

***OLD-TIME HOCKEY***

***LEAGUE***

*Rule Book*

*Matt George*

**OLD-TIME HOCKEY LEAGUE**

MATTDAVIS18@HOTMAIL.COM

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## CODE OF CONDUCT

### GMs are expected to:

- ❖ Respond to ALL emails within a timely manner (72 hours)
- ❖ If you are unavailable or have limited access to the internet – let the Commissioner know.
- ❖ Expected to take part in any league voting by the deadline stated.
- ❖ A working email and a computer or laptop.
- ❖ If away during the draft. Plan with another GM or Commissioner to draft for you. Making a list is another option.
- ❖ Are expected to send in lines after any injuries to your team or after any trades made.
- ❖ Are supposed to keep their team financially viable. See Bankruptcy
- ❖ Are expected to make trades for the best interest of their team.
- ❖ Are expected only to use the league email address for league related issues. Mass mailing of jokes, chain letters, etc. is strictly prohibited.
- ❖ Are expected to be courteous in all dealings with all members of the league.
- ❖ The League follows the three strikes, you are out rule.

# ATTRIBUTES DEFINITION

## PLAYERS ROSTER FULL RATINGS

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

### Players Roster Reduce Rating

IT = Intensity  
PY = Physique  
PC = Puck Control  
SC = Scoring  
DF = Defense  
ME = Mental  
PO = Potential  
OV = Overall

### Goalies Rosters Reduce Rating

PH = Physique  
RB = Rebound Control  
SC = Style Control  
HS = Hand Speed  
RT = Reaction Time  
ME = Mental  
PO = Potential  
OV = Overall

Players Stat  
GP = Games Played  
G = Goals  
A = Assists  
P = Points  
+/- = Plus/Minus  
PIM = Penalty Minutes  
HIT = Hits  
HTT = Hit Received  
SHT = Shots  
SHT% = Shooting Percentage  
SB = Shots Blocked  
PP = Powerplay Goals  
SH = Shorthanded Goals  
GW = Game Winning Goals  
GT = Game Tying Goals  
EG = Empty Net Goals  
HT = Hat Tricks  
MP = Minutes Played  
P/20 = Points per 20 Minutes  
FO% = Face off Percentage  
FOT = Face offs Taken  
PSG = Penalty Shot Goals  
PSS = Penalty Shots Taken  
GS = Current Goal Scoring  
Streak  
PS = Current Point Scoring  
Steak  
WG = Current Goal Scoring  
Slump  
WP = Current Point Scoring  
Slump

### Goalies Rosters Full Rating

SK = Skating  
DU = Durability  
ST = Strength  
SZ = Size  
AG = Agility  
RB = Rebound Control  
SC = Style Control  
HS = Hand Speed  
RT = Reaction Time  
EX = Experience  
LD = Leadership  
MO = Morale  
PO = Potential  
OV = Overall

### Goalies Stat

GP = Games Played  
W = Wins  
L = Losses  
OTL = Overtime Losses  
PCT = Save Percentage  
AVE = Goals Against Average  
MP = Minutes Played  
PIM = Penalty Minutes  
SO = Shootout  
GA = Goals Against  
SA = Shots Against  
A = Assists  
EG = Empty net Goals  
PS% = Penalty Shots Save %  
PSA = Penalty Shots Against  
Coach Rating  
PH = Physical  
DF = Defense  
OF = Offense  
PD = Player Discipline  
EX = Experience  
LD = Leadership  
PO = Potential

# LEAGUE STEUP

## PORTAL & PORTAL EXTENSION

- ❖ The main website for the league is @ [www.oldtimehockeyleague.net](http://www.oldtimehockeyleague.net). GMs should post and take part in discussions regularly. Besides for the portal, the league has created an “Extension website” storing the archives for the league - Click on the logo after the Capitals logo at the top of the page in the team menu bar to access the site. <http://othlsimhockey.weebly.com/>

## SLACK

- ❖ The league will use Slack for Entry Drafts, Coaches Drafts, Expansion Drafts, and other league activities. The link to the Slack page is [old-timehl.slack.com/messages/C2C3XK79S/](https://old-timehl.slack.com/messages/C2C3XK79S/)

## REGULAR-SEASON SCHEDULE

- ❖ The length of the regular-season schedule will try to match the same number of games as the NHL, when possible.

