

Tab 1



Article III: Rosters and Transactions

Section One: Roster Assignment and Restrictions

The following section provides up-to-date information about the season for players.

1.1: Signups

- Signups open up **one** (1) month before the next season.
- Check that your signup and/or position change is accounted for by:
 - Checking to see if you have the signed up role on Discord.
 - Checking to see if you are on the sign up draft sheet.

1.2: Roster — Positional Limits Restrictions and Exceptions

- Roster Size
 - Teams rostered must be at the following **including** owners and managers:
 - Low End: 13
 - High End: 16
 - You may receive or bid on as many Training Camp players as you'd like, this does not affect your roster size.

1.3: Free Agent Draft

- Season 1: 9/10/2025 @ 8:20PM

1.4: Player Contracts

After the initial draft when a new game title comes out, a player is under contract on that team until the player is moved by management.

Section Two: Player Status Definitions

The following section provides information for each player status.

2.1 Player Status

1. Management
 - a. Owner
 - b. General Manager
 - c. Assistant General Manager
2. Protected Players
 - a. All players will automatically be protected **unless** there is an expansion draft.
3. Unprotected Players
 - a. Teams will have to leave four (4) players unprotected in case of an expansion draft.
 - i. These players can **not** be Training Camp Players.
 - ii. If these players are not selected by another team in the expansion draft, they will be placed back into the league's Entry Draft.
4. Training Camp Players
 - a. Training Camp players are players who:
 - i. Did not get drafted in Entry Draft
 - ii. Joined the season late
 1. Players that join late and get called up will still keep "Training Camp Player" status, when it comes to draft status and will have to enter through the next season's draft regardless of being called up.

Section Three: Seasonal Transactions and Restrictions

The following section provides information on seasonal transactions and restriction deadlines.

3.1: Send Downs

- For a team to send a player down, they **must** be at the roster limit of **sixteen** (16).

Waiver Wire Location:

- When a team sends a player down, the waiver will be placed in #send-downs, where like you can bid on Training Camp Players, you can also bid on the send downs other teams place on a waiver.
- How to bid? See [HERE](#)

If a player is not bidded on, **the player will be sent to the teams training camp roster.**

Send Down & Waiver Wire Periods:

- Send downs are available weeks 1 through 4.
- Friday at 10:00pm to Sunday at 8:20pm
 - Teams will have until Tuesday at 5:00 to put a bid on the players.
 - This gives teams 3 hours and 20 minutes before roster lock on Tuesday to become roster compliant.

3.1.1: Placing a Player on the Waiver Wire

- A player must have played 1 game in the last 2 weeks (18 games) to be placed on the Waiver Wire and be eligible for a send down.
 - If a player does not meet this criteria, they will have to be released.

3.1.2: Claiming a Player off the Waiver Wire

- The winning team's owner will automatically have the amount deducted from their bidding earnings.
- Teams that lost the bid will automatically have the funds sent back to the owners account.
- The claimed player will be a ROSTERED PLAYER, so you must
 - Have 15 or less players on your roster
 - Send someone down

3.1.3: Waiver Wire Restrictions

- A team is only **eligible** to place a maximum of **three** players at any given time on the waiver wire.
- Players on the waiver wire are **ineligible** to play any league games until they have been taken off the waiver wire via being claimed off the waiver wire or clearing the waiver wire.
- Players are eligible to be claimed off the waiver wire and then be traded to another team, the next week.
- Players are **ineligible** to be claimed off the waiver wire and then placed on the waiver wire without having played a minimum of **one** game.
- Players listed in a pending trade are **ineligible** to be placed on the waiver wire.
- Players on Injured Reserve are **ineligible** to be placed on the waiver wire.
- Management is **ineligible** to be placed on the waiver wire.

3.1.6: Transfer Wire

Player Send-Downs

- **Not Claimed:**
 - Roster -> Training Camp
- **Claimed:**
 - Roster -> Roster

Player Call-Ups

- **Called-Up:**
 - Training Camp -> Roster

3.1.7 Call-Up / Send Down Limit

- **Call-ups**
 - Three (3)
- **Send Downs**
 - Three (3)

3.2: Random Assignment

The only players who will be randomly assigned are those who **signed up on time**, and did **not** get drafted. The rest will be bidded on.

