

# Ultimate Hockey League

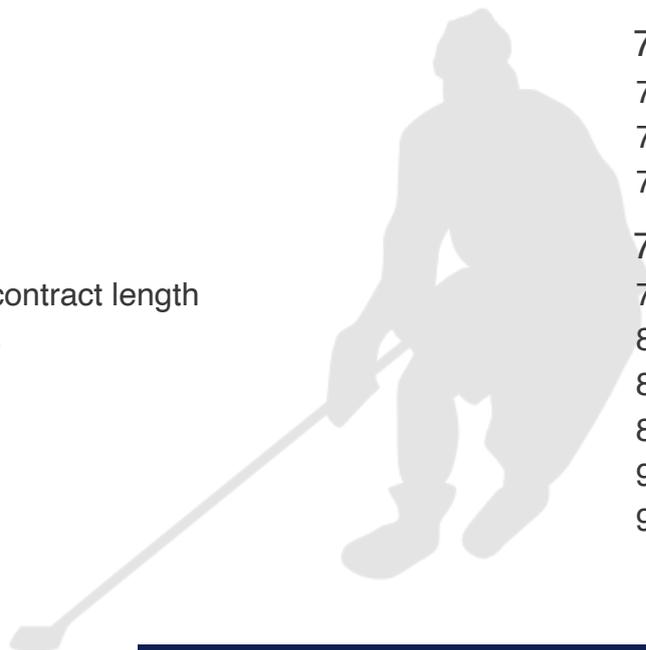
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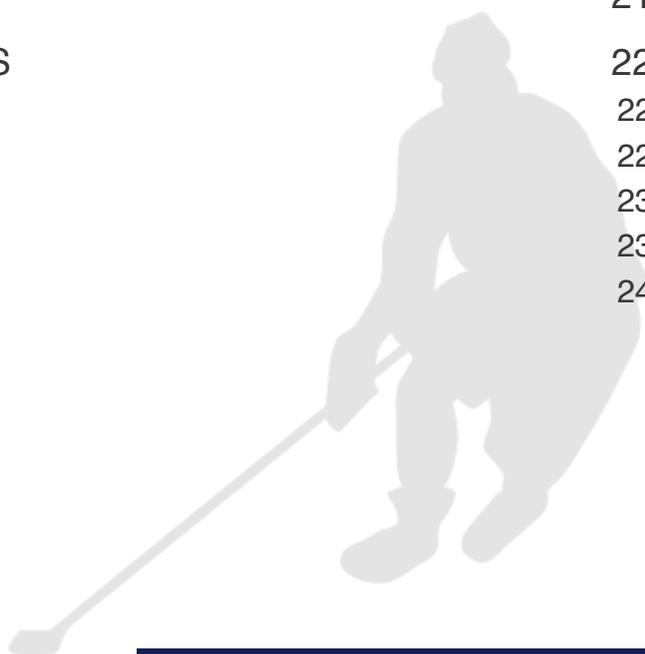
## Ultimate Hockey League Rules

Updated January 6<sup>th</sup> 2024

1. GENERAL	3
1.1. Philosophy	3
1.2. League setup	3
1.3. Slack	4
1.4. Team name changes	4
2. ROSTERS AND PLAYERS	4
2.1. Contract restrictions	4
2.2. Roster restrictions	4
2.3. Ratings	5
2.4. Position changes	5
3. Lines	5
3.1. Goalie rule	6
3.2. Player age	6
4. WAIVERS	7
4.1. Waiver claims	7
4.2. Exemptions	7
4.3. Rookie definition	7
5. RIGHTS AND CONTRACTS	7
5.1. Minimum salary and maximum contract length	7
5.2. One-way and two-way contracts	8
5.3. No trade clauses	8
5.4. Prospect signings	8
5.5. Buyouts	9
5.6. Retirement	9



