



# LEAGUE RULEBOOK

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## Overview

The *Elite Hockey Experience* is a complete fantasy hockey simulation experience that allows you to immerse yourself completely in every aspect of your team. While most fantasy hockey leagues let owners assume control of a team and make trades, managers in *EHE* also have the full responsibility of managing their finances and maintaining a farm system. Trades will have financial implications on your team and league settings are set to provide as real of a simulation as possible.

It is important to note that the *EHE* is a LIFETIME-ownership league. The team you enter the league with is the team you have for the duration of your career, whether it be for mere months or several years. If you have no interest in joining us long-term, we have no interest in accepting you into the league.

The *EHE* is designed for entertainment. Our top priority is to maintain an active, enjoyable, and fair league. If a significant number of complaints are made against you about disrespectful conduct, it could result in your permanent dismissal. Manage your franchise and interact with *EHE* members with the same courtesy and respect that you want to be treated with.

There is a zero-tolerance policy towards cheating, lying, or collusion in the *EHE*. Managers must regularly dress their best possible line-up. **If there is reason to believe a general manager is blatantly "tanking" their games, that team will lose a minimum of their top two draft picks.** Repeat offenders will be immediately removed from the league.

The rules stated throughout this "Collective Bargaining Agreement" are in place to uphold a top ethical standard for the *EHE*. They are set forth to ensure that the league and its members follow the same criteria as one another and operate on a fair and competitive playing field. The commissioner reserves the right, as needed, to adopt new league rules or adjust existing ones to prevent abuse of any unforeseen loopholes which may not meet their intended interpretation.

## Simulation

*EHE* uses the dynamic [SimonT Hockey Simulator](#) (STHS) to simulate all games. Installation and use of STHS Client v3 is a **mandatory** part of maintaining your team's rosters and lineups.

Games are simulated once each on a nightly basis. This typically occurs at 10pm Eastern Time (U.S.) on weeknights and at 8pm Eastern Time (U.S.) on weekdays and most North American observed holidays. Circumstances may arise when the scheduled simulation is delayed as a result of personal scheduling conflicts and/or external roster management. If the commissioner or a league director is unable to simulate games at the normal scheduled time, we will make our best effort to inform all *EHE* general managers in advance.

### Ratings

Ratings are created in-house for eligible players and coaches each offseason, based on real-life performance in the most-recent season at the NHL and AHL levels, and at the ECHL level to a very small degree. Previous ratings do factor into the formula used compute new ratings. If a player misses substantial time due to injury, they may possibly see less of a change to their new rating than a player who plays the majority of his team's games.

How a player or coach performs in the *EHE* does not have any impact on their current or future rating, though it can affect a player or team's *morale* during a season.

For more information on rating categories, see the [STHS Client user manual](#).

## Participation

It is expected that general managers actively participate in the *EHE* throughout the entire season and during off-season activities. This includes maintaining your minor league roster, *without exception*.

Lineups should be verified for compliance prior to every game, particularly if your team has made a transaction or suffered an injury. The *EHE* website will automatically notify you of an injury lasting longer than five days or of a suspension. Corrections of any outstanding [roster or lineup issues](#) must be made ahead of the simulation of a team's next game.

**The cutoff for submitting a lineup file is one hour prior to the scheduled or pre-announced simulation time.** This allows the processor of that night's sim to have adequate time for reviewing rosters and lineups and to correct any errors that have been left unaddressed. Any lineup files submitted between the cutoff and the actual time of sim *are not guaranteed* to be processed for that night's sim, regardless of if the file corrects an outstanding issue.

The STHS Client allows you to set lineups for as many as ten games and there is no excuse for going weeks without setting them. Members are expected to meet a **92% or greater** lineup validity score throughout the regular season and may only be out of compliance once (1) per team during the playoffs. Gross infractions of lineups being left out of form will result in fines or, in extreme cases, suspension or dismissal.

You will only benefit in the league by maintaining contact with your fellow general managers! It becomes rather difficult to make trades if teams feel you are too flaky to connect with. The *EHE* uses a Discord channel as the primary communication method, along with an instant messaging system on our website. All general managers are set up with a team e-mail account that forwards to a desired personal e-mail address.

The *EHE* forums should be checked regularly to stay on top of league updates & information, as well as for good ol' fashioned banter with your peers.

## Roster Management & Requirements

There are certain roster requirements that each organization must fulfill throughout the regular season and playoffs. Teams must dress exactly 20 players each game, of which 11 skaters must be forwards, 6 must be defensemen, and 2 goaltenders. The 20<sup>th</sup> player may either be a forward or defenseman.

In order to be allowed on an NHL roster during the regular season and playoffs, all skaters must have a **61** OV rating or higher and goalies must have a **68** OV rating or higher, unless a GM requests and is granted an exemption by the *EHE* commissioner. These levels are reviewed each offseason by the commissioner, based on rating changes.

No team may have more than 23 members on the active NHL roster (injured players are exempt) during the regular season. **Teams must maintain a minimum of 13 forwards, 7 defensemen, and 2 goalies on their roster**, with the option of carrying one more forward, defenseman, or goalie. The minimum limits are a safeguard in case a replacement is needed for an injured skater and a general manager cannot update their lineups within justifiable time. Injured skaters may be included in these totals, if you wish. (*Example: Teams may carry 12 healthy forwards and one injured forward without needing to call up a 13th healthy forward.*) Suspended players are not exempt from the roster limit.

Should you fail to maintain the minimum number of players on the roster, you risk having players be automatically called up from your system that you may not necessarily want at the NHL level in order to fulfill line requirements. If a waiver-eligible player is forced to be called up under these circumstances, that player would need to clear waivers before being re-assigned to the minors. It is the responsibility of *every GM* to stay on top of their roster limits and line requirements.

During the [playoffs](#), the maximum NHL roster limits and salary cap requirements are waived and players may be recalled at will if the AHL team has no (remaining) playoff games to play.

In addition to standard roster limits, teams must comply to "organizational" roster limits as well. **No franchise may carry fewer than 45 active players under NHL contract while in-season, of which includes 26 forwards, 14 defensemen, and 4 goaltenders.** Teams may not carry more than 51 active NHL contracts at any point during the regular season or playoffs. In the preseason, a team may temporarily go over this maximum limit when acquiring players via [trade](#) or during off-season [player activation](#). However, a team already at the maximum number of active contracts may not sign a [free agent](#) or win a [waiver claim](#) without *first* making a roster move.

### Lineup Maintenance

As previously mentioned, team lineups must be sent in regularly and it is to your benefit to keep them updated. Lineups are to be submitted through the upload link on the *EHE* website.

**Every active skater must be placed on an even-strength forward line or defensive pairing with a minimum ice-time requirement of 5%.**

(*Note:* The simulator will not allow the fourth defensive pairing to be left blank, even if you are only dressing six defensemen. You are permitted to leave the fourth pairing at 0% ice time in this situation, if you wish. However, if you dress seven defensemen, the minimum 5% ice time is enforced. Keep in mind of which defensemen you use in your fourth defense pair because the simulator may still deploy this pair despite if you set their ice time to 0% !)

Forwards are permitted to play at any forward position, regardless of their eligibility. If you place a forward "out of position" in your lineup, such as a center in a wing spot, it may have a slight adverse affect on their maximum output in that game. The creator of STHS has never been forthcoming about this information but it is generally believed that it lowers a player's efficiency by about 5%.

