

# Karp Pond Hockey League Official Rulebook

2025-2026

TL;DR

Upper Cap Limit	\$100,275,000
Lower Cap Limit	\$70,600,000
Max Active Contracts	50
Minimum Active Contracts	45 (26F-14D-5G)
Farm League	Yes
Minimum AAV	\$775,000

# 1. League Information

## 1.1. League Name: Karp Pond Hockey League (KPHL)

1.1.1. Henceforth, may be referred to within this document as “the league”

## 1.2. Commissioner - Derek Hart - [KPHL.Commish@gmail.com](mailto:KPHL.Commish@gmail.com)

## 1.3. Authority of the Commissioner

1.3.1. The Commissioner has absolute authority on rules and game mechanics within the league.

## 1.4. Board of Governors/Directors

1.4.1. BoG/BoD - Mike (sly\_therapy) and Chris (notchristo)

1.4.2. The BoG/BoD will act as liaisons for the General Managers (GMs) of the league in communication with the commissioner. They may be tasked with handling certain aspects of the league at the discretion of the commissioner.

1.4.3. The BoG/BoD will be who the commissioner consults with about rule changes before implementing them.

1.4.4. The BoD may also serve in place of the commissioner if they are unable to fulfill their duties, at the discretion of the commissioner.

## 1.5. League Website/Portal:

1.5.1. Site: <https://kphl.simhockey.ca>

## 1.6. League Communication

1.6.1. Communication about the ongoings within the league will be done through a discord server. As such, it will be a requirement to actively maintain a discord account to participate within the league.

# 2. Code of Conduct

## 2.1. The following criteria listed here under the Code of Conduct are the expectations of every GM in the league.

2.1.1. GMs are expected to play with the spirit of the game/fair play at all times.

2.1.2. GMs are expected to notify the League of any absences that will cause them to become unavailable by Discord/Email for more than a 7 day time period.

2.1.3. GMs are expected to have internet access, a fully functional email address, and access to Discord (whether that be the desktop application or mobile app).

2.1.4. GMs are expected to participate in any League voting by the deadline stated.

2.1.5. GMs are expected to either attend all drafts and participate in the Free Agency Period or make sufficient arrangements to have their team taken care of (if unavailable). GMs can pre-fill a draft list if unable to attend. (This is not mandatory, but failing to do so will be considered an informal ‘strike’)

2.1.6. **ABSOLUTELY NO TANKING IS TOLERATED.** GMs must dress their best line-up.

2.1.6.1. Tanking is defined as intentionally losing in order to improve a team’s draft status. This includes benching top players, playing top players in reduced roles, buying-out players that are better than others on a roster, intentionally losing trades, or trading away players for picks and icing a team consisting mainly of AHLers. All GMs are expected to ice the best team possible.

2.1.6.2. The offending GM will given a formal warning on the first offense

- 2.1.6.3. On a second offense, they will forfeit their 1st round draft pick that year.
- 2.1.6.4. Any repeat offenders will be removed from the League.
- 2.1.6.5. If the first round draft pick is no longer owned by the offending GM(s), then they will forfeit their top picks in the following draft. If those picks are also not available, the Commissioner and Board of Directors will determine a penalty.
- 2.1.7. GMs are expected to send in lines regularly (at least once every 2 weeks). Line must also be updated after any injuries your team sustains, or after any trades made.
- 2.1.8. GMs are expected to make trades that are in the best interest of their team. The League reserves the right to overturn a trade if a complaint by another team is made (after a discovery and vote by the Commissioners/Board of Directors).
- 2.1.9. GMs are expected to only use the League email address for League related issues. Mass mailing of jokes, chain letters, etc. is strictly prohibited.
- 2.1.10. Every GM's activity level will be tracked via the web portal. All GMs are expected to do their best to be active members of the League community.
- 2.1.11. GMs are expected to be courteous in all dealings with their fellow GMs.
  - 2.1.11.1. **This will be considered a removable offense.** Trolling, baiting, shaming, etc. that causes undue stress or is spiteful in nature will not be tolerated.
- 2.1.12. It is expected that GMs will use the discord to discuss NHL or SIM related matters, unless there is an allocation for other discussions such as an "other sports" channel for discussion of MLB/NBA/F1 etc.
  - 2.1.12.1. Under no circumstances should politics or religion be discussed.
- 2.1.13. GMs will be expected to avoid behaviors such as spamming a text channel.
- 2.1.14. The Commissioner of the League reserves the right to change/modify any rules they see fit at any point in time if it's deemed to be in the best interest of the League.
  - 2.1.14.1. These changes will be discussed with the BoD and announced before being made.

### 3. Finances (Salary Cap etc.)

#### 3.1. Salary Cap

- 3.1.1. The salary cap ceiling in the KPHL will be equivalent to the NHL salary cap ceiling (or upper limit) for the most current season, plus an additional 5% ie. if NHL's salary cap/upper limit is 83.5M, the KPHL salary cap will be  $83.5M \times 1.05 = 87.675M$  would be the upper limit in the KPHL
  - 3.1.1.1. **For the 2025-26 season the Salary Cap is 100.275M.**
- 3.1.2. The salary cap floor will mimic the NHL's salary cap floor aka the lower limit.
  - 3.1.2.1. **This will be 70.2 Million Dollars for the 25-26 Season.**
- 3.1.3. Each team's payroll will never be permitted to be below the lower limit or in excess of the upper limit at any point during the regular season.
  - 3.1.3.1. Teams that violate the salary cap ceiling during the regular season will initially be given a formal warning to correct the issue.
    - 3.1.3.1.1. Subsequent issues will result in player suspensions, based on highest OV.
  - 3.1.3.2. Teams that violate the salary cap floor during the regular season will be given an initial formal warning to correct the issue.

