

# Ultimate Hockey League

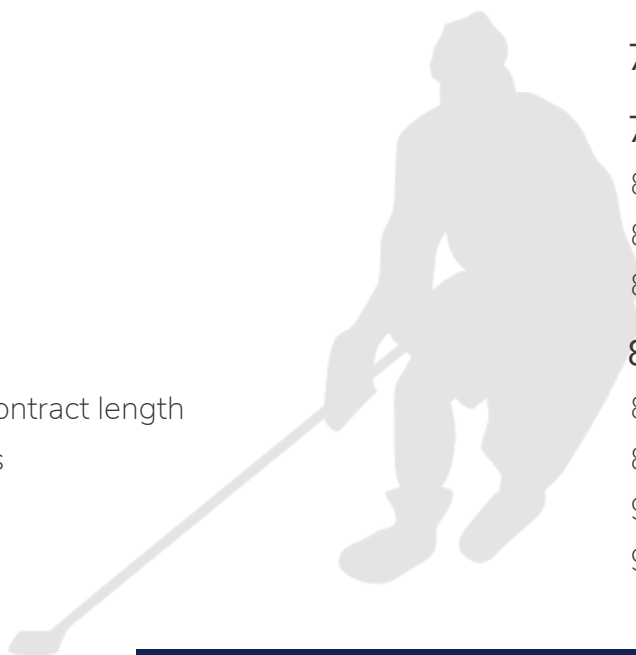
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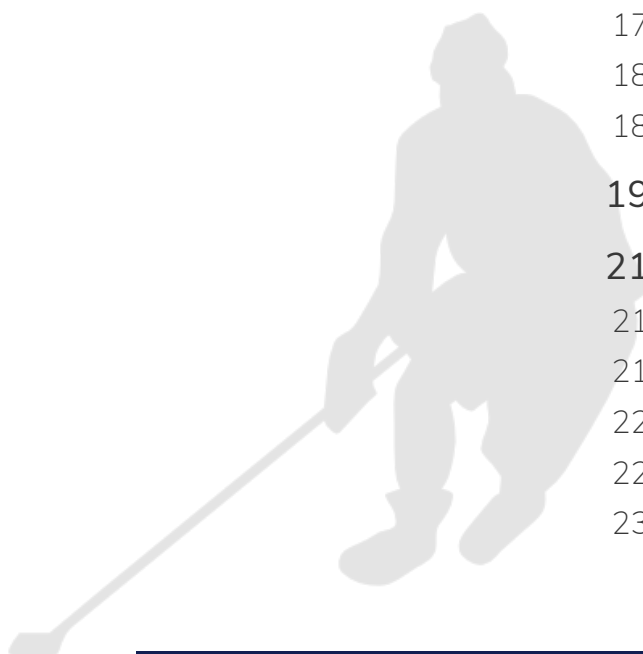
## Ultimate Hockey League Rules

Updated December 8<sup>th</sup> 2020

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# 1. GENERAL

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

The UHL commissioners are Michael Koval and Sebastian Horn.

## 1.1. 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.

## 1.2. 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) ([sths.simont.info](https://sths.simont.info)), with the simulation engine version 2.1.

Rosters can be set using the STHS Client which can be downloaded here:

[sths.simont.info/Download\\_En.php](https://sths.simont.info/Download_En.php)

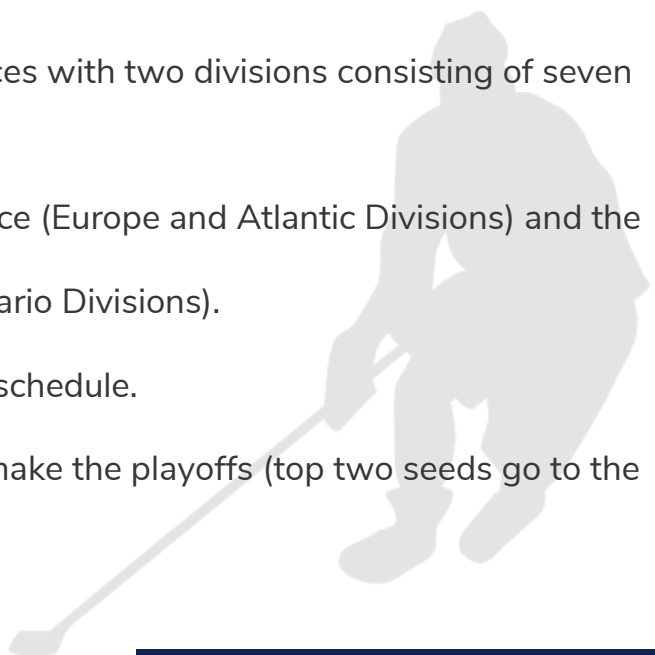
The UHL consists of twenty-eight teams.