When dressing a 12<sub>F</sub>/6<sub>D</sub> skater lineup, all forwards **MUST** appear on one of the four forward lines and all defensemen **MUST** appear on one of the first three defensive pairings. When dressing an 11<sub>F</sub>/7<sub>D</sub> skater lineup, the same rules apply with the exception that *one* forward from the first three forward lines may be assigned to the fourth line. The seventh defenseman may appear either on the fourth defensive pairing or on the fourth forward line.

All even-strength forward lines must have at least one (1) strategy point assigned each to offense and defense. All even-strength defense pairs must have at least one (1) strategy point assigned to defense and at least two pairs must also have at least one (1) strategy point assigned to offense.

If your lineup is found to be invalid on the day of a game, the necessary correction(s) will be made for that game and you will be notified of your error(s). It is your responsibility to resolve the issue(s) for future games or further warnings will be issued, leading up to possible fines. Egregious violations will result in suspension or termination from the *EHE*.

GMs may submit rosters and lines in advance for up to 10 games at a time. After the 10<sup>th</sup> game, your existing lineup will not carry over to your 11<sup>th</sup> game. **Failure to submit a lineup for any game will result in an immediate fine**, increasing with each violation. Repeat violations will result in suspension or termination from the *EHE* for abandonment.

### Position Eligibility & Change Requests

Players may gain additional positions during the current *EHE* season. All position eligibility requests are reviewed the league commissioner based on consistent real-life positional play.

There are no set criteria (minimum number of games, minutes at a new position, etc.) for position eligibility. A new position will be added if it is determined that a player's primary position has changed or is actively receiving sufficient playing time at a secondary position to warrant it. **If the real-life position change is considered temporary or situational, position eligibility will NOT be adjusted.** (*Example: A left winger who plays at center for a couple of games to account for an injury, then returns to LW, will NOT be granted eligibility at C.*)

General managers may informally request for the commissioner to review a particular player. The request will be either confirmed or denied based on what information is found. Generic websites such as NHL.com, TSN, Hockey Reference, etc. are not a valid source.

Skaters will not lose position eligibility when moving from one position to another within the current season. (*Example: If a right wing moves to left wing during the season, he will be eligible for the remainder of the season at both RW and LW.*) A review will then take place in the off-season.

### **Backup Goaltenders**

All backup goaltenders must combine to play a minimum of 600 minutes and ten (10) starts. This is to ensure all teams do not abuse the privilege of having a superstar goaltender paired with a poorly-rated backup goaltender that they would never actually use. It is unrealistic that a goalie would start every game in an 82-game schedule! Minutes of a backup goalie that has been traded will be accounted to the team at which his minutes were played.

The commissioner reserves the right to bench a #1 goaltender near the end of a season if a team is on pace to fail at achieving the backup requirements. The offending team would also be subjected to a fine and possible suspension of their #1 goaltender during the playoffs or the start of the following regular season. Should this occur, in the following regular season the backup goaltender will be required to make an additional start and minimum minutes played will increase by 60 minutes for each start penalized previously.

### **Minor Leagues**

In addition to the NHL club, all general managers are responsible for maintaining their farm clubs. The requirements for setting your lineup are the same for your AHL team as they are the NHL. The maximum number of active NHL-owned players permitted to an AHL roster during the regular season is 28.

A skater with an overall rating of **66** or greater (or a goaltender with an overall rating of **78** or greater) may not be assigned to the minors.

Any player assigned to the minors whose base salary is \$1,500,001 or more *will be paid their full NHL-level salary*. Therefore, they are not eligible to sign a two-way contract. Otherwise, players who are assigned to the minors will earn 20% of their base salary.

There are additional rules in place during the playoffs in order to prevent teams from "stacking the deck" if their NHL team has failed to make or been eliminated from the Stanley Cup playoffs.

Teams will be permitted to re-assign a player to the AHL for the playoffs only if the player is listed on an AHL roster on "Clear Day," typically held within two days after the trade deadline *-or-* has played at least 20 regular season AHL games prior to the trade deadline of the current season. If a player is unable to be re-assigned to the minors at the time of Clear Day due to injuries sustained at the NHL level, he will be permitted to play in the AHL playoffs if he is immediately re-assigned once the "emergency" situation has been resolved.

## Active Player Eligibility

*EHE* strives to have a player pool as current as possible to the real NHL and AHL. For that, the general criteria for eligibility is that a player must have played at least two NHL games or seven AHL games (three AHL games for goaltenders) in the previous season in order to be rated for the following *EHE* season.

Some players (typically high-profile prospects) may play fewer games and not meet this criteria, yet still could possibly be rated in the following *EHE* season. These will be handled case-by-case. (*Example:* Johnny Gaudreau only played one NHL game in the previous season. However, proper ratings can still reasonably be created considering advanced scouting reports and consistent output prior to entering the NHL.)

Owned prospects who complete their first full season in the ECHL and do not meet any other playing eligibility will be given a one-time exemption from being rated. After their second professional ECHL season, they will be activated so long as they have not [transferred overseas](#) or [retired](#).

A general manager has the right to deactivate any rated player under the age of 20 (as of September 15) if he has played fewer than 25 North American professional games entering the season. The commissioner needs to be contacted before the current regular season begins for this request to be processed.

Additionally, players under the age of 20 (as of September 15) will not be given ratings for the upcoming season if they are returned to junior hockey leagues in real life, regardless of qualification. (*Example:* Mason McTavish played nine NHL games in the previous season and was then returned to the OHL. As a 19-year-old, he would still be eligible to play in juniors in the upcoming season and would not be rated.) Should a player in this circumstance then play in the NHL or AHL in the concurrent season, the player could be eligible to be activated *at the request of the general manager of whom holds his player rights*.

### Retirements

Retirements supersede any eligibility criteria. If a player officially retires during the off-season, they will be retired immediately from the *EHE*. Retirements include, but are not limited to, players who are no longer physically able to compete. (*Example:* Ryan Kesler)

The rights for retired players will remain with the team which they are retired from for the duration of their existing contracts until their term has expired. These rights may only be traded if they are still an active player in *EHE*. In most instances, a retired player is not paid salary and does not count against the [salary cap](#). If the player comes out of retirement, the team owning his rights will be allowed to either bring the player back at the remainder of his existing contract at the time of reinstatement or release the player outright without a buyout penalty.

However, an [unrestricted free agent](#) who is signed from the open market to an NHL one-way contract at age **35 or older** will be paid their full salary during retirement for any additional years remaining on their contract term, though this will not count against the team's salary cap total. This payout will be made at the end of each season which the player did not play in *by the team who originally offered the contract (starting with contracts offered in the 2022 off-season)*. If the "35+" player comes out of retirement, the team owning his rights will be allowed to either bring the player back to their active roster under the contract terms remaining at the time of reinstatement or [buy out](#) the player's contract at 60% of its remaining value.

Players who retire during the season will be deactivated based on the nature of retirement. A player will remain on his team's active roster for as many as five games before being removed if the player:

- suffers a non-hockey-related injury (seizure, heart attack, auto accident, etc.) and is forced to retire
- dies
- is in court/jailed for an extended time
- retires for personal reasons\*

If a player is injured in an on-ice catastrophe (a broken leg, severe concussion, paralysis, etc.) and is forced to retire, he will remain *active* for the duration of the current *EHE* season and retired from *EHE* in the off-season.

*\* If a real-life unrestricted free agent retires after the NHL All-Star Game has passed in the concurrent season, the player will be allowed to remain active in EHE for the remainder of the season.*

Players may also be temporarily deactivated (removed from payroll) if they take an extended leave of absence in real life for personal reasons. (*Example: Illness or death in the family*)

### **Overseas Transfers**

In the off-season, any player who signs a contract to play overseas before the general start of European league seasons will be deactivated and listed in your organizational roster, regardless of whether he played in the NHL or AHL the previous season.