- 3.1.3.2.1. Subsequent issues will result in signing the highest OV FA available to a 2 year contract that will allow the team to be \$1 million dollars over the salary floor.
- 3.1.4. During the offseason (determined as the first Monday after the last game of the cup finals is played), The upper limit will be increased to 10% over the stated salary cap for the upcoming season. The lower limit will not be enforced during the offseason.
  - 3.1.4.1. The standard upper and lower limits will be reapplied the day before the start of the regular season (Day 0).

### **3.2. Budget**

- 3.2.1. Team GMs will be responsible for keeping their teams financially stable. This is determined by having a bank account in the positive by the beginning of the offseason.
- 3.2.2. Team that are not able to have a positive balance by the beginning of the offseason will be subject to a team auction where the following items may be elected to go up for sale to put the account back in the positive:
  - 3.2.2.1. Picks, Prospects, Players

### **3.3. Income**

- 3.3.1. Teams will be paid out at the halfway point and at the end of the season based upon point percentage standings in the following format
  - 3.3.1.1. Top 10 - \$5,000,000
  - 3.3.1.2. Middle 12 - \$3,500,000
  - 3.3.1.3. Bottom 10 - \$2,000,000
- 3.3.2. Dates to be paid out
  - 3.3.2.1. 1/2 - After Day 95
  - 3.3.2.2. EoS - After Day 191
- 3.3.3. Teams will also earn income via Ticket Revenue and settings will be initially as follows. With the following settings teams can expect to roughly earn \$1,800,000 per home game or about \$75,600,000 per year
  - 3.3.3.1. Default Capacity - 18000
  - 3.3.3.2. Level//Capacity//Price
    - 3.3.3.2.1. 1      6000    150
    - 3.3.3.2.2. 2      5000    100
    - 3.3.3.2.3. 3      2000    75
    - 3.3.3.2.4. 4      4000    50
  - 3.3.3.3. Box    1000    300
  - 3.3.3.4. Season Tx %    50
  - 3.3.3.5. Popularity %    100
- 3.3.4. Playoffs
  - 3.3.4.1. Teams who play at home during the playoffs will earn ticket revenue per home game
  - 3.3.4.2. Team who qualify for the KPHL Pro Playoffs will see a boosted popularity the following season from 100 to 105 as well as a season ticket % increase of 10% that can continually be increased to a cap of 100%.

### **3.4. Bonuses**

- 3.4.1. Teams can also earn bonuses for participating in various activities throughout the league year. These bonuses are:
  - 3.4.1.1. Draft Participation

- 3.4.1.1.1. Making all picks, or submitting a list on time - \$5,000,000
    - 3.4.1.1.2. Making all picks in rounds 1-3 (either through live selection or via list), but finishing on BPA - \$2,500,000
    - 3.4.1.1.3. Being forced to make a BPA selection due to lack of attendance or submitted list for any selection within the first 3 rounds, will result in a forfeiture of this bonus
  - 3.4.1.2. Article submission
    - 3.4.1.2.1. Submitting at least a 200 word article to the site results in a \$400,000 bonus.
    - 3.4.1.2.2. This can be claimed as many times up to \$4,000,000 in bonus cash
    - 3.4.1.2.3. Plagiarism will not be tolerated, and will disqualify any articles that are looking to be eligible for a bonus
    - 3.4.1.2.4. Articles must be relevant to the league. This can include teams, GMs, player performance, team outlook, standings, playoff pictures, etc. as long as they are tied to the league
  - 3.4.1.3. Line Submission
    - 3.4.1.3.1. Submitting Lines up to twice per month will earn \$500,000 a month.
    - 3.4.1.3.2. This bonus can be claimed as many times, up to \$4,000,000 in bonus money.
- 3.4.2. Competitive Bonuses
  - 3.4.2.1. KPHL - Pro League
    - 3.4.2.1.1. Division Winners
      - 3.4.2.1.1.1. Winners of the KPHL Pro Divisions (Metro, Atalantic, Central, Pacific) will each be awarded \$500,000
    - 3.4.2.1.2. President's Trophy
      - 3.4.2.1.2.1. Winner of the President Trophy as determined by points overall, will be awarded \$500,000
    - 3.4.2.1.3. Stanley Cup Runner-up
      - 3.4.2.1.3.1. The team that advances to the Stanley Cup Final but does not win the series, will be awarded \$1,000,000
    - 3.4.2.1.4. Stanley Cup Winner
      - 3.4.2.1.4.1. The team that advances to the Stanley Cup Final and wins the series, will be awarded \$2,000,000
  - 3.4.2.2. KPHL - Farm League
    - 3.4.2.2.1. Division Winners
      - 3.4.2.2.1.1. Winners of the KPHL Farm Divisions (North, Atalantic, Central, Pacific) will each be awarded \$500,000
    - 3.4.2.2.2. Macgregor Kilpatrick Trophy
      - 3.4.2.2.2.1. Winner of the Macgregor Kilpatrick Trophy as determined by points overall, will be awarded \$500,000
    - 3.4.2.2.3. Calder Cup Runner-up
      - 3.4.2.2.3.1. The team that advances to the Calder Cup Final but does not win the series, will be awarded \$500,000
    - 3.4.2.2.4. Calder Cup Winner
      - 3.4.2.2.4.1. The team that advances to the Calder Cup Final and wins the series, will be awarded \$1,000,000
- 3.4.3. All Bonus money will be paid out on the first day of the offseason.

