

1. JAFHL

- 1.1. Just Another Fantasy Hockey League was started in May, 2017 by [Brian Salvi](#). It is a simulation based league that uses software from www.fhlsim.com.
- 1.2. Code of Conduct applies to all General Managers in JAFHL. You must abide by all rules. We ask everyone to treat each other respectfully. We do not mind using graphic language on our message boards, but let's keep it fun and not abusive. Trash talk is encouraged but let it not get out of hand. Disrespect or breaking of the rules will lead to termination
- 1.3. The league commissioner is Brian Salvi.

2. General Managers

- 2.1. Duties:
 - Sending lines at least once a week via GM editor to jafhlcommish@gmail.com
 - Making trades to improve your team
 - Making sure that you stay within the salary cap
 - Responding to messages from others GM's in a timely fashion'
 - Keeping their teams within the roster limits
 - Participating in Entry/Contraction drafts
 - Participating in forum discussions
- 2.2. Participation from all GM's is a huge factor to running a successful league. We do not want you to make this your life but please be as active as possible.
- 2.3. All GM's must be registered with the message board. Please make your user name clear. ei. Munder-Ottawa GM
- 2.4. We encourage the use of the "private message" option for all trade negotiations on the message boards. However if there is other ways of communication that works best for both parties do not hesitate to use it..
- 2.5. If you will not be around due to vacation, work or medical reasons please let one of the Commissioners know.
- 2.6. If you have a complaint email us at jafhlcommish@gmail.com
- 2.7. We reserve the right to terminate any GM in the best interest of the league. Warnings will be given out but if continued violations or detrimental behaviour are apparent you will be terminated immediately.

2.8. We reserve the right to authenticate your identity via phone call/social media if for some reason we believe you to be someone that you are not. Meaning if we believe one GM is actually running multiple teams we will ask that GM for his/her phone number/social media ID. If you cannot comply with this request you will be terminated.

3. **Simulator**

3.1. JAFHL will be using version 1.5

3.2. GM editor is required to send lines. A link to the program is on the home page. You will also need to download GM Files after every sim to redo lines. These files load into the program. If you have questions on how to use the program, use myself or the message board as a good resource.

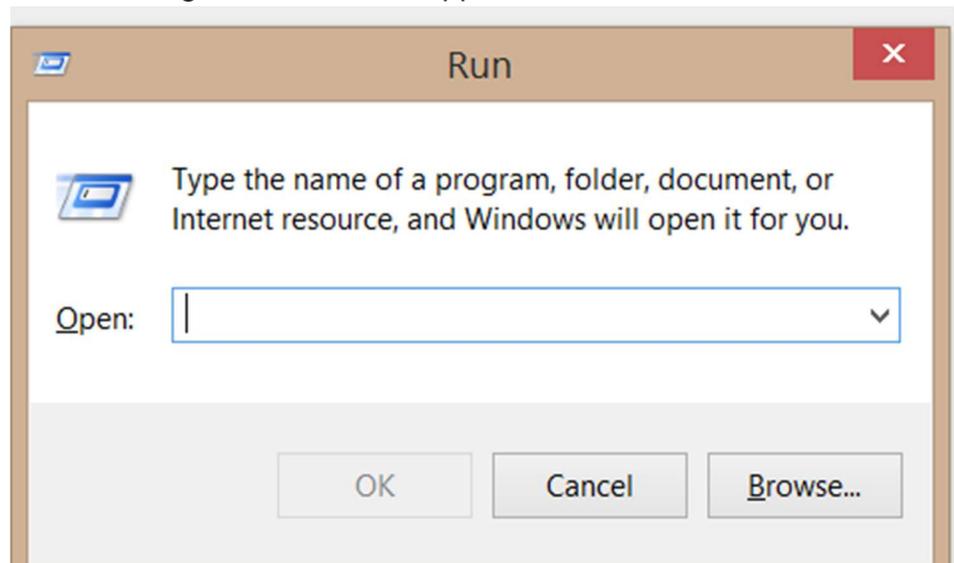
3.3. There is also an Online GM Editor that I have set up. I have never used it, but it looks pretty easy. You can find it by clicking the Online GM Editor link at the top of the main page.

