

Yahoo Fantasy Hockey League

2025 - 26 Season

DRAFT

Collective Bargaining Agreement

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Changes from the previous season highlight yellow

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1. Administration

1.1. The League is a one (1) year head-to-head NHL fantasy league run through Yahoo Sports Fantasy.

1.2. The league is moderated by one (1) to two (2) Commissioners

1.2.1. The Commissioners may also act as one of the twelve (12) to twenty (20) General Managers.

1.2.3. Either Commissioner will be assigned the role of League Administrator, responsible for collecting league dues before the start of the season.

1.3. The league consists of twelve (12) to twenty (20) fantasy NHL teams with one (1) General Manager per team. Note that the league can only have an EVEN number of teams.

1.3.1. Co-General Managers are allowed for a single team, granted approval by the commissioner. In this instance, one (1) user will be assigned lead General Manager.

1.4 Any rule change during the season must be announced by the commissioner 48 hours before implementation and be approved by the remaining General Managers with a vote of 50% + 1 majority.

1.4.1 **This CBA will be agreed upon by all General Managers before the start of the season,** so nothing should change during the season.

1.5. All dates and deadlines will be announced to the General Managers within the first few weeks of the regular season as official NHL dates are often a pain in the ass to find before the season starts. These dates will not change unless voted on by a majority of General Managers.

1.6. Any prize money forfeited due to a penalty from a General Manager will be added to the overall End of the Season prize.

2. Term and Entry Fee

2.1. The term for the Fantasy League is one (1) year.

2.2. The entry fee for the league is **\$50 CAD, \$40 USD, or £30 GBP**, depending on the manager's location.

2.3. The entry fee must be paid to the League Administrator before the

start of the draft each year.

2.4. Entry fee is non-refundable.

2.4.1 The Rudy Gobert Mic Touch Press Conference the Day Before the World Shut Down Clause - The only situation where the entry fee will be refunded is if the NHL season (and thus Yahoo Sports season) is canceled due to unforeseen circumstances. Dues will be paid out upon confirmation of the season being fully canceled (and not resuming).

3. The Draft

3.1. The Draft will be online and take place during one of the seven (7) days prior to the start of the season. The tentative date is around one (1) full week before the first day of the NHL season at 8:30 PM EST. This time is subject to change based on the General Manager's availability.

3.2. Attendance at the draft is mandatory-ish, lest you be fully trusting of the auto-draft.

3.3. In the case of an emergency, the league commissioner must be contacted as soon as possible and the General Managers will vote to have the draft rescheduled.

3.4. The draft order will be decided by a lottery provided by Yahoo Sports, 30 minutes prior to the agreed upon draft time.

3.5. Only players in the Yahoo system can be drafted.

4. Roster

4.1. Roster positions will consist of the following, depending on league size:

- A twenty (20) team league will consist of ten (10) positions of C, C, W, W, D, D, G, BN, BN, with two (2) IR+ slots
- An eighteen (18) team league will consist of twelve (12) positions of C, C, LW, LW, RW, RW, D, D, D, G, BN, BN, with two (2) IR+ slots
- A sixteen (16) team league will consist of thirteen (13) positions of C, C, LW, LW, RW, RW, D, D, D, G, BN, BN, BN, with

two (2) IR+ slots

- A fourteen (14) team league will consist of fifteen (15) positions of C, C, LW, LW, RW, RW, D, D, D, G, G, BN, BN, BN, with two (2) IR+ slots
- A twelve (12) team league will consist of seventeen (17) positions of C, C, C, LW, LW, RW, RW, F, D, D, D, G, G, BN, BN, BN, with two (2) IR+ slots

4.2. General Managers may draft or possess any number of each position at any time.

4.3. Fourteen (14) to twelve (12) league-size formats will feature minimum Goalie appearances of three (3) per week, and sixteen (16) to twenty (20) sized league formats will feature minimum goalie appearance per week of two (2).

4.4. General Managers are required to start their lines. Line-ups can be set ahead of time.

4.4.1. If a team has not set their line-up at all over thirty (30) days, the commissioner can assume control of the violating team rule 4.4.

5. Roster Moves

5.1. General Managers have three (3) free-agent acquisitions per week.

5.2. General Managers have thirty (30) total moves for the year.

5.2.1 Moves will begin accruing after puck drop on Day 1 of the NHL Season in North America after all pre-season games have concluded. This is to account for the occasional times the NHL has random regular season Euro series games that happen while pre-season games are still happening. All moves between the draft and the start of the season will be reset to zero (0) at the puck drop of the very first game of the season.

5.2.2 Note that any player added post-draft that collects points for a Euro Series game that happens before the Roster Move reset must be kept on the roster for a minimum of two matchup weeks, or that roster move will count towards the 30 game limit.

5.2.3 During the Final week of the season, if two competing teams have maxed out their roster moves for the seasons, both teams can agree to be granted three (3) free-agent moves for their week.

This is not available to any matchup where a team still has roster moves available to them.

5.3. General Managers can drop any number of players.

5.4. A player will be on waivers for forty-eight (48) hours minimum.

5.5. Waiver claims will be based on Yahoo's default priority system.

5.5.1. Waiver claims in a single-season league will operate as a continual rolling list - claims are processed in waiver priority order and each successful claim moves a manager to the end of the waiver priority list.