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 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).



### **1.3. SLACK**

All team owners must be registered on the Slack message board:

[ultimatehockeyleague.slack.com](https://ultimatehockeyleague.slack.com)

### **1.4. TEAM NAME CHANGES**

For purposes of tracking team histories, pro team name changes are only allowed to GMs who have been in the league for at least five consecutive seasons. Pro team cities can be changed during off season, if the relocation is possible within the league's divisional alignment.

Farm team names and cities, on the other hand, can be changed during any off season.

## **2. ROSTERS AND PLAYERS**

### **2.1. CONTRACT RESTRICTIONS**

Each team is required to have a minimum of 45 players signed, among them at least 6 goaltenders and 16 defensemen.

The maximum number of signed players is 55.

### **2.2. ROSTER RESTRICTIONS**

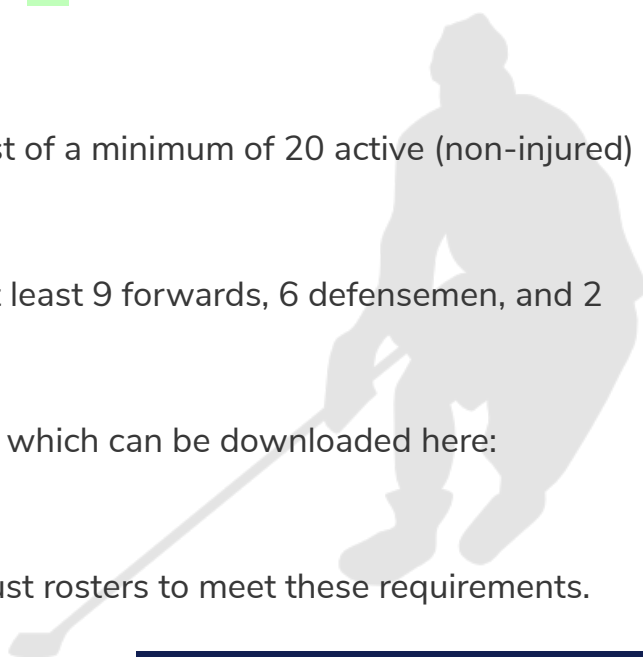
The pro and farm roster each must consist of a minimum of 20 active (non-injured) players.

Each pro or farm roster must consist of at least 9 forwards, 6 defensemen, and 2 goaltenders.

Rosters can be set using the STHS Client which can be downloaded here:

[sths.simont.info/Download\\_En.php](https://sths.simont.info/Download_En.php)

If necessary, STHS will automatically adjust rosters to meet these requirements.



If there are insufficient players on the team to meet these requirements and subsequently games cannot be simulated, the league commissioner will sign an appropriate player on behalf of the team, for one season at double the player's minimum UFA salary. The player signed by the commissioner will be the one with the highest overall rating for the required position.

### **2.3. 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.

Motivation, Potential, Leadership and Experience are switched off and do not have any effect on simulation results.

More information on the new 2.1 engine ratings can be found here:

[www.ultimatehockeyleague.net/ratingsExplained.pdf](http://www.ultimatehockeyleague.net/ratingsExplained.pdf)

### **2.4. POSITION CHANGES**

At the beginning of a season, all player positions are based on data from [eliteprospects.com](http://eliteprospects.com). A player position change may be requested if the player is listed at that position on any of these sites:

[NHL.com](http://NHL.com), [NHLPA.com](http://NHLPA.com), [hockeydb.com](http://hockeydb.com), [eliteprospects.com](http://eliteprospects.com)

### **2.5. LINES**

Lines can be made with the STHS Client 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.