3.4. If you use an Apple product we cannot help you with the GM editor.

3.5. GM editor installation instructions:

- Download file **Comdlg32.zip** to your computer. Unzip the file using WinZip or any other .zip archive utility
- Extract comdlg32.ocx to Windows\System32 folder or Windows/SysWOW64 folder, depending on if you run a 32bit version of Windows or a 64bit version
- Go to "Start" there should be a text area where you can type "Run" and hit enter

- The following window should appear



- Then type in “open” either **regsvr32%Systemroot%\System32\comdlg32.ocx** or **regsvr32 %Systemroot%\SysWOW64\comdlg32.ocx** depending on if you have a 32bit version of Windows or 64bit version and press OK.

3.6 Attributes which determined overall ratings of players and/or condition of players are as follows:

All Players:

PO	Position	Player Position
HD	Stick Hand	Skater's stick hand or Goalie's glove hand
CD	Condition	Player's health status "OK" means 100%
IJ	Injury	Length of player's injury
EX	Experience	Amount of experience player has
LD	Leadership	Player's leadership skill
OV	Overall	Player's overall rating

Skaters:

IT	Intensity	Hitting, Forecheck, Fighting
SP	Speed	Player's skating speed
ST	Strength	Player's strength and power
EN	Endurance	Player's ability to play longer, more productive shifts
DU	Durability	The player's likelihood of getting injured
DI	Discipline	Player's tendencies on taking a penalty
SK	Skating	Player's ability to stop, turn, accelerate and skate
PA	Passing	Player's ability to pass the puck
PC	Puck Control	Player's ability to control the puck
DF	Defense	Player's ability to back check and defend
SC	Scoring	Player's shooting and goal scoring ability

Goalies:

IT	Intensity	Goalie's likeliness to play the puck and cut angles
SP	Speed	Goalie's overall speed, including reaction time
ST	Strength	Goalie's size relative to the net
EN	Endurance	Goalie's ability to play longer, more productive shifts
DU	Durability	Goalie's likelihood of suffering an injury
DI	Discipline	Goalie's tendency to take penalties
SK	Skating	Goalie's ability to move around in his crease
PA	Passing	Goalie's ability to play the puck to teammates
PC	Puck Control	Goalie's rebound control and overall puck control

Injury and Suspension Details:

DD	Day-to-Day	Indicates a day-to-day recovery period
1W	1-2 Weeks	Indicates a recovery time of 1 to 2 weeks
3W	3-4 Weeks	Indicates a recovery time of 3 to 4 weeks
1M	4-6 Weeks	Indicates a recovery time of 4 to 6 weeks
3M	2-4 Months	Indicates a recovery time of 2 to 4 months
IN	Indefinite	Indicates an indefinite recovery period
S#	Suspension	Indicates the length of a player's suspension (games)

Scoring Definitions:

GP	Games Played
G	Goals
A	Assists
P	Points
+/-	Plus Minus Rating
PIM	Penalty Minutes
PP	Power Play Goals
SH	Short-Handed Goals
GW	Game-Winning Goals
GT	Game-Tying Goals
S	Shots
PCTG	Shooting Percentage
GS	Goal-Scoring Streak
PS	Point-Scoring Streak

4. Regular Season & Playoffs

- 4.1. Regular season will consist of 41-42 home games and 41-42 away games for a total of 82-84 games. Depends on what the Sim decides.
- 4.2. The schedule will mimic the NHL schedule with weighted interdivisional play. However this is all subject to simulator.
- 4.3. Refer to the home page for simulation schedule. Typically games will be played at roughly 8pm CST, but again are subject to later times. If I can't play games by midnight, no games will be played until the next day. Sundays are particularly going to be up in the air, as I work until 11p Sunday night.
- 4.4. Trade deadline will be at roughly the 80% mark of the Regular Season. No trades can be made after this point. The home page will updated with the exact date when the time comes. Trades will be allowed once the playoffs are over. I will go through the schedule determine trade deadline by DAY # in the sim. For example, there are 100 days of games, day 80 is the cutoff.
- 4.5. Playoffs will follow the same format as the NHL.
- ~~4.6. Starting season 2, the amount of playoff teams will increase to 8 teams in each conference. This should make competition a little more intriguing.... The Commissioner reserves the right to change the playoff limits in the offseason to best fit the league.~~