- 3.4.4. All Bonuses are subject to commissioner approval, and can be voided if deemed to be against the spirit of the rule

## 4. Rosters/Players

### 4.1. Each team is allowed to own the rights of up to 90 players who meet the following criteria:

- 4.1.1. Players with active contracts, up to a maximum of 50. These are the players who are currently on your pro and farm team rosters.
  - 4.1.1.1. Of these 50: a minimum of 26 Forwards, 14 Defensemen, and 5 Goalies. This is so that a full NHL and AHL team can be iced.
- 4.1.2. Prospects who have been drafted, but not yet signed to an active contract.
- 4.1.3. If a team were to engage in a trade, waiver claim, free agent signing, or other activity that would add to their roster but are at or currently above the 90 rights limit, that activity will not be allowed (any free agent bids or waiver claims will be skipped due to this ineligibility).
  - 4.1.3.1. For purposes of during the regular season, this will be enforced in all dealings, teams will be notified and have 48 hours to designate a player to release or make room before the activity (trade/waiver claim) is processed. If still ineligible, then the claim/trade will fail.
  - 4.1.3.2. For purposes of the offseason, this enforcement will begin once ratings have been applied and the entry draft has concluded.

### 4.2. Each team is required to have on its active pro-roster a minimum of 20 players.

### 4.3. Forwards will be eligible to play all 3 positions without penalty.

### 4.4. Goalies can play (combination of both starting and coming in as a backup) in a max of 62 pro games.

- 4.4.1. Goalies who play more will be suspended that amount of games in the playoffs (ie. 67 games played will result in a 5 game suspension in the playoffs).

## 5. Contracts

### 5.1. Contracts within the KPHL will comprise several factors, all of which will be listed within this section.

#### 5.1.1. One-Way and Two-Way Deals

- 5.1.1.1. Contracts in the KPHL will either be a Two-way contract or a One-way contract.

- 5.1.1.1.1. 2 Way contracts are a stipulation on a players contract that states that they are paid an AHL salary whilst in the AHL and an NHL salary while in the NHL. For the purposes of this league,

players on 2 way contracts in the AHL will have no cap implications.

5.1.1.1.1. 2 Way Contracts have a maximum value of 1,250,000, and will be no more than 3 years in length

5.1.1.1.2. One-Way contracts are a stipulation that a player is paid the same salary, regardless of league status (AHL/NHL).

## 5.1.2. No-Trade-Clause or NTC

5.1.2.1. A NTC can be a stipulation to a players contract wherein they are not eligible to be traded. This is the equivalent of a full-NTC in the NHL.

5.1.2.1.1. The exception to this is if a player waives the clause.

5.1.2.1.1.1. A GM can submit a request for why they believe the player should waive their NTC to the BoD/Commissioner. This decision will be based on the teams involved in the trade, and the potential future of the player in both organizations. NTC travels with the player if they are traded.

## 5.1.3. Signing Bonus

5.1.3.1. As an additional incentive to UFA/RFA offers/resignings, players can be given a lump sum of cash paid out from a team bank account. The amount that a signing bonus can be is equal to 50% of the total value of the contract being offered

5.1.3.1.1. Example: a 4 year deal at a 5,000,000 AAV can have a maximum signing bonus of 10,000,000

## 5.1.4. Average Annual Value or AAV

5.1.4.1. The AAV of a player is what will be used to calculate the amount that a player will be factored into the total salary cap for a given KPHL Team.

5.1.4.2. Maximum AAV will be equal to 20% of the Upper Cap Limit. For the 2022-23 season that will be \$17,325,000.

5.1.4.3. The Minimum AAV a player will be signed to is \$775,000.

## 5.1.5. Salary

5.1.5.1. The Salary of a player is separate from their AAV and is not a player's cap hit. However, the salary of a player over a given contract must be equal to the AAV of the contract multiplied by the years of the deal (ie Player X signs a 3 year contract with an AAV of 5M, their salary can be 2.5M in the 1st year, 5M in the 2nd year, and then 7.5M in the 3rd year). Additionally, the salary of the player can vary from year to year (such as increase, decrease, increase, etc.) as long as it meets the previously stated requirement.

5.1.5.2. No player's salary in a given year can exceed 60% of the total value of the deal, or be less than \$775,000

5.1.5.3. Farm Salary

5.1.5.3.1. The salaries of players on 2 way contracts on the farm roster will be paid out of the bank account at 10% of their value.