## 2.6. GOALIE RULE

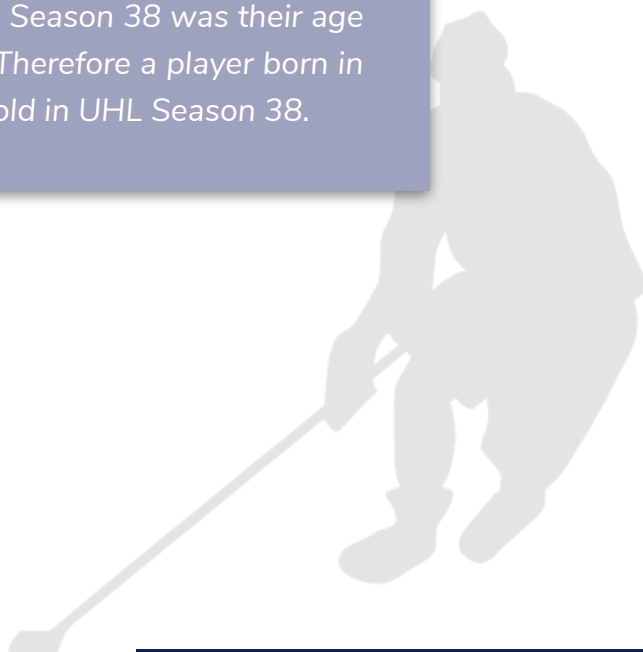
A goaltender may not play in more than **66** regular season games. After 66 games played they will be suspended for the remainder of the regular season, but will be eligible for the playoffs.

## 2.7. PLAYER AGE

**Up to and including Season 38**, 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 was based upon the 2018-19 NHL season, and thus a player's age for UHL Season 38 was their age on Dec 31st, 2019. Therefore a player born in 1992 was 27 years old in UHL Season 38.*



**Starting Season 39**, a player's age is calculated based on their age at the end (June 30th) of the NHL season on which that UHL season is based upon.



*For example a player born in March 1995 will be 26 years old in Season 40, whereas a player born in October 1995 will only be 25 years old in the same season.*

All of the above does not apply to the UHL Amateur Draft, for which a player's true age (Day/Month/Year).

### **3. COACHES**

A coach must be signed for both the pro and farm team.

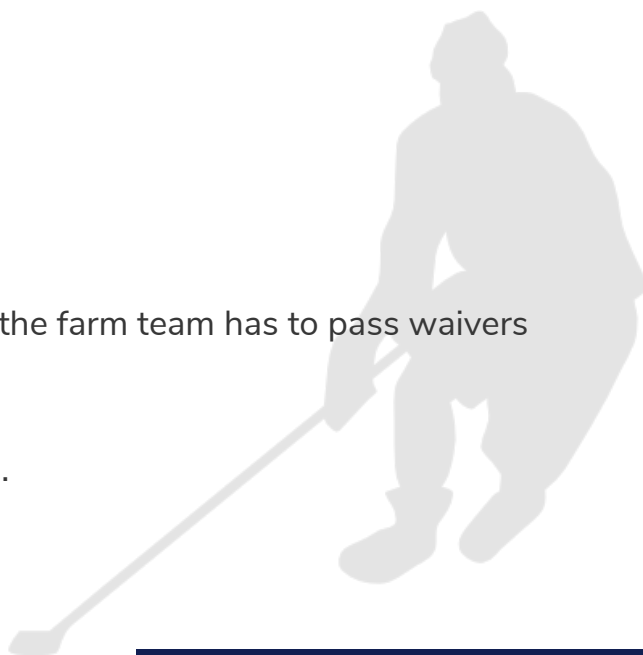
The minimum offer for a coach is \$450,000 per season with a maximum length of three seasons. The bidding rules are the same as for Unrestricted Free Agents.

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).

### **4. WAIVERS**

Any player who is intended to be sent to the farm team has to pass waivers (exemptions below).

A player is on waivers for two game days.



#### **4.1. WAIVER CLAIMS**

Players on waivers can be claimed by other teams. If more than one team want to claim a player, the priority is determined by the reverse regular season standings.

#### **4.2. EXEMPTIONS**

If the player is intended to be sent to the farm, the following players do not have to be sent on waivers:

- All players 23 and younger
- Rookies

#### **4.3. ROOKIE DEFINITION**

A rookie is any player 26 years old or younger who has never played more than 16 pro games in a single UHL season.

### **5. RIGHTS AND CONTRACTS**

#### **5.1. MINIMUM SALARY AND MAXIMUM CONTRACT LENGTH**

The minimum salary is \$450,000.