## PLAYOFFS

- ❖ The playoffs will always try to match the same number of rounds and teams as the NHL did during the current year. Commissioner may change the playoff format for the betterment of the league.

## EXPANSION

- ❖ Expansion will follow the NHL expansion as closely as possible, but the ultimate decision on expansion will be left in the Commissioner’s hands. Expansion clubs created before 1967 will become one of the 1967-1978 expansion clubs.

## SIM SCHEDULE

- ❖ The sim will be done every day between 7 AM and Noon. Lines should be ready for 6:45 AM. The sim will cover three days during the regular season and two days during the playoffs.

## POSITION CHANGES

- ❖ Requesting a position change for a player can be completed on the web portal on the player’s card, click edit and the request area will to your right on the page. A supporting web link must be provided from a reasonably reliable source. If you can find it, it will be accepted – including hockey cards, posters, and websites.

## FRANCHISES

- ❖ Each franchise will comprise a Pro and Farm team. The roster limit is 60 total players. The pro and farm roster should each at least 18 skaters and 2 goalies. Pro rosters can carry up to 23 total players (20 active players and 3 scratches).

## **FARM OV CAP**

- ❖ Farm Skater OV – 70
- ❖ Farm Goalie OV – 77
  
- ❖ This means all skaters who have an of OV 70 or higher must play at the pro level and all goalies with an OV of 77 or higher must play at the pro level. Only exception is if the skater/goalie is on the first year of their ELC contract. NOTE: Any player who reaches the pro level during the season can remain at the farm level for the rest of the REGULAR season.

## **TEAM POPUALRTITY**

- ❖ Each team will start with 90 points. Teams which win the cup gain +3; make the playoffs +1; -2 for missing the playoffs. Teams max out at 120 and can only drop to 70.

## **FINANCES**

- ❖ GMs taking over a new expansion team will start with the default amount of \$40,000,000.
- ❖ GMs taking over an existing team will start with the default amount of \$40,000,000.
- ❖ The league has a \$3,000,000 hard cap with a soft cap of \$1,000,000 (\$12,820 pregame). Luxury tax of 150% on every dollar spent over the soft cap.
- ❖ A financial report will be given at the end of the season, along with a league performance sheet, and will determine the economic balance of the league.
- ❖ Teams can file for bankruptcy after three financial failed seasons. NOTE: Each GM can only file for bankruptcy once before either facing stricter sanctions towards their club or face being removed from the league.

## **BANKRUPTCY**

- ❖ Teams who file for bankruptcy will:
- ❖ Lose their two highest contracted players.
- ❖ Be given a league loan; the team loan must be repaid to the league with in ten seasons.
- ❖ The team will keep all prospects, draft picks, all players 23 and under, and allowed to keep another seven players from their roster, with the rest of the players being sent to free agency.
- ❖ The club will not be allowed over the soft cap for the next two seasons, will only be allowed to be 50% over the soft cap for an additional two seasons before restrictions are removed.
- ❖ An option to relocate the team to another city could be made available. Relocation fee will be added to the amount the team needs to repay.

## **TANKING**

- ❖ All teams are expected to roster their best roster on the pro and farm side; player development will be taken into consideration by the Commissioner.
- ❖ Teams caught tanking will have all their team's picks moved to the end of each round of the draft. NTCs will be added to the lowest players on their pro roster and losing all camps and sponsorships. Commissioner has final ruling on all

tanking outcomes.

### **TICKET PRICES**

- ❖ Ticket prices can be changed by just using the STHS Client software. The league has set a cap on tickets prices. Ticket cap will change as the league progresses through the eras.

### **LINES**

- ❖ GMs are responsible for submitting lines regularly.
- ❖ Double shifting is discouraged. Forwards should not play on more than one full-strength line. Failure to maintain complete lines (NHL team) or to respect the “no double-shifting” will cause reduced player and team performance.
- ❖ If caught double shifting, your best player will sit out until the lines are fixed.
- ❖ Playing one or two extra defencemen will allow for one or two forwards to be double shifted. Forward which are being double shifted must play on the fourth line. Defenseman who can only play defense, cannot play a forward position. Forwards can only play defense on special teams.
- ❖ A minimum of 10 percent ice time is required for the fourth line. A minimum of 5 percent ice time is required on the fourth defensive pairing when using a seventh or eighth defender.
- ❖ At the pro and farm level, goalies can start up to maximum of 65 games during the regular season.

