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## Overview

1. GM's must be active to be part of the CCHL. GMs are expected to submit lines on regular basis and reply to GM's. Lack of activity will be a cause for dismissal.
2. Chirping and having fun is expected but a level of respect is always expected. Know your audience. If you have a problem with someone message the commissioner.
3. We will follow the three-strike rule as well for automatic dismissal.
4. This is a cash league, therefore you must be paid up before seasons starts.

## League Payment

1. Each CCHL season costs \$25 CAD. This is non-refundable once the season starts.
2. If you pay for future seasons these payments are also non-refundable.
3. The League will use a portion of the entry fees to pay for the website/simulator.

## League Format

1. The League will run 2 full sim seasons per year. Sims will be every day at 8:30am EST (and 8:30pm EST when double-day Sims).
2. Players will age naturally on their own birthdays.
3. Rerates will be completed by the simulator automatically at the start of the Offseason.
4. There will be one NHL rerate after every Even Season.
5. There will be one Farm rerate after every Odd Season.
6. The sim will be using the 1.5 engine as it is the most realistic in its results.
7. All money is paid back to GM's via awards.

## Entry Draft – Prospects

1. The Entry Draft will take place every offseason and will consist of 3 rounds.
2. The lottery system will aware the top 3 picks. Once the top 3 picks are determined, all draft positions remain the same.
3. Prospect ratings will be based on their last full year statistics from their respective League, using the Prospect Calculator found on the site under Tools > Prospect Calculator.
4. All Entry level contracts will be \$925,000 with a 3-year term, unless being created based on their NHL stats then they will receive their NHL salary.

## Salary Cap

1. The Pro salary cap is set at **81.5** million and the floor will be **60.2** million.
2. The Farm salary cap is set at 36 million.
3. The maximum amount per year of a deal in a contract is **14 million**. The minimum is **700k**.



## Roster Requirements

1. Each team must carry at least 22 skaters on their Pro roster.
  - 12 Forwards
  - 6 Defensemen
  - 2 Goalies
  - 2 Scratches (healthy or injured)
2. Each team must carry 5 goalies.
3. Any Player (Skater or Goaltender) making \$3 million or more will **only** be allowed to play at the pro level.
4. Teams may **not** have more than 55 contracts at any one time.
5. Pro teams have a max of **23** players.
6. Rosters minimum is 45.
7. Skaters with a **72OV** or above will only be allowed to play pro. Goalies that are **82OV** and above also can only play pro. When players reach this rating, they will graduate to the pro level.

## Free Agency

1. FA will be done on the site under **Transactions > Free Agents (Make Offer)**.
2. Free Agency will start with a 24-hr window where you can Offer Sheet any RFA if you have the compensation (see #6). Once bidding is over, teams have 24 hrs to match the Offer Sheet or accept compensation (after 24hrs without a response the commissioner will automatically match the Offer Sheet).
3. Next teams with eligible RFA's will be contacted to see if teams wish to take their RFA's to Arbitration (see [RFA Arbitration](#)) or release them to the Free Agency pool.
4. The age for RFA is 23 yrs old or younger.
5. RFA status is set at the beginning of the season. If a player is 23 on the 1st day of the Regular Season, he will retain his RFA status for the remainder of the season and heading into the next Offseason.
6. To make RFA bidding more available, the picks do NOT have to be your own. They will be your picks when available. Then it will be picks from the lowest seeded team available. RFA compensation will go as follows:
  - *\$1,034,249 annual cap hit or less - No compensation*
  - *\$1,034,249 to \$1,567,043 - 3rd round pick of next draft*
  - *\$1,567,043 to \$3,134,088 - 2nd round pick of next draft*
  - *\$3,134,088 to \$4,701,131 - 1st and 3rd round picks of next draft*
  - *\$4,701,131 to \$6,268,175 - 1st, 2nd, and 3rd round picks of next draft*
  - *\$6,268,175 to \$7,835,219 - Two 1sts, 2nd, and 3rd round picks of next draft (The 1st's can be a mix of the next 2 drafts)*
  - *\$7,835,219+ - Three 1sts, 2nd, and 3rd round picks of next draft. (The 1st's can be a mix of the next 3 drafts)*
7. Any player 24 years and older is considered a UFA.
8. The maximum length of a contract is 6 years.
9. Players signed via free agency CANNOT be traded until the team's 41-game mark of that season.
10. As part of the trade rules, just like with everything else, you must disclose the player's contract status (extension offers) during trade negotiations.



