

Ultimate Hockey League

Updated June 30th 2019

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1. INTRODUCTION

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

The UHL commissioners are Michael Koval and Sebastian Horn.

2. PHILOSOPHY

The UHL is a fantasy hockey league and thus is meant to be fun, however the league won't run itself and thus work is required to make it happen. While the league commissioners will perform most of the work, team owners must be willing to help 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) (<http://sths.simont.info/>).

The UHL consists of twenty-eight teams.

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

The Conferences are the World Conference (Europe and Atlantic Divisions) and the Canadian Conference (Canadian and Southern Ontario 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 registered on the Slack message board:
<https://ultimatehockeyleague.slack.com>

The league is not currently using a mailing list.

5. TEAM ROSTERS

Each team 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 roster must consist of at least 9 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/Download_En.php

STHS will automatically adjust rosters 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 owner 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). For example if a player's NHL salary is \$3 million, then during the season their minimum UFA salary is 25% of that (\$625,000), so they would be signed at double the minimum (\$1.5 million). 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 have the highest overall rating, subject to the restrictions identified in Section 5.1.

The maximum number of signed players is 50.

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

5.1 FARM ROSTER

Players on the Farm team (including goalies) must have an overall rating of 71 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.

Neither the Motivation nor Potential ratings are used to influence performance.

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 - even strength forward lines
- Defense - even strength defensemen lines
- PP - power play lines
- 4vs4 - 4 on 4 lines
- PK4 - 4 man penalty killing lines
- PK3 - 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

The STHS Client will ask to 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, but will be eligible for the playoffs.

6. COACHES

Coaches 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 \$900,000 (double the minimum salary).

7. RIGHTS AND CONTRACTS

As explained in Section 5.1, some players are eligible to play on the Farm team while others are not.

A Farm-eligible player is on a two-way contract, such that on the Pro team they will receive 100% of their salary, while on the Farm team they will receive 10% of their salary.

Players not eligible to play on the Farm team are on a one-way contract such that they will receive 100% of their salary on the Pro team.

The minimum salary is \$450,000.

The maximum contract length is three seasons.

All prospects selected in the UHL Amateur Draft must be signed within two seasons, otherwise they become UFA. For example a player taken in the 2018 UHL Draft must be signed prior to the 2020 UHL season, otherwise they will be released and made eligible in future UFA periods..

Prospects cannot play in the UHL until they are signed to an entry level contract (see Section 9.4).

7.1 PLAYER AGE

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

For example UHL Season 38 will be based upon the 2018-19 NHL season, and thus a player's age for UHL Season 38 will be their age on their birthday in 2019. Therefore a player born in 1992 will be 27 years old in UHL Season 38.

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, which must be signed during the RFA period.

An FP cannot be traded, unless under extenuating circumstances and with permission granted by both of the league commissioners.

FP salary is NHL salary (see Section 9.1) plus 10%. For example if the FP's NHL salary is \$4 million then their UHL 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:

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1. Minimum overall rating of 70 for skaters, 75 for goalies.
2. 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.

If a team chooses not to renew an FP contract then depending on their age, the player will become either an RFA or UFA (see Section 9).

7.3 SIGNING DEADLINES

The UHL Offseason consists of the UHL Draft, RFA period, and UFA period.

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

The RFA period precedes the UFA period.

RFAs can only be signed during the RFA period (see Section 9.2).

RFAs not signed during the RFA period will become UFAs.

UFA extensions can be signed during the RFA period (see Section 7.5).

UFAs can be signed starting in the UFA period, up until the trade deadline (see Section 9.3).

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 they have a) retired as the result of a major injury (at the discretion of the league commissioners), or b) an FP contract (see Section 7.2),

7.5 UFA EXTENSION

Prior to the UFA period, each team can sign one UFA on their roster 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 salary cap for UHL Season 38 is \$71 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 at 100% of salary
- Farm team players at 10% of salary
- Pro and Farm team coaches at 100% of salary
- Released players at 100% of salary
- Retired players at 100% of salary

To determine a player's salary for UHL season 38, we refer to that player's 2018-19 NHL Cap Hit which can be found at <https://www.capfriendly.com/>

Teams that have exceeded the salary cap will be notified by the league commissioner and given one calendar week to bring their payroll below the salary cap. Failure to do so will result in the player with the highest Overall rating being suspended until the team has brought their payroll below salary cap.

An exception is during the UFA period when a team may make UFA offers up to \$2.5 million above the salary cap, which for UHL Season 38 would be \$71 million + \$2.5 million = \$73.5 million. Payrolls must be below salary cap by the first game 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: restricted (RFA) and unrestricted (UFA).

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

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

The chart below shows for each UHL season (36-39), the year by which a player's age is calculated (2017-2020), and the player's corresponding age based on their birth year (1991-1994):

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

So for example, a player born in 1993 with a contract expiring after Season 37 will be an RFA when signing a contract for Season 38, given that they will be 26 years old at that time. On the other hand if a player born in 1993 has a contract expiring after Season 38, then they will be UFA when signing a contract for Season 39 because they will be 27 years old at that time.

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
36	2017	26	25	24
37	2017	26	25	24
38	2018	27	26	25
39	2018	27	26	25

For example, under the previous setup a player born in 1991 with a contract expiring after 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 after Season 36 would be 27 years old and thus a UFA the following season (Season 37).

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Therefore, the following players qualify for the exemption and can be re-signed as RFAs:

Players born in 1991 when signing a contract starting in Season 37.
Players born in 1992 when signing a contract starting in Season 38.
Players born in 1993 when signing a contract starting in Season 39.