### **HONOURING A PLAYER**

- ❖ Teams can honour a retired player. Post an article about the player who is being honoured. Once the player is honoured, their number will be honoured on the extension page.

### **RETIREMENTS**

- ❖ All players between 36 to 45 stand a chance of retirement. Random number generator in the STHS software determines the chance of retirement. Players between 36 to 45 who sign an extension can still retire.

### **COACHES**

- ❖ Coaches will be drafted by teams every five years; the order is created by the commissioner.
- ❖ Coaches can be fired during the five-year period and a new coach signed for the remaining seasons before the next coaches draft.
- ❖ Pro coaches will make \$100,000 – Farm coaches \$50,000.
- ❖ When firing a coach, the team must pay 100% of the remaining contract.
- ❖ Fired coaches can not re-sign with their former club for one full season.
- ❖ A GM can promote their own farm coach or hire another team’s farm coach. If another team’s farm coach is hired, a fee for every year left on the coach’s contract must be paid to the team losing their coach.

# RE-RATES

## SIM RE-RATES

- ❖ Player re-rates happen at the end of the season. Players can also re-rate in in-season, depending on the player's performance in-season a slight increase of +1 to +3 or a slight decrease of -1 to -3 could happen.
- ❖ Players are rated based on their statistical numbers and potential.
- ❖ The formula being used will allow players to develop both at the pro and farm levels and allow older players slowly to lose statistical numbers as they age.
- ❖ Players from 18 to 27 are given a slight bump to their ratings a boost of +2 to primary stats. Players 36 to 45 are given a slight decrease to their primary stats.

## PROSPECT RE-RATES

- ❖ Prospects not created will be awarded with a development bonus to their ratings. The bonus excludes LD/EX/MO/PO.
- ❖ The bonus is a onetime bonus. +2 added to all stats for remaining a prospect for one year, +4 added to all stats for remaining a prospect for two years.
- ❖ Prospects must be created two years after being drafted.
  
- ❖ Primary and Secondary Skater/Goalie Stats:
  - Skater Primary Stats: CK, SK, PH, PA, SC, DF
  - Skater Secondary Stats: FG, DI, ST, EN, DU, FO
  - Goalie Primary Stats: RB, SC, HS, RT, AG
  - Goalie Secondary Stats: SK, DU, EN, SZ, PC

# TRANSACTIONS

## TRADES

- ❖ The trade deadline will be after 80% of the regular season.
- ❖ Three-way trades are NOT permitted.
- ❖ All trades will be handled through the transaction form on the website. Included cash in trades should be added under future considerations.
- ❖ Trades may involve any combination of:
  - Players
  - Prospects
  - Draft Picks
  - Cash
  - Future Considerations
  - Player to Be Named Later
  
- ❖ GMs are expected to do the research in making sure the deal is good. You may ask around to get opinions from other GMs. No deal will be reversed. Do your homework.
- ❖ Commissioner can overturn any deal which is lopsided.
- ❖ Future Considerations could include all you can think of, such as performance-based deals (i.e. You trade for a player and the deal includes that if he scores 20 goals for you to add a pick)
- ❖ When trading cash for a player, the amount must equal or greater than the waiver claim amount (50% of season salary). (i.e. This means you cannot offer \$1 for a player)
- ❖ Conditional Picks are managed by the sim, but it is up to GMs to make sure all future considerations are finalized.
- ❖ Any players/picks with future considerations attached to the player/pick and is traded, will have those future considerations removed.
- ❖ Draft Pick Cap: Teams can have three first round picks, five second picks, with the remaining rounds remaining open. Starting in Y32.
- ❖ PTBNL must be completed by the start of the off-season.

## WAIVERS

- ❖ Any player 26 years or older and with 20 games played during the season is subjected to waivers.
- ❖ Players on waivers have 48 hours to clear.
- ❖ Teams place their claim via the portal.
- ❖ The team who wins the claim on the player will pay 50% of the player's salary to the team losing the player.