5. Salary Cap

- 5.1. The Salary cap will be set at the end of playoffs and determined by the commissioners, there will be no more than a 5% change per season +/-, This rule can be more lax after the inaugural season so that we can get all the tweaks out.
- 5.2. The Salary cap will be \$73 million (No player making more than \$4m per season can be placed on farm) for the inaugural season. All player salaries will come from Spotrac.com based on 2016/2017 for the initial draft and free agents. The Salary Cop link on the page will show you where you stand.
- 5.3. The floor which every team must meet will be \$56 million, meaning you have to spend at least \$56 mil of your finances on salary.
- 5.4. Teams may go over the cap in case of injuries, however players must be sent back down once the injured player(s) are healthy. For example, Marty Turco gets hurt and you need to call up Jimmy Howard. Howard's salary would not count

against your cap as long as Turco is hurt. Once he is healthy, Howard needs to be demoted to not start counting against the cap.

- 5.5. Salary Cap does not apply in the playoffs
- 5.6. If a team is in violation of the cap the league commissioner(s) will suspend the top OV rated player from the team's roster until the team complies with the cap. If his salary doesn't put you under the cap, your 2nd highest OV player will also be suspended, and so on until you are under the cap.
- 5.7. Beginning in Season Six, there will be a farm team salary cap. I need to look over and crunch some numbers, but there will be a cap. It will not effect any of the contracts we currently have, but after this season you will have to plan accordingly if you are going to sign a F/A and place them on the farm, but plan on a cap of somewhere between \$2.25 mil and \$3 mil. (remember that farm is only 10% of their salary). The Penalty for exceeding the farm cap will be the same as exceeding the Pro team cap.
- 5.8. If a player making over \$4 mil is placed on the farm, you will lose your top OV player to a one game suspension for each game a player making over \$4 mil is on the farm.

6. Finances

- 6.1 ~~Finances will be determined by how well your team performs, and to some extent, the OV value of your players. Higher the OV, the more star power they have to draw fans.~~
- 6.2 ~~Money is earned in one main way, through ticket sales at your stadium. The inaugural season all stadiums will have 18000 seats and ticket prices of \$45.00. You will have the option to change the prices of your tickets TWICE in the regular season, with a max +/- of \$10. Keep in mind this can lower or raise your attendance. In the playoffs tickets can be raised up to a max of \$20 over your regular season price as a "playoff premium" After the first season, you can set your ticket prices at whatever you wish.~~
- 6.3 ~~Money can also be raised by submitting articles on your team or the league in the message boards. Obviously the length and detail of the article will determine the value you receive. This money will become available after the playoffs of the current season. Incentive could be anywhere between \$50,000-\$1,000,000.~~
- 6.4 ~~Money is used for various aspects within the league. Obviously first and foremost you have to pay your players. This is the priority for your finances. The second option is for stadium expansion. Expansion can only be completed in the~~

~~off season. The following is subject for review from the league... Stadium expansion rules are as follows: You can only expand your stadium a max of 2,000 seats per off season, in 500 seat increments. For a capacity of 18,000-20,000, the increment price is \$2,000,000. (At \$45 a ticket, this can potentially pay for itself in two seasons). From 20,001-22,000, the increment price is \$2,500,000. From 22,001-25,000, the increment price is \$3,500,000. Finally, 25,001-30,000, the increment price is \$5,000,000. 30,000 is max size.~~