5.1.5.3.2. The salaries of players on 1 way contracts on the farm roster will be paid at 100% value.

## 5.1.6. Entry Level Contracts or ELCs

- 5.1.6.1. ELCs are the contract guidelines given to players who are entering the KPHL for the first time and follow these guidelines:
- 5.1.6.2. Length of ELC when signed
  - 5.1.6.2.1. Players aged 18-21: 3 year entry level contract
  - 5.1.6.2.2. Players Aged 22-23: 2 year entry level contract
  - 5.1.6.2.3. Players Aged 24+: 1 year entry level contract
- 5.1.6.3. Contract Salary and AAV when signed
  - 5.1.6.3.1. 1st Round Pick picks 1-16: \$1,000,000/year
  - 5.1.6.3.2. 1st Round Pick picks 16-32: \$975,000/year
  - 5.1.6.3.3. 2nd Round Pick: \$925,000/year
  - 5.1.6.3.4. 3rd Round Pick: \$875,000/year
  - 5.1.6.3.5. 4th Round Pick: \$825,000/year
  - 5.1.6.3.6. 5th-7th Round Pick: \$800,000/year
- 5.1.6.4. Undrafted Free Agents or UDFAs
  - 5.1.6.4.1. UDFAs are players who may have been skipped over in the KPHL entry draft and are no longer draft eligible, but are entering the league for the first time via Free Agency (FA). A player that is considered an UDFA will have the same contract length limitations as outlined for ELCs(outlined in 5.1.6.2 and 5.1.6.3)

#### **5.1.7. Maximum Contract length**

- 5.1.7.1. 6 Years unless the player is re-signing with their current team, then the max term is 7 years.
  - 5.1.7.1.1. This will begin with the 2025-2026 season re-signings

#### **5.1.8. Burying Contracts**

- 5.1.8.1. Players on One-Way contracts will have a cap implication of their AAV in the KPHL be their AAV minus \$1,250,000 in the AHL. (This means only 1.25M of any given cap hit for a player on a One-Way contract can be 'buried', where being buried is referring to having a One-Way contract in the AHL).

#### **5.1.9. Retention**

- 5.1.9.1. Players will be able to have their contracts retained with the following limits on teams, and contracts:
  - 5.1.9.1.1. Contracts can be retained up to 50%, which will apply to the remainder of the deal
  - 5.1.9.1.2. Contracts can be retained only 1 time. .
  - 5.1.9.1.3. Teams can be the retainee of up to 3 contracts, where retainee refers to retaining a portion of a players contract.
  - 5.1.9.1.4. Teams can roster up to 5 players whose contracts have been retained.

#### **5.1.10. Contracts signed by 35+ year old players**

- 5.1.10.1. If a player is 35 years old or older when signing a contract, the team signing that player to the contract may be penalized if the player retires during the life of the contract. For more information see section 7.2 for more details.

### **5.2. KPHL Contract Philosophy (applies to resigns and FAs)**



- 5.2.1. NHL deals are a factor, but there is more weight given to how they are producing and what the value of that is in the NHL. For players that are signing longer term deals in their 20s, those contracts will have more weight than 30+ players signing short term deals to go where they want

## 6. Waivers

### 6.1. There will be 2 recognized forms of waivers in the KPHL: Regular Waivers and Unconditional Waivers.

- 6.1.1. **Regular Waivers** will apply for when a player is being moved from the KPHL pro-roster to the KPHL minor league roster (AHL). This is regardless of the contract being a One-Way or Two-Way contract.
  - 6.1.1.1. Regular Waiver Eligibility
    - 6.1.1.1.1. Players become eligible for waivers in the KPHL once they have reached the age of 24
      - 6.1.1.1.1.1. Players 24 and older than
    - 6.1.1.1.2. Priority is determined by reverse standings. Prior to November 1st, the order will be based on the previous season's standings, and successful claims will cause a team to move to the bottom of the order. From November 1st onwards, waiver priority will be based on the reverse standings for the day the player is placed on waivers.
    - 6.1.1.1.3. If there are multiple players placed on waivers on the same day, the waiver order will be continued from the first player on waiver to the last. So if Team A places a waiver claim on the first of 3 players and it is successful, they will be moved to the bottom of the order for players 2 and 3.
    - 6.1.1.1.4. Players claimed off waivers who are then placed back on waivers will give priority to the original team that placed them on waivers.
    - 6.1.1.1.5. To claim a player, teams must send a message in their respective team channel indicating they would like to claim a player. Teams must have a roster spot available to successfully claim a player.
  - 6.1.2. Unconditional Waivers will apply for when a team is looking to buyout the remaining contract of a player.
    - 6.1.2.1. Once placed on Unconditional Waivers (UCW), the team who placed the player on UCW surrenders their rights to said player. Priority for waivers then matches what is outlined in 6.1.1.2.
    - 6.1.2.2. If the player passes through waivers for the purpose of a buyout, see section 9 for further details
  - 6.1.3. The Waiver list will be a combination of both Regular Waivers and UCW.
  - 6.1.4. Players will be placed on waivers no later than 5pm EST, and then processed at 12pm EST the following day
- 6.2. **Pre-Season Waivers**
  - 6.2.1. Players will be allowed to freely move between pro and farm rosters without having to go through waivers during the pre-season.

- 6.2.2. At the conclusion of the preseason, all players on a team's roster will be called up to their pro roster. Team will then send players down to the farm roster, where any players eligible for waivers (6.1.1.1) will need to pass through waivers.

