurance - Ability to play long, more productive shifts.

DU - Durability - The player's tendency to get injured.

DI - Discipline - The player's tendency to get penalized.

SK - Skating - Player's ability to stop, turn, accelerate and skate.
PA - Passing - The player's ability to pass the puck.
PC - Puck Control - The player's ability to control the puck.
DF - Defense - Ability to backcheck and play defense.
SC - Scoring - Player's shooting and goal scoring ability.
EX - Experience - The amount of experience the player has.
LD - Leadership - The player's leadership skills.
OV - Overall - The player's overall effectiveness.

GOALTENDERS

IT - Player's likeliness to play the puck and cut down the angles.
SP - Player's overall speed. Glove quickness and reaction ability.
ST - Size in goal. A bigger goalie can take up more of the net.
EN - Same as above.
DU - Save as above.
DI - Save as above.
SK - Ability to move around in his crease, side to side movement.
PA - Ability to play the puck out to the forwards.
PC - How well the player controls rebounds and gathers the puck.

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9. Farm Streaks

The EHL will use Farm Streaks, where Farm Streaks will be turned ON during the entire regular season.

No players rated 76 and up are allowed on your far team at any time, unless that player is 28 or older. The max OV allowed for players 28 and over is 78.

Any teams abusing this system can be fined, players can holdout for an unspecified period of time, or the GM can be fined, or even fired.

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10. Injuries

All players are subject to injury, including goaltenders. The injury report will show the type of injury and the expected amount of time the player will miss.

Players that are injured will have to be replaced in the lineup. This will have to occur before the next game played. Failure to replace injured players shows me that a GM may not be monitoring his team, and could go against his/her GM activity rating.

Teams may hire a Team Doctor to help in the healing process. Please see this section for complete details.

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11. Trades

An owner can trade players, draft picks, and money. Regarding Draft Picks - you may only trade draft picks that are to be used in the next two drafts. This will stop certain GMs from trading their entire future away, then quitting.

Both teams must confirm all trades. A trade will not occur until this happens.

Although both owners must confirm trades to me, we will not stand for owners making deals and then backing out of them. If an owner practices this behavior, it will be grounds for immediate dismissal.

If you feel a trade is uneven you are entitled to request a trade review.

The EHL will review each and every trade. We understand that it is natural for one team to get the better end of a deal, and it is not our job to block a trade where one good GM may have made a good deal with another good GM. It's only natural that not every trade is 100% even for both teams. However, we will block trades which we feel are bad for the EHL. Such as a vet owner taking advantage of a new inexperienced owner, and trades of that nature.

The EHL frowns upon deals that are made primarily based on money. Minor deals are OK if based off money, but larger type deals will be reviewed closely.

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12. Finances

There is a **\$56 Million dollar cap**, which is Your **Pro Payroll** number. **Farm salaries will no longer count against the cap.** This change is to accommodate the rule that all teams must ice a complete farm team.

Teams that end the season in the RED, you will not be able to even bid on your own UFA's.

You will not be able to bid on a free agent who's asking price is higher than your available Team Balance!

Future Salary Cap outlook:

- Season 9: \$56 mil
- Season 10: \$56 mil
- Season 11: \$57 mil
- Season 12: \$57 mil

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13. Friday Rule

Each Friday after the season starts, the Commish will check each team's financial numbers. If a team exceeds the cap number, then that team will IMMEDIATELY be fined \$10% of their Teams Current Funds.

For example, if a team had \$40,000,000 in Current Funds, their fine would be $\$40,000,000 \times 10\% = \$4,000,000$. If a team has \$90,000,000 in Current Funds, the fine would then be \$9,000,000, and so on.

This fine would be enforced for each week that a team is over the Cap, so it would really add up quickly.

This Rule Change is to keep it stiff for everybody, but also deter any super rich teams from overpowering the old system. Not to say anybody would or has.

The Salary Cap will be turned off during the playoffs and off-season and turned on when the season starts.

This rule is actually pretty lenient. We're not stripping any players from you, or telling you what to do with your roster, just fining your team for being over the cap. You can go over it all you want as long as you know you will have to pay \$5 mil each week. This can add up, and remember that any team in the RED after the season won't be allowed to bid on any UFA's.

Under these rules, you actually can go for broke, but you better be warned of the long term ramifications!