# CONTRACTS

## BASELINE

- ❖ We use the Web Portal Extension feature
- ❖ Contract amounts must be distributed evenly throughout the duration of the contract. IE. Y1 = \$1,000,000. Y2 = \$1,000,000, Y3 = \$1,000,000
- ❖ Max contract is four years.
- ❖ NTC can be given to any player with an OV of 70 or higher.
- ❖ Signing bonus open to all players and don't count towards the cap.
- ❖ No back-loaded or front-loaded contracts
- ❖ Minimum contract amount = \$1,000 per year
- ❖ Maximum = \$200,000 per year.
- ❖ If a player's contract goes over the yearly max, their contract will be set for the max amount with the rest going towards a signing bonus.
- ❖ Players 26 and older who remain unsigned at the end of the season will become UFAs.
- ❖ Players 18 to 25 at the end of the season and fail to re-sign with their team will be re-signed to a one-year arbitration contract. NOTE: the age is based of the end of the start, not the start. EX Player A is 25 at the start of the season, but will turn 26 before the season ends, so Player A would become a free agent if not re-signed to a contract by the end of the regular season.
- ❖ Any UFA players with an OV of 70 or higher with given a one-way deal. One-way players can only play at the pro level.
- ❖ Newly signed players must remain with the club who signed them until the halfway point of their first season.

## FRANCHISE PLAYER

- ❖ Player must be in the final year of their contract.
- ❖ Extension options do not need to be used.
- ❖ Franchise Player Tag is only allowed once per player.
- ❖ The player franchised will also be given an NTC.
- ❖ Must not be an arbitration case
- ❖ Player is resigned for 1 yr @
  - OV 80+ = Current Salary + \$150000
  - OV 75-79 = Current Salary + \$125000
  - OV 70-74 = Current Salary + \$100000
  - OV 66-69 = Current Salary + \$75000
  - OV 60-65 = Current Salary + \$50000
  - OV 50-59 = Current Salary + \$25000
  - OV-50 = Current Salary + \$10000

**IF THE PLAYERS NEW AMOUNT IS OVER THE LEAGUE'S YEARLY SALARY AMOUNT, THE REMAINING AMOUNT IS TAGGED INTO THE BONUS.**

## ARBITRATION

- ❖ Players can only go arbitration once.
- ❖ Arbitration players will be offered a one-year deal.

- ❖ The dollar amount will set based on the chart below:
  - OV <60 – Current yearly amount + \$10000
  - OV 60 to 65 – Current yearly amount + \$20000
  - OV 66 to 70 – Current yearly amount + \$40000
  - OV 71-75 – Current yearly amount + \$60000
  - OV 76-79 – Current yearly amount +\$80000
  - OV 80+ - Current yearly amount +\$100000
- ❖ EX. Player A is currently paid \$4000 and has an OV of 70 – he would now make \$44000 for one year.

### **PROSPECT CONTRACT BREAKDOWN**

- ❖ Salary is based on OV: Entry-level players can sign a one, two, or four-year contract depending on when the player is created. If a player is created in the year the player is drafted, the player will receive a 4-year deal, if a player remains a prospect for one year - 2-year deal, and if the player remains a prospect for two years - a 1-year deal is given.
  - OV <50 \$2,000
  - OV 51-59 \$3,000
  - OV 60-65 \$5,000
  - OV 66-69 \$7,500
  - OV >70 \$10,000

### **CONTRACT BUY-OUTS**

- ❖ 100% of the remaining contract.
- ❖ Bought out players can not re-sign by the same team for the rest of the season.

### **NO-TRADE CLAUSE**

- ❖ No Trade option can only be given to a player with an OV of 70 or higher.
- ❖ A player with an NTC can only play at the pro level.
- ❖ A player with an NTC contract can only be traded in the last year of their deal and NTC need not be waived.
- ❖ NTC can only be given when extending a player and not during Free Agency.
- ❖ NTC Buyout: Any player who has been on a NTC for two seasons, teams can pay \$10,000,000 to buy a player out of their NTC. The player will have \$40,000 added per season to their remaining contract.

