

Ultimate Hockey League

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1. INTRODUCTION

This document contains the official rules of the Ultimate Hockey League (UHL).

2. PHILOSOPHY

The UHL is a fantasy hockey league and therefore is meant first and foremost meant to be fun, however the league won't run itself. Team owners must be willing to help with the league when needed.

3. LEAGUE SETUP

The official language of the UHL is English.

The official league times are in Eastern Standard Time (EST).

The league is run using the Simon T Hockey Simulator (STHS).

The UHL, as of this version of the constitution, consists of twenty-eight teams.

The teams will be divided into two conferences with two divisions consisting of seven teams each.

The Conferences are the World Conference (Planet Europe and Planet USA Divisions) and the Canadian Conference (Planet Toronto, and Planet Canada Divisions).

Each team will play an eighty-two game schedule.

The top eight teams in each conference make the playoffs (top two seeds go to the division leaders).

4. MESSAGEBOARD AND MAILINGLIST

All team owners must be on the league mailing list and Slack message board.

Messages can be sent to the mailing list at this email address: uhl@ultimatehockeyleague.net

The Slack message board can be found here: <https://ultimatehockeyleague.slack.com>

5. TEAM ROSTERS

Each team owner is required to have a minimum of 40 active (not injured) players signed.

Both the Pro and Farm teams must have a minimum of 20 active (non-injured) players on their roster, each consisting of at least 12 forwards (3 C, 3 LW, 3 RW), 6 defensemen, and 2 goaltenders.

Rosters can be set using the STHS Client which can be downloaded here: <http://sths.simont.info>

STHS will automatically move players between Pro and Farm teams to meet these requirements (see Section 5.1 for restrictions).

If there are insufficient players on the roster to meet these requirements, then the team GM must add a player to their roster by signing a free agent. If this is not done within one calendar week, then the league commissioner will sign an appropriate player on behalf of the team for one season at double the player's minimum UFA salary (see Section 9.2). If the player is being signed for the Pro team then they will have the highest overall rating for the required position. If the player is being signed for the Farm team then they will be subject to the restrictions identified in Section 5.1.

The maximum number of players on the Pro roster is 25.

The maximum number of players on the Farm roster is 30.

The maximum number of signed players is 50.

5.1 FARM ROSTER

Players on the Farm team must have an overall rating of 66 or less.

Goalies on the Farm team must have an overall rating of 72 or less.

Players and goalies on the Farm team must have a Pro salary less than \$1,350,000.

An exception is players or goalies with a Durability rating of 15 or less. They can be assigned to the Farm roster regardless of their Overall rating and salary.

5.2 RATINGS

The Simont Hockey Simulator offers 17 rating categories for skaters, 15 rating categories for goalies, and 6 rating categories for coaches. See Appendix 1 for details.

The Potential rating is not used in the UHL.

5.3 POSITION CHANGES

A player position change may be requested if the player is listed at that position on any of these sites:

NHL.com
NHLPA.com
Hockeydb.com
Eliteprospects.com

5.4 LINES

Lines can be made with the STHS Client (<http://sths.simont.info>) as follows:

Forward - for your even strength forward lines
Defense - for your even strength defensemen lines
PP - for your power play lines
4vs4 - for your 4 on 4 lines
PK4 - for your 4 man penalty killing lines
PK3 - for your 3 man penalty killing lines
Others - for your starting and back-up goalies, your first five choices for penalty shots and your extra forwards and defensemen
Strategy - for your team wide strategy during the game including what your strategy should be when you are winning, losing, and when the goalie should be pulled
Last Min - for your offensive and defensive style lines during the last minute of play (hero lines)

The STHS Client will upload your saved lines to the UHL server.

5.5 GOALIE RULE

A goaltender may not play in more than 72 regular season games. After 72 games played they will be suspended for the remainder of the regular season.

6. COACHES

A coach must be signed for both the Pro and Farm teams.

The minimum offer for a coach is \$450,000 per season with a maximum length of three seasons.