The maximum contract length is three seasons.

#### **5.2. ONE-WAY AND TWO-WAY CONTRACTS**

When on the farm team, players on a **two-way** contract will have their salary reduced to 10% of the original salary.

Players on a **one-way** contract on the farm team have the same salary as on the pro team.





As a transition rule all existing contracts of players with a salary of \$1,500,000 or more are set to be one-way, all other contracts to be two-way at the beginning of the season 39 off-season.

### 5.3. NO TRADE CLAUSES

Players with no trade clauses cannot be traded. No trade clauses will be removed before the contract's final season.

### 5.4. PROSPECT SIGNINGS

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 (Season 39), otherwise they will be released and made eligible in future UFA periods..

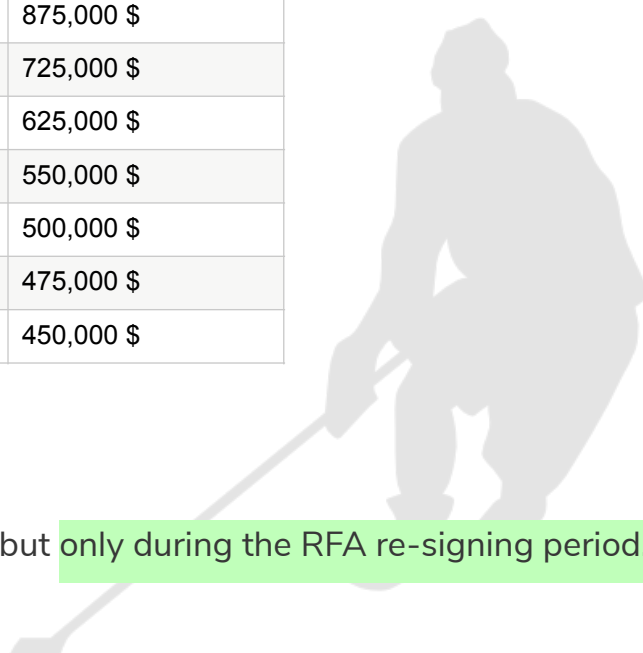
Prospects cannot play in the UHL or the farm team until they are signed to a contract.

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 \$

### 5.5. BUYOUTS

Any player's contract can be bought out, but only during the RFA re-signing period.



The player is removed from the team and becomes an Unrestricted Free Agent.

The player's salary is spread out over double the remaining contract years.



Example: A player has a contract with two years remaining with 1.5 million annual salary. If he is bought out, the remaining salary of 3 million ( $1.5\text{m} \times 2$  years) is spread out over twice the remaining length of the contract (4 years), so the cap hit is 750k ( $3\text{m} / 4$  years) for the next four years.

## 5.6. RETIREMENT

A retired player's contract will be honored 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),

## 6. SALARY CAP

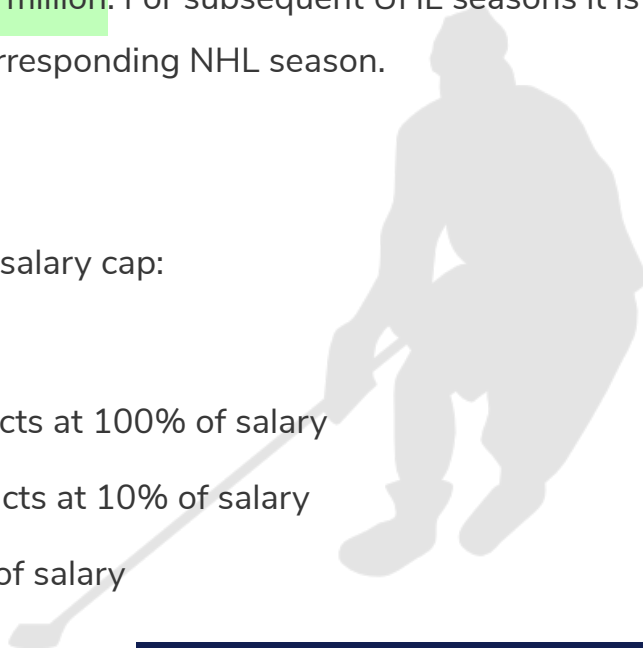
### 6.1. CAP SIZE

The salary cap for UHL Season 39 is \$79 million. For subsequent UHL seasons it is the same as the NHL salary cap in the corresponding NHL season.