<b>6. SALARY CAP</b>	<b>9</b>
6.1. Cap Size	9
6.2. Relevant contracts	10
6.3. Long term injuries	10
6.4. Exceeding the cap	10
<b>7. RESTRICTED FREE AGENCY</b>	<b>11</b>
7.1. Definition	11
7.2. Re-signing RFAs	11
7.3. RFA rating scale	12
7.4. One-way and two-way	12
<b>8. UNRESTRICTED FREE AGENCY</b>	<b>13</b>
8.1. Definition	13
8.2. Guaranteed re-signing	13
8.3. Lottery re-signing	14
8.4. UFA bidding	14
8.5. Bonus System	14
<b>9. TRADES</b>	<b>17</b>
9.1. General	17
9.2. Trade deadline	17
9.3. Trade committee	17
<b>10. DEADLINES</b>	<b>18</b>
<b>11. ENTRY DRAFT</b>	<b>18</b>
11.1. General	18
11.2. Draft order	19
11.3. Draft lottery	19
<b>12. AWARDS</b>	<b>21</b>
<b>APPENDIX 1: STHS ABBREVIATIONS</b>	<b>22</b>
Skater Rating Categories	22
Skater Statistics	22
Goalie Rating Categories	23
Goalie Statistics	23
Coach Rating Categories	24



# 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)

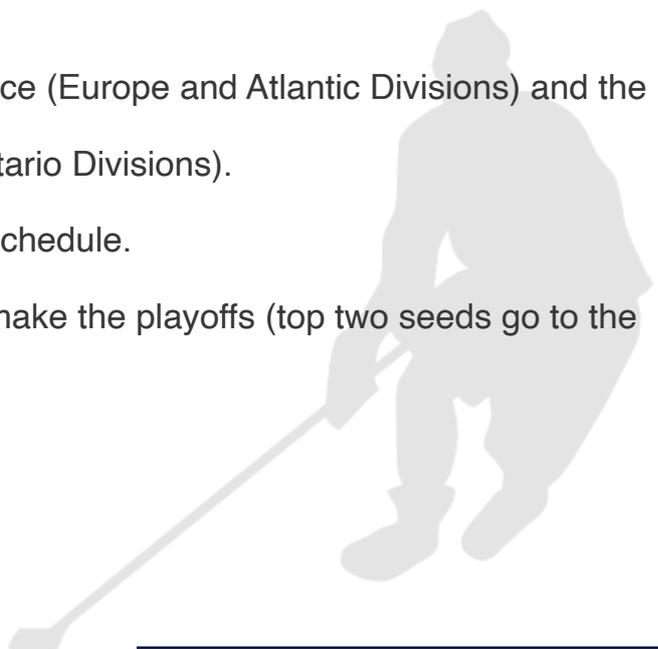
The UHL consists of twenty-eight teams.

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.

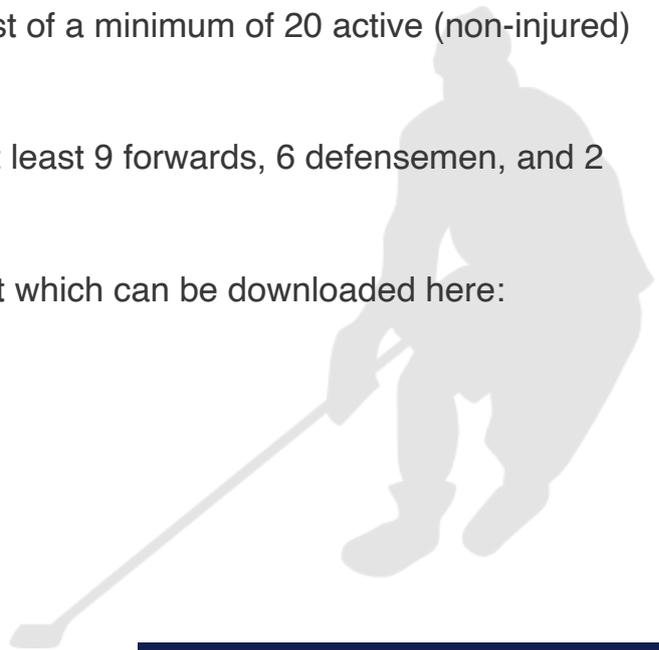
The maximum number of signed players is 60.