Teams without coaches at the start of the season will have one signed for them by the league commissioner for one season at double the minimum salary (\$900,000).

7. RIGHTS AND CONTRACTS

All UHL contracts are Pro contracts.

The minimum Pro salary is \$450,000.

The maximum contract length is three seasons.

On the Farm team a player will receive 10% of their Pro salary.

Prospects cannot play in the UHL until they are signed to a contract.

All prospects selected in the UHL Amateur Draft must be signed within two seasons, otherwise they will re-enter the Draft. For example a player taken in the 2016 UHL Draft must be signed prior to the 2018 UHL Draft, otherwise they will be eligible for the 2018 UHL Draft.

7.1 PLAYER AGE

In the UHL a player's age is calculated based on their age in the latter half of the NHL season on which that UHL season is based upon.

For example UHL Season 37 will be based upon the 2017-18 NHL season, and thus a player's age for UHL Season 37 will be their age on their birthday in 2018. Therefore a player born in 1991 will be 27 years old in UHL Season 37.

This does not apply to the UHL Amateur Draft, for which a player's true age (Day/Month/Year) is used (see Section 11).

7.2 FRANCHISE PLAYER

Every team is allowed to name one Franchise Player (FP) that will stay with that team for as long as the team renews the FP contract. An FP cannot be traded.

FP contract must be signed during the RFA period.

FP salary is NHL salary (see Section 9.1) plus 10%. For example if their NHL salary is \$4 million then the FP salary will be \$4.4 million.

FP contract length is 3 seasons. If an FP retires before their FP contract expires, the remainder of their FP contract will be voided.

The following requirements must be met when signing an FP contract:

Minimum overall rating of 70 for skaters, 75 for goalies.

Must have played a minimum of 60 games on the Pro team for at least 4 consecutive seasons. Minimum of 30 games per season for goalies. The fourth season cannot be a UFA extension.

When a FP contract expires, the FP will be treated as a restricted free agent (RFA) rather than an unrestricted free agent (UFA), regardless of their age.

If a team chooses not to renew an FP contract then the player will become RFA or UFA (depending on their age).

7.3 SIGNING DEADLINES

Prospects can be signed at any time following the UHL Draft, up until the trade deadline.

In the Offseason, the RFA period will precede the UFA period.

RFAs can only be signed during the RFA period

RFAs not signed during the RFA period will become UFAs.

UFAs can be signed starting in the UFA period, up until the trade deadline.

Coaches can be signed starting in the UFA period, up until the trade deadline.

7.4 RETIREMENT

A retired player's contract will be honoured, unless the player has died or suffered a catastrophic injury (at the discretion of the league commissioner).

7.5 UFA EXTENSION

Prior to the UFA period, each team can sign one UFA of theirs to a UFA extension.

The UFA extension contract is one season with a salary of NHL salary + 10%.

A player cannot sign a UFA extension in consecutive seasons, either with the same or different teams.

A player is not eligible to become a FP in the season following a UFA extension.

8. SALARY CAP

The UHL salary cap is currently \$63.576 million.

Each team must have a minimum of 40 and a maximum of 50 players signed to contracts.

The following salaries count towards the salary cap:

- Pro team players and coach
- Farm team players and coach
- Released players
- Retired players

A player's NHL salary is the Cap Hit for the relevant season found on <https://www.capfriendly.com/>

Teams that have exceeded the salary cap will be notified by the league commissioner and given one calendar week to resolve the situation. Failure to do so will result in the team's best player (highest Overall rating) being suspended until the situation has been resolved.

An exception is during the UFA period when a team may make UFA offers up to \$2.5 million above the salary cap (\$66.076 million), however they must be below salary cap by the start of the season.

From UHL Season 13 onwards, cap space and player salary can no longer be traded.

9. FREE AGENCY

In the UHL there are two types of free agents: RFA and UFA.

When a player's contract expires at the end of the season in which they are 25 years old or younger, then they will be an RFA in the following season (in which they will be 26 years old or younger).