Contracts continue to run while players are listed in the organizational roster, although no money will be taken from your bankroll. The term of a contract for an overseas transfer will reduce, season-by-season, until there is one year remaining, as long as he has not become eligible for [Unrestricted Free Agency](#). (*Example: Valeri Nichushkin is a 23-year-old with three years remaining on his contract and leaves to play in Europe for five years. Had he regained eligibility at age 24, he would have two years left on his contract. At age 25, 26, or 27, he would have had one year remaining on his contract. At age 28, he returns to North America and regains eligibility. However, because of his age, he is now an unrestricted free agent.*)

Any player who has no term remaining on his existing contract may be released without a penalty. If the player has an existing contract at the time he transfers overseas, the team who owns his player rights must [buy out](#) his remaining deal in order to remove him from their organizational roster.

During the off-season, GMs reserve the right to keep up to three (3) overseas transfers on their team's active rosters *if* a player would have been rated for the upcoming season and still has at least one (1) year remaining on his existing contract. *This must be done at the request of the general manager of whom holds their player rights before the start of [training camp](#).* This right does not include free agents or players who have [retired](#) or transferred overseas in a previous off-season.

If a player returns to play in the real-life NHL, AHL, or ECHL in the concurrent season he was deactivated for for playing overseas, the player may be immediately re-activated *at the request of the general manager of whom owns his player rights.*

## **Finances**

All general managers must keep the presence in mind that every move they make has a financial implication on their club. *EHE* employs a salary cap and all transactions will be reviewed for financial feasibility. Any transactions that place a team beyond the salary cap or floor will be rejected.

New general managers that assume control of an existing team will be awarded up to \$5,000,000 upon admittance into *EHE* in order to be as close to a starting bankroll of \$10,000,000. (*Examples: If a newly-appointed general manager takes over a team with a bankroll of \$4,000,000, they will be awarded the maximum increase of \$5,000,000. If a newly-appointed general manager takes over a team with a bankroll of \$6,000,000, they will be awarded \$4,000,000.*) A franchise that has more than \$10,000,000 will not be penalized, nor receive additional starting funds, when a new general manager assumes control.

Additional revenue can be earned based on reports written about their team throughout the season.

If a franchise finds itself nearing bankruptcy due to negligence, that manager will be subject to removal from *EHE*.

In each off-season, a revenue-sharing calculation is performed to assist teams who miss the playoffs, hover around the salary floor, or cannot generate as much revenue due to the smaller size of some NHL arenas.



Fines collected during the season will be re-distributed to teams in good standing (no fines, repeated roster/line management warnings, or disciplinary action incurred) during the off-season.

### Salary Cap & Floor

The player salary cap and floor involve the combined player salary on a team's NHL roster. These levels are reviewed annually during the off-season. Each club's payroll will never be permitted to be lower than the minimum or in excess of the maximum at any point during the regular season, unless cleared by the Board of Directors in the event of an injury.

Players who are injured or suspended will continue to count towards your payroll, although injured players under 95% health condition will not count towards the salary cap.

For the 2024-25 season, the salary cap is **\$79,500,000**, with a floor of **\$52,000,000**.

Players on a [two-way contract](#) who are assigned to the farm level do not count towards the salary cap. However, teams may incur a cap penalty when "burying" a player on a one-way NHL contract on the farm level. The relief for this penalty is \$1,150,000, calculated as \$375,000 above the league [minimum base salary](#). The remainder of their cap hit will be charged.

A team in violation of the cap or floor limits will receive an initial fine of \$1,000,000, which will double for each game played until resolved. If a situation occurs that the general manager will be unable to fix, the Board of Directors will evaluate and decide a form of punishment, which may include expulsion from the *EHE*.

During the off-season, your club's payroll may exceed the salary cap by up to 5% and the salary floor will not be enforced. Teams will need to comply with the salary floor limits by the time preseason games begin. During both "Training Camp" and the playoffs, only the salary floor will be enforced, as rosters could feasibly have more than the standard number of players.

There are no salary cap or floor restrictions for AHL rosters and players not assigned to the NHL roster do not count towards the cap or floor.

### Arenas, Tickets & Attendance

Each franchise will generate revenue from ticket sales and concessions. Ticket sales for each game are affected by several factors: ticket prices, arena capacity, roster rating, "star power", and team performance. Part of the job of a GM is to find a good balance between revenue and attendance to set their ticket prices at. This revenue will be supplemented either by playoff ticket revenue (for teams that make the playoffs).

All arenas are set to their actual total capacities. While each arena has its own set capacity, each arena has an equally set distribution of seats at each level. There are four levels of regular seating for NHL arenas and two levels of regular seating for AHL arenas.

NHL Seating Level	% of Total Seats
Level 1	~ 35.3%
Level 2	~ 29.4%
Level 3	~ 11.8%
Level 4	~ 23.5%

AHL Seating Level	% of Total Seats
Level 1	~ 42.7%
Level 2	~ 58.3%

Additionally, every NHL arena can fit up to 1,000 fans in luxury boxes.

AHL-level arenas are set to their official capacities, although the team popularity feature is adjusted based on real-life attendance information. This will prevent certain teams from gaining an unfair advantage by playing in larger arenas that would not conceivably reach maximum capacity on a regular basis.

## Contracts

All players are eligible to be signed to NHL-level contracts or two-way contracts, although not all players are eligible to be sent to the minors. A skater with an overall rating of **61** or lower or goaltender with an overall rating of **67** or lower may be signed to an [AHL-level contract](#). Please review the [minor league requirements](#) before signing a player with the intention of assigning them to that level.

The minimum base salary for all NHL-level players is \$775,000.

The maximum base salary that a free agent skater rated 60 or higher may sign for is \$12.0 million per season. *(New for the 2024-25 season!)*

The maximum base salary that a free agent skater rated 59 or lower may sign for is \$1.5 million per season.

(Note: The maximum salaries listed above may be exceeded on rare occasions, such as to meet the minimum offer required to re-sign a restricted [free agent](#) or if multiple teams tie for the highest bid on a maximum offer to an unrestricted [free agent](#) and it is determined that additional bargaining will be allowed.)

The maximum base salary that any entry-level player may sign for is \$950,000 per season.

The maximum term of a standard player contract (excluding [entry-level contracts](#)) that a player may be signed to is four (**4**) years. There are no contract extensions in the *EHE*. In lieu of this, teams have the option to [tag Franchise Players](#).

Player and coach salaries are only paid during the regular season. During the playoffs, players and coaches will be paid from a "[playoff fund](#)" that is exclusive of their contract.

### Fair Market Value

The concept of "Fair Market Value" is to establish a minimum base that players can be signed for, based on their ratings at that specific time. However, it is unrealistic to believe that an elite player would sign for the league minimum salary. The FMV scale maintains balanced pay so that *EHE*'s top players will be among the most expensive to own. For any free agents signed, this scale determines the minimum salary a player may be signed to.