It is the responsibility of the team owner to notify a league commissioner when re-signing a player in this situation.

9.2 RESTRICTED FREE AGENTS (RFA)

Instructions can be found in Appendix 2.

Maximum contract length is three seasons.

UHL Season 38 RFA salary is the same as the 2018-19 NHL salary (Cap Hit) found at <https://www.capfriendly.com/>

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

Skaters/Goalies

Player Rating	Contract
0-56	\$450,000
57-58	\$475,000
59-60	\$500,000
61	\$525,000
62	\$550,000
63	\$575,000
64	\$600,000
65	\$625,000
66	\$650,000
67	\$700,000
68	\$750,000
69	\$800,000
70	\$850,000
71	\$900,000
72	\$1,000,000
73	\$1,150,000
74	\$1,350,000
75	\$1,600,000
76	\$2,000,000

9.3 UNRESTRICTED FREE AGENTS (UFA)

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.

Following the first game of the UHL season, the starting bid drops to 25% of their NHL salary.

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

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

A new bid must have a total salary at least \$100,000 higher than the highest bid. For example with a highest bid of two seasons at \$1 million per season for a total of \$2 million, a new bid must be at least \$2.1 million in total, which can be one season at \$2.1 million per season, two seasons at \$1.05 million per season, or three seasons at \$700,000 per season.

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

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 a league announcement will be made asking that final bids be submitted within 48 hours.

During the UFA period a team can place bids up to \$2.5 million over the cap (\$71 million), and thus a maximum of \$73.5 million. Bids that exceed this amount will be cancelled.

9.4 PROSPECT SCALE

Instructions can be found in Appendix 3.

Prospects can be signed to an entry level contract for one or two seasons, at a salary determined by the Prospect Scale below, regardless of whether they have an NHL contract. "Round" refers to the round they were drafted in the UHL Draft.

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.

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).

10.1 Trade Committee

The trade committee consists of three GMs plus two more as the first and second backup. The members are voted on by the GMs before the start of each season. Any GM in the league can stand as candidate. GMs standing as candidates should be able to provide a certain responsiveness. Every GM has three votes and the three candidates who receive the highest number of votes become members of the Trade Committee, with the fourth and fifth becoming the first and second backups.

The Trade Committee shall review all trades with regard to their fairness. The goal is to prevent trades that are too one-sided, where a team's return is significantly below what could be expected thus clearly impeding the positive development of a franchise. This is particularly

important in cases where the trade happened without the assets being advertised to other GMs before.

Two of the three members of the Trade Committee have to approve a trade for it to proceed. A member cannot approve a trade in which his own team is involved.

The backup members replace original members in the following cases: 1. one or two of the original members is involved in the trade. 2. at least one of the original members is on a planned leave.

If a trade is rejected, the Trade Committee shall define one or more assets that were part of the deal as core assets. These assets can only be traded to the original trade partner after they have been clearly advertised as 'available' on the #tradetalk Slack channel for a suitable amount of time.

11. ENTRY DRAFT

The UHL Amateur Draft consists of seven rounds, 28 picks per round, for a total of 196 picks.

Teams must make a selection with each of their picks (i.e. teams may not forfeit a pick).

Draft eligible players are between the ages of 18 and 20 (North American born) or 21 (rest of the world) on September 15th of the of the respective Draft year. For a better overview see the following table regarding eligibility:

Draft Year	born on or after (not in North America)	born on or after (in North America)	born on or before
2020	Sep 16 th 1998	Sep 16 th 1999	Sep 15 th 2002
2021	Sep 16 th 1999	Sep 16 th 2000	Sep 15 th 2003
2022	Sep 16 th 2000	Sep 16 th 2001	Sep 15 th 2004
2023	Sep 16 th 2001	Sep 16 th 2002	Sep 15 th 2005
2024	Sep 16 th 2002	Sep 16 th 2003	Sep 15 th 2006

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, in the reverse order of their position in the regular season ranking (i.e. from lowest to highest ranking). The winner of the UHL playoffs will pick last (28th overall) while the 1st, 2nd and 3rd overall pick will be determined by a draft lottery. Draft order is the same in each round.

11.2 DRAFT LOTTERY

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).

There are three draws. For the first draw, the output of a random number generator will provide a number within 1 and 1000. The team that number was assigned to will get the 1st

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overall pick in the draft. A second and third draws consequently determine the owners of the 2nd and 3rd overall draft picks.

After the first and second draw, the winning team is removed from the pool, and the numbers are redistributed among the remaining teams in such a way that the size of each team's batch remains the same. The pool of numbers to be drawn from is reduced accordingly.

Ranking	Percentage
28th	18.5%
27th	15.0%
26th	13.0%
25th	10.5%
24th	9.0%
23rd	7.5%
22nd	6.5%
21st	6.0%
20th	5.0%
19th	3.5%
18th	3.0%
17th	2.5%

12. WAIVERS

A player can be placed on waivers for the purpose of being either a) released from the team or b) assigned to the Farm team.

The contract of a player that clears waivers and is released, will continue to count toward the team's payroll.

Farm-eligible players aged 25 or older must clear waivers before being assigned to the Farm team.

Exempt from waivers are Farm-eligible players under the age of 25.

A player will be on waivers for the period of 48 hours after an announcement is made 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 lowest overall ranking in the league will be awarded the waived player.

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)

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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:

38 RFA and UFA periods: December 2019
38 Regular Season: January – June 2020
38 Playoffs: July 2020

2020 UHL Draft: August 2020

39 RFA and UFA periods: September 2020
39 Regular Season: start October 2020

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

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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