5.5. Once eliminated or near eliminated from the playoffs, General Managers can make roster changes but will be monitored if major players are dropped on waivers. If a manager begins dropping their top players en masse, the commissioner has the right to reverse the moves and lock the offending managers team for the remainder of the season.

6. Weekly Scoring

6.1. Scoring categories and their associated points are:

Player Categories:

- Goals (G): 3 points
- Assists (A): 2.5 points
- Penalty Minutes (PIMs): -0.25 points
- Short-Handed Points (SHP): 2 points
- Power Play Points (PPP): 1 point
- Game Winning Goals (GWG): 1 point
- Shots on Goal (SOG): 0.5 points
- Hits (HIT): 0.4 points
- Blocks (BLK): 0.85 points
- Faceoff Wins (FOW): 0.1 points
- Faceoff Loss (FOL): -0.1 points

Goaltender Categories:

- Goalie Start (GS): 1 point
- Wins (W): 3 points
- Goals Against (GA): -3 points
- Saves (SV): 0.5 points
- Shutouts (SO): 2 points

6.2. The weekly head-to-head matchups will be scored using these categories and will be played as a win-tie-loss style competition.

7. Trading Players

7.1. Trading takes place using Yahoo Fantasy.

7.1.1. Agreed upon trades take forty-eight (48) hours to complete.

7.2. There is no limit to the number of trades a General Manager can make

7.3. The Jack Eichel's Neck Clause - General Managers are responsible for knowing the current status of players involved in their trade. If a player is injured, the trade will not be vetoed.

8. Vetoing Trades

8.1. The Hall for Larsson, one-for-one Clause - Lopsided and severely lopsided trades happen. So long as two General Managers are not colluding to split winnings, a lopsided trade should not be vetoed. Fantasy leagues are to be fun, FUN IS MANDATORY.

8.2. With **8.1** being said, General Managers engaging in multiple blatantly lopsided trades that compromise the integrity of the league can face penalties at the discretion of the Commissioner and majority of remaining teams ranging from potential prize money penalties to removal from the league.

8.2.1 Offending General Managers will be warned at a minimum of two (2) times before the threat of removal and may have winnings

limited should they place in the top 3 of the league.

8.2.2 If it is determined that the Commissioner is ruining the integrity of the league, members must initiate the voting process **and vote on a two-thirds (%) +1 majority.**

8.2.3 If found guilty, the Commissioner will be removed, and a new Commissioner will be voted on by the league.

8.3. For a trade to be vetoed it requires a 50% + 1 vote against within the 48-hour video mentioned in rule **7.1.1**, but be cool - Hall for Larsson happens sometimes, or Drouin for Sergachev, or Seth Jones for Bobqvist, two firsts, and a second, or whatever the hell the ~~Canucks~~ are doing, just remember... It's only a game, why you heff to be mad?

9. Trade Deadline

9.1. Trade deadline will be on **DATE TBD, 2026** one week before the start of the playoffs and five (5) days after the NHL trade deadline.

9.2. No trades will be allowed after the trade deadline.

10. Playoffs

10.1. Playoffs will begin the week AFTER the official NHL trade Deadline (which week will vary depending on the league schedule), usually concluding two weeks before the end of the actual NHL regular season.

10.2. Playoff teams each season are dependent on the size of the league and is as follows:

- A fourteen (14) to twenty (20) team league will consist of eight (8) playoff teams, beginning the week AFTER the official NHL trade Deadline (weeks vary)
- A twelve (12) team league will consist of six (6) playoff teams, beginning the week AFTER the official NHL trade Deadline (weeks vary)

11. Awarding Prizes

11.1. Prizes will be awarded as follows:

- \$350/\$280 to \$750/\$600 CAD/USD – Playoff champion
- \$100/\$80 CAD/USD – Playoff runner-up
- \$50/\$40 CAD/USD – Playoff third place
- \$100/\$80 CAD/USD – President's Trophy Winner (best regular season team) in a twenty (20) team league ONLY.

11.2. The total final sum awarded to the Playoff Champion is dependent on league size. The minimum sum is with a twelve (12) team league. Max with a twenty (20) team league.

11.2.1 The winnings will be paid out within one (1) week of the championship being handed out.

11.2.2 The final amount in USD may be above or below the listed price depending on the strength of the Canadian dollar at the time the winnings are paid out.

12. 2025-26 Timeline

1. Draft

- The Draft will be online and take place during one of the seven (7) days prior to the start of the season. This is typically on a Wednesday. The draft will be tentatively set one (1) full week before the first day of the NHL season at **TBD TIME** online on Yahoo's Drafting Portal. This time is subject to change based on General Manager's availability.
- The draft is tentatively set for **Sunday, September 21th, 2025 at 8:30PM EST**
- Free agency opens immediately after the conclusion of the draft. - Trading begins.

2. Trade Deadline

- The NHL trade deadline is set to March 7th, 2025, so the last day to trade a player will be on **Week XX, on March 11th, 2025.**

3. Playoffs

- **Begins Week 23, on DATE ending Week 25, on DATE.**
- Free Agency Freezes upon elimination of playoffs.

13. League Champions

First Place

- TEAM

Second Place

- TEAM

Third Place

- TEAM

2025-2026 Participants, Dues Tracker

Team names subject to change

1. NAME (EMAIL)

- a. Yahoo User Name -
- b. Team -
- c. Dues **PAID (CAD)**