When a player's contract expires at the end of the season in which they are 26 years old or older, then they will be an UFA in the following season (in which they will be 27 years old or older).

The chart below shows for each UHL season, the year by which a player's age is calculated, and the player's corresponding age depending on their birth year:

Season	Year	1991	1992	1993	1994
36	2017	26	25	24	23
37	2018	27	26	25	24
38	2019	28	27	26	25
39	2020	29	28	27	26

So for example, a player born in 1992 with a contract expiring in Season 36 will be an RFA, given that they will be 26 years old the following season (Season 37). On the other hand if their contract expires in Season 37 then they will be UFA because they will be 27 years old the following season (Season 38).

9.1 FREE AGENCY EXEMPTION

Starting with UHL Season 36, the number of UHL seasons per year (and thus per NHL season) was reduced from two to one. Consequently some player contracts that were intended to expire when the player was RFA would instead expire when the player was UFA. Therefore an exception has been created for players in this situation. Under the previous setup, this is how it would have worked:

Season	Year	1991	1992	1993	1994
36	2017	26	25	24	23
37	2017	26	25	24	23
38	2018	27	26	25	24
39	2018	27	26	25	24
40	2019	28	27	26	25

For example, under the previous setup a player born in 1991 with a contract expiring in Season 36 would have been 26 years old and thus an RFA the following season (Season 37), whereas in the current setup a player born in 1991 with a contract expiring in Season 36 would be 27 years old and thus a UFA the following season (Season 37).

In other words, when signing players for Season 37, if they were born in 1991 then they can be re-signed as an RFA.

For players caught in this type of situation, when their contract expires they will be treated as an RFA rather than a UFA, but the team GM will have to bring this to the attention of the league commissioner.

9.2 RESTRICTED FREE AGENTS

An RFA salary is the same as the player's NHL salary (Cap Hit): <https://www.capfriendly.com/>

An RFA without an NHL salary will have their RFA salary determined by the RFA rating scale:

Skater

Goalie

Player Rating	Contract	Player Rating	Contract
0-52	\$450,000	0-55	\$450,000
53-54	\$475,000	56-57	\$475,000
55-56	\$500,000	58-59	\$500,000
57	\$525,000	60	\$525,000
58	\$550,000	61	\$550,000
59	\$575,000	62	\$575,000
60	\$600,000	63	\$600,000
61	\$625,000	64	\$625,000
62	\$650,000	65	\$650,000
63	\$700,000	66	\$700,000
64	\$750,000	67	\$750,000
65	\$800,000	68	\$800,000
66	\$850,000	69	\$850,000
67	\$900,000	70	\$900,000
68	\$1,000,000	71	\$1,000,000
69	\$1,150,000	72	\$1,150,000
70	\$1,350,000	73	\$1,350,000
71	\$1,600,000	74	\$1,600,000
72	\$2,000,000	75	\$2,000,000

9.3 UNRESTRICTED FREE AGENTS

An RFA not signed during the RFA period becomes a UFA.

A player that is released and clears waivers will become a UFA, regardless of age.

UFA salary is determined by a bidding process, starting at 50% of their NHL salary.

When the UHL season starts, the starting bid drops to 25% of their NHL salary.

NHL salary is the Cap Hit for the relevant season found on <https://www.capfriendly.com/>

For a UFA without an NHL salary, the starting bid is the UHL minimum salary (\$450,000).

Bidding will continue until a higher offer has not been made within 48 hours. If bidding on a player continues for more than 3 calendar weeks, then teams will be required to submit their final bid within 48 hours.

A new bid must be at least \$100,000 higher in total than the existing bid. For example with an existing bid of two seasons at \$1 million per season for a total of \$2 million, the minimum new bid must be at least \$2.1 million in total, such as two seasons at \$1.05 million per season or three seasons at \$700,000 per season.

Total salary beats annual salary. For example a UFA bid of two seasons at \$4 million per season (total \$8 million) will beat a bid of one season at \$7 million per season.