### **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. Although it does not have an effect in the simulation, the Potential (PO) rating represents a player's offensive capability in a single number.

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)

## 3. 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.

### 3.1. 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.

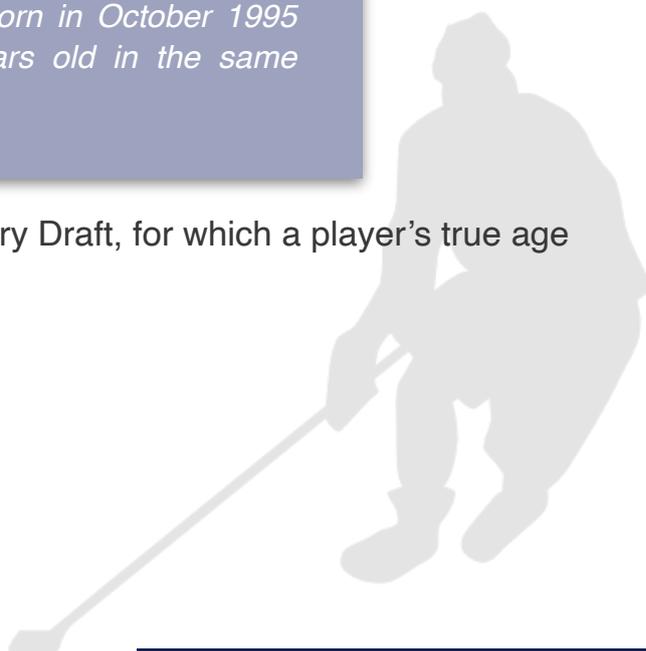
### 3.2. PLAYER AGE

**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.*

The above does not apply to the UHL Entry Draft, for which a player's true age (Day/Month/Year) is relevant.



## 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. Waiver claims can be made using the GM client software.

### 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 eight seasons, however other restrictions on contract length may apply depending on the type of free agency, contract or player age. See below.



## 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.

## 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.

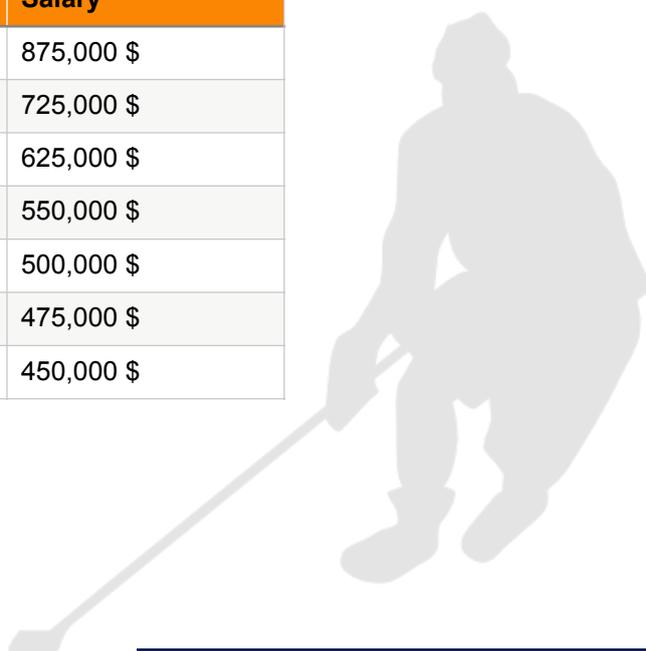
## 5.4. PROSPECT SIGNINGS

All prospects selected in the UHL Entry 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 (1.5m x 2 years) is spread out over twice the remaining length of the contract (4 years), so the cap hit is 750k (3m / 4 years) for the next four years.*