### 6.2. RELEVANT CONTRACTS

The following salaries count towards the salary cap:

- Pro team players at 100% of salary
- Farm team players on one-way contracts at 100% of salary
- Farm team players on two-way contracts at 10% of salary
- Pro and Farm team coaches at 100% of salary



- Released players at the cap hit laid out above.
- Retired players at 100% of salary

### 6.3. LONG TERM INJURIES

If a player's condition falls below 70, his salary does not count against the salary cap until recovered to a condition value of 95 or higher.

### 6.4. EXCEEDING THE CAP

During off- and pre-season, teams may exceed the salary cap by up to 10%.

The payroll has to be below the salary cap before the first regular season games are played. Teams that exceed the salary cap at this point will have their best player (OV) suspended for 6 games.

During the season, the simulator calculates the daily cap hit of all players and projects if with the current roster the team will stay under the salary cap or not. Basically a team can ,save' cap space earlier in the season, and ,spend' it later.



*For example if during the first half of the season a team is 3 million below the salary cap, has the cap space to pay a 6 million player (for example acquired via trade) during the second half of the season. For detailed numbers refer to the team salary page (,'Projected Cap Space') and the player report page (,'Remaining Cap Hit').*

At no point after the trade deadline are teams allowed to project to be above the salary cap at the end of the season. If they do, their best player will be suspended until the issue is resolved.



## 7. RESTRICTED FREE AGENCY

### 7.1. DEFINITION

When a player's contract expires at the end of the season in which they are 26 years or younger, then they will be an RFA in the following season (in which they will be 27 years or younger). See below for a table with examples.

All players born...	will be RFA last after season...
on or before December 31, 1992	37
on or before June 30, 1993	38
on or before June 30, 1994	39
on or before June 30, 1995	40
on or before June 30, 1996	41
on or before June 30, 1997	42
on or before June 30, 1998	43
on or before June 30, 1999	44

### 7.2. RE-SIGNING RFAS

Restricted Free Agents can be re-signed to one, two or three year contracts. The salary will be the player's NHL cap hit of the corresponding season as found on [www.capfriendly.com](http://www.capfriendly.com).

### 7.3. RFA RATING SCALE

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

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

#### 7.4. ONE-WAY AND TWO-WAY

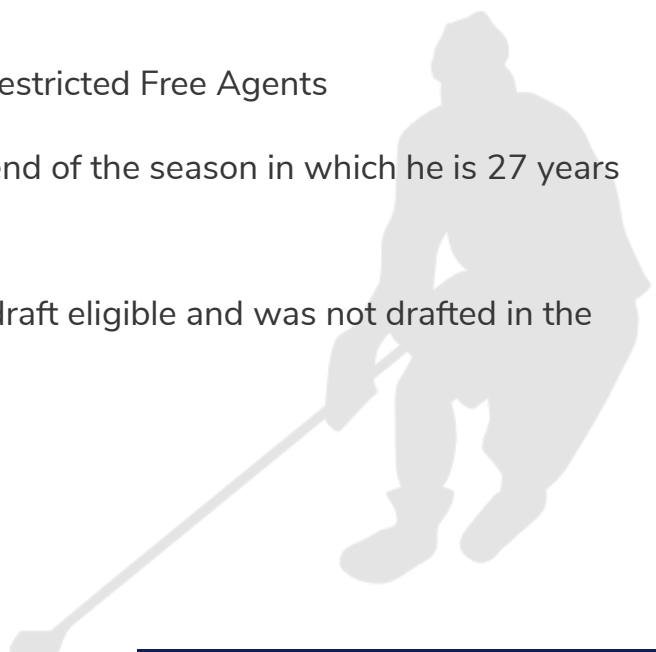
Contracts with a salary of \$1,500,000 or more are one-way contracts. Contracts with a a salary less than \$1,500,000 are two-way contracts.