<i>OV Rating</i>	<i>Min. Salary</i>	<i>each add'l OV point</i>
<b>Veteran Skaters</b>		
60 and below	\$775,000	-----
61 to 64	\$800,000	+\$50,000
65 to 68	\$1,000,000	+\$250,000
69 to 84	\$2,000,000	+\$500,000
85 and above	\$10,000,000	+\$750,000
<b>Veteran Goalies</b>		
69 and below	\$775,000	-----
70 to 73	\$800,000	+\$50,000
74 to 77	\$1,000,000	+\$125,000
78 to 79	\$1,500,000	+\$250,000
80 to 87	\$2,000,000	+\$500,000
88 and above	\$6,000,000	+\$750,000
<b>Entry-Level Skaters*</b>		
58 and below	\$775,000	-----
59 to 63	\$800,000	+\$25,000
64 and above	\$950,000	-----
<b>Entry-Level Goalies*</b>		
64 and below	\$775,000	-----
65 to 69	\$800,000	+\$25,000
70 and above	\$950,000	-----

*\* Entry-level players who were drafted in the first 10 picks of the real NHL Entry Draft will earn the maximum salary of \$950,000 per season. Players who were drafted in the first round of the real NHL Entry Draft after the 10<sup>th</sup> overall pick will earn a minimum of \$900,000 per season or the salary based from the FMV scale, whichever is greater. Entry-level players who were drafted in the second round of the real NHL Entry Draft will earn a minimum of \$850,000 per season or the salary based from the FMV scale, whichever is greater.*

The FMV scale is to be used for a salary basis on a new contract, regardless of the length it is signed for. While the FMV scale itself may change from season to season, player salaries will not change during their contract to match the adjustments on the scale.

*Example:* Brett Howden has an OV rating of 66. If there are no other criteria that would raise his average base salary (see [Free Agency](#) for further info), he must be signed to a minimum of \$1,250,000 per season. His salary will remain the same for the duration of his contract, regardless of any ratings changes made in future offseasons.

### Entry-Level Contracts

New players activated from a team's organizational roster/prospect list will be signed to entry-level contracts if they are younger than 25 years old as of September 15 in the calendar year their first contract is signed. If they are age 25–27, they will fall under [standard signing procedures](#) — though remain ineligible for offer sheets.

The maximum length of contract that a player may be signed to is based on their age:

Age	Maximum Term
< 22	3 years
22–23	2 years
24	1 year

The maximum base salary that any entry-level player may sign for is **\$950,000** per season. GMs are permitted to "alter" the base salary of an entry-level player by awarding a [signing bonus](#) when their contract is negotiated, which cannot exceed 10% of its total value.

All entry-level contracts are considered as two-way contracts, regardless of a player's overall rating. However, a two-way contract does not ensure that a player is eligible to be [assigned to the minors](#).

### Farm Contracts

General managers are allowed to have a maximum of two players signed to AHL-level deals at a time. This could be helpful for a team needing a quick fix due to injuries or call-ups. Farm contracts can only be signed for one year at a salary of \$60,000, regardless of their FMV. They are

Players signed to farm contracts may only be traded for other players signed to farm contracts. They are not eligible to be called up unless they are signed to an NHL-level contract.

GMs who wish to promote such a player from an AHL- to an NHL-level contract must pay a minimum signing bonus of \$30,000, the same price as required to buy out the player's AHL-level contract. The player would then be assigned to the NHL-level team and potentially subject to [waivers](#).

Farm contracts may not be signed after the [Trade Deadline](#). Similarly, a player under current farm contract may not be offered an NHL-level contract after the Trade Deadline.

General managers also have the option of signing any current [unrestricted free agent](#) to a two-game AHL "professional tryout" during the regular season at a flat price of \$10,000. In the playoffs, the price is \$50,000 per game. There is no limit to the number of times a player is signed to a PTO, though it would be senseless to repeatedly use this tactic when a full AHL contract may be a cheaper option.

(Note: There is an added risk to signing someone to an AHL-level contract in that other organizations are still permitted to sign these players at any time to NHL-level contracts without a penalty.)

## Buyouts

General managers may buy out the contract of any player from their club for a penalty, once they clear through release waivers without being claimed, and provided that the club has enough funds in their current bankroll to complete the process. The process is the same for both active and inactive players.

Buyout penalties are based on the NHL contract that the player is signed to. The cost of the buyout is **3/5** of his total remaining contract value. When buying out a player during the regular season, the current year of the contract is prorated based on the number of team games remaining in the season. (For [AHL-level contracts](#), the buyout penalty is a flat amount of \$30,000.)

Once a buyout has been initiated, that player will subject to [waivers](#) before becoming an unrestricted free agent.

Teams may not buy out a player between the [Trade Deadline](#) and the start of the off-season.

Teams may not directly re-sign a player after being bought out by the same team.

*Example:* Evander Kane burned his bridges yet again and during the off-season you decide to buy out the remaining three years of his contract. His yearly NHL-level salary is \$5,200,000.

3 years x \$5,200,000 x (3/5)

Total amount to buy out the player: \$9,360,000

## Free Agency

When the contract of any player expires, they will become a free agent in the off-season in one of several categories. Shortly after the conclusion of the [EHE Entry Draft](#), free agency will begin in a number of stages:

- Coaches free agent negotiating and signing period
- Franchise player re-signing and [prospect signing](#) period
- Restricted free agent re-signing and offer sheet negotiating period
- Offer sheet counter and signing and "Day 0" UFA offer period
- Unrestricted free agent negotiating and signing period

The "Total Contract Value" is determined by term, base salary, signing bonus, and contract type (NHL, two-way, or farm). In the event that multiple teams make an offer to a player of equal TCV, he will be awarded to the player's previous team (if applicable), with the next tie-breaker favoring the team of lowest point standing in the prior season.

**In the event of an error in submission of any free agent offers, a correction must be made by the general manager that same day.** Otherwise, all valid free agent offers are final.

## Restricted Free Agents & Offer Sheets

Any player aged 27 years or younger as of June 30 of the year their contract expires will be a restricted free agent. These players will be eligible to be re-signed by their clubs at a minimum base salary of 110% of their previous contract or [fair market value](#), whichever is greater.

In addition to the league maximum player salary, a player whose overall rating falls into the highest [FMV](#) salary tier may not be offered a base salary of more than 150% of the minimum RFA contract offer. A player whose overall rating falls into the second-highest [FMV](#) salary tier may not be offered a base salary of more than 200% of the minimum RFA contract offer.

Clubs may attempt to sign a restricted free agent of a rival club, under the same league terms, and if they are not at the maximum organizational roster limit of 51 active players. If the player signs an offer sheet with a higher contract value than what they received from their original club, then the original club will have 48 hours to *match* the exact offer.

It is extremely important when signing your restricted free agents that you factor in your own finances, your roster availability, and the possibility that another team could submit a better offer than yours and force you to potentially sign a player to terms that could burden disrupt the plan for your organization. Signing your RFAs to the bare minimum required is risky!

If the offer sheet is not matched, the acquiring team must provide draft pick compensation to the originating team. Draft pick compensation must be made from *their own draft picks*. These picks may not be traded away and then re-acquired for use in RFA offer sheet signing. If a team does not have its own pick in the certain range where that pick is needed for compensation, they may not submit an offer sheet. A team also may not sign two different players sign offer sheets at the same time if the value of the offered contracts would involve any of the same draft picks as compensation.

The compensation will be based on the average yearly salary paid in the contract (including signing bonus).

<i>Avg. Yearly Salary of Offer Sheet</i>	<i>Compensation*</i>
< \$1,000,001	50% of total offer sheet value
\$1,000,001 to \$1,750,000	2025 3rd round pick
\$1,750,001 to \$2,500,000	2025 2nd round pick
\$2,500,001 to \$3,500,000	2025 1st + 3rd round picks
\$3,500,001 to \$4,500,000	2025 1st + 2nd + 3rd round picks
\$4,500,001 to \$5,500,000	2025, 2026 1st round picks + 2025 2nd round pick
> \$5,500,000	2025, 2026, 2027 1st round picks + 2025 2nd round pick

*\* Teams will also pay 10% of the total offer sheet value along with draft picks as compensation, unless indicated.*

A restricted free agent who is actively tagged as a [franchise player](#) may not receive an offer sheet.