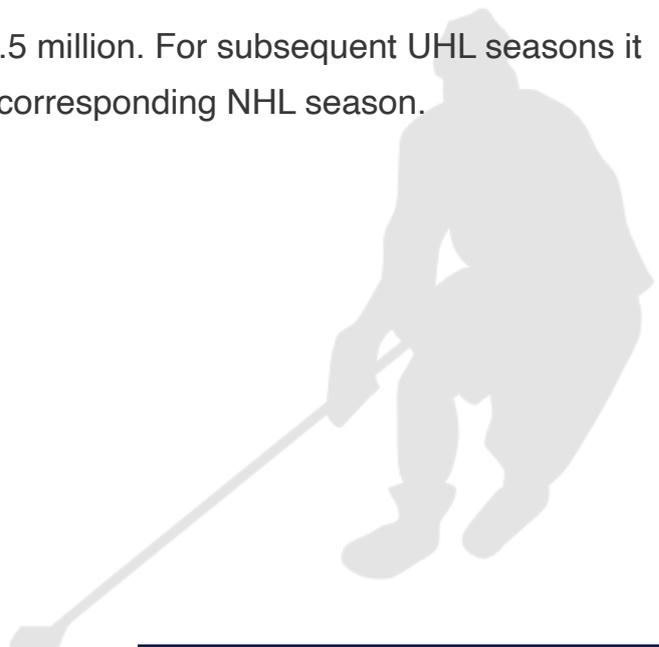
## 5.6. RETIREMENT

A retired player's contract will be honored unless they have retired as the result of a major injury (at the discretion of the league commissioners).

# 6. SALARY CAP

## 6.1. CAP SIZE

The salary cap for UHL Season 42 is \$82.5 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
- Bought out 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

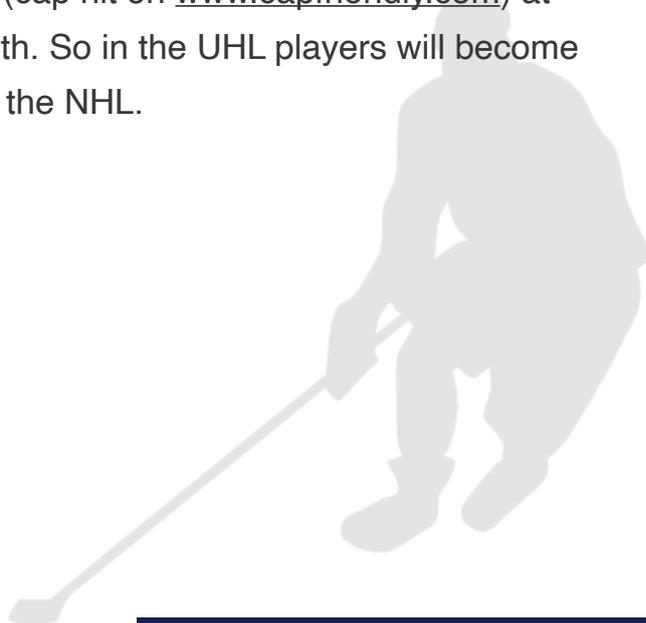
### 7.1. DEFINITION

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

RFAs can be re-signed at the NHL salary (cap hit on [www.capfriendly.com](http://www.capfriendly.com)) at exactly the (remaining) NHL contract length. So in the UHL players will become RFA/UFA when they become RFA/UFA in the NHL.



### 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 salary less than \$1,500,000 are two-way contracts. This does not apply to Unrestricted Free Agents, see below.