7. Roster Limits

- 7.1. 25 players are the maximum players allowed on your pro roster including players that are injured, suspended or "holding out".
- 7.2. You must have 20 playable players at all times on your pro roster.
- 7.3. Teams are permitted to use either 12F/ 6D, 11F/ 7D, or 10F/8D. All players that are dressed must be on an even strength line.
- 7.4. Each team must start their backup/depth goaltenders a minimum of 10 games per season. In an 82 game season, your primary goalie can start no more than 72 games. This rule does not apply to the playoffs.
- 7.5. The maximum allowance of total players (Roster & Farm) is 50.
- 7.6. Any team in violation of the Roster Limit Rules will lose their top OV player to suspension for one game.
- 7.7. I will not be actively looking for these violation's, they must be brought to my attention. If I see it, I will act, but they should be brought to my attention by other GM's.
- 7.8. I have noticed something, and it was also brought to my attention by a GM, that on a team's off days, their players aren't regenerating their energy levels (CD) like they should. So with that in mind. If you have a player that is at 97-99 CON, I will up them to 100 IF YOU BRING IT TO MY ATTENTION THAT YOU HAD AN OFF DAY... I will not actively keep track of a team's off day, you must bring it to my attention if you want your player's energy to regenerate. 96 or below would be the equivalent of a Day to Day injury. If you have two off days in a row, I will regenerate anyone 96+ CD to 100.
- 7.9. Effective Season 2 - Any player who causes a significant injury to another (anything more than day to day) will be subject to review. If the player is ejected

in conjunction with causing an injury, he will be suspended 1 game. Any subsequent ejections due to causing an injury will increase the length of suspension. Second offense would necessitate a two game suspension. A third offense would be a five game suspension. Fourth would be a season long ban (I doubt this would happen, but never know).

8. **Player Position Changes**

8.1. All player position change requests must be accompanied by a link to a **player profile page** from one of the following sites:

Eliteprospects.com, hockeydb.com, nhl.com, tsn.ca, hockeysfuture.com, hockey-reference.com, thehockeynews.com . No other website will be considered valid.

8.2. Teams will only have 6 player position changes available during each regular season. However all active playoff teams will have unlimited player position changes available to them.

8.3. After the playoffs are over player position changes will be unlimited for all teams until the start of the next regular season.

9. **Trades**

9.1. No trades that bring a team below the floor or over the Salary Cap can be made

9.2. The commissioner reserves the right to reject any trade that is deemed detrimental to the league. This process will reviewed when we feel the league is further developed.

9.3. All trades are to be posted in the Trade Announcements section of the Forums. Trades will only be processed once both GM's have accepted the trade.

9.4. Trades will be processed in the simulator after that night's simulation. The exception being trade deadline deals. I will post a time cut off so that I can complete lines files before the next set of games.

9.5. If you would like to make a player position when the trade is processed please state that in the trade announcement. *Please note if a trade is made during the regular season and you would like the players position changed this will count towards your player position change allotment of 6*

9.6. No trades will be allowed after the Trading Deadline until after the playoffs are over.

10. Prospect Creation and Draft

- 10.1. Ratings for prospects will be based on commissioner discretion. Prospects will be created with a random generator for the offseason draft. A list of the players available will be posted well in advance. We can change the names of the players as needed so if there is a star in there and we want to name them a legitimate NHL prospect, we can do that.
- 10.2. There will be one draft, the Prospect Draft. A 7 round draft which will take place after each NHL season rerates are complete. The draft will be in the order of worst to first, based on combined standings (points) from the seasons between rerates. Basically I will add the two points totals for the teams, and the lowest will receive the first pick. This will be a straight draft, no snake (for the first prospect draft, it will be snake, starting in reverse order of the inaugural draft).
- 10.3. These picks can be traded... (except the first prospect draft)
- 10.4. Any player, 23 and under, that has been drafted by an NHL team is available to be chosen. (this includes past draftees who have yet to play in the NHL). This will also include any player who has become rated for our league that was not drafted previously that is 23 and under. This is because there could be a player we don't draft that ends up playing in the NHL.
- 10.5. When a player turns 24 within the sim (they only age at the beginning of a season), they become free agents if they have not been drafted.
- 10.6. All prospects when they receive ratings for our league will be automatically activated with a rookie minimum contract of 3 years, \$750,000 per season. This will ensure that you have at least one chance to resign them as RFA's

11. Unassigned Players

- ~~11.1. Unassigned players are free agents and can be offered a contract at any time except for during the playoffs. The contract will be at minimum, 75% of their current NHL contract. For example, John Doe's NHL contract is \$1m. You would have to offer a minimum of \$750,000 to sign him.~~
- 11.2. All unassigned player contract offers will be handled by the Commissioner or his designee.
- 11.3. Since obviously we don't have any AI to help with the Free Agents deciding where to sign, we had to come up with something. Basically, with that being said,

a Free Agent will sign with the team that offers the highest total amount contract with a secondary factor (in case of the same \$ amount) of the highest yearly average. If there is no movement on a player for 24 hours (using the forum post timestamp), that player will be signed by the team that offered the highest bid (which should be the last team bidding).