## Unrestricted Free Agents

Any player aged 28 years or older as of June 30 of the year their contract expires will become an unrestricted free agent, unless tagged as a [franchise player](#). Contract offers may be made to these players beginning at an announced time and date during the off-season and throughout the preseason and regular season.

(*Note: While the finances page for each team does a decent job of keeping track of impending free agent status, unfortunately it is not perfect when it comes to players who are 27 or 28 years old when their contracts expire. The best way to determine the exact age a player may be when their contract expires is to use [the age calculator provided by Cornell University](#).*)

Any team at the maximum organizational roster limit of 51 active players may not submit an offer to an unrestricted free agent without first making an additional roster move.

Any team with six (6) or more active goaltenders already under NHL or two-way contract may not sign additional goaltenders through free agency *-with the exception-* of signing one (1) goaltender to a [farm-level contract](#). (*Note: There is no restriction regarding acquiring additional goaltenders through trade.*)

GMs must abide by the [FMV scale](#) in order to sign UFAs through the first 45 days of the regular season and/or offered a multi-year contract. Any UFAs signed after this point of the schedule may be signed to "any" desired salary *if given a one-year contract* (with [maximum salary criteria](#) still in effect). A UFA will sign with the highest bidding team after that day's games are played, unless multiple teams bid on the same player on the same day.

Unrestricted free agents signed after the [Trade Deadline](#) are eligible to play during the regular season, but ineligible to play during the playoffs.

Any player signed to a [farm contract](#) is considered an unrestricted free agent and is eligible to be signed to an NHL-level contract by any organization after 10 regular season games have been played by the rights-holding team and before the [Trade Deadline](#). If another organization chooses to sign a player currently under farm contract, the player must play in a minimum of three (3) NHL-level games before he may be reassigned to the minor leagues and is subject to [waiver rules](#) as appropriate. An organization that wishes to upgrade its own farm contract is not required to play the player in NHL-level games, though the player is still subject to waiver rules and [Clear Day](#) requirements as appropriate.

### **Off-season Unrestricted Free Agency and Day 0 Offers**

To counter that there is no true form of a contract extension in EHE, teams are allowed to make valid offers to *their own* UFAs one day before the announced UFA signing period begins. This is referred to as "Day 0." These offers will be completely blind to the rest of the league. If a valid Day 0 offer is submitted and the player does not receive *any* other valid offer with a higher TCV on the first running day of the UFA signing period, he will accept the original offer.

Starting with the second day and each day thereafter, GMs can see what the top offer from the previous day for each player is – not by whom – and may choose to raise their bid. The TCV must be raised by a **minimum of 10%** in order to qualify a new offer. If the top offer is not raised by a higher valid offer before the end of the following day, the player will then sign with the top bidder.

Additionally, the top offers of all players for each day will have a [5% chance](#)\* of being *immediately* signed without the opportunity for other teams to re-raise.

If the number of accepted offers to one team would cause them to exceed the maximum organizational roster limit, only the offers reaching the roster limit will be processed, by order of submission. Any overflow offers will be denied and the previous best offer received for the player(s) will be reinstated as the best for that processing day. The team with the reinstated offer will be notified with the opportunity to opt-out of the offer.

*Please refer to the instructions provided in the forum and video tutorial for how to sign a free agent during the off-season. If you wish to sign an unrestricted free agent during the regular season, you may send an offer directly via the sim client.*

### **Signing Bonuses**

Any contract negotiated with a player can have a signing bonus included to boost the TCV of the offer sent. When a contract is signed, the bonus is immediately withdrawn from the signing team's funds, but does not count against the player's [salary cap](#) hit.

The signing bonus may only represent a portion of the TCV offered to a player.

# of Years Offered	Maximum signing bonus
1 year	<= 50% of total salary
2 years	<= 40% of total salary
3-4 years	<= 30% of total salary

*\*For a player being offered an [entry-level contract](#), the maximum signing bonus is 10% of the TCV.*

There are certain advantages to giving a player a signing bonus, depending on their free agent status.

- For a restricted free agent, if the FMV is more than a 10% raise from their previous contract, a signing bonus can be used to reduce the cap hit of the new contract -- as long as the base salary remains at least 10% above the previous salary. It can also be used raise the TCV in order to potentially keep the player from signing an offer sheet with another team, while maintaining the minimum base salary required to sign the player. On the contrary, a team may use a signing bonus to raise the TCV of a player they have sent an offer sheet for.
- For an unrestricted free agent, franchise player (UFA), or entry-level player, a signing bonus can be used to raise the TCV of an offered contract, while also reducing the FMV value required to sign the player. **The maximum amount you may reduce a salary below FMV and pay out as a signing bonus is the same value as listed in the table above.**

### Signing Examples

Josh Norris is an RFA with an OV of 72. His previous salary was \$3,000,000. With the required 10% RFA raise, the minimum base salary of his new deal must be \$3,300,000. His FMV value is \$3,500,000. The difference (\$200,000 per season) could be paid in a signing bonus.

A qualifying offer of a 3-year contract for Norris could be \$3,300,000 per season with a \$600,000 signing bonus (\$200,000 x 3). The maximum signing bonus under these particular terms would be \$2,970,000 (\$990,000 x 3). However, an offer such as \$2,750,000 per season with a \$2,250,000 signing bonus would not be valid because you may not offer less than a 10% raise in base salary.

Calle Järnkrok is a UFA with an OV of 71. His FMV is \$3,000,000. A qualifying offer of a 1-year contract for Cole could be \$1,500,000 base salary with a \$1,500,000 signing bonus.

Matt Dumba is a UFA with an OV of 70, who is tagged as a [Franchise Player](#). His previous salary was \$2,500,000. Though his FMV value is still at \$2,500,000, his yearly contract value must be at least \$2,750,000 because it requires a minimum of a 10% raise to re-sign. The signing bonus could be as much of that value as is allowed.

A qualifying offer of a 2-year contract for Dumba could be \$1,650,000 per season with a \$2,200,000 signing bonus (\$1,100,000 x 2).

## Moving Assets

As stated earlier, *EHE* is a lifetime-ownership league. Managers are expected to make trades that are in the best interest of their team. Please use extreme discretion when making trades. While sending your entire 2nd line to a team in exchange for Thomas Vanek might seem like a good idea right now, it can affect your team for years to come. Make sure your trades are really what you want to do!

Trades may be made between two or three teams involving active players, inactive players, prospects, draft picks for the current year, draft picks for the following year, and bankroll funds.

Future considerations must be described in writing to and approved by the *EHE* Board of Directors.

There is no limit on the frequency a general manager makes trades. You are free to trade as many assets as often as you like, provided they fit within your finances and comply with all other league rules.

All newly-appointed GMs have a two-week introductory moratorium on trading, to ensure that they have fully examined all possible options when considering who to trade.

Trades during the season typically will be processed within 48 hours, unless there is a need for further review. (In the off-season, this can take up to 5 days.) Trades will only be reviewed by the Board of Directors for fairness, talent-wise, if multiple GMs request a formal review of a trade that is considered as strongly unbalanced or if a GM has been taken advantage of. We cannot judge every general manager's motives, as fairness is completely subjective. We're all adults here. Again, please exercise good judgment when considering a trade. If you are worried that a trade that you make might be rejected, you probably should not make the trade in the first place.