### **6.3. Waiver Claims**

- 6.3.1. Players claimed off waivers will be sent to the respective roster they were originally on
  - 6.3.1.1. If claimed when being sent from pro to farm, the player will be placed on the claiming team's pro roster
  - 6.3.1.2. If claimed from a buyout, the player will be placed on the roster they were originally on (farm or pro).
- 6.3.2. If a player is placed back on waivers within 30 days of being claimed:
  - 6.3.2.1. The original team that placed them on waivers has priority
  - 6.3.2.2. If only original team puts a claim in, then they can assign them to minors without requiring waivers again

## **7. Retirement/Removal**

- 7.1. **Any skater/goalie who plays at least 10/7 games respectively in a current NHL/AHL/ECHL season and then retires from the NHL (even during the following offseason) will be removed from the League one season after his retirement. This is to ensure every player is rated for their full career.**
  - 7.1.1. Players who retire and have not played 10/7 games as listed above, will be removed immediately
  - 7.1.2. Retirement will be determined by either submitting retirement paperwork to the NHL, announcing retirement on verified social media account(s) of that player, or playing less than 10/7 games in a given season
  - 7.1.3. If a player isn't designated as retired and has a contract they will fall into one of the following options depending on how many prior seasons they have been placed in LTIR.
    - 7.1.3.1. 1st Season <10/7 GP
      - 7.1.3.1.1. Players will be placed on LTIR or retired at the GM's discretion, the team who owns players rights will pay 10% of the player's salary that season, the player will not be eligible to be traded during the season.
        - 7.1.3.1.1.1. LTIR above means the player will be given an injury denoted as "LTIR".
    - 7.1.3.2. 2nd Season <10/7 GP
      - 7.1.3.2.1. Players will be placed on LTIR or retired at the GM's discretion, the team who owns players rights will pay

10% of the player's salary that season, the player will not be eligible to be traded during the season.

**7.1.3.3. 3rd Season <10 GP**

**7.1.3.3.1.** Players will be placed on LTIR or retired at the GM's discretion, the team who owns players rights will pay 10% of the player's salary that season, the player will not be eligible to be traded during the season.

**7.1.4.** For players aged 26 and younger as of 0000 EST on July 1st, they will be returned to the team as a prospect but their contract will continue to progressed. If they return to North American hockey at any point in the future they will need to be signed to a new contract if their prior contract has expired.

**7.2. If their contract was signed prior to their 35th birthday, it will be nullified and no penalty will be assessed to their team at the conclusion of their final season in the KPHL as outlined in 7.1**

**7.3. If a player is 35 years of age or older on the day of signing a new contract, the team will be responsible for paying 100% of the remainder of that player's contract if they retire during the term of that contract (even after the player is removed) and that money will count against the salary cap.**

**7.4. The retired player will not count against the 50 active contract roster limit**

**7.5. If a player decides to leave North American hockey (defined as either the NHL, AHL, or ECHL) and play elsewhere (Europe, Asia, etc.) for a season:**

**7.5.1.** For players aged 26 and younger as of 0000 EST on July 1st: they will be placed back in the prospect pool. If they return to North American hockey at any point in the future prior to turning 27 by 0000 EST on July 1st they will need to be signed to a new contract. If they do not return to North American Hockey by age 27 they will be considered to have aged out and be removed as a prospect. If they return to North American hockey at any point in the future, they will be reintroduced to the KPHL that following season as a UFA.

**7.5.1.1.** This new contract will not be considered an ELC..

**7.5.2.** If the player is 27 and/or older as of 0000 EST on July 1st they will be removed after their last season playing in North America. Their contracts with any current KPHL teams will be terminated, and if they return to North American hockey at any point in the future, they will be reintroduced to the KPHL that following season as a UFA.

**7.5.3.** If they are a UFA/RFA, they will be limited to signing a 1 year deal.

**7.6. If a player/prospect/coach unfortunately passes away at any point, out of respect for them and their family they will be removed**

immediately.

## **8. Ratings**

- 8.1. This league will use a ratings pack at the discretion of the commissioner.**
- 8.2. For the 2025-2026 season we will be using a ratings pack created by Derek Hart (Karp) and Chris (notchristo) for NHL players, and for AHL/ECHL we will be using formulas developed by Matt Landers.**

## **9. Buyouts**

- 9.1. If a player successfully passed through UCW, they would have been considered to be “bought out”. The player becomes a UFA and is free to sign with another team.**
  - 9.1.1. If a buyout occurs during the regular season, and the player goes unclaimed on waivers they will be considered a free agent and will sign on a first-come first-serve basis.
  - 9.1.2. If a buyout occurs in the offseason prior to or during the Free Agency Period (FAP), the player will become a UFA and be placed into the pool of free agents.
- 9.2. If a player bought out had a AAV greater than 1,250,000 the team will be assessed a penalty to their cap space as follows.**
  - 9.2.1. If a buyout occurs in the regular season, the team is responsible for 2/3 the total value of the contract based on AAV over twice the term. I.e. a player with 3M AAV and 2 years remaining, for a total of 6 million, if bought out would have a cap hit of 1M over 4 years, for a total of 4 million. This cap hit is non-burable.
  - 9.2.2. If the buyout occurs in the offseason, the team is responsible for 1/2 the total value of the contract based on AAV over twice the term. I.e. a player with 2M AAV and 2 years remaining if bought out would have a cap hit of 500k over 4 years. This cap hit is non-burable.
- 9.3. There is no cap penalty to buying out a player whose AAV of their contract is less than \$1,250,000. The player will however not sign with the team that buys them out for a period of 1 year.**
- 9.4. Contract buyouts will be paid directly from the team’s bank account, in addition to having a cap implication.**

## **10. Suspensions**

- 10.1. A suspension to a player can be issued after a game by the STHS Simulator, and will not be reversed by the league. The suspension**

will vary in length and is based on the type of infraction and the result to the opposing player due to the infraction. A player cannot be dressed until the full suspension has been served.