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14. Team Revenue

Teams will also earn revenue in the following ways:

1. Teams will earn revenue by selling tickets to their games. The amount a team earns depends on the arena size, attendance, and ticket prices.
2. Ticket prices can be changed at any time. Please post all requests under the appropriate thread on the message board.
3. Attendance will be based on whether a team is playing well and if the team has any star players, (80 plus in ratings), for the fans to watch play.
4. You can purchase more seats for your arena in the off-season. You can only do this during the offseason.

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15. Waiver Draft

The EHL will have an annual Waiver Draft, which will take place the next time in the offseason following Season #7. This draft will take place each season during the preseason.

Each EHL team must submit a list of 20 players for their Protected List. You cannot protect more than 2 goalies, and you don't have to protect any goalies if you don't want. This list is mandatory for all teams to submit by the given deadline.

This list will need to include ALL players on your pro and farm roster, and a note stating who will be protected, and who will be left unprotected. I repeat, each team must submit a list of ALL players they own. I will send out a spreadsheet to each GM, and it will be easy for you to simply put the player in the right places.

This will make it convenient for me to compile a list of all the available players that I can distribute to everyone before the start of the draft.

Since a team is able to pull a player off their exposed list if another team selects one of their players, they also must supply a list (in order of preference) of the players they would like to pull back in case a player is taken. This area will be on the provided spreadsheet.

A trading freeze will be in effect during this time, and will remain in effect until the conclusion of the Waiver Draft.

Waiver Draft Rules:

In the first round, ONLY the non-playoff clubs from the previous season will participate, and will draft in order of worst record all the way until the team with the best record that did not make the playoffs. The draft lottery results are not applicable to the waiver draft. Tiebreak rules are the same however.

No playoffs teams will draft in the 1st round of the waiver draft.

The second round begins with the last-place team from last season and concludes with the first-place team.

No club may lose more than two players, unless they do not submit a list, where then they could lose up to 3 players, including no more than one goalie in the Waiver Draft, unless it chooses to offer more players.

Each club's two-player loss limit will increase by the number of draft claims it makes against other clubs.

So BE CAREFUL. If you decide to take a player from another team, that does leave you open to giving up an extra player.

If your team had a player taken, you are then allowed to pull back one exposed player from your exposed list.

All players 22 and under do not need to be protected. You must choose to either protect or unprotect any players who are 23 and older up to the specified limits.

Any team who does not participate in the waiver draft is subject to losing three players, but do not need to attend if they have no interest in claiming players from other teams.

The draft will last a total of 2 rounds.

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16. Expansion Draft

The EHL is not planning on Expanding soon

When there is Expansion, the following Rules apply:

Expansion Draft Rules:

The two teams flip a coin, the winner of the coin toss chooses either 1st pick in the Expansion draft or the 2nd pick in the Expansion Draft (this will also determine the draft order in the entry draft).

Each existing team will protect 20 players. This includes pro roster and farm roster ('prospects' list is auto-protected).

- 4 must be Centers
- 4 must be RW'ers
- 4 must be LW'ers
- 6 must be Defensemen
- 1 must be a Goalie
- 1 will be an 'extra' player of any position*

* If the 'extra' player is a goalie, the team must pay a fee of \$10 mil cash.

All players 20 and under will be auto-protected. The draft will take place after this season, so all players will age one year. So if a player is currently 20, he will not be auto-protected. So basically, all players who are currently 18 - 19 will be auto-protected.

Each of the existing teams will lose 2 players creating two expansion teams with 30 man rosters (plus their 5 draft picks for an opening day roster of 35 players).

Each Expansion team will be given \$20 mil cash to start their franchise.

Expansion teams must draft a minimum of 5 forwards at each position (C, LW and RW), 7 Defensemen and 3 goalies (25 players). The remaining 5 players can be of any position. It will be VERY important for the expansion team GMs to plan ahead with their selections in order to meet the position requirements...you may be forced to choose a lower quality player than what's available if you haven't met your position requirements!!!

The Expansion draft will consist of 2 rounds.

In the first round the expansion teams will make alternating picks until each existing team has lost 1 player. In the first round no team can lose 2 players! For example, if Expansion Team "A" selects a player from the St. Louis Blues in the first round of the draft then Expansion Team "B" can not select a player from the Blues until the 2nd round, nor can Expansion Team "A" select another player from the Blues later in the 1st round.

Between Round 1 and Round 2, any existing team who did not make the play-offs can add 2 skaters (non-goalies) to their 'protected' list (expanding it to 22 players).

Round 2 will then follow using the same guidelines as round 1, this time with in reverse drafting order i.e whoever chose 1st overall in Round 1 will now chose 2nd in Round 2.