Once a trade is submitted, it is your responsibility to remove the players involved from your active lineups. These assets are technically no longer yours to use. Failure to do so *may* result in a delay in the processing of the trade. If a traded player remains in an active lineup and is injured before the trade is processed, the GM at fault will be heavily fined and team acquiring the asset will have the right to void the deal.

General managers should use their best planning when trading assets. A team reacquiring a player or prospect by trade whom they have previously traded within six (6) months will incur a \$15 million penalty. A team reacquiring a player or prospect by trade whom they have previously traded longer than six (6) months and within twelve (12) months will incur a \$5 million penalty. If a team does not have available funds in their bankroll, the trade will be rejected outright. "Borrowing" is strictly *FORBIDDEN* and any pre-arranged agreement to trade a player back to his originating team may result in the dismissal of all GMs involved.

**A player signed from unrestricted free agency or claimed from waivers is not permitted to be traded by the acquiring team for a minimum of 20 regular season team games played** (or until the end of the season if there are fewer than 20 games remaining). This is to combat teams from signing talent for "ransom" and maintains a semblance of realism. A player would never sign with a team, knowing he would be traded just a few days later! (*Note:* There is no time limitation on "flipping" a player or other asset that has recently been acquired from another trade.) Additionally, a player claimed from waivers may not be placed back on waivers until he has dressed in three games (or until the end of the season if there are fewer than three games remaining) and may not be traded back to the waiving team during the same season.

In the event of an error in submission of any trade, do not post an additional trade in order to correct it. The teams involved must inform the league the same day of the trade with the details of the error. A correction will then be made. Otherwise, all valid trade submitted are final, pending league approval or formal review.

### **Trade Deadline**

Trading is permitted throughout the off-season, pre-season, and the majority of the regular season. At a certain point towards the end of the regular season (approximately 17% remaining), trading will no longer be permitted. An announcement will be made well in advance of the exact date determined of when trading must cease. GMs will be notified during the off-season of when trading may resume.

Once the league trade deadline has passed, any player acquired by trade, waivers, or free agency will be ineligible for that season's playoffs.



## Trading Player Rights

Currently inactive players (prospects, European players, etc.) may have their player rights traded. Trading the rights of an impending unrestricted free agent between the [Trade Deadline](#) and the open market period of free agency is strictly prohibited. Impending free agents are considered to have zero time remaining on their contracts from the moment their team is eliminated from the playoffs (or end of the regular season if the team failed to reach the playoffs). The bottom line is: the Trade Deadline is the *Trade Deadline*. If you wish to trade away an impending UFA, you need to do it before the Trade Deadline or the player will join the open market in the off-season, unless you place a [franchise tag](#) on him.

## Trading Draft Picks & Cash

Teams must hold a minimum of one (1) draft pick for the next [entry draft](#) at all times, unless specified in a given season.

Additionally, teams must keep at least three draft picks for the draft after next *-and-* at least one of those picks must be in the 1<sup>st</sup> or 2<sup>nd</sup> round.

Any trades that do not meet these criteria will be rejected outright. Attempts including, but not limited to, the use of future considerations or conditions placed to deliberately circumvent the draft pick minimum rules may result in both parties being fined and/or stripped of their top two draft picks and/or losing their right to conduct trades, or expulsion from the *EHE*.

The minimum amount of cash considerations that may be traded by a team is \$25,000.

## Waivers

Players who may be sent to the minors are *not always exempt from having to clear waivers*. When a player is subjected to waivers, he will be exposed for two\* days while in season or five days during the off-season. (\*Note: Saturday is not considered as a processing day during the season unless the waiver period ends or begins that day!)

All players age 26 or older (as of September 15 in the year the season begins) that are on an NHL roster must first clear through waivers in order to be assigned to the minors, regardless of if they previously cleared waivers.

Players signed to [AHL contracts](#) are automatically placed in the minors without the use of waivers.

Players on waivers may be used to satisfy [NHL roster requirements](#) during their waiver period. You must manually assign your player to your NHL roster in the sim client in order to do so. You also must manually assign them back to the farm roster in the sim client before the waiver claim period expires. The sim client will only allow you to do this on the same day that you place a player on waivers and the next day.

If a team claims a player from waivers, the claiming team is responsible for their full salary cap hit but will only pay for their remaining actual salary, for as long as they are a member of that team. Teams do not receive compensation for losing a player to waivers.

Claimed players will be assigned to the **NHL**-level club, unless their [rating is not high enough](#) to allow them to play NHL games *-or-* if they were already assigned to the minors at the time of being waived. In the event that the player's rating prevents them from assignment to the NHL-level club, the claiming team will immediately be charged half of the player's NHL season salary, exclusive of the salary they will earn for the remainder of the season.

Any player claimed from waivers during the preseason or regular season must receive **ice time** in a minimum of three (3) regular season games before being placed back on waivers for purpose of assignment. If the claiming team has fewer than three regular season games remaining, the player must be dressed for all remaining games in the season. Games in which these players are placed into your lineup as a result of a [lineup violation](#) will *not* count towards this minimum. Failure to comply to the games-played requirement before the end of the regular season will result in a \$5,000,000 penalty per player.

The claiming team maintains a right to trade or [buy out](#) the player outright prior to the [trade deadline](#) if they have not yet met games-played threshold, though their ability to place the player on unconditional (buyout) waivers will be dismissed. The cost to buy out a player claimed from waivers under this circumstance is double the total remaining NHL salary owed.

Should a player be lost to waivers and reclaimed in the same season by the *original* rights-holder, that team will not be required to meet this "three-game" criteria at the NHL level and will be granted a one-time waiver exemption if they are immediately assigned to the minors. They would then be required to play a minimum of three games at either level. If that player remains assigned to the NHL level or is recalled, he will be subject to clearing waivers once again.

If multiple teams submit claims on a player on waivers, he shall be transferred to the claiming club that has earned the lowest percentage of possible points in the standings at the time of the request. (*Note: During the off-season, preseason, or the first eight games of the current season, the previous season's point standings will apply.*) In the event that two or more claiming clubs have the same percentage of possible points, the player will be transferred to the claiming club with the lowest regulation-plus-overtime winning percentage in at the time of the request.

Waiver claims must be submitted via the Waivers page of the website. If the site does not allow you to place a waiver claim, please contact the commissioner. Waiver claims must never be submitted through the sim client and such will not be considered.

Any team at the maximum organizational roster limit of 51 active players may not file a claim on any players available through waivers without first making an additional roster move.

Any team with six (6) or more active goaltenders already under NHL or two-way contract may not file a claim on additional goaltenders through waivers. (*Note: There is no restriction regarding acquiring additional goaltenders through trade.*)

Teams may not directly "ransom off" or trade a claimed player back to the original team that waived them during the same season.

In the event of an error in sending a player to waivers or filing a waiver claim, a correction must be made by the general manager that same day. Otherwise, all valid waiver transactions are final.

## Coaches

Coaches can help be the small difference between a playoff team and a winning playoff team. All teams at both the NHL and AHL levels are required to have head coaches. All NHL and AHL head coaches from the prior season are rated, as are all NHL assistant coaches, with the exception of goalie coaches.

The minimum salary an NHL coach can be signed to is \$950,000 per season (\$200,000 per season for AHL coaches) (*new for 2024-25 season!*) for terms no longer than three years. There are no signing bonuses for coaches.

Unlike a player who loses eligibility and is either moved to the retired list or organizational roster, a coach who becomes inactive will remain with the club he belongs with until the completion of his contract or he is fired, although his ratings may suffer. After that time, the coach will be removed from the active listing. The only time an inactive coach will be removed prematurely without penalty is if he dies, in which case, teams will be permitted to complete the current season with that coach before he is removed.

