## OIL COUNTRY RULE BOOK

1.0 League Information

- Commissioners
- Addresses
- Responsibilities
- League Format
- League Flow
- Communication
- Penalties/Fines
2.0 Roster Regulations
- Requirements
- Waivers
- AHL Eligibility
- Goalie Start Limits
- Position Changes
- Line-up Restrictions
3.0 Contracts
- Restricted Free Agency
- Arbitration
- Unrestricted Free Agency
- Extensions
- Coaches
- No Trade Clauses
- 35+ Contracts
4.0 Entry Draft
- Scouting
- Overview Draft Pick Owners
- Draft Eligible Players
- Lottery Odds


### 5.0 Prospects

- Prospect owning maximum
- Eligibility to Create Prospect
- Prospect Creations
- NHL Stat Creations
- Maximum Creations per Off-Season
- Prospect Creation Period
6.0 Trades
- What can be traded/Rules
- No Trade Clause
- Draft Picks
- Free Agent Signings
7.0 Salary Cap
- Ceiling/Floor
- Buy-outs
- Long Term Injury Reserve
- Retaining Salary
8.0 Rerates
- NHL
- STHS (Sim)
- 33+ Regression
9.0 Playoffs
- Layout
- Prediction Contest
10.0 Waiver Draft
- Rules


### 11.0 Off-Season

- Retirements
- Trophies
- Rule Changes


### 1.0 LEAGUE INFORMATION

- COMMISSIONERS

Commissioner - Brent (Oilers)
Co-Commissioner - Chris (Flyers), Chris (Maple Leafs), Bill (Flames)

- Addresses

Portal - http://oilcountryhockeyleague.com/home.php
Facebook Group - https://www.facebook.com/groups/1210826129072784/
Slack - oilcountryhockey.slack.com

- Responsibilities

No TANKING allowed
Responding to trade offers, no matter how bad the offer may be
All GM's required to submit lines weekly
Being Active (monthly checks)

- League Format

Will run 2 OCHL seasons to one NHL
Daily Sims
Players age on their actual birthdates
Injuries will be turned ON
Players playing out of position will be affected

- League Flow

PLAYOFFS
AWARDS
RULE CHANGES
RETIREMENTS
SIM RERATES
REGRESSION FOR 35+ PLAYERS
ENTRY DRAFT
BUYOUTS
OFFER SHEETS
ARBITRATION
FREE AGENCY
COACH HIRINGS
PROSPECT CREATIONS
PRE-SEASON
WAIVER DRAFT
REGULAR SEASON
TRADE DEADLINE 80\% SEASON
PLAYOFFS

- Communication

All GM's must have slack
Writing articles is recommended but not forced upon
Email/Slack/Text/Facebook are all ways of communication

- Penalties/Fines

Teams over cap will face penalties
First Offence - Top Scorer gets 5 game suspension
Second Offence - Top Scorer suspended 10 Games
Third Offence - Top two scorers suspended 10 Games Each
Fourth Offence - Fired!

### 2.0 Roster Regulations

- Requirements

18 Skaters \& 2 Goalies Dressed
5 Goalies on roster (2 NHL, 3 AHL )
Minimum 42 contracts
Maximum 23 Pro roster spots

- Waivers

Any player 23 and under can travel from NHL to AHL without waivers unless on one-way contract

Players 24+ have to clear waivers to be AHL eligible
Players will not have to clear waivers in off-season/pre-season
How to claim, open up client load latest file. Click on the waivers link once in you team and it will show who is on waivers

- AHL Eligibility

MAX 2 players/goalies over the OV maximum allowed to play AHL per team
Overall for eligible Forwards/Defence is 69. Goalies is 750V
Any contract can play in the AHL. One-way contracts will affect your NHL cap though

- Goalie Start Limits

Goalies can start a MAXIMUM of 64 games

If they start over 64 games:
NHL or AHL goalie overplaying will result in being suspended for remainder of season +3
playoff games $+2,500,000$ cap hit following season
NHL \& AHL goalie overplaying will result in being suspended for remainder of season +3
playoff games each goalie $+6,000,000$ cap hit following season