ENTRY DRAFT: (In relation to Expansion)

The 1st overall pick in the entry draft will be determined with the usual draft lottery

The team who choses 1st overall in the Expansion draft (Team A) will be given the 3rd pick in the 1st round of the entry draft. The team who choses 2nd overall in the Expansion draft (Team B) will be given the 2nd pick in the 1st round of the entry draft.

Picks 4+ will be determined in the usual way (lottery/final standings).

In draft rounds 2-5 "Team A" will select 16th overall in the round and "Team B" will select 15th overall in each round (picks 1-14 will be determined by final standings, then each of the expansion teams will draft, then picks 17-32 will be determined by the final standings).

So, the winner of the coin toss can chose:

OPTION 1: 1st pick in the Expansion draft, 3rd overall pick in the =

entry draft and the 16th pick in entry draft rounds 2-5.

OR

OPTION 2: 2nd pick in the Expansion draft, 2nd overall pick in the entry =

draft and the 15th pick in entry draft rounds 2-5.

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17. Entry Draft

The entry draft will be done each off-season and will be **4 rounds**. The players for the EHL Entry Draft will be players from the Elite Junior Hockey League (EJHL). Which are fantasy type player names and abilities. However to keep the integrity of the NHL in the league. The top NHL eligible players will be added to the EJHL and the entry draft. The EHL Front Office may edit the ratings of any EJHL player entering the draft in order to balance out a draft.

The EHL will hold a lottery amongst all teams that did not make the playoffs. This rule is to keep all teams focused on moving forward, and not tanking it to get the #1 overall.

The Draft will be held in the EHL Message Board, under the appropriate thread. Each team will simply post their picks as they arise. You must put the players position, full name, and junior league team. You also must notify the next team that his/her pick is up via email.

Lottery Summary: The 8 teams with the lowest point total in the previous season will enter a lottery. The team with the lowest point total will receive 8 chips, 2nd lowest total will get 7 chips, all the way til the team with the 8th lowest pt total gets only one chip. All chips will be placed in a bowl,

and shaken thoroughly. I will then select the chip which represents the #1 overall selection. Once that is done, I will empty the bowl of all chips, and remove all chips which were left from the team that got the #1. Then I will put all remaining chips back in, and select the #2 pick, and repeat this pattern until the 8th selection is made. No team in this group can fall below the 8th overall selection.

The 2nd group for the lottery will consist of the teams with the 9th lowest pt total to the 16th, which represents the rest of the teams that did not make the playoffs. This lottery group will be held in the same manner as the 1st group. The team with the 9th worst pt total will receive 8 chips, 10th to get 7 chips, all the way til the 16th seed gets one chip.

No team from this group can go higher then the 9th pick, or lower then the 16th.

Teams 17-32 will be seeded in order of playoff finish + regular season pt total. By this, I mean the 4 teams eliminated from the 1st rd will then be seeded by regular season pt total. So if both Washington and Boston were eliminated in the 1st round, the team with the fewest pt total in the regular season will get the better draft slot. This method will be used all the way til the Cup winner gets the 32nd slot.

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18. Draft Points

EHL teams are allowed to add Draft Points to the players they just drafted. These points are NOT tradable. They can be added to your players using the same rules as Veteran points.

You do not have to follow the split rules as with Veteran Points. You can split your points up how you wish. If you want to split 10 pts on 5 players, you can do so.

No more than 10 points per player and no more than +2 to any category. However, if a player is rated 52 and below in any category, you may use up to 10 points in that category if you wish.

Total team points Point totals to be calculated and posted immediately after the Draft ends.

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19. Line Requirements

It's the GM's responsibility to turn in their lines on a consistent basis. The commish will monitor who is and isn't turning in lines. This is an integral factor in a team's activity rating. Not turning in lines for over a period of time tells me your not paying attention, and can be grounds for immediate dismissal, especially when there are injuries that need to be attended to.

All lines are to be turned in using the GM Editor. There is a link on the main page where you can download the editor. It's easy to use, and if you have any questions, ask anybody in the league to assist you.

I will not accept any text based line formats, and I am not keen on monitoring other teams lines while they are away. I just don't have the time to do it.

If I see teams not turning in lines while they have injuries which need to be managed, this is a red flag for the commish regarding activity.

Shifting Rules

Following are the line specs for the EHL. These rules must be followed for each and every game. A warning will be given out to a team which is not following these rules, and if it persists, your team can be fined, and I will simply use 'auto' lines until you fix the problem.