## RFA Arbitration

1. In the case a GM fails to sign a RFA they can take the player to arbitration. The league will look at the players' age, overall rating, and comparable players' salaries.
2. The league will then look at these factors and send an arbitration offer on a 1-year deal AND a 3-year deal. The team owning the rights to the RFA need to choose the 1-year deal or 3-year deal.
3. NOTE: If all 3 chances have NOT been exhausted the player will then automatically go to UFA. No exceptions. The players' name MUST appear on the follow page on the site.  
<http://www.couchcoach.org/OutputUpcomingUFAs.php>

## Trading

1. Trading process:
  - Every season (from the start of Offseason to Trade Deadline) each GM gets one Veto Challenge (VC). They can use this challenge to have a trade reviewed by a random selection of 3 GMs.
  - If a trade is flagged to be reviewed, the GMs involved in the trade can submit a brief explanation/reasoning behind the trade to be used by the Trade Reviewers.
  - If the trade gets Vetoed, the GM keeps the challenge to use again. If the trade is reviewed and is accepted, the GM loses their challenge for the remainder of that season.
  - With this challenge there will be a 24hr window given (after the trade is posted/accepted on Slack) to allow a GM to submit a VC to the Blackhawks GM (if challenging a deal involving the Blackhawks, submit your VC to Predators GM). The GM using the VC can specify if they don't want certain GM's part of the Review due to conflict of interest.
2. No Pro team may ever drop below **710V** after a trade.
3. Trading can consist of Players, Prospects, Draft picks (future considerations are not permitted).
4. Each team will be limited to 9 trades a season. Except during the week before the trade deadline, you will have an additional 3. Offseason trades are unlimited.
5. Draft Picks may be traded up to 3 years in the future, but all picks must be paid for in advance.
6. You cannot trade for a player at the deadline, and then trade the player back to the original team until 41 games into the next season. You can trade him to other teams. But not the originating team.
7. Teams must disclose all information about players. Such as but not limited to UFA status, contracts that were signed at the age of 36+, contract negotiation status (how many attempts, details of attempts), etc.
8. Trades involving only Farm players, Prospects or Picks will not count towards the 9-trade limit.
9. You cannot trade a player for nothing.

## Waivers

1. Any player 23 and younger can pass through without waivers. All players 24 and older must pass through waivers. If a player turns 24 after the start of the regular season, he will be considered waiver exempt.
2. If a player gets claimed off waivers, he goes to the PRO roster of the claiming team and must officially pass through waivers to be eligible for the minors. (See Note 1 below).
3. Waivers will **NOT** be in effect during the offseason.

**Note 1:** *If a player is waived and claimed, then waived again and the original team claims the player on the 2nd waive, the player can automatically be assigned to the CCAHL. But only if re-claimed by the original waiving team.*



## Farm Graduations (force ups)

1. After each rerate, all skaters who are 72 OV or above will be considered "pro only" players and will graduate from the Farm to the Pro level.
2. Goalies with an OV rating of 82 OV or above will graduate to the "pro only" status.

## Player Buyouts

1. There is a maximum of 3 Buyouts per Team per Offseason (Starting after Season 12).
2. New GMs get 6 Buyouts in the Offseason (3 Free) (Starting after Season 12).
3. Players can be bought out at 50% of their remaining contract spread out over the remaining years of their contract (3yrs @ \$4,000,000: Buyout = \$2,000,000 for 3yrs cap hit).
4. Buyouts can only take place in the Offseason at the designated time.

## Position Changes

1. Position changes are allowed any time during the season and are unlimited. Request them in **#Position\_Changes**.
2. Should a site list someone as a W. You can choose both RW and LW.
3. Acceptable websites that are accepted are:
  - [www.sportsforecaster.com](http://www.sportsforecaster.com)
  - [www.nhl.com](http://www.nhl.com)
  - [www.capfriendly.com](http://www.capfriendly.com)
  - [www.eliteprospects.com](http://www.eliteprospects.com)
  - [www.tsn.ca](http://www.tsn.ca)
4. You get the position of the one site you submit. You cannot combine sites. If one site lists as a C and another as a RW. You need to choose which site you want to use. If one site lists a player as a C/LW and another as C/RW. You need to choose. You cannot combine the 2 to make the player C/LW/RW.

## Lineup Restrictions

1. Forward lines can be set to a maximum of 35%
2. One player can be double shifted ONLY once and ONLY on the fourth line. So, a player can be on line 1 and 4, but not line 1 and 3. Anyone caught doing this in their line files will face fines equal to salary cap violations.
3. A team must play their 4th offensive line at least at 8%. You may play your defensive 4th line at 0%.

## Goalie Limitations

1. Goalies will be restricted to their starts based on their Endurance rating for that season
  - 96-100 EN can start a max of 72 games per season
  - 86-95 EN can start a max of 66 games per season
  - <86 EN can start a max of 56 games per season
2. Starts are not the same thing as games played. They can come in for a pulled goalie and it will not count against their starts.
3. Once a team has been officially eliminated from the playoffs, all goalie limitations are removed. In fact, you will be expected to play your best goalie as often as possible.