# DRAFTS

## ENTRY DRAFT

- ❖ There are five rounds per draft, and each team has one pick per round.
- ❖ Any pick within a five-year span can be traded.
- ❖ The draft order is determined by the reverse order of the regular season standings. There is a lottery draft. The Commissioner owns the right to change the rule without notice.
- ❖ Newly drafted prospects are activated upon teams' request via To-do list and will be assigned a 3-year contract and salary based on their overall rating.
- ❖ European players will be added to the end of the draft to fill the remaining picks. If there are no Europeans to be used in the draft, the teams will be rewarded with cash for the remaining picks they left. NOTE: Europeans are auto created.
- ❖ As the league progresses throughout the seasons, each draft pick dollar amount will increase to fit the era.
- ❖ A list of draftees will be released during the season and it is the GMs responsibility to research the players.
- ❖ If a player is not created with a span of two seasons, the player will be placed on the free agent list or kept a side for use in a future draft.
- ❖ Cash is given for picks which are not used. Teams can not pass their pick over if players are still on the board.
  - Round 1 = \$50,000
  - Round 2 = \$40,000
  - Round 3 = \$30,000
  - Round 4 = \$20,000
  - Round 5 = \$10,000

## EXPANSION DRAFT

- ❖ Each team can either protect one goalie, five defencemen, and nine forwards, or two goalies, three defencemen, and seven forwards.
- ❖ The league default is three players can be selected from one team, only one goalie can be selected from a team. SUBJECT TO CHANGE DEPENDING ON THE NUMBER OF TEAMS DRAFTING IN
- ❖ Players 23 and under are automatically protected.
- ❖ Prospects are automatically protected.
- ❖ Snake order will be used in the second and second last rounds.

# TO-DO LIST

## CASH

- ❖ Cash can be used in the off-season to improve the ratings of players at the discretion of the GM.
- ❖ Each team can gain more cash through trades, ticket sales, to-do list, team awards, tasks, and team performance. The commissioner will announce reward and penalty amounts.

## TRAINING CAMPS

- ❖ GMs will be allowed to send players to training camps to hone various skills (see To-Do lists). Each team can use up to five camps per off-season. To send a skater to a camp, the skater must have an OV under 70. Goalie must have OV under 77.
- ❖ Cost for Regular Camps is \$3,000,000 (General Camp, Conditioning Camp and all camps with one Primary Skill and no other skill upgrades.)
- ❖ Cost for Special Camps is \$6,000,000 (Goalie Camp, Snipers Camp and all other camps with three upgrades and two downgrades)
- ❖ Players going to a camp cannot have manual re-rate points added to their stats.

## SPONSORSHIPS

- ❖ Each team has the option to sign sponsorship and media deals.
- ❖ Each team can sign two media contracts (one radio and one television), two concessions (one food and one beverage), one team and two player deals. (see To-do list sheet)

## PROSPECTS

- ❖ List the prospects you want created in this section. There is no limit.
- ❖ Player creations must happen within two seasons of being drafted, if not created. The team loses the player with no compensation, and the player either becomes a free agent or re-enters the draft. Second year prospects are auto created.

## AWARDS

- ❖ After every season, the league will hand out awards to teams and individuals for various accomplishments. Sometimes, these awards come with cash or re-rate bonuses.
- ❖ The league will vote on the awards.

### ❖ TEAM AWARDS

- Stanley Cup (\$10,000,000); playoff champion
- Stanley Cup Finalist (\$6,000,000); playoff runner-up
- President's Trophy (\$2,000,000); best overall regular season record
- Division Leader (\$500,000); division winner
- Farm Champion (\$5,000,000); farm playoff champion
- Farm Regular Season Champion (\$1,000,000); best overall farm regular season record

### ❖ PLAYER AWARDS

*(re-rate points attributed to award winner)*

- Hart Memorial Trophy: +1 to all Core Stats (PH, CK, SC, PA, DF, DU), +2 to LD
- Lady Bing Memorial Trophy: +2 to DI
- Calder Memorial Trophy: +1 to all Core Stats (PH, CK, SC, PA, DF, DU)
- Art Ross Trophy: +1PH, +1SC, +1PA
- James Norris Memorial Trophy: +1DF, +1ST, +1CK, +1PH
- Maurice "Rocket" Richard Trophy: +1SC, +1PH
- Georges Vezina Memorial Trophy: +1AG, +1DU, +1SZ, +1EN.

If you have questions about the rules, please direct your questions to the Commissioner via an email, Slack, or PM. Cheers!