During the UFA period a team can place bids up to \$2.5 million over the cap (\$63.576 million), and thus a maximum of \$66.076 million. Bids that exceed this amount will be cancelled.

9.4 PROSPECT SCALE

Prospects can be signed for one or two seasons at a salary determined by the Prospect Scale below, regardless of whether they have an NHL contract and what that contract is.

Round	Salary
1st rounder	\$875,000
2nd rounder	\$725,000
3rd rounder	\$625,000
4th rounder	\$550,000
5th rounder	\$500,000
6th rounder	\$475,000
7th rounder	\$450,000

10. TRADES

Trades can include players, prospects, and draft picks.

Salary cap space and player salaries cannot be traded.

Trade approval is at the discretion of the league commissioner.

The trade deadline is the date when the first team reaches their 70th game of the season. Following the trade deadline, no trades may be made until the end of the playoffs (i.e. when the Offseason begins).

11. ENTRY DRAFT

The UHL Amateur Draft is seven rounds in duration.

Each team has a pick in each round of the draft (unless traded away) and a player must be selected with each pick (i.e. a team may not forfeit their selection).

Draft eligible players are between the ages of 18 and 20 as of the day of the NHL Draft. Keep in mind that some prospects taken in the NHL Draft may not be available for the UHL Draft, if for instance they were selected in the preceding UHL Draft but not the preceding NHL Draft, or a prospect re-entered the NHL Draft but was signed by their UHL team and this did not re-enter the UHL Draft.

Players that are not selected in the UHL Draft and do not meet the age requirements for future drafts will become UFAs following completion of the UHL Draft.

11.1 DRAFT ORDER

UHL Draft order is determined by regular season ranking in the preceding UHL season. The twelve teams that did not qualify for the playoffs will pick before the sixteen teams that qualified for the playoffs. The winner of the UHL playoffs will pick last (28th overall), while the 1st overall pick will be determined by a draft lottery. Draft order is the same in each round.

11.2 DRAFT LOTTERY

Based on the NHL Draft lottery system, each non-playoff team will be assigned a batch of numbers between 1 and 1000. Batch size is calculated based on each team's overall ranking at the end of the preceding season (see percentages below). The output of a random number generator will provide a number within that range, such that the team assigned that number will move up in the draft order by up to four spots. Consequently only the bottom five teams will have the chance to select first overall.

Ranking	Percentage
28th	25.2%
27th	18.9%
26th	14.3%
25th	10.8%
24th	8.2%
23rd	6.3%
22nd	4.8%
21s	3.7%
20th	2.8%
19th	2.2%
18th	1.6%
17th	1.2%

12. WAIVERS

A player can be placed on waivers for purposes of either a) release or b) assignment to the Farm team.

A player will be on waivers for the period of 48 hours after being announced by the league commissioner.

Any team can claim a player on waivers by submitting a claim to the league commissioner.

If multiple teams submit a claim during the waiver period, then the team with the fewest number of points in the league will be awarded the waived player.

Any player aged 25 or older must clear waivers before being assigned to the Farm team.

Players under the age of 25 may move freely between the Pro and Farm teams.

13. ALL STAR GAME

At the discretion of the league commissioner, an All Star Game may be played at midseason.

14. AWARDS

The UHL will have seasonal awards much like the NHL, including all NHL awards.

Awards not determined by statistics will be voted upon by the UHL GMs.

The awards are as follows:

- Stanley Cup (UHL Champion)
- Prince of Wales Trophy (Canadian Conference Playoff Champion)
- Clarence S. Campbell Bowl (World Conference Playoff Champion)
- Presidents' Trophy (UHL regular season best overall record)
- Hart Memorial Trophy (Most Valuable Player)
- Vezina Trophy (Best goaltender)
- Calder Memorial Trophy (Best rookie)
- James Norris Memorial Trophy (Best defenseman)
- Frank J. Selke Trophy (Best defensive forward)
- Art Ross Trophy (Leading scorer)
- Maurice 'Rocket' Richard Trophy (Leading goal scorer)

William M. Jennings Trophy (Goalie with the lowest GAA)
Lady Byng Memorial Trophy (Sportsmanship)
Bob Clarke Trophy (GM of the Year)
Jack Adams Award (Coach of the year)
Conn Smythe Trophy (Most Valuable Player in the playoffs)

15. TEAM NAME CHANGES

For purposes of tracking team histories, team name changes will no longer be allowed from UHL Season 10 onwards. Team cities, on the other hand, can be changed at any time.