Clubs may promote their AHL-level coaches to the NHL level in the event of a vacancy. However, NHL-level coaches may not be demoted.

In the off-season, a team must have a vacancy in order to submit a contract offer to a coach on the open market.

*Only AHL head coaches or NHL assistant coaches in real life may be signed to AHL teams. Prominent*

### Fair Market Value

Like players, all coaches have a "Fair Market Value" to establish their potential worth. The STHS does not calculate an overall rating for coaches the way it displays for players. Therefore, the *EHE* calculates its own internal OV rating to generate FMV.

The FMV scale maintains balanced pay so that *EHE*'s top coaches will be among the most expensive to own. For any eligible coaches, this scale determines the minimum salary one must be signed to based on their OV rating:

<b>OV Rating</b>	<b>Min. Salary</b>	<b>each add'l OV point</b>
Under 63	\$200,000	-----
63 to 64	\$250,000	-----
65 to 66	\$375,000	-----
67 to 68	\$500,000	-----
69 to 70*	\$600,000	-----
70* to 71	\$700,000	-----
72 to 73*	\$800,000	-----
73* to 74	\$900,000	-----
75 to 76	\$1,000,000	+\$100,000
77 to 81	\$1,200,000	+\$150,000
82 and above	\$2,000,000	+\$250,000

*\* Uses a half-point fraction as part of the calculation*

The FMV scale is to be used for a salary basis on a new contract, regardless of the length it is signed for. While the FMV scale itself may change from season to season, coach salaries will not change during their contract to match the adjustments on the scale.

### Re-Signing Coaches

Teams have the possibility of re-signing their NHL head coaches only after their existing contract expires. Eligibility will be based on a team's performance in the most-recent *EHE* season. The team's regular season points percentage will be equal to the chance of re-signing their coach, with the following modifiers:

- Missed the Playoffs = Pts% x 0.8
- Eliminated in 1st Round = Pts% x 0.9
- Eliminated in 2nd Round = Pts% x 0.95
- Eliminated in Conference Finals or Cup Finals = Pts%
- Won Stanley Cup = Pts% x 1.1

A team is *not required* to re-sign their NHL head coach even if they are successful in drawing the opportunity to do so.

Coaches signed to AHL deals are not eligible to be re-signed without first becoming available on the open market. However, a team that chooses to promote its own AHL coach will automatically be permitted to re-negotiate an NHL contract with the coach without being subjected to free agency.

## Luring AHL Coaches

No coach may be traded at any time, although teams may negotiate to purchase the contract of an AHL coach for use on their NHL-level team *during the off-season only*. The minimum payment to the team whose coach is being lured is 25% above the remaining total value of the contract. The coach's new contract must be at least the same length of term remaining on his prior contract, with at least the same yearly salary, the asking price based on his ratings, or the league minimum of \$500,000, whichever is greatest.

(*Example:* The Maple Leafs wish to sign Tony Granato from Colorado's AHL affiliate. Granato is paid \$250,000 and has two years remaining on his contract. The Maple Leafs must pay a minimum of \$312,500 *per season* [\$625,000 total value] to the Avalanche in order to make Granato their NHL coach. If the Avalanche and Maple Leafs successfully negotiate a purchase price for Granato, his new NHL deal with Toronto can be 2 or 3 years and his new yearly salary is \$500,000 or the Fair Market Value based on his ratings, whichever greater.)

## Firing Coaches

General managers may fire any coach from their club for a penalty, provided that the club has enough funds in their current bankroll to complete the process. This must be done by submitting an e-mail to the league.

Coaches who are fired must be paid out for each year remaining on their existing deal. The cost to fire a coach is **2/3** of his total remaining contract value. For coaches who are fired during the regular season, the current year of the contract is prorated based on the number of team games remaining in the season.

Teams may not fire their coaches between the trade deadline and the start of the off-season.

*Example:* Joe Sacco is fired with two full years remaining on his AHL-level contract of \$400,000 per season.

2 years x \$400,000 x (2/3)

Total amount to buy out the coach: \$533,333

## Franchise Tags

While it is important to keep the UFA pool as abundant in talent as possible, it is also unrealistic that no impending free agents would re-sign with their clubs before ever reaching the market. The easiest way to balance this is with franchise player tags.

Each team has the ability to "Franchise" two players. Each tag may be moved to a different player (or a coach) once every three seasons.

Any RFA-eligible player that is tagged may be re-signed when their contract expires at a 10% raise above their previous yearly salary or 10% above Fair Market Value, whichever is greater, up to *EHE's* set maximum player salary. If this yearly salary would be more than the maximum salary, the difference must be paid out as a signing bonus. They are also exempt from the offer sheet portion of free agency. The length of the contract, as with any free agent, will be determined by the team's general manager.

Any UFA-eligible player that is tagged may be re-signed when their contract expires at 10% above Fair Market Value, up to *EHE's* set maximum player salary. If this yearly salary would be more than the maximum salary, the difference must be paid out as a signing bonus. The length of the contract, as with any free agent, will be determined by the team's general manager. An added benefit to tagging a UFA is that teams will be able to "renegotiate" part of the contract to where a that player's [signing bonus](#) "absorbs" the pay increase in their total contract value. They are also exempt from being paid after they retire if they are re-signed at age 35 or older.

A team may move a FP tag every three seasons once that particular tag becomes available. The team is permitted to leave that tag on its existing player for as long as they wish without having to declare a new three-year period. (Example: Sidney Crosby has three years remaining on his existing contract and has an FP tag with two years remaining. The tag "unlocks" for Crosby's final year of his contract and *Team X* chooses not to move the tag. Crosby is eligible to be automatically re-signed once his contract expires and then the FP tag may still be moved the following season.)

A team relinquishes its retention rights when trading a franchise player or allowing them to go to unrestricted free agency. If a tagged player is moved, the FP tag will not become available until the end of the mandatory three-year period. Trading or releasing a franchise player does not immediately "unlock" the assigned FP tag, nor does it transfer FP tag rights to a team acquiring that player.

Franchise players are not eligible to be assigned to the farm level.

### Franchise Coaches

Rather than use a franchise tag on a player, teams have the option of using one of their tags on one of their coaches. This carries the same three-year minimum term as tagging a player.

A franchise coach who is currently tagged may be re-signed when their contract expires at 10% above Fair Market Value. A team may reduce their yearly salary by paying out the difference up front as a signing bonus.

## Playoffs

The EHE playoff formats closely follow the real NHL and AHL tournament-style playoff formats.

For the Stanley Cup playoffs (NHL), each round will hold best-of-7 series. Eight teams will qualify in each conference – the top three teams in each division, plus two wildcard teams, as determined by the number of standing points earned during the regular season. To begin the playoffs, the division winner with the best record in the conference plays the lowest-seeded wild-card team and the other division winner plays the highest-seeded wild-card (wild-card teams may cross over to another division within the conference), and the two teams with the next best records in each division are seeded 2nd and 3rd.

For the Calder Cup playoffs (AHL), the first round will hold best-of-5 series, with all following rounds holding best-of-7 series. Eight teams will qualify in each conference – the top three teams in each division, plus two wildcard teams. Where the *EHE* differs from the [real AHL playoff format](#) is how the initial playoff brackets are set. If both divisions of a single conference sees four teams qualify, first-round playoff matchups will be held within their respective divisions in a 1<sup>st</sup> vs. 4<sup>th</sup> and 2<sup>nd</sup> vs. 3<sup>rd</sup> scenario. If a division sees an odd number of teams qualify, the playoff format will resemble the NHL format listed above.