- Position Changes

It must state C, LW, RW, D for a player to play those positions
C/W or W does not get them both positions on the wing

- Line-up Restrictions

Forward Lines can be set to a maximum of $35 \%$
Double shifting is not ALLOWED
The fourth line must play $8 \%$
Default forward line up will be $32 \%, 30 \%, 25 \%, 13 \%$

### 3.0 Contracts

- Free Agency

MAX salary is $20 \%$ of the salary cap
Minimum salary is 685 K
Maximum 8 offer out a one time
Signing Bonus are not allowed, any bids with them will be void
No Trade Clauses are not allowed, any bids with them will be void
Free Agents can decline a contract if they are being lowballed $=30 \%$ less of ask in first 48 hrs
One-way contract is guaranteed if offer is 3.1 M or above
Max contract length is 4 years to any free agent
If you sign a player that puts you over the cap, they will be released back into free agency

- Restricted Free Agency

RFA age is $18-23$
Contract Length maximum is 4 years
You can own any teams pick to bid on a player as compensation
Owner of player will have 24 hours to accept or decline offer sheet
$3.1 \mathrm{M}+$ will guarantee a one-way contract
Current Average Salary - Draft Pick Compensation
$\$ 3,000,000$ and below - No Compensation
$\$ 3,000,001$ to $\$ 4,000,000$ - Third Round Pick
$\$ 4,000,001$ to $\$ 5,900,000$ - Second Round Pick
\$5,900,001 to \$7,200,000 - First \& Third Round Pick
$\$ 7,200,001$ to $\$ 8,900,000$ - First, Second, Third
$\$ 8,900,001$ to $\$ 12,500,000$ - Two First, Second, Third
$\$ 12,500,001$ and up - Four First Round Picks
Max Contract offer is 4 years
RFA is determined when season begins, if player is 23 when begins, qualify as RFA

- Arbitration

Players who had all three attempts used will be taken to arbitration if not offer sheeted
1-year deal will be offered going off the resign chart
If team declines 1-year deal, player becomes UFA
If you fail to sign player again after taking to arbitration, they become a UFA

- Unrestricted Free Agency

Players become UFA at age 24
Maximum contract offer is 4 years

- Extensions

Owner has 3 chances to sign player
Max can resign is 6 UFA players per season
Can resign unlimited RFA
Extensions are done via portal -
http://www.oilcountryhockeyleague.com/TeamFreeAgents.php

- Coaches

Teams can only poach one coach per season from another teams AHL team
Coaches contracts will never end unless fired

- No Trade Clause

No Trade Clauses are not allowed

- 35+ Contracts

Any 35+ Signing when player retires the team that signed \& current team will split the contract for the remaining years

### 4.0 Salary Cap

- Ceiling/Floor

Salary Cap is 90.0 M
Floor will always be 20.7M Less
AHL salary cap is set at 4,000,000 (AHL is $10 \%$ of players salary)
Teams under the cap will have player forced to NHL
One-way contract will go against NHL cap if playing in AHL

- Buyouts

Each team will be allotted 2 buy-outs every off-season
A buyout will make your team carry $1 / 3$ of the salary per season for double the years if
player is 27 and younger
28 and older will make you carry $2 / 3$ remaining salary
You are NOT allowed to sign a player you bought out that off-season
https://docs.google.com/document/d/19i11fznmLhXhBnllsGQ5d2OaxQeCtSgLQR1aNx8cWX0
/edit?usp=sharing

- Long Term Injury Reserve

Players who fall below 92 condition will not count toward salary cap

- Retaining Salary

Teams can retain max $50 \%$ salary per season
Teams can retain 1 year or contract duration
Maximum 3 salary retentions at one time

### 5.0 Entry Draft

- Scouting

Eligible prospects will be from the year drafted \& from the season we are doing odds or even picks

- Overview

Entry drafts will be conducted every sim season, odds one season, evens next
We will determine draft class by random.org
Drafts will be four rounds
Can release prospects at any time