## **11. Coaches**

- 11.1. Coaches may be fired at any time. Once a coach is fired, a team must hire a coach immediately. Any coach on the Available Coaches List who is not signed by another team may be hired.**
- 11.2. Teams can sign other teams' farm coaches for only their pro team, and if this does occur, the farm team will need to immediately fill the coaching vacancy. To make a coaching change, send a message to the commissioner letting them know who you wish to replace them with.**
  - 11.2.1. If a team attempts to hire another's farm coach, that team will have the option to promote them to their pro coach.**
- 11.3. Coaches are on contracts. Every off-season, the commissioner will release a list of coaches whose contracts will be expiring. The GM's have a choice to either retain the coach or sign a new one using the same rules as above.**
- 11.4. The hiring of new coaches will be on a first come, first served basis.**
  - 11.4.1. Pro Coaches will sign at 3M Salary x 3 years**
  - 11.4.2. Farm Coaches will sign at 1M Salary x 3 years**
- 11.5. Coaches will have a small effect on games within the sim.**

## **12. Trades**

### **12.1. Probation**

- 12.1.1. GMs who are new to the league/sim-leagues will be placed into a probationary trade status for a period of 1 month. The BoD will review these before processing the trade(s) to make sure the trade is not a detriment to the league's health.**
- 12.1.2. A trade will be considered a detriment if it would put the franchise in a bad spot going forward if the GM were to resign. This includes moving all future selections, prospects, and quality roster players in either a losing trade or consecutive losing trades. Moving assets is fine, but as an example trading Crosby for a 5th round selection is not.**

### **12.2. Assets**

- 12.2.1. The following are considered legitimate assets that can be traded: Players, Prospects, Entry Draft Picks\*, and Future Considerations\*.**
  - 12.2.1.1. \* = Draft picks for the upcoming 3 entry drafts are only eligible to be traded/included in future considerations during the regular season and offseason. In the offseason, the 4th year entry draft picks will become available after the Entry Draft that year. (ie 2021, 2022, and 2023 draft**

picks are tradable leading up to the 2021 Entry Draft, and the 2024 draft picks will be available as assets after the 2021 Entry Draft.

- 12.2.2. There is no requirement to have assets going both ways in a trade
- 12.2.3. In a trade that involves several high value assets, the Commissioner and/or BoD may ask the involved parties to dissolve a trade into smaller ones to better understand the valuation of assets involved.
  - 12.2.3.1. High Value Assets can include but are not limited to: 1st round picks, high overall players, prospects, and large sums of cash.

### **12.3. Deadline**

- 12.3.1. The trade deadline for the regular season will be calculated as 4 weeks prior to the final day of the regular season. This date will be announced before the start of the regular season.
- 12.3.2. For the 2022-23 Season that will be March 16 2023 at 1500 EST

### **12.4. Conditions**

- 12.4.1. Future Considerations(FUT)/Conditional Trades will remain within the scope of: Player re-signing, KPHL Player Milestones, NHL Player Milestones, KPHL Team Milestones, and Draft Pick Protections. **Please do not include non-SIM related items in the FUT for trades.**
  - 12.4.1.1. Draft Pick Protections must clearly state what the protection is (ex. top 15) AND what the compensation will be if the pick is protected (ex. If pick is in top 15, Team B will receive Team H's 2nd Round pick in 2022).

### **12.5. Trade-Backs**

- 12.5.1. Once a team trades a player, that player will not be allowed to return to that team's roster for 1 year from the day that player was traded, or when the player only has 1 year remaining on their contract (whichever is sooner).

## **13. Free Agency**

### **13.1. Timeline**

- 13.1.1. Free Agency Period (FAP), will occur in 2 separate phases, beginning with the RFAs & Re-signs (R&R) and then moving to Unrestricted Free Agency.
  - 13.1.1.1. Within the R&R phase, there will be a 1 week period at the end used for team-initiated arbitration, if a player and team cannot agree to a contract. This arbitration will be determined by the commissioner/BoD/Designated Player Agents.
  - 13.1.1.2. Within the UFA period, there will be a 1 week listening period for RFAs who have received qualifying offers but have not signed a contract, so that teams may approach them with an offersheet.

### **13.2. Pending Unrestricted Free Agents**

- 13.2.1. Teams will be permitted to re-sign/extend 1 UFA per season. This will be viewed as an extension to the contract the player is currently on. Teams will fill out a re-signing form to indicate which UFA they would like to extend.
- 13.2.2. Deadline to extend a UFA will be the same as the Trade Deadline
  - 13.2.2.1. For the 2022-23 season that will be March 16 at 1500 EST

### **13.3. Restricted Free Agents or RFAs**

- 13.3.1. A Player will be classified as an RFA if they have yet to meet the following criteria:
  - 13.3.1.1. Are 28+ years old (as of June 30th of the calendar year the contract is expiring)
- 13.3.2. When negotiating with an RFA, a team that holds their rights is allowed to make a Qualifying Offer (QO) to retain their rights during the FAP. If a player receives an offersheet from another team and a QO has been offered to the player then the team that owns the rights has 7 Days to match the offer or accept. After 7 days, if the offer is not matched the player will be signed and the appropriate compensation will be awarded to the former team.
- 13.3.3. For a qualifying offer to be made to a player, the QO must meet the following criteria based upon the AAV of their previous contract. (Former Salary -> QO amount)
  - 13.3.3.1. <\$660,000 -> No less than 110% of former salary
  - 13.3.3.2. \$660,001 - \$952,380 -> No less than 105% of former salary
  - 13.3.3.3. \$952,381 - \$999,999 -> \$1,000,000
  - 13.3.3.4. >\$1,000,000 -> No less than 100% of former salary
- 13.3.4. Teams will be permitted to re-sign all RFAs that they own the rights to.