If two or more clubs are tied in points during the regular season in either league, the standing of the clubs is determined in the following order:

1. *Superior Points Percentage*. The greater percentage of standing points earned during the regular season. The team with the fewest number of games played is considered the higher seed. Used in the event that not all teams play the same number of games in a regular season.
2. *Regulation Wins*. The greater number of wins earned in regulation, excluding games won in overtime or shootout. This figure is reflected in the RW column of the standings. (Note: If teams have not played the same number of games, this will be counted by percentage).

3. *Regulation + Overtime Wins.* The greater number of combined wins earned in regulation and overtime, excluding games won in shootout. This figure is reflected in the ROW column of the standings. (*Note:* If teams have not played the same number of games, this will be counted by percentage).
4. *Total Wins.* The greater number of games won in any manner. This figure is reflected in the W column of the standings. (*Note:* If teams have not played the same number of games, this will be counted by percentage).
5. *Head-to-head.* The greater number of points earned in games between the tied clubs. If two clubs are tied, and have not played an equal number of home games against each other, points earned in the first game played by the club that hosted the extra game shall *not* be included. If more than two clubs are tied, the higher *percentage* of available points earned in games among those clubs, under the same "extra game" condition, shall be used to determine the standing.
6. *Goal differential.* The greater differential between goals for and against for the entire regular season. (*Note:* In the standings, a victory in a shootout counts as one goal for, while a shootout loss counts as one goal against.)

All players who were signed to NHL contracts, prior to the [Trade Deadline](#), are eligible to play in the Stanley Cup playoffs. However, players may only play in the Calder Cup playoffs based on [AHL eligibility and additional conditions](#).

### **Playoff Fund**

Players and coaches are not paid their regular salaries during the playoffs. Instead, each of the 32 *EHE* clubs will contribute an equal amount towards a "playoff fund," which will be considered how personnel is "paid." The funds will be withdrawn from each club's bankroll after the playoffs have concluded and before revenue sharing takes place during the offseason.

For the 2022 playoffs, the playoff fund will total \$19,218,750. The fund will increase approximately \$1,000,000 each year through 2026, based on the same total amount of the real-life NHL playoff fund.

### **Prizes**

Since *EHE* is not-for-profit, it is not common for there to be any physical prizes to award winners of either league. The Cup-winning managers of each league will receive a respective bankroll prize. In addition, the Stanley Cup winner will receive a 3% increased chance of successfully signing an [unrestricted free agent](#) immediately if they are the top bidder at the end of a processing day (*max. three (3) players signed with use of the bonus*).

## **Entry Draft**

One of the most exciting events for a general manager is held every summer – The *EHE* Entry Draft! This will generally be held each July/August, before the start of the [free agency period](#). GMs will be given advance notice of the specific date and time drafting will commence.

The Entry Draft will consist of five (5) rounds, with each team receiving one pick per round (prior to trades, disciplinary action, or compensation). Unless specified, a minimum of three rounds of the draft will be held live in the league Discord channel. Once the live portion has ended, all remaining selections will be made promptly in the league forum. GMs are expected to be aware when their selections are approaching and make them in a timely manner to keep the draft flow continuous.

If a first-round pick is unable to be signed, due to his premature retirement, death, or other extenuating circumstances, the team that formerly held his rights would receive a compensatory second-round pick in the next draft at the selection of the same number that he was originally taken.

Any compensatory picks granted are not eligible to be traded.

Please review the section on [moving assets](#) for more details about trading draft picks.

Participation in the Entry Draft is **mandatory**. If you are unable to attend the Entry Draft for any reason, you are expected to provide a draft list to the commissioner, as well as if you request for someone to be your proxy. GMs should not be proxy for multiple teams, nor is there a need to, since attendance is typically close to full. A GM who does not attend the draft and has not provided their own draft list to the commissioner will be terminated from the *EHE*.

### Lottery

With compensatory and rescinded picks considered, draft order will be determined based on season results. At the conclusion of the regular season, the original first-round picks of the 16 NHL teams who miss the playoffs are entered into a weighted lottery to determine the initial two draft picks in the first round, seeded according to reverse regular season standing. The first lottery draw will determine the holder of the first overall pick in the draft. An additional lottery draw will determine the holder of the second overall picks. For both lottery draws, teams can only move up a maximum of ten (10) draft positions. For all subsequent rounds, the first 16 picks will all be positioned in order of reverse regular season standing.

The odds of winning the EHE draft lottery are exactly listed below, based on final league standing:

32 <sup>nd</sup> 18.5%	31 <sup>st</sup> 13.5%	30 <sup>th</sup> 11.5%	29 <sup>th</sup> 9.5%
28 <sup>th</sup> 8.5%	27 <sup>th</sup> 7.5%	26 <sup>th</sup> 6.5%	25 <sup>th</sup> 6.0%
24 <sup>th</sup> 5.0%	23 <sup>rd</sup> 3.5%	22 <sup>nd</sup> 3.0%	21 <sup>st</sup> 2.5%
20 <sup>th</sup> 2.0%	19 <sup>th</sup> 1.5%	18 <sup>th</sup> 0.5%	17 <sup>th</sup> 0.5%

The remaining order of the draft is determined by playoff results. Picks of the Stanley Cup winner will be at the end of each round (32<sup>nd</sup>), while the runner-up will hold the second-to-last pick of each round (31<sup>st</sup>). Teams eliminated in the conference finals are awarded the 30<sup>th</sup> and 29<sup>th</sup> picks. Picks 17-28 are then determined by reverse regular season record, with remaining division winners holding the lowest of these picks.

### Draft Class

A player may be selected in the EHE Entry Draft if he meets all of the following criteria:

- 1) His rights are currently owned by an NHL organization in real life, as of the time the draft begins.
- 2) His rights are not and never have been owned by an EHE club.
- 3) He has not been previously rated in an EHE season.
- 4) He is under the age of 25 as of June 15 of the particular draft year.

Any rated player whom is age 25 or older is not eligible to enter EHE via the draft and would be subject to unrestricted free agency.

(*Example: Connor Bunnaman is eligible for the 2017 draft and is not selected by an EHE team. He is not rated for the 2017-18 season and therefore eligible for the 2018 draft. Again, he is not selected. He is not rated for the 2018-19 season and therefore eligible for the 2019 draft. Again, he is not selected. However, he does qualify to be rated for the 2019-20 season. Therefore, he will become an unrestricted free agent later that summer.*)

## Training Camp

At the beginning of the preseason, all players under NHL contract will be considered "in training camp" and placed on the NHL roster. This means that players may be required to [clear waivers](#) before being assigned to the minors. There will be two deadlines for players to be assigned to the [minors](#):

1. Once the AHL preseason begins, teams need to meet the minimum AHL [roster requirements](#) in order for games to be played.
2. Once the regular season begins, teams will need to meet the minimum [roster requirements](#) when setting their opening night rosters before the announced deadline.

## Rivalries

Teams have the ability to develop rivalries over time, whether it is caused from region, multiple playoff series against one another, or simply friends who like to compete against one another. The SimonT simulator allows GMs the option of using these rivalries to create more intensity in their games.

Rivalries may be requested for both the NHL and AHL levels, although the *EHE* website is only equipped to list for NHL teams. The *EHE* allows GMs to have up to three (3) rivalries per team, per level.

***The commissioner and Board of Directors of the Elite Hockey Experience reserve the right to change or modify any rules seen fit, at any point in time, if deemed to be in the best interest of the league. Updates to league rules are posted in the forum in most instances.***

## Back to the beginning of the EHE Rulebook

[Disclaimer](#)