## 8. UNRESTRICTED FREE AGENCY

### 8.1. DEFINITION

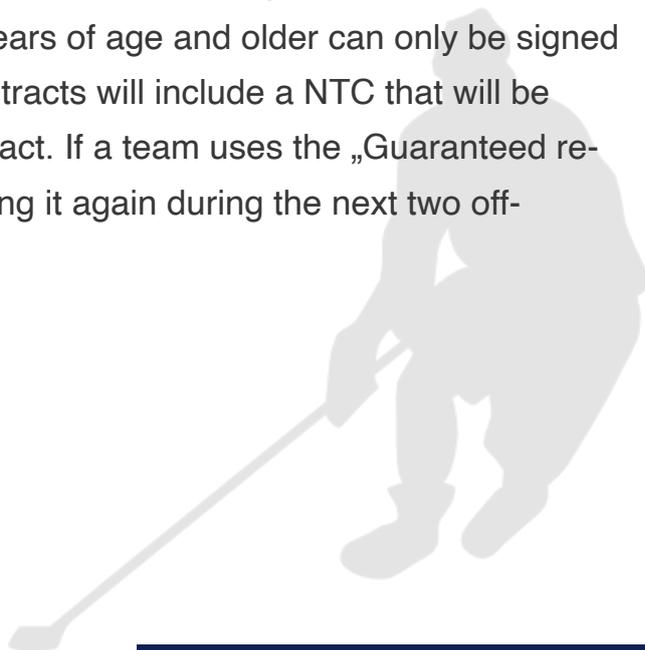
The following players are considered Unrestricted Free Agents

- 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. GUARANTEED RE-SIGNING

Every team can re-sign one of their UFAs to a maximum 5 year contract at the player's current NHL salary. Players 33 years of age and older can only be signed to a maximum 3 year contract. These contracts will include a NTC that will be removed before the final year of the contract. If a team uses the „Guaranteed re-signing“ option, they are blocked from using it again during the next two off-seasons.



### **8.3. LOTTERY RE-SIGNING**

Every team can attempt to re-sign one of their UFAs to a maximum 5 year contract at the player's current NHL salary. Players 33 years of age and older can only be signed to a maximum 3 year contract. These contracts will not include a NTC. These lottery re-signings are permitted every year.

The way the lottery will work is that the odds of a successful re-signing start at 15%, with a 10% bonus added for each year of service with the current team (pro or farm) in the last 6 seasons. There will be at least three public lottery events on different days, such that teams who lose their lottery (i.e. do not re-sign their UFA) will have the chance to re-sign a different UFA.

### **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 regular season, the starting bid drops to 25% of their NHL salary.

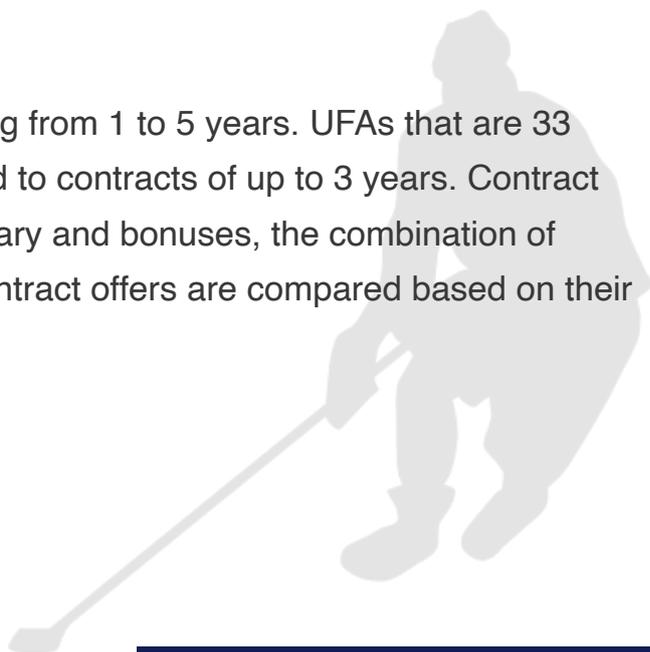
After the first team played its 20th game of the season, the starting bid drops to the UHL minimum salary of \$450,000.

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.

