

Ultimate Hockey League

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1. INTRODUCTION

In this document are the official Rules of the Ultimate Hockey League, from hereon referred to as the UHL.

2. PHILOSOPHY

The Ultimate Hockey League is a fantasy hockey league and therefore it should first of all be fun. However this isn't going to work without people helping out and doing stuff for the league. The priorities of the owner in the UHL should be following:

1. The League
2. Their Team

The owners should be interested in building and working on the league, not just running their own team.

3. LEAGUE SETUP

The league is run using the SimonT Hockey Simulator.

The UHL, as of this version of the constitution, consists of 28 teams.

The teams will be divided into four divisions and two conferences.

The Divisions are as follows : Planet Europe, Planet USA, Planet Toronto and Planet Canada.

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

Each division will consist of seven teams.

Each team will play an 82 game schedule.

The top eight teams in the conference make the playoffs.

All times stated in league issues take place during Eastern Standard or Eastern Daylight Time.

The times announced are as if the event was taking place in New York.

The official language of the UHL is English.

4. MESSAGEBOARD AND MAILINGLIST

In order to be a part of this league, you will be required to be a part of the UHL message board and the UHL mailing list.

The message board (MB) is the official source for news and reports around the UHL.

Every important announcement or news can be found and viewed there.

You can find the MB under: <http://www.ultimatehockeyleague.net/phpBB3/>

Every member of the UHL will be registered on the MB so he can post there.

You should check the MB as often as possible and also be active there.

This mailing list is used to announce important things or just simply as a reminder.

Also in case the MB is down this is another option.

Here is the address of the mailing list: uhl@ultimatehockeyleague.net

The mailing list is private, and may only be accessed by Owners and assistant General Managers in the league.

5. ROSTER

Each team is required to have a minimum of 20 active, non-injured players on their team, with a minimum of 12 forwards, 6 defenseman and 2 goaltenders as part of that roster.

The maximum on the pro roster are 25 players and no more than 50 players in total.

Any team that falls short of this requirement faces having an arbitrational player being called up by the STHS software, the computer determining the roster and lines of the team.

If a player has to clear waivers after an STHS call up, it will be like this.

No exception.

Each team must have 3 healthy players at every forward position and may not put them in more than 2 lines.

Every team must have at least 20 healthy players on the UHL pro team (minimum 3C, 3LW, 3RW, 6D, 2G).

5.1 RATINGS SYSTEM

The SimonT Hockey Simulator offers 17 different rating categories for skaters and 15 different categories for goalies which allows the program to distinguish one player's characteristics from another

Players Roster Rating

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

Players Stat

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

Goalies Rosters Rating

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

Goalies Stat

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

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

Important Notice: The Potential rating for players and coaches is not used in the UHL.

5.2 POSITION CHANGES

The player may change positions if they are listed at that new position at any of this sites:

NHL.com
ESPN.com
TSN.ca
NHLPA.com
eliteprospects.com

5.3 FARM ROSTER

Every team needs to have at least 20 farm team players. If a team is under the needed 20 players, their best player will be suspended until they have 20 farm team players signed.

5.4 LINES

Every hockey team must have lines, same here. With STHS you can create lines for your Pro and Farm team. Below is a list of different line combinations you must create lines for.

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)

These are the lines that are created using the STHS Client. The program can be found at:
<http://sths.simont.info>

5.5 GOALIE RULE

A goaltender may not play in more than 72 regular season games.
If a goalie plays more than 72 games, the teams best player will be suspended for as much games as the goalie played to much.

6. COACHES

Each team must have 2 coaches.

One for their pro team and one for their farm team.

If a team has not signed a coach, their best player will be suspended till the team signs one.

If the team also didn't sign a 2nd coach, their 2nd best player will be suspended till they signs one.

Coaches can be signed like UFA players.

The minimum offer for a coach is \$450,000 and a maximum length of 5 years.

7. RIGHTS AND CONTRACTS

Determination of age under accordance with STHS the UHL ages players on Jan 1st of a new year. This means that any player born during that year is aged on that day.

For example, a player born July 17th, 1985 would turn 25 on Jan 1st, 2010 and then turn 26 on Jan 1st, 2011.

This applies to age in all areas of the UHL, the only exception is the true age (Day/Month/Year) used for the Amateur Draft requirements.

All contracts signed in the UHL are pro contracts.