- Draft Pick Owners

Each team must own one pick at all times
https://docs.google.com/spreadsheets/d/1n2ff_oyajbNz国dp4iaiSj9X7uO1BE4vTfeo5j952hGI/edit?usp=s haring

- Draft Eligible Players
https://docs.google.com/spreadsheets/d/1y7E4fqZuRARHFbMIwFaSQQ4STw3jXefowxkQp
W1p8TU/edit?usp=sharing
- Lottery Odds

Draft order is determined by a draft lottery
Three lottery winners
Last place 31\%-31 Balls
Second $24 \%=24$ Balls
Third 20\% = 20 Balls
Fourth $10 \%=10$ Balls
Fifth 7\% = 7 Balls
Sixth 5\% = 5 Balls
Seventh $2 \%=2$ Balls
Eighth 1\% = 1 Ball
100\% = 100 Balls

- Draft Lottery decided by www.draftpicklottery.com
- Video Reveal
6.0 Prospects


## - Maximum Prospects

One team may not carry more than 20 prospects at one time

Prospects can be bought out at any time from list

- Prospect Creations

Creations will be based off the prospect calculator I have, based off junior season stats
*MAX PROSPECT OVERALL IS 700V FWD/D - 750V Goalie*
AGE STARTING PO
Age 17-20 = 95 Potential
Age 21-22 = 82 Potential
Age 23-24 = 74 Potential
Age 25-26 = 50 Potential
Age 27-28 = 25 Potential
Age 29-30 = 15 Potential
Age $31=05$ Potential
Age 32+ = 1 Potential
Entry Level contracts will be 3 year @ 925,000
Prospects drafted from same year draft that we are selecting from will enter as 17-year old's, 1 year 18 years old, 2 years 19 years old, 3 years 20 years old, 4 years 21 years old

Prospects aged 17-19 will have a 3-year ELC
Prospects aged 20-22 will have a 2-year ELC
Prospect that has played 50+NHL games will be created off those stats
Prospects must be created by age 22
https://docs.google.com/spreadsheets/d/1ClwnbwTlkQxDoMfDCzuQBLETsEGnnyuOihDS6O
qdE_0/edit?usp=sharing

- NHL Stat Creation

Prospects that play 50 NHL games will be created off those stats
MAX creation of 2 players off NHL STATS per season

- Maximum Creations per year

Maximum of 10 prospects can be created every off-season

- Prospect Creation Period

Prospects can only be created in the off-season only

### 7.0 Trading

- What Can be Traded/Rules

You can trade Picks/Players/Coaches/Money
Commish does have the power to veto any trade
Teams that miss the playoffs can trade during playoffs
No trades are processed till off-season
Trade Deadline is $80 \%$ of season

## - Draft Picks

Teams may not trade picks more than three years ahead (ex: If in year 9 can only trade year $9 \& 10 \& 11)$

Teams must retain one pick at all times

- Free Agent Signings

Players signed in free agency cannot be traded till the 41-game mark of that season

### 8.0 Rerates

- NHL

One NHL rerate every other off-season
NHL rerated player comes with the higher of the two contracts, but gets the length of the
NHL contract
NHL Rerated player will become their actual age in real life
EACH PLAYER CAN ONLY BE NHL RERATED ONCE IN CAREER
NHL rerate candidate must be posted by playoffs

- STHS/SIM

Rerates are done via sim re-rates
Rerates are done in the off-season
NHL rerates are a MAX change of 3
AHL rerates are a max change of 2
Sim re-rate will not do SK/ST on FWD/D \& SK/SZ on
Goalie
Players aged 17-23 will increase +2 in ST/SK

Players aged 24-27 will increase 1 in each ST/SK
Players aged 28-31 will see no change in ST/SK
Players aged 31-32 will drop in SK by -2 ST -1

- 33+ Player Regression

Players will start to decrease in ability/stats starting at age 33 every year of NHL rerate