Forwards:

You are allowed to doubleshift ONE forward each game...You can pick and choose any forward of any position to doubleshift. You must dress and have at least 11 forwards in your starting lineup each game.

This means that you have to dress a minimum of 11 forwards each game, and a max of 12.

Defenseman:

You are allowed to doubleshift 2 defenseman as you see fit. You must doubleshift one defenseman. This means that you need to dress a minimum 6 defensive players, up to a max of 7.

Goalies:

Same as before, you need 2 dressed, a starter, and a backup. You are allowed to dress up to 3 goalies in a game if you so choose.

So it is basically up to the GM on who you want being your 20th dressed player each game. It can be your 12th forward, 7th defenseman or 3rd goalie.

Special Teams:

You are not allowed to doubleshift any skaters (forwards, defenseman) on special teams.

example:

Joe Blow is the RW on PP1, this means that he cannot be used on PP2. This pertains to 5 on 4 PP1 and 5 on 4 PP2.

You are allowed to use the same player on 5 on 4 PP1 or PP2 and on 4 on 3 PP1 or PP2.

Same for penalty kill.

You are allowed to use the same player on the PP and PK, just not doubleshift the on either PP or PK.

After our recent vote, you are allowed to use a forward on the power play point. You still cannot doubleshift this player.

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20. Contracts

Salaries are shown on the player vitals page and now the roster page, as well as the length of their contracts.

A player on the pro team will receive his full contract amount.

A player on the farm team will receive 10% of his salary. When a player is called up to the pro league, you must pay him his full salary.

There is a cut-off point for farm contracts of 41 games, i'e, if a player plays on the pro roster for half the season, and is sent to the farm, he will still receive 100% of his contract.

The league salary minimum is \$350,000 per year. No player will sign for less then this amount. Maximum salary length is 4 years. All drafted prospects will sign for 4 years at their allotted amount.

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21. Free Agents

There are two main types of free agents in the EHL, RFA & UFA.

Restricted Free Agents (RFA) are players whose contract expire and are under the age of 31.

Unrestricted Free Agents (UFA) are players 31 years of age or older (31+) whose contracts expire. The team they are on has no right to compensation but they can put a bid in for the player.

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22. Pre-Signing RFA's

Each team can sign all potential RFA during the Free Agent signing period, which will start near the end of the regular season, and will end on the last day of the playoffs, so every team will have ample time to get their guys signed.

If a team does not sign a RFA during this time, this player will automatically become a UFA, and can be bid on any team during the offseason UFA bidding process. This is regardless of age!

You are allowed to extend a RFA into UFA years, but beware that it will cost you UFA points to do so. This is a good way to manage your roster so that you won't be hit hard one year when you have a lot of UFAs.

If you have a player who will be a RFA after this season, you are allowed to extend him beyond his UFA years at a cost of one UFA point for each UFA seasons, for example; Joe Blow will be a RFA this offseason, and will be 29 at that time, and you want to sign him to a 4 year contract, if he agrees to contract amount, he will sign for 4 years, but this will cost you 2 UFA points, as he will be signed for ages 31 and 32, which are UFA years.

Extensions are only valid for even number of years, as in if your player will be a RFA after the year, and he will be 30, he will only sign for a 3 year extension, because his contract will run into ages 30, 31 & 32, 2 UFA years = 1 UFA point. You cannot add that last year.

If your player has one or 2 years left on his contract, he may be open to extending his contract, but only if he agrees to the price, and the same terms above are applicable. Please be advised that his new extended dollar amount takes effect immediately.

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23. PRE-SIGNING & RE-SIGNING UFAs

PRE-Signing a UFA (This is done before the playoffs end)

Every team gets: **4 points** every offseason

To resign a player who WILL be an UNRESTRICTED free agent, you have to spend 1 point per year. A player who is becoming a RESTRICTED free agent can be resigned without paying any free agent points, however the above rules for extending RFA into UFA years (31+) apply.

Players 80 OV and above will not sign 1 year contracts! Only 2+ year deals will be accepted, which means 80+ OV players will cost you 2 UFA points minimum to resign.

NOTE: PRE-signing points do not carry over to the open market (off-season) & free agent points are not tradable!!!

RE-Signing a UFA (This is done during the off-season, open market)

Any team can sign as many players as they wish.

Any team can bid as much as they want on any player.