### **8.5. BONUS SYSTEM**

Teams can offer contracts to UFAs ranging from 1 to 5 years. UFAs that are 33 years of age and older can only be signed to contracts of up to 3 years. Contract offers are compared based on annual salary and bonuses, the combination of which is the contract's value, and thus contract offers are compared based on their contract value points (CVP).



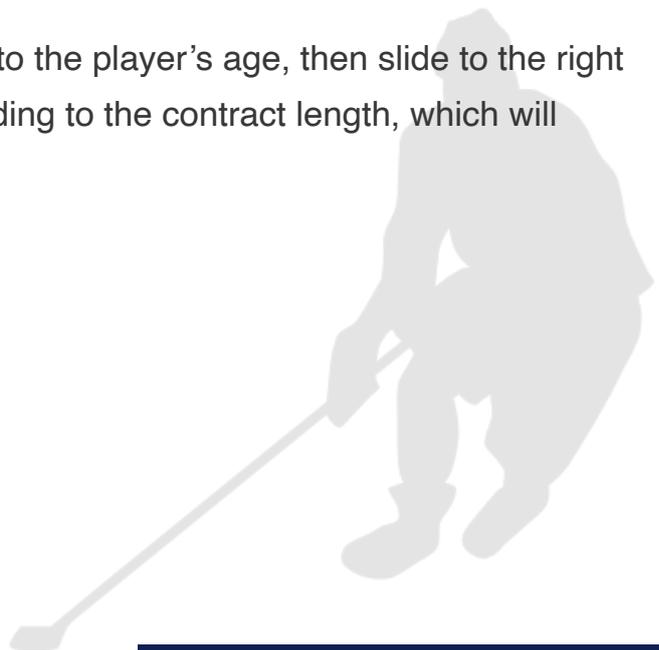
Bonuses include

- A. FA status at the end of contract offered: If UFA then 20% bonus
- B. No trade clause: 15% bonus (only applies to UFAs 28 years of age and older, on contracts three years or longer, and are removed in the final season of the contract)
- C. 2-way contracts: penalised 50%
- D. Contract length bonus: 0-20%.

The combined bonuses A. and D. are shown in the following table:

Age	1 yr	2 yr	3 yr	4 yr	5 yr
18	0 %	5 %	10 %	15 %	20 %
19	0 %	5 %	10 %	15 %	20 %
20	0 %	5 %	10 %	15 %	20 %
21	0 %	5 %	10 %	15 %	20 %
22	0 %	5 %	10 %	15 %	40 %
23	0 %	5 %	10 %	35 %	40 %
24	5 %	10 %	35 %	40 %	35 %
25	0 %	30 %	40 %	30 %	20 %
26	15 %	20 %	15 %	10 %	5 %
27	20 %	15 %	10 %	5 %	0 %
28	15 %	10 %	5 %	0 %	5 %
29	10 %	5 %	0 %	5 %	10 %
30	5 %	0 %	5 %	10 %	15 %
31	0 %	5 %	10 %	15 %	20 %
32	0 %	5 %	10 %	15 %	20 %
33+	0 %	10 %	20 %		

Start by choosing the row corresponding to the player's age, then slide to the right where you choose the column corresponding to the contract length, which will provide you with the bonus.





For example, if the annual salary is 1 million and the bonuses add up to 30%, then the value of the contract is 1,300,000 CVP. Keep in mind that the salary and cap hit would still be 1 million; the CVP are only used to compare which of the bids is more attractive to the player.

**Now let's walk through an example situation:**

John Doe is a UFA veteran, 29 years old. Team A offers him a simple two year contract at 3 million dollars. Let's check the length bonus in the table above, 29 years old, two year contract: it's 5%. No NTC bonus and no 2-way penalty, so the overall bonus is 5% which gives it a value of  $3,000,000 * 1.05 = 3,150,000$  Contract Value Points (CVP).