16. TIMELINE

The anticipated timeline for the league is as follows:

36 Regular Season: September – November 2018
36 Playoffs: December 2018

37 Ratings Input: January 2019
37 Free Agency and 2018 Draft: February 2019
37 Regular Season: March – May 2019
37 Playoffs: June 2019

38 Ratings Input: July 2018
38 Free Agency and 2019 Draft: August 2019
September 2019 will serve as a one month buffer.
38 Regular Season: start October 2019

APPENDIX 1

Skater Rating Categories

CK = Checking
FG = Fighting
DI = Discipline
SK = Skating
ST = Strength
EN = Endurance
DU = Durability
PH = Puck Handling
FO = Face Offs
PA = Passing
SC = Scoring
DF = Defense
PS = Penalty Shot
EX = Experience
LD = Leadership
MO = Morale
PO = Potential
OV = Overall

Skater Statistics

GP = Games Played
G = Goals
A = Assists
P = Points
+/- = Plus/Minus
PIM = Penalty Minutes
PIM5 = Penalty Minutes for Major Penalty

HIT = Hits
HTT = Hit Received
SHT = Shots
OSB = Own Shots Block by others players
OSM = Own Shots Miss the net
SHT% = Shooting Percentage
SB = Shots Blocked
MP = Minutes Played
AMG = Average Minutes Played per Game
PPG = Power Play Goals
PPA = Power Play Assists
PPP = Power Play Points
PPS = Power Play Shots
PPM = Power Play Minutes Played
PKG = Penalty Kill Goals
PKA = Penalty Kill Assists
PKP = Penalty Kill Points
PKS = Penalty Kill Shots
PKM = Penalty Kill Minutes Played
GW = Game Winning Goals
GT = Game Tying Goals
FO% = Face off Percentage
FOT = Face offs Taken
GA = Give Aways
TA = Take Aways
EG = Empty Net Goals
HT = Hat Tricks
P/20 = Points per 20 Minutes
PSG = Penalty Shot Goals
PSS = Penalty Shots Taken
FW = Fight Won
FL = Fight Lost
FT = Fight Ties
GS = Current Goal Scoring Streak
PS = Current Point Scoring Steak
WG = Current Goal Scoring Slump
WP = Current Point Scoring Slump
S1 = Number of time players was star #1 in a game
S2 = Number of time players was star #2 in a game
S3 = Number of time players was star #3 in a game

Goalie Rating Categories

SK = Skating
DU = Durability
ST = Strength
EN = Endurance
SZ = Size
AG = Agility
RB = Rebound Control
SC = Style Control
HS = Hand Speed
RT = Reaction Time
PH = Puck Control
PS = Penalty Shot
EX = Experience
LD = Leadership
MO = Morale
PO = Potential
OV = Overall

Goalie Statistics

GP = Games Played
W = Wins
L = Losses
OTL = Overtime Losses
PCT = Save Percentage
GAA = Goals Against Average
MP = Minutes Played
PIM = Penalty Minutes
SO = Shootout
GA = Goals Against
SA = Shots Against
A = Assists
EG = Empty net Goals
PS% = Penalty Shots Save %
PSA = Penalty Shots Against
ST = Number of game goalies start as Start goalie
BG = Number of game goalies start as Backup goalie
S1 = Number of time players was star #1 in a game
S2 = Number of time players was star #2 in a game
S3 = Number of time players was star #3 in a game

Coach Rating Categories

PH = Physical
DF = Defense
OF = Offense
PD = Player Discipline
EX = Experience
LD = Leadership