3.3: Trading

Trading is a major part of the league. There are several rules, procedures, and restrictions in regard to trading. Below are the sections that Management should refer to when making trades.

3.3.1: Trade Deadline

- Season 1: 10/14 @ 8:20p,

3.3.2: Trade Deadline Extension

Once the trade deadline occurs each weekend, there will be a small, extended period of time to allow for trades to go through where League Staff may have rejected the deal. The extended period of time is to give teams the chance to correct their mistakes, such as Primary Managers not sending the draft pick, or multi-team deals not being sent in on time. This is not to be abused to give teams more time to send additional trades. Anything not disclosed in the trade notes will **not** be allowed.

3.3.3: Submitting Trades

- Weeks 1-4 all trades must be submitted by Tuesday at 8:20pm
- Any trade for a "bag of pucks" goes to League Staff review.
- Any trade involving a draft pick goes to a League Staff review.
- In the situation where a player is traded from "Team A" to "Team B", "Team B" is then eligible to trade the player immediately.

3.4.4: Trade Restrictions

- Trades **must** be sent in the mgmt transactions channel in Discord.
- Once a player is confirmed to be traded, the player is **ineligible** to have a player removal request filed against them until the trade is processed.
- Any special agreement or circumstance must be outlined in the trade. It is up to the league's Transactions Dept's discretion to disregard any "condition" they deem not in the best interest of the league.
- Members of Management are ineligible to be traded.
 - Protected GMs can **not** be traded for **2 full seasons**.
- Players who have not played at least three games after call-up are **ineligible** to be traded.
- Unprotected players are **ineligible** to be traded in the off season.
- Players who have retired during the offseason are ineligible to be traded until they have retired.

More Restrictions:

- A team **must physically have a draft pick** to trade that draft pick.
- Future seasonal draft picks are **ineligible** to be traded.

3.4.5: Trade Compensation Procedures

The Commissioners will determine what compensation is required if both sides have officially agreed to compensate one another but cannot agree on what asset will be sent.

If teams do not agree to a compensation trade, the trade that had the player move to their new team will be reversed, **with all the players moved back to their old team.**

3.4.6: League Trade Reversal

- If at any point a Manager steps down in the current season or offseason, the league reserves the right to review any transaction made prior to that member's departure. If a determination is made that some transactions were made in "bad faith," those transactions will be reversed.
- In the interest of league competition, the League Commissioner can reverse any trade deemed to be a "fire sale," or "one-sided, without justification."

Section Four: Offseason Transactions and Restrictions

The following section provides up-to-date information about the offseason for players.

4.1: Management Selections

Only **new** teams are allowed to choose a protected management player, once the inaugural season is started for that game title, you will not get to protect another one until the new game title.

- Expansion Teams Selecting GM
 - Teams **may** choose a rostered player on another team.
 - They will have to negotiate with the owner of a team they are on to get said player, they can offer:
 - Entry Draft Pick
 - Expansion Draft Pick
 - As long as the expansion team has at least 13 assets.

4.2: Player Re-signs

- Any rostered player, who is protected, who signs up for the next season, will return to their team.
- Players must sign up or retire.
 - Failure to do either could result in a multi season suspension.

4.3: Retiring

During the off season players can choose to “retire”.

- Players that retire can **not** un-retire mid season.
- Players who retire for 2 seasons in a row, will automatically be suspended for the third season.
 - This is to stop players from playing, retiring for 2 seasons and coming back for the eHockey Cup.
- Players who retire, then choose to unretire will join the team they were in before they retired.
 - Unless the player comes back at the beginning of a new title.
- Players that retire are still the property of their team until:
 - Un-retire.
 - A new game title comes out.

4.4: Player Leaves Server/Quits (Maggot Rule)

If a player leaves for **71 or less hours**, they will only be **suspended for the amount of games they missed**.

If a player leaves the main discord server for **72 or more hours** they will be **suspended the rest of the season**, for failure to play.

If a player is suspended for leaving the servers for 72 or more hours, upon the completion of their suspension, they will go back to the team they were on, and will be placed on the Training Camp roster.

- They are **eligible** to be called up once suspension is served.
- **Except** if there is a complete re-draft, the player will enter the draft.