The EHL has a hard salary cap, so the EHL see's no reasons to put price restrictions on players being bid on. Each team has to stay under the cap, so if a team wants to spend 30% of his payroll on one player, then so be it. The cap will curtail any serious reckless spending.

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24. Releasing a player

If a GM feels that he does not need a certain player, not even in the farm team, he can decide to release this player. However, since the player is under contract, the team will have to pay the remaining salary in cash.

This is the formula used, based from PRO salary! So if you have a player on your farm team, it might be cheaper to keep him on the farm. Because you are only paying him 10% of his normal (pro) contract. However you must decide what is worth more for your club, your roster size (if you need to make room) / the players' salary / releasing the player.

If the released player is 31 years old and older:

Compensation = (pro salary * 0.70(1st year)) + (pro salary * 0.60(2nd year)) + (pro salary * 0.50(3rd year))

If the released player is 30 years old and younger:

Compensation = (pro salary * 0.40(1st year)) + (pro salary * 0.30(2nd year)) + (pro salary * 0.20(3rd year))

After a player is released he will be placed in the unrestricted free agent pool

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25. Waiver Wire

Waivers is where each team will get a chance to claim your player off waivers with no compensation.

Any player who is 23 years old or older (23+), and has played at least 23 games in the EHL will be placed on waivers if a team sends him down to the farm team. Players who are 22 years old and younger can be freely sent to the farm club. Once a player is placed on the waiver wire, any team may claim him for 48 hours.

This means a team who wants him BEFORE he goes to your farm team can pick him up. The pick order is displayed on the website under Waiver Ranking. The priority list is based on last year's league standings, with the worst team ranked first. If a player is not picked up after 48 hours from when he was placed on the list, he is considered to have passed waivers and still belongs to your team but is now playing on the farm team.

While in the minors, a player will only be paid 10% of his salary. However, if he has played more than 50% of the season in the major league, he will get paid his full salary in the minors as well.

IMPORTANT: Remember this rule when you are compiling your lines with the GM Editor, because you will not be warned if you are putting a player (who is 23 yrs old or older (23+) to the minors, he will be put on waivers. The best thing to do if you don't want to place a guy on waivers is to just starch him in your roster and don't send him to the minors.

If two or more teams claim a player, the team who is the highest according to the priority list (which is determined by the current EHL overall standing) will get the player.

A team may try to claim more than one player off waivers. But you MUST list the order of the players you wish to claim. Send all waiver claims to the commissioner.

If a team claims a player, he must be put on the pro roster, otherwise he will be placed on waivers again.

If a player is not claimed in 48 hours, he will go to the farm team.

After the regular season is over, a team may send any player to the minor leagues without having to go through the waiver process.

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26. Signing Prospects

You can sign all your prospects at any time.

Prospect Contract Chart:

Round	Signing Amount
Round 1 - picks 1 - 5	\$1,000,000
Round 1 - picks 6 - 16	\$900,000
Round 1 - picks 17 - 32	\$800,000
Round 2 - picks 33 - 47	\$700,000
Round 2 - picks 48 - 64	\$600,000
Round 3	\$500,000
Round 4	\$400,000

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27. Team Doctor's

Each team has the option of hiring a Team Doctor. Team Doctor's help in healing injured players. This is done by the roll of two 6-sided dice.

Roll	Result	Roll	Result	Roll	Result	Roll	Result	Roll	Result
1-1	healthy	1-6	N/A	2-6	N/A	4-4	Healthy	6-6	Healthy
1-2	N/A	2-2	Healthy	3-3	Out indefinitely	4-5	N/A		
1-3	N/A	2-3	N/A	3-4	N/A	4-6	N/A		
1-4	Healthy	2-4	N/A	3-5	N/A	5-5	Healthy		
1-5	N/A	2-5	N/A	3-6	Healthy	5-6	N/A		

Each Doctor costs \$2 mil cash to hire, and can only be signed for the current season. Each doctor visit in an attempt to heal a player costs \$1,000,000 cash. You can only have one Dr. visit per injury.

If the results of the dice = Healthy, then the player immediately returns to full health (100 CD). If the results = N/A, then nothing changes. If the results = Out Indefinitely, then what this means is

that the Doctor found further damage, and I will click on the out indefinitely button, and the player will then be out indefinitely. Total amount of time is up entirely to the sim.

Doctors can be sent in to see a player who has a low CD rating ie your goalie has a 95 CD rating, a Dr. can visit to possibly help him recover faster. Same fees apply.