## Cap Relief (Salary Retention)

Don't look at it as retention, but more of a Cap Relief. Teams can offer Cap Relief in form of Special Cap Hit that will act similar to a retention. Player's salary doesn't change, it is the Special Cap Hit that gets adjusted. Team retains \$3M on a player in a deal, receiving Team will get a -\$3M value go towards their Teams Special Cap Hit while the team retaining will get an additional +\$3M added to their Special Cap Hit.

1. Team may only offer Cap Relief on 3 contracts at one time (starting Season 13).
2. You may offer Cap Relief for up to 3 seasons.
3. You cannot offer Cap Relief on final year of current contract (unless player has been extended).

## Retirement

1. All retirements will take place immediately after the playoffs, and players will be removed from rosters. Percentage chance of retiring are:
  - 36 years old - 10%
  - 37 years old - 20%
  - 38 years old - 40%
  - 39 years old - 65%
  - 40 years old - 80%
  - 44 mandatory retirement
2. Any player of the age 36+ years old, who is signed in free agency or re-negotiates a multi-year contract during the season and decides to retire, will have a guaranteed contract. The team owning the player at retirement will be on the hook should they retire.
3. You can extend a 36+ year old player to a 1-year deal before the end of the season and if player retires in the offseason, you will NOT be on the hook to pay the contract.

## Player Degradation (After Even Seasons)

1. Players will have their overall decrease at the end of each EVEN season under the following criteria.
  - 36 yrs old - lose 1 OV point
  - 37-38 yrs old - lose 2 OV points
  - 39+ yrs old - lose 3 OV points
2. The point drop will take place after the seasons rerate happens.
3. Stats that will not go down during the point reduction are MO, PO, LD, and EX. All other stats are subject to reduction to achieve the reduction.

## NHL Rerates (After Even Seasons)

1. The NHL Rerate Calculator can be found on the site under Tools. Type player into cell to see what their new ratings will be.
2. Once per calendar year (after every EVEN season), each team will be given one NHL rerate. You may choose any player from your Pro or Farm team to have their stats adjusted according to the most recent (completed) NHL seasons success.



3. The player will take the HIGHER salary of either their current NHL salary or their CCHL salary. (If you sign a player in Free Agency to 6yrs @ \$14M, and you go to rerate said player in the offseason, they will take the higher salary even if their NHL salary is \$5M.
4. You cannot trade your rerate until 41 games into the season.

### Farm Rerates (After Odd Seasons)

1. Farm rerate will occur after each Odd season.
2. The player must be under team control to be eligible for rerate (i.e. The player must be signed for the following season).
3. At the time of the rerate (after sim rerates) the player must be farm eligible (710V or below, less than 3M in salary) and AFTER the rerate the player must STILL be farm eligible.
4. At the time of the rerate the player must be 25 years of age or younger.
5. Only players drafted in a CCHL draft can be rerated. No players created by the SIM or signed in FA will be eligible for a rerate.
6. The prospect calculator will be used to determine the players' new ratings if not based on NHL stats. If NHL stats are to be used, the NHL Rerate Calculator will be used.
7. To be eligible for a rerate, a player must be with their respective team at the conclusion of the previous season. Players acquired during the off-season will not be eligible for a rerate.
8. If Farm rerate is based on NHL stats, they will get the higher of the two salaries (NHL vs CCHL).
9. Teams will not be permitted to sell/trade their rerate slots. Each team will rerate their own player. If a team does not have a player to rerate, or chooses not to use their rerate, they will forfeit their right to do so.
10. Teams cannot trade their rerated player until the 41-game mark of the season.

### Draft Pick Limitations

1. Teams will be limited to the number of draft picks they can have at any one time:
  - 1<sup>st</sup> round picks: Max of (3)
  - 2<sup>nd</sup> round picks: Max of (4)
  - 3<sup>rd</sup> round picks: Unlimited

### Entry Draft & Lottery

1. All non-playoff teams will be entered into a lottery, which will take place at the end of Round 1.
2. List of eligible Prospects that can be selected and Time Slots will be provided before the draft.
3. Lottery odds will be set at:
  - Last - 15.0% - 30 Balls
  - 2nd - 12.0% - 24 Balls
  - 3rd - 11.0% - 21 Balls
  - 4th - 9.5% - 19 Balls
  - 5th - 9.0% - 18 Balls
  - 6th - 8.0% - 16 Balls
  - 7th - 7.0% - 14 Balls
  - 8th - 6.0% - 12 Balls
  - 9th - 5.0% - 10 Balls
  - 10th - 4.0% - 8 Balls
  - 11th - 3.5% - 7 Balls
  - 12th - 3.0% - 6 Balls