- 33-year old's drop 1 point in each category CK, SK, PH, PA, SC, DF
- 34-year old's drop 2 points in each category CK, SK, PH, PA, SC, DF
- 35-36-year old's drop 3 points in each category CK, SK, PH, PA, SC, DF
- 37-38-year old's drop 4 points in each category CK, SK, PH, PA, SC, DF
- 39 + year old's drop 6 points in each category CK, SK, PH, PA, SC, DF


### 9.0 Playoffs

- Overview

16 teams make playoffs
Top 8 teams in each division make it

## Best of 7 series

Each round east/west will be simmed daily

- Prediction Contest

Playoff Predictions
All teams will send in predictions on how they feel the playoffs will play out.

How many games will a series go?
Winner of each round
Goals scored for the cup finals in case of tiebreaker
1st place - 8 points
2nd place-4 points
3rd place - 1 points
*WINNER FOR AHL \& NHL PLAYOFFS*
*WINNERS CAN USE POINTS ON ANY PLAYER ON THEIR ROSTER! MAX 2 POINTS FOR 1
PLAYER*
https://docs.google.com/spreadsheets/d/1XxFuetUgD?TqYAVNki6n1E_CD1t20HgP3wV29TKNWk/edit?usp=sharing

### 10.0 Waiver Draft

- Rules

Draft will be 2 rounds
Rosters set after preseason
Roster Freeze

Max 23 pro rostered players. If you have 21 , you can select 2 . 22 , select 1.23 select none
Reverse order of previous season regular season standings
If a player is selected, they receive a pro only designation for entirety of season 1
Teams can lose no more than 2 players
Any age 24 and up are eligible to be taken off AHL roster

### 11.0 Off-Season

## - Retirements

When a player retires that was signed after he turned 35+ years old, his cap hit will be with team that originally signed + owning team till the contract would have ended.

He must play at least one year on that new deal for this to affect you
Retirement percentages are as follows
AGE 34-37 = 1\%
AGE 38 = 5\%
AGE 39 = 25\%
AGE $40=30 \%$

AGE 41 = 75\%
AGE $42=100 \%$
Player will retire if have not played in NHL/AHL for 1 year
25 \& under will have rights retained by team owner
https://docs.google.com/spreadsheets/d/1YbHoa7zvjw0K4v78TO9yX1Phwlebd6K8QWV1yg
VvwRM/edit?usp=sharing

- Trophies

Awards will be handed out every off-season
One player can win multiple awards but will only get one bonus points

NHL (Decided by STHS Simulator)
Stanley Cup - You are given 5 points to use on any NHLer or coach on the team

Norris Trophy - You are given 5 points to use on the winner
Vezina Trophy - You are given 5 points to use on the winner
Hart Memorial Trophy - You are given 5 points to use on the winner
Art Ross Trophy - You are given 5 points to use on the winner
Maurice "Rocket" Richard Trophy - You are given 5 points to use on the
Winner
Calder Trophy - You are given 5 points to use on the winner,
Jack Adams Trophy - You are given 5 points to use on the
winner
GM of the Year - You are given 5 points to use on
any player AHL (Decided by GM Votes)
Calder Cup - You are given 5 points to use on any AHLer or coach on
the team
Norris Trophy - You are given 5 points to use on the winner
Vezina Trophy - You are given 5 points to use on the winner
Hart Memorial Trophy - You are given 5 points to use on the winner
Art Ross Trophy - You are given 5 points to use on the winner
Maurice "Rocket" Richard Trophy - You are given 5 points to use on the winner
${ }^{* *}$ Maximum two points per category. Also, if you win the Cup plus another award you can
not double up points on one player/coach **
https://docs.google.com/spreadsheets/d/17bh4H6ljku0j_snqmIUTz?NN15JyW0RwomyhYlbFE04/edit?us $\mathrm{p}=$ sharing

## - Rule Changes

Rule changes will be discussed in the off-
season

Any team may propose a rule change
All rule changes will be put to a vote which for it to pass must be a $70 \%$
in favor
Rulebook will be updated with all rule change