- 11.4. All signings will take place after the next set of games, and included in that set of league files.
- 11.5. No player can be signed from the trade deadline until the end of the season.
- 11.6. Only Players 24 and over can be signed, players 23 and under must be drafted.
- 11.7. See the [Free Agency Bid Process and Template](#) forum for examples of Rule 11.3.
- 11.8. The max amount of free agents a GM can be the max bidder on at one time will be three. If the GM is outbid on a player, and they do not want to submit a new bid, then they are then able to bid on another player. Example.. Toronto is the high bidder on John Doe, Jane Doe and Joe Doe... Montreal comes in and tops the bid on Jane Doe. Toronto says, screw it, Jane Doe isn't worth that kind of money. Toronto can then place a bid on one other player, as he is still the high bidder on Joe and John Doe...
- 11.9. All signings will occur after the next set of games are played. Multiple teams can bid on a player during the same day. A day consists of the time between sets of games. So if a team bids on a player at noon, another team could still bid on that player at 3pm. Highest total monetary value of the contract signs the player. (these players are greedy bastards).

12. **Waivers**

- 12.1. Any player, 25 years old and over, and who has played TEN games in the pros in the current season, who are sent from the Pro to the Farm team, must clear waivers. This rule does not apply from the end of the regular season, until the first game of the next regular season. (Players do not go through waivers in the playoffs).
- 12.2. The player is usually only available for two days once they are placed on waivers. (I need to confirm this within the Sim. I read that NHL is 24 hours so the sim may also be one day, will confirm during preseason).

- 12.3. Players put on waivers can be claimed by any eligible team based on waiver priority. Please place your claim in the appropriate section of the forum.
- ~~12.4. Waiver priority will be determined by current standings. (The sim controls this)~~
- 12.5. Starting in Season 2, the waiver order will be based on the previous seasons final regular season standings.
- ~~12.6. A player claimed on waivers MUST remain on the pro team for the remainder of the season.~~

13. Offseason

- 13.1. Following the playoffs the league will enter the offseason phase which may consist of; Retirements, Awards, Rerates, Entry Draft, RFA Signing, Free Agency and, prospect draft.
- 13.2. Player aging will occur after the playoffs, and at the start of the offseason process. Keep this in mind for when you offer contracts, especially close to the RFA age limit.
- 13.3. Awards - Upon completion of the regular season a voting form is distributed to each GM so they can vote for the award winners of that season. The only award not voted on by the GM's is the Conn Smythe which is determined by the Commissioner.
- 13.4. Retirements - When a player retires in the NHL, he will still be valid in the JAFHL UNTIL the new ratings set comes out and he no longer is a rated player...

For example, John Doe plays in the 2017/18 NHL season, but retires after the playoffs in June 2018. He will have new ratings come out for the 2017/18 season, therefore, he will be available until the ratings are released FOLLOWING the 2018/19 season, as he won't have ratings in for that year...
- ~~13.5. No player with a 75ov rating or over can be sent to the farm during the season.~~
- 13.6. No player earning more than \$4mil can be sent to the farm during the season.
- ~~13.7. No player that is 75ovr or higher or makes \$4mil or more can be released at any point.~~

14. Retirements

- 14.4. When a player retires in the NHL, he will still be valid in the JAFHL **UNTIL** the new ratings set comes out and he no longer is a rated player...