#### 13.4. Offer Sheet and Compensation

- 13.4.1. An offer sheet consists of 7 compensation tiers. Compensation to the receiving club is made up entirely of draft picks.
- 13.4.2. The draft picks must available in the next 2 entry drafts
  - 13.4.2.1. Picks required in the offersheet, will be fulfilled by using the picks of the team presenting the offer sheet first, followed by picks that are based on other teams.
    - 13.4.2.1.1. If an offersheet is presented by Team A and requires the transfer of 2 1st round picks, the picks that are tied to Team A will be used first before using picks that are tied to any of the other 31 teams.
- 13.4.3. Compensation is determined by the annual average (AAV) outlined in the offer made by the submitting club.
- 13.4.4. The AAV for an offer sheet, which determines the compensation required, is derived by dividing the total contract value (including signing bonus\*[beginning in the 2026 offseason]) amount by the lesser of:
  - 13.4.5. number of years offered, or 5 years
- 13.4.6. The AAV thresholds are readjusted each season, and is based on the average league salary for that season.
- 13.4.7. Compensation is as follows
  - 13.4.7.1. \$1 - \$1,544,424 = No Compensation
  - 13.4.7.2. \$1,544,425 - \$2,340,037 = 1 Third Round Pick
  - 13.4.7.3. \$2,340,038 - \$4,680,076 = 1 Second Round Pick
  - 13.4.7.4. \$4,680,077 - \$7,020,113 = 1 First Round Pick, 1 Third Round Pick
  - 13.4.7.5. \$7,020,114 - \$9,360,153 = 1 First Round Pick, 1 Second Round Pick, 1 Third Round Pick
  - 13.4.7.6. \$9,360,154 - \$11,700,192 = 2 First Round Picks, 1 Second Round Pick, 1 Third Round Pick

13.4.7.7. \$11,700,193 - ∞ = 4 First Round Picks

### **13.5. Unrestricted Free Agents**

- 13.5.1. A Player will be classified as a UFA if they have met either of the following criteria: A.) Have accrued 7 years playing time OR B.) Are 28 years or older (as of June 30th of the calendar year the contract is expiring)

### **13.6. Unrestricted Free Agency**

- 13.6.1. Unrestricted Free Agency will consist of: All unsigned UFAs, All unsigned RFAs w/ or w/o QO, and Undrafted Free Agents (UDFAs).
- 13.6.2. Offseason Free Agency Process
  - 13.6.2.1. Teams will fill out an offer that lists the yearly salary and any signing bonuses they would like to offer the player, in addition to whether they'd like the contract to have a No-Trade-Clause or have it be a 2-way contract.
  - 13.6.2.2. Offers are graded on a number of factors including but not limited to: Expected AAV, Length of Contract, Signing Bonus, and Contender Status
    - 13.6.2.2.1. Expected AAV - How much the player would be expected to sign for. Offering more than this does help, but is capped.
    - 13.6.2.2.2. Length of contract - How long the player would expect to sign for.
    - 13.6.2.2.3. Signing Bonus - Extra money the player is guaranteed to get for signing.
    - 13.6.2.2.4. Contender Status - If a team made the playoffs the previous year. More helpful with older free agents.
  - 13.6.2.3. When deciding on an offer, the free agents will decide among the top 5 offers, which will be done via a weighted lotto.
- 13.6.3. During the regular season, players may be signed at any point by messaging the commissioner with the term, AAV, and salary of the player they would like to sign. Players signed after the trade deadline will be suspended for the duration of the playoffs.
- 13.6.4. Players signed during Free Agency will have a No Trade Clause (NTC), that will be enforced until after halfway through the league season.
  - 13.6.4.1. This will remain in effect even if the player is placed and claimed off of waivers

### **13.7. RFA Re-signings**

- 13.7.1. Teams are allowed to offer extensions to any pending RFAs at any point beginning on the first day of the season, up to the first day of free agency

### **13.8. Process**

- 13.8.1. Players will be represented by agents who will be using an estimated contract value for each free agent. Based on their performance last year and any contract they may have signed. (The idea here is that the closer you are to this value, the better your offer is.)
- 13.8.2. If you offer more money than a player may be worth, there is a limit to how much that will increase your offer.
- 13.8.3. Offers will be submitted via the portal. Under the depth chart tab you'll see a 2023-24 Free Agency Option, in addition to Draft Picks and Prospects, that will be made available once free agency opens.



- 13.8.4. After receiving an initial offer, players will wait 3-7 days before announcing any decisions.

## **14. Prospects**

### **14.1. Players drafted in the KPHL and not signed to an active contract are considered Prospects.**

### **14.2. Activation**

- 14.2.1. A prospect will be activated (signed to an ELC) once they have met one of the following requirements.
  - 14.2.1.1. Signed to an ELC in the NHL, above the age of 19, and have played at least 25 total games in any of the ECHL/AHL/NHL respectively as a skater or 7 total games in any of the ECHL/AHL/NHL respectively as a goalie
  - 14.2.1.2. Played in 10 NHL games the prior season.
- 14.2.2. Prospects will be signed to the appropriate ELC as outlined in 5.1.6.
- 14.2.3. Prospects can also be activated at any time if they have played at least 1 game in either the ECHL, AHL, or NHL, and will be signed to the appropriate ELC.
- 14.2.4. Prospects who are due for an ELC but are not offered one will be added to the pool of unrestricted free agents.