However, if you send them down, the players will just receive 10% of their salary.

There are a few rules to follow to send down a player:

No player with an overall rating of 67 (73 for goalies) and higher can be send down to the farm team. Also no player with a salary of 1.35 million or higher can be send down.

If a team has too much 67+ (73+ for goalies) rated players and they have one on their farm team, their best player will be suspended until they cleared the 67+ (73+ for goalies) rated player from their farm roster.

There is one exception. Players with a DU rating of 15 or lower can get send down no matter what rating or salary they have.

A junior player can have his rights held by a team, but he might not be signed to a contract, thus not being eligible for play in the UHL.

All junior players must be signed within 2 years of their drafting, as stated below (including european draftees).

No player without a contract is eligible to play in the UHL.

The minimum UHL salary is \$450,000.

No contract can be longer than five seasons.

Any player drafted in the UHL amateur draft who is not signed to a contract by the conclusion of the draft two seasons later, would re-enter the next draft.

The deadline for signing the player is two weeks prior to the season start.

7.1 FRANCHISE PLAYER

Every team can name a Franchise Player with the following rules:

Every team can name ONE franchise player (FP).

This player will never become an UFA.

He will always get the RFA contract (NHL salary) + 10%. Example: NHL salary is 4 million so he would sign a 4.4 million deal.

Once named your FP he will stay that until he a.) retires or b.) doesn't get resigned.

You can only name a FP before restricted free agency and if he is no UFA.

The FP has to have a min. rating of 70 OV (75 OV for goalies).

Only players that are with the team for 6 or more straight seasons can be named a FP. OR the team has drafted the player and he is at least 3 seasons with the team and never changed teams.

A FP can never get send down to the farm or be put on waivers.

A FP has a no trade clause, so you can't move him.

A FP has to get a minimum contract of 4 years.

7.2 SIGNING DEADLINES

Prospects

You can sign them at any time from the prospect signings at the beginning of the season until the trade deadline.

RFA's

You need to sign your RFA during the RFA period in the offseason. If you chose not to sign them, they will become UFA right after the RFA period is over.

UFA's

UFA can be signed starting from the UFA period till the trade deadline.

Coaches

Coaches can be signed starting from the UFA period till the trade deadline.

7.3 RETIREMENT

All contracts will be honoured. They will be paid out even if the player retires.

If a player dies, or has a career ending injury, the contract will be voided.

A player will retire once we don't use the ratings anymore from the season he last played in.

7.4 EXTENSIONS

Every team can sign one upcoming UFA per season to a 1 year extension at NHL salary + 10%, regardless if you traded for him or he was on your team all season. This can only be done once. The next season he will become a UFA.

A UFA signed to a one-year extension is not eligible to become a franchise player.

8. SALARY CAP AND FINANCE SYSTEM

There is a \$57 million salary cap in the UHL.

UHL teams may not have any more than 50 players under contract

The salary cap contains of the pro team salary, the farm team salary, the pro team coach salary and the farm team coach salary. Plus all released players and coaches.

Trading cap space / taking over salary from a player is no longer allowed from the start of season 13.

8.1 SALARY CAP VIOLATION

If a team is over the cap for longer than 1 game day there will be 3 levels of punishment

1. Their best player will be suspended till the team is under the cap again.

2. If after 5 game days the team is still over the cap, the 2nd best player will be suspended till the team is under the cap again.

3. If after 10 game days the team is still over the cap, the 3rd best player will be suspended till the team is under the cap again

8.2 SALARY CAP EXCEPTION

During UFA a team may bid over the salary cap by a max of 2.5 million. However, at the start of the season the team must be under the cap again.

9. FREE AGENCY

There are 2 types of free agents in the UHL. A restricted free agent (RFA) and an unrestricted free agent (UFA).

Players become UFA's once they turn 27 and their contract is up.

If the player clears waivers, than any restricted option is removed and the player automatically becomes an unrestricted free agent.

9.1 RESTRICTED FREE AGENTS

This are players who's rights belong to their team.

RFA's will be signed after their current NHL contract. if they don't have one they will be signed after the rating scale.

If RFA players don't get signed during the RFA signing period, they will automatically become UFA's.

9.2 UNRESTRICTED FREE AGENTS

A player becomes an unrestricted free agent when their contract comes to a close and the player is of 27 years of age or older.