## 8. UNRESTRICTED FREE AGENCY

### 8.1. DEFINITION

The following players are considered Unrestricted Free Agents

- A player who's contract expires at the end of the season in which he is 27 years or older
- Any unsigned player who is no longer draft eligible and was not drafted in the last two seasons.
- Any player bought out of his contract



All players born...	...will be UFA after season...
on or before December 31, 1992	38
on or before June 30, 1993	39
on or before June 30, 1994	40
on or before June 30, 1995	41
on or before June 30, 1996	42
on or before June 30, 1997	43
on or before June 30, 1998	44
on or before June 30, 1999	45

## 8.2. FRANCHISE PLAYER

Every team is allowed to name maximum one Franchise Player (FP) who can be re-signed as a UFA to a three year contract with a no trade clause at a salary of the NHL cap hit plus 10%.

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

The player named the FP must have played a minimum of 60 games on the same Pro team naming him FP for at least 4 consecutive seasons (30 games per season for goalies).

## 8.3. UFA EXTENSION OPTION

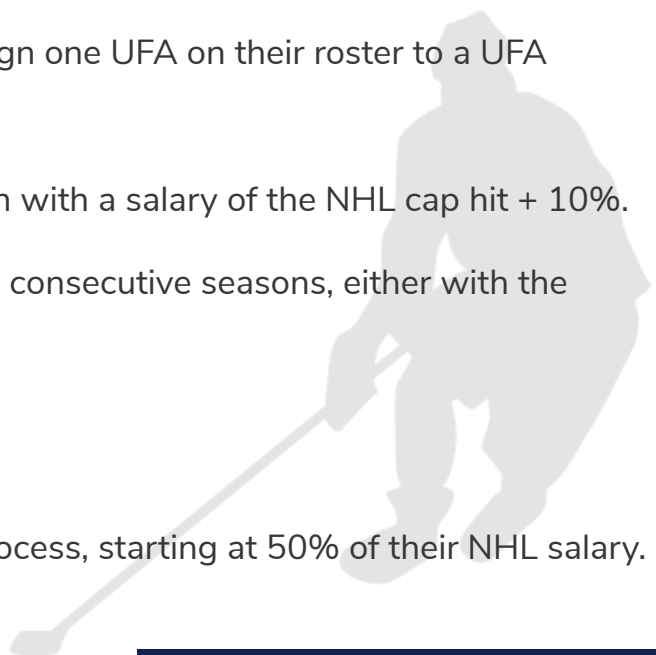
Prior to the UFA period, each team can sign one UFA on their roster to a UFA extension.

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

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

## 8.4. UFA BIDDING

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.

After the first team played its 20th game of the season, the starting bid drops to the UHL minimum salary of \$450,000.

NHL salary is the Cap Hit for the relevant season found at [www.capfriendly.com](http://www.capfriendly.com).

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

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.

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.*

*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.

## 9. TRADES

### 9.1. GENERAL

Trades can include players, prospects, draft picks and conditional draft picks. Cap space and player salaries cannot be traded.

## 9.2. TRADE DEADLINE

The trade deadline is the date when 85% of regular season games are played. Following the trade deadline, no trades may be made until the end of the playoffs (i.e. when the Offseason begins).

## 9.3. TRADE COMMITTEE

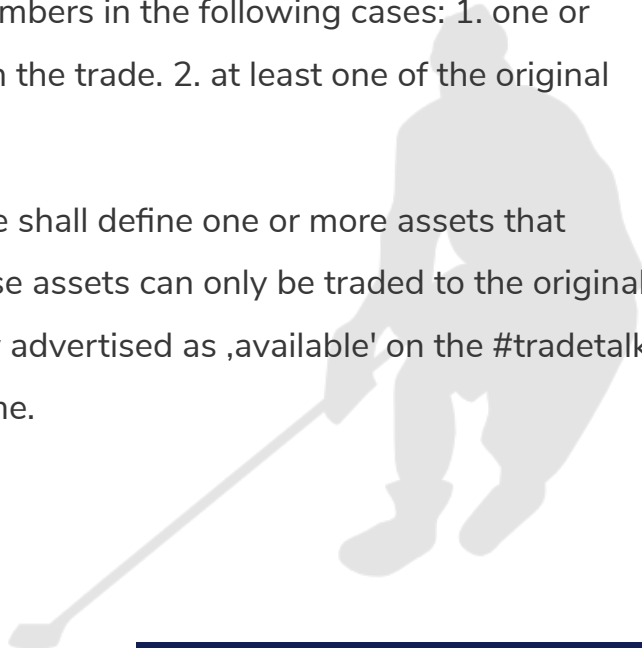
The trade committee consists of three GMs plus two more as the first and second backup. The members are voted on by the GMs before the start of each season. Any GM in the league can stand as candidate. GMs standing as candidates should be able to provide a certain responsiveness. Every GM has three votes 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.