### **14.3. Rights**

Players drafted in the KPHL Entry draft or listed as prospects at the creation of the KPHL will have their rights retained until they are surrendered.

## **15. Entry Draft**

### **15.1. Order**

- 15.1.1. The order for the KPHL Entry Draft will be determined by reverse order of standings and having the top 2 picks being decided by a weighted lotto.

### **15.2. Lotto**

- 15.2.1. The Lotto will follow the NHL model with the following weights using the 2022 NHL Entry Draft as an example.

Complete draft position odds																
Team	1st	2nd	3rd	4th	5th	6th	7th	8th	9th	10th	11th	12th	13th	14th	15th	16th
Montreal	25.5%	18.8%	55.7%													
Arizona	13.5%	14.4%	32.0%	40.2%												
Seattle	11.5%	11.5%	7.4%	40.7%	28.8%											
Philadelphia	9.5%	9.8%		15.4%	44.9%	20.5%										
New Jersey	8.5%	8.8%			24.5%	44.2%	13.9%									
Chicago	7.5%	7.9%				34.1%	41.4%	9.1%								
Ottawa	6.5%	6.9%					44.4%	36.5%	5.6%							
Detroit	6.0%	6.4%						54.4%	30.0%	3.2%						
Buffalo	5.0%	5.4%							64.4%	23.5%	1.7%					
Anaheim	3.5%	3.8%								73.3%	18.4%	0.9%				
San Jose	3.0%	3.3%									79.9%	13.4%	0.5%			
Columbus		2.9%	2.4%									85.7%	8.9%	0.2%		
NY Islanders			2.6%	1.7%									90.7%	5.1%	>0.0%	
Winnipeg				2.1%	1.0%									94.7%	2.1%	>0.0%
Vancouver					0.8%	0.3%									97.9%	1.1%
Vegas						0.8%	0.2%									98.9%

15.2.2. The lotto will be performed using the Tankathon website. Teams will be matched to the NHL teams listed and the lotto run. This will be a live event and recorded.

### 15.3. Entry Draft Eligibility

15.3.1. Draft eligible players will match who is eligible in the NHL draft of that same year

15.3.1.1. For the 2024 draft, this is players born between the dates of January 1, 2004 and September 15, 2006

15.3.1.1.1. The exception to the above date range is if the player is drafted in the NHL draft of the same year or is listed as an eligible prospect by EliteProspects

15.3.1.2. For the 2025 draft, this is players born between the dates of January 1, 2005 and September 15, 2007

15.3.1.2.1. The exception to the above date range is if the player is drafted in the NHL draft of the same year or is listed as an eligible prospect by EliteProspects

15.3.1.3. Has not been selected in a previous KPHL Entry Draft

## 16. Schedule

16.1. The KPHL schedule will follow the NHL schedule. This includes any All-Star break, Winter Olympic Break, or similar.

## 17. Awards

17.1. Awards will be given out after the conclusion of the Stanley Cup Playoffs. Awards will be voted on by GMs in a ranked descending point system.

17.1.1. 1st - 10, 2nd - 7, 3rd - 5, 4th - 3, 5th - 1

## **18. Schedule Information**

**18.1. Teams will play a total of 82 Games in the Regular Season**

**18.2. Each Team's Schedule will be composed of:**

- 18.2.1. Minimum of 5 games against each divisional opponent
- 18.2.2. Minimum of 3 games against each conference opponent
- 18.2.3. Minimum of 1 games against each opponent in an opposite conference

18.3.

## **19. KPHL Inaugural Draft(s)**

**19.1. Team Selection Draft**

- 19.1.1. Team selection will be run via the random sequence generator.
  - 19.1.1.1. GMs/Teams will be assigned a number 1 to 32 and then the sequence generator will be run a random amount of times (to be determined by random.org at the time of the draft) to determine draft order.

**19.2. Protections**

- 19.2.1. Teams will be able to retain up to 6 current NHL roster players in a 3F-2D-1G format and will retain all prospects for that team. A team's roster and prospects will be determined as of 8/24/2022.
  - 19.2.1.1. Players that will be eligible to be drafted will be listed on a team's roster or under the unassigned list on the KPHL portal.

**19.3. Player Draft**

- 19.3.1. All players not selected as part of protections/retention will then be added to the free agency pool
- 19.3.2. This will be a 26 round draft
- 19.3.3. Players drafted will inherit their current NHL contract
  - 19.3.3.1. If the player is currently a UFA/RFA and is without a contract, the drafting team has the option of signing that player(s) or matching their NHL deal when they sign it.
  - 19.3.3.2. For Players on ELCs, ELC AAV and Salary will be equal to the cap hit for that season.
- 19.3.4. The Draft will be done in a snake format, ie. 1, 2, 3, 4, 4, 3, 2, 1, etc.that will be the reverse of the team draft
- 19.3.5. After the 26 rounds are completed, the remainder of the roster will be filled via free agency.

**19.4. Trading Picks/Players**

- 19.4.1. As the intention of these drafts is to fill your roster, there will be a trade freeze until the drafts are complete.