UFA player will be bid on through the interface on the website, starting with 50% their NHL salary. If they don't have a NHL contract it will start at the contract minimum.

This is changed to 25% as soon as the season starts. So inseason free agency starts a 25% of a player NHL salary

No contract can be longer than five years.

The bidding will last until the player receives an offer that has not bid outbid in 48 hours (2 days). If the bidding takes to long the commissioner will announce a time for a live bidding session.

The bid raising increments must be a minimum of \$100,000.

The player will always take the larger money amount. Example: Team A offers Player Smith a 1 year - 7 million dollar deal -- Team B offers Smith a 2 million dollar deal for 4 years. Team B wins.

A team can not bid more than 2.5 million over their cap (57 million). So no higher than a total of 59.5 million in salary. All bids over this amount will be cancelled.

9.3 RFA SCALE

RFA scale for signing players who do not have an NHL contract.

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

9.4 ROOKIE SCALE

All rookies can be signed to a max of 2 years at the following salary. Even if they have a rating, they will be signed after the rookie scale.

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 will be done through the trade interface on the UHL website.

In the UHL, like in almost every other fantasy and professional league, trading is one of the most important and fun aspects of the game.

In the UHL you may trade Draft Picks and Players.

There is no limit to how many players you can trade for how many. You may trade 6 for 1 and so on. But trades will be looked over by the trade committee so no rip-offs or cheating can happen.

10.1 TRADING DEADLINE

The trading deadline of the season is the 70th game of the season.

No trades may occur between the 70th game, as of the day played, 11:59pm, and the beginning of the off-season, which occurs immediately following the conclusion of the Championship series.

11. ENTRY DRAFT

The UHL has a yearly entry draft where teams may draft any player not currently in the UHL.

Players who were not drafted in the previous draft, nor signed as FA's, are eligible if they still fall within the age requirements.

The UHL's Entry Draft is held in the off-season of the season in which the NHL holds their Entry Draft. If the UHL is in the middle of a season when the NHL has their draft, the UHL will hold theirs in the off-season.

The UHL Entry Draft will last seven (7) rounds.

Teams may NOT pass up selections, although they are not required to actually sign the players.

Player's not selected in the UHL Entry Draft and not retaining eligibility for future drafts, are able to be signed as UFA's following the completion of the Draft.

Any player who is between the ages of 18 and 20 is eligible to be drafted. The key date is the day of the NHL Draft.

11.1 DRAFT ORDER

The UHL's draft order is decided by the last year rankings.

The worst team will pick first and so on.

The UHL champion picks last. Non-playoff teams will pick before playoff teams, no matter of the record.

If there have been two seasons played between the last and the current draft, a combined standings will decide the draft order.

The UHL champions with the best record will pick last, the UHL champion (if it is a different one) with the worse record will pick 2nd last.

Teams with 2 playoffs will pick later than teams with one playoff, no matter of the record.

11.2 DRAFT LOTTERY

We will be using the NHL Lottery system, modified a bit since they have 14 teams in their lottery and we have 12.

Each team will be assigned numbers based on a range of 1 to 1000.

No team can move up more than 4 spots (so no one from 6th to 12th will get the #1 pick).

We will use a random number generator with the above number range, and choose one number.

Position	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 is considered on the waiver wire for a period of 2 game days, beginning the day when the player was sent down.

A player can be claimed by any team in the league, with the announcement of being claimed being sent to the sim guy (John Goegel).

The team with the lowest waiver ranking in the UHL that claims the player gets the rights to the player.

If a player is placed on waivers, it will be listed on the UHL webpage.

A player who is to be delegated to the minors who is not waiver-exempt must clear waivers before being sent down.

Any player at the age of 23 or below may be freely transacted between the pro team, and the minor league team.

13. ALL STAR GAME

In the middle of the season we will have an World vs. Canada All Star Game.

The players for the all star game will be voted on by the GM's.

14. AWARDS

The UHL will have seasonal awards much like the NHL, including all NHL awards. These awards will be voted upon by the UHL GM's (if not set by stats).

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

Team name changes will no longer be allowed in the UHL starting from season 10. This is done to keep the history of the teams. This goes for the nicknames of the teams. It is however no problem to move a team to another city if really wanted. There is one exception to this rule. GM's who are in the UHL for 3+ seasons may request a name change.