For example, John Doe plays in the 2017/18 NHL season, but retires after the playoffs in June 2018. He will have new ratings come out for the 2017/18 season, therefore, he will be available until the ratings are released FOLLOWING the 2018/19 season, as he won't have ratings in for that year

15. Rerates

- 15.1. Player rerates will happen when a new set of rosters is released after the end of the NHL season. Therefore, we will most likely run two seasons with the current ratings. It is possible a third seasons could start before new ratings are released.
- ~~15.2. All player ratings will be reviewed by the commissioners after the playoffs. Performance may play a factor in the reviews and NHL history.~~
- ~~15.3. MIDSEASON FARM RERATES: At midseason (approx. 41gp) each General Manager is eligible to request up to five *farm* players who have at least 15gp in the minors to be rerated based on performance.~~
- ~~15.4. Any farm player rated 72 ovr or higher is ineligible for midseason farm rerates. Also, no player may exceed 72 ovr as a result of midseason rerates.~~
- ~~15.5. Upon completion of the regular season the top three farm teams will be rewarded with bonus points that can be assigned to their farm players as long as they have at least 30gp for players and 15gp for goalies. 1st place—3 points to be used on any player any attribute, 2nd place—2 points to be used on any player any attribute, 3rd place—A pecker shot....or 1 point to be used on any player any attribute.~~
- ~~15.6. No rerates will happen during the regular season or playoffs~~
- ~~15.7. In the offseason, you will also have an opportunity to send players to an offseason training camp. This camp of course, costs money. Training camp will cost \$5,000,000 per player, maximum of three per off season, and you will have an opportunity to increase up to six ratings points of your choosing, based on the roll of a six-sided dice. If a one is rolled, one point, two equals two points, etc. Players must be no older than 25 to attend this camp.~~

16. Contraction

- 16.1. This could occur if we can't find enough owners for a complete league. I would like a full 30 team league, but I know that may be unrealistic. Realistically a 24 team league would be perfect. It is possible that we lose teams and are unable to fill them. The league will run a team who loses a GM until a replacement can be found. If one cannot be found by the beginning of the following season, we may be forced to contract that team. If that is the case, all players of that team become free agents.

17. Entry Draft

- ~~17.1. Every other season, the JAFHL will hold an Entry Draft consisting of 4 rounds. As stated above, these players are NHL Prospects. Names can be changed for these players prior or after the draft (on first come first serve basis) to NHL player names.~~
- ~~17.2. The draft order is determined by the results of the regular season standings.~~

18. Contracts(RFACMP)

- 18.1. Any player 28 years old and over is considered a UFA. Anyone 27 years old and under is considered a RFA
- 18.2. After the playoffs and after the Entry Draft is over there will be a RFA signing phase. During this phase teams will be allowed to make qualifying offers to their RFA's. ~~RFA's contracts will closely mimic their actual NHL contract.~~
- 18.3. No signings can be made during the playoffs
- 18.4. Each team will have the ability to resign a player BEFORE he hits the free agent market. Playoff teams have one resign. Non-Playoff teams have two resigns. The price to resign a player is current contract, plus 10% (not to exceed \$10m. In this instance the contract would remain at \$10m). The max resign is 3 years. You can only use a resign on a particular player **ONCE**.
- 18.5. The maximum term for a contract will be set at 5 years
- 18.6. The maximum salary will be set at \$10,000,000 per season
- 18.7. The minimum salary for a player will be set at \$400,000 per season

- 18.8. Any player on the pro roster will be paid their full salary and count towards that teams Salary Cap
- 18.9. All player's rights that are held by a team but do not have a contract will be considered Hold Outs. (Think RFA's) This only applies if no one else offers the RFA a contract. In this instance, an RFA's demand will be an increase in pay of 10%.
- 18.10. All contract offers will be handled by the Commissioner (or his delegated appointee)
- 18.11. Current teams owning the rights to an RFA, will have the final option to match the final bid placed the player. If the current rights holder declines, the following rule will occur.
- 18.12. RFA Compensation guide:

Average annual value	Compensation
Less than \$1.2mil	Nothing
\$1, 200 000 -to-\$1,899 999	Third-round pick
\$1.9mil -to-\$2, 899 999	Second-round pick
\$2.9mil -to-\$4, 999 999	First and third-round picks
\$5mil -to-\$6, 999 999	First, second and third-round picks
\$7mil -to-\$8, 999 999	Two firsts, a second and third-round picks
\$9mil or greater	Four first-round picks

18.12. - Compensation picks must be their own from next entry draft. If there are no picks then they will be for the entry draft the season after. If you don't have the required picks, you're ineligible to make an offer.

A special thanks goes out to the ACHL. I took a lot of their rules and incorporated a few of my own. Credit to them for creating such an amazing rule set.