Odds on a player returning to full health: 33.3%
Odds that the Doctor finds further damage: 4.7%
Odds that nothing happens: 61.9%

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29. Training Camps

Teams can send players to Training Camps during the regular season. Camps will be conducted periodically, both during the regular season and offseason. Also, some camps may require that the player being sent will not be available to play while gone. Camp pts to be posted on the message board.

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30. Team Captains

Each team can have up to 1 Team Captain and 2 Team Assistant Captains. Since this adds more pressure to their ordinary jobs, they will be awarded Leadership bonuses. A Team Captain will receive a 8-point LD bonus for the added responsibility being placed on his shoulders. Each Assistant Captain will receive 5 LD pts for their added responsibilities as well.

Each team is given 18 Captaincy pts each offseason. That's it. You can use them how you wish. If you trade a captain later on, you do not get those pts back. Captain pts cannot be traded.

No player will lose their captaincy points during a season, even if they are traded.

You can only name captains and assistants in the offseason.

You cannot change captains during the season.

For realistic purposes, players named captain's or assistant captains must be at least 78 OV.

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31. Rookie Status

To qualify for rookie status, a player cannot have played more than 18 in any single season, and no more than 25 career games in the EHL. Also, any player 27 and older will not qualify as a rookie.

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32. Holdouts

At the end of a season a player may be very unhappy with the team his is currently on and can choose to hold out, until things are worked out between the player and the GM.

There can be a number of these reasons why this could happen: Wants a new contract to be work out, feels he is worth more then what he is being paid, not enough playing time, should be playing in the PROS yet is stuck in the farm, His ability has increased (OV) and he wants to be paid (market value) what other in the league with the same abilities are being paid, just "straight up" hates the team he playing with, ect. In most cases this can be overcome by re-working a new contract for the player. Or honoring the players request (i.e.. wants more playing time, wants to play in the pros, ect.).

If the situation can not be worked out between the player and the GM, the player will then hold out for as long as it takes. If the player holds out to the end of his contract, then he will become a group III free agent (UFA). And the original team will receive no compensation. If the player holds out for a long extended amount of time, his rating (OV) may drop. Also the player may decide never to play with the club (current team) no matter what the offer is.

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33. Retirements

The retirement age in the EHL is 41 years of age, so if your player is currently 41 during the season, he will retire at the end of that season. I don't want people to get screwed with players retiring at age 35, and I don't want players in their 50s playing, so this is a hard cut-off.

You can buyout a retirement plan however. The initial team has first chance at doing this during the pre-signing period. If the original team does not buyout the player, then that player will be eligible to be bid on by any team during the offseason free agency period.

Any team wanting to buy out a retirement plan, including the original team, must follow the following bidding requirements:

1st Year buyout Plan: Must match current salary + pay 5 mil cash

2nd Year buyout Plan: Must match current salary + pay 7.5 mil cash

3rd year buyout Plan: Must match current salary + pay 10 mil cash

That is it, there are no 4th year buyout plans. No 45 year olds will play in the EHL!

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34. Coaching Changes

A team can hire and fire their coach at any time.

All coach offers must be submitted on the message board, and must stand for 24 hours before the coach signs.

There will be a 24 hour waiting period for fired coaches, and the team with the worst record who submits gets the coach.

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35. Arena Modifications

Teams may add seats to their Arena during the offseason, and only during the offseason. The maximum number of seats allowed during one offseason is 2000 seats. The cost are:

- \$2,000 per seat if stadium is currently at 20,000 seats and under.
- \$3,000 per seat if stadium is currently between 20,001 and 25,000 seats.
- \$4,000 per seat if stadium is currently between 25,001 and 30,000 seats.
- \$5,000 per seat if stadium is currently between 30,001+

The maximum capacity for any Arena is \$32,000.

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36. Board of Director's

Each team will have a Board of Director's which will monitor their GM. They will monitor GM activity, GM knowledge, GM financial responsibility, and GM conduct. If a GM isn't active, the Board may issue a warning to that GM stating that they need to step up their activity. If a GM is making trades which the Board considers bad for their team, they will issue a warning. If a GM is spending wildly, and putting the team finances in trouble, they can issue a warning there as well. If the GM doesn't follow the warnings, the Board can fire that GM and replace him with a better option for their team.

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37. League File backup System

I backup our EHL files DAILY. Not only in a backup file on my computer, but also on a outside disk as well, so we're never going to be in danger of losing everything in case of a nasty virus or something. Worst case scenario is that we would need to re-sim a day or two.

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