Team B doesn't shy away from long term commitment and offers him a five year deal with a NTC on top. That's a 10% length bonus plus a 15% NTC bonus for a total 25% bonus. They offer him less money though: 2.6 million a year.  $2.6 \text{ million} * 1.25$  in bonuses equals a value of 3,250,000 CVP, which \*drumroll\* is more than Team A offered, so he will actually prefer the security of Team B's offer, even though it's less annual money.

But now what if Team A wanted to counter, but they want to stick with their 2 year offer. Team A has to beat 3,250,000 CVS points with a bonus of only 5% (for the two years). Some simple math ( $3,250,000 / 1.05$ ) shows that they will have to offer at least \$3,095,238.09, or 3.1m



## 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).

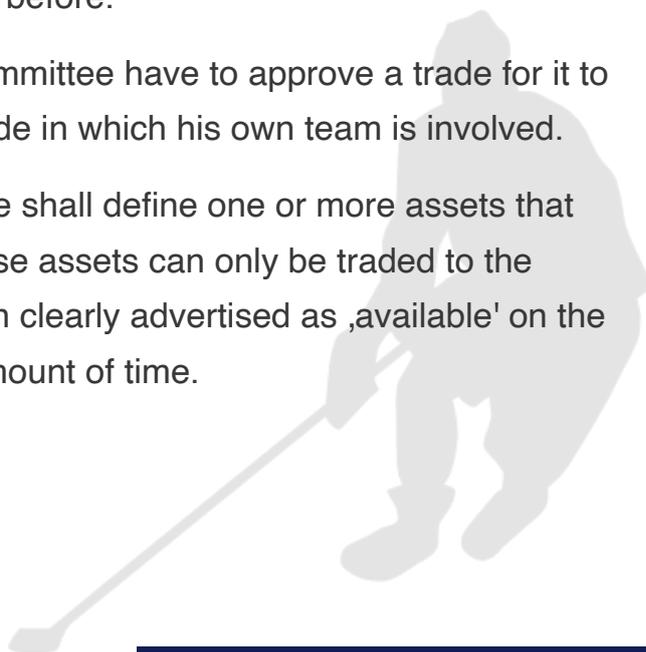
### 9.3. TRADE COMMITTEE

The trade committee consists of five GMs. 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 five votes and the five candidates who receive the highest number of votes become members of the Trade Committee.

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 five 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.

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.

## 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.

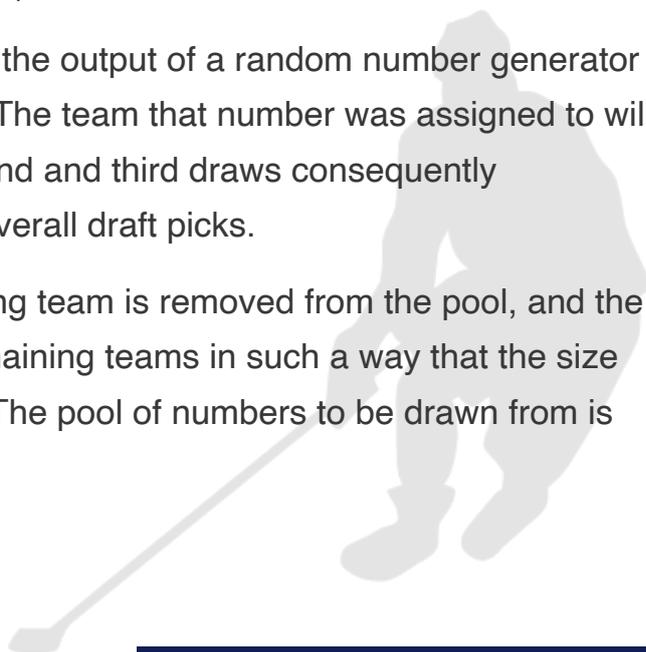
## **11.3. DRAFT LOTTERY**

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

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

MP = Minutes Played

W = Wins

PIM = Penalty Minutes

L = Losses

SO = Shootout

OTL = Overtime Losses

GA = Goals Against

PCT = Save Percentage

SA = Shots Against

GAA = Goals Against Average

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