- 13th - 2.5% - 5 Balls
  - 14th - 2.0% - 4 Balls
  - 15th – 1.5% - 3 Balls
  - 16th – 1.0% - 2 Balls
- Total - 100% - 200 Balls

## Cash Payouts

1. Cash payouts will take place in the offseason. Any profit of \$25 or more will be used for next season's entry fee to cut down on monetary transactions.
2. Cash breakdown is as follows (**\$70** used for site fees):

### CCHL Team Awards 25 team awards = \$450

- Making the playoffs - \$15: 16 teams x \$15 = \$240
- Winning Division - \$15: 4 teams x \$15 = \$60
- Campbell (West) Champion - \$10
- Wales (East) Champion - \$10
- Presidents Trophy - \$25
- Stanley Cup - \$75
- CCHL runner up - \$30

### CCHL Individual Awards - 15 Individual awards 15 x \$10 = \$150

- Vezina – Top goalie (voted) - \$10
- Calder – Rookie (voted) - \$10
- Art Ross – Most points (automatic) - \$10
- Norris – Top Defenseman (voted) - \$10
- Selke – Top Defensive Fwd (voted) \*Qualification of 80DF for nomination\* - \$10
- Hart – League MVP (voted) - \$10
- Lady Byng – Sportsmanship (voted) - \$10
- Jennings – Fewest GA, team (voted) - \$10
- Rocket Richard – Most goals (automatic) - \$10
- Conn Smythe – Playoff MVP (voted by executives) - \$10
- Jaromir Jagr – Player 37+ yrs old with best performance (voted) - \$10
- John Scott – Player with combined fights, penalties, and majors (voted) - \$10
- Craig Ludwig – Most Shots blocked (automatic) - \$10
- Scott Stevens – Most Hits (automatic) - \$10
- Orr-Robinson – Best +/- (automatic) - \$10
- GM of the year (voted) - No cash

### CCAHL Team Awards: \$110

- Calder Cup Champion - \$20
- Making the playoffs - \$5: 16 teams x \$5 = \$80
- MacGregor Kilpatrick (CCAHL Presidents Trophy) - \$10

### CCAHL INDIVIDUAL AWARDS 4 Individual awards 4 x \$5 = \$20

- Les Cunningham – CCAHL league MVP (voted) - \$5
- Eddie Shore – CCAHL Norris (voted) - \$5
- Baz Bastien – CCAHL Vezina (voted) - \$5





- John Sollenberger – CCAHL Art Ross (automatic) - \$5

## Sim Rerates

1. The sim rerates will automatically be done by the simulator at the beginning of the Offseason.
2. Goalies who are 25 years old or younger at the time of rerate and reach the following number of games started will get a boost in their EN rating:

### **Pro Starts:**

50 GS = +1 EN

58 GS = +2 EN

66 GS = +3 EN

### **Farm Starts:**

58 GS = +2 EN

66 GS = +3 EN

3. Players and Goalies with less than 10 GP in the league will have their SIM rerates voided and will keep the same ratings.
4. An EX rating boost will be applied to all players on rosters that make it to the CCHL cup final. +4 EX for the winning team and +2 for the losing team.
5. Rerates will be published on the site under History>Seasons>Sim Rerates.
6. The max growth for the pro level will be set to 5 for each stat. And a max of 10 for the AHL level. With the rerate being the Modulate on Current Level setting.
7. SK and ST will not be re-rated for skaters, nor SK and SZ for goalies. For players 25 years old or younger, they will have their SK increased. Pro SK will increase by +1, Farm SK will increase by +2.
8. We will be using the modulated rerate based on the player's current stats.

## League Schedule (Timing of League)

- Pre-Season
- Regular Season
- All-Star Game (6 days rest automatically given at 50% mark of Regular Season).
- Trade Deadline (80% mark of regular season).
- Playoffs & Award Voting
- Offseason
  - Season and Playoff Awards
  - Season winnings payout
  - Retirements
  - Sim Rerates
  - NHL Rerate (**after Even seasons**) or Farm Rerate (**after Odd seasons**)
  - Older Player degradations (**after Even seasons**)
  - Entry Draft
  - Players added to UFA pool (**after Even seasons. 41 Games minimum**)
  - Player Buyouts
  - RFA Offer Sheets
  - Arbitration



- UFA Bidding
- Prospect Creations

### Prospect Limitations

1. You may only have 20 prospects (max) at any one time.
2. If you have more than 20 prospects, you will be forced to move as many as it takes until you are 20 or below.

### Star Power

1. Star power is a setting that has zero effect in the simulation of the games. What it does is give you potential for higher ticket revenue.
2. All skaters with an 81 OV or above will be given a star power rating of 2.
3. All skaters with a 78-80 OV will be given a star power rating of 1.
4. All goalies with an 85 OV or above will be given a star power rating of 1.