## 10. DEADLINES

The RFA period precedes the UFA period.

RFAs can only be signed during the RFA period. RFAs not signed during the RFA period will become UFAs.

UFA 100% extensions can be signed during the RFA period.

UFA one year extensions can be signed during the RFA period.

Prospects can be signed at any time between the start of the RFA period and the trade deadline.

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.

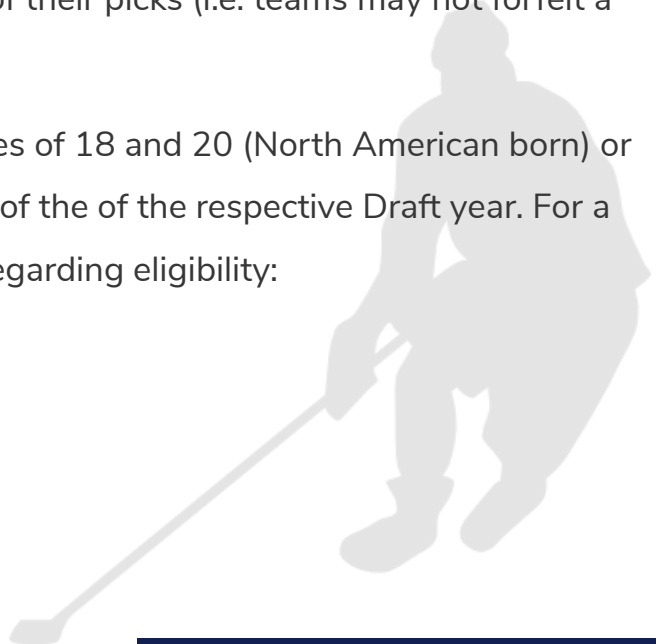
## 11. ENTRY DRAFT

### 11.1. GENERAL

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 15<sup>th</sup> 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 <sup>th</sup> 1998	Sep 16 <sup>th</sup> 1999	Sep 15 <sup>th</sup> 2002
2021	Sep 16 <sup>th</sup> 1999	Sep 16 <sup>th</sup> 2000	Sep 15 <sup>th</sup> 2003
2022	Sep 16 <sup>th</sup> 2000	Sep 16 <sup>th</sup> 2001	Sep 15 <sup>th</sup> 2004
2023	Sep 16 <sup>th</sup> 2001	Sep 16 <sup>th</sup> 2002	Sep 15 <sup>th</sup> 2005
2024	Sep 16 <sup>th</sup> 2002	Sep 16 <sup>th</sup> 2003	Sep 15 <sup>th</sup> 2006

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.

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.

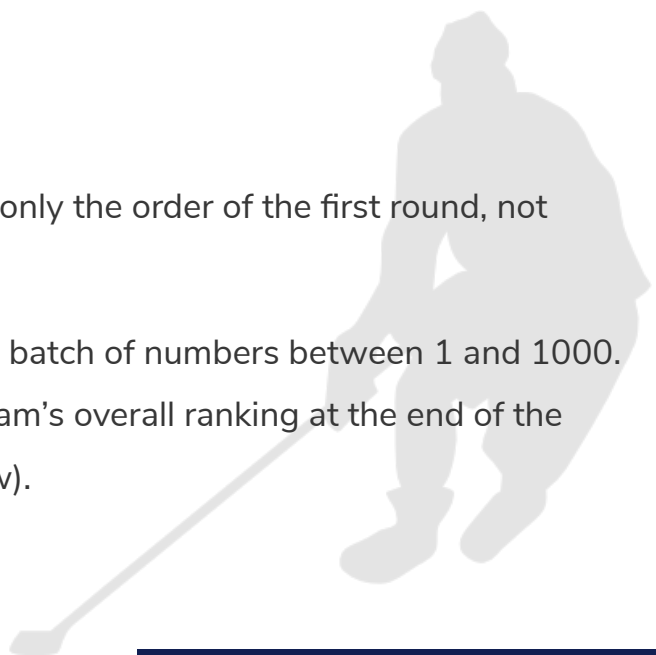
## 11.2. DRAFT ORDER

UHL Draft order is determined by the 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 (28<sup>th</sup> overall). The 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> overall pick will be determined by a draft lottery.

## 11.3. DRAFT LOTTERY

The results of the draft lottery determine only the order of the first round, not subsequent rounds.

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 1<sup>st</sup> overall pick in the draft. A second and third draws consequently determine the owners of the 2<sup>nd</sup> and 3<sup>rd</sup> 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 %
26th	13 %
25th	10.5%
24th	9 %
23rd	7.5%
22nd	6.5%
21st	6 %
20th	5 %
19th	3.5%
18th	3 %
17th	2.5%

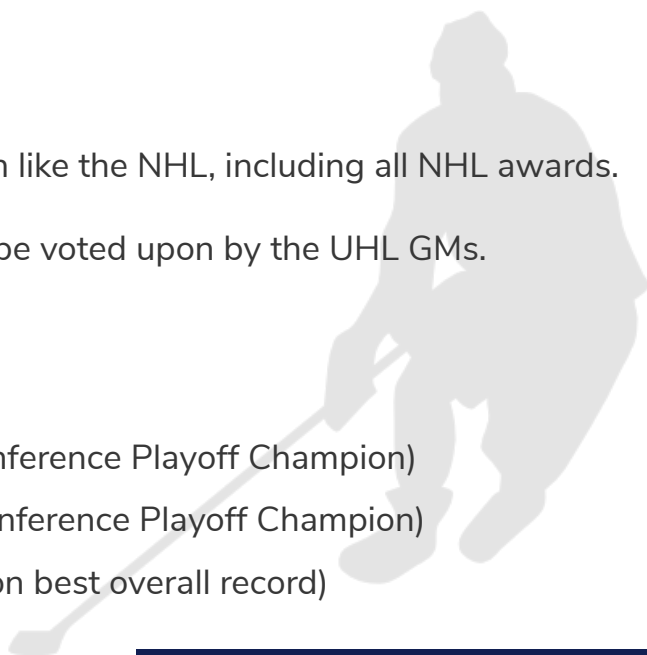
## 12. AWARDS

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)



# APPENDIX 1: STHS ABBREVIATIONS

## SKATER RATING CATEGORIES

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

## SKATER STATISTICS

GP = Games Played	SHT% = Shooting Percentage
G = Goals	SB = Shots Blocked
A = Assists	MP = Minutes Played
P = Points	AMG = Average Minutes Played per Game
+/- = Plus/Minus	PPG = Power Play Goals
PIM = Penalty Minutes	PPA = Power Play Assists
PIM5 = Penalty Minutes for Major Penalty	PPP = Power Play Points
HIT = Hits	PPS = Power Play Shots
HTT = Hit Received	PPM = Power Play Minutes Played
SHT = Shots	PKG = Penalty Kill Goals
OSB = Own Shots Block by others players	PKA = Penalty Kill Assists
OSM = Own Shots Miss the net	PKP = Penalty Kill Points
	PKS = Penalty Kill Shots



PKM = Penalty Kill Minutes Played

FW = Fight Won

GW = Game Winning Goals

FL = Fight Lost

GT = Game Tying Goals

FT = Fight Ties

FO% = Face off Percentage

GS = Current Goal Scoring Streak

FOT = Face offs Taken

PS = Current Point Scoring Steak

GA = Give Aways

WG = Current Goal Scoring Slump

TA = Take Aways

WP = Current Point Scoring Slump

EG = Empty Net Goals

S1 = Number of time players was star #1 in a game

HT = Hat Tricks

S2 = Number of time players was star #2 in a game

P/20 = Points per 20 Minutes

PSG = Penalty Shot Goals

S3 = Number of time players was star #3 in a game

PSS = Penalty Shots Taken

## GOALIE RATING CATEGORIES

SK = Skating

RB = Rebound Control

EX = Experience

DU = Durability

SC = Style Control

LD = Leadership

ST = Strength

HS = Hand Speed

MO = Morale

EN = Endurance

RT = Reaction Time

PO = Potential

SZ = Size

PH = Puck Control

OV = Overall

AG = Agility

PS = Penalty Shot

## GOALIE STATISTICS

GP = Games Played

OTL = Overtime Losses

W = Wins

PCT = Save Percentage

L = Losses

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

