

OFFICIAL NEFHL CBA

CURRENT AS OF JULY 18, 2022



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1. THE NEFHL

1.1 About the NEFHL

The NEFHL stands for “New Era Fantasy Hockey League”. It was started in July, 2005 and was named New Era to mark the beginning of the post-lockout season of the NHL. The NEFHL is a simulation-based league that uses the FHLSim software (version 1.5) produced by Batesoft (<http://www.fhlsim.com/>).

1.2 Code of Conduct

The NEFHL’s Code of Conduct applies to both General Managers and those in league management positions. Everyone in the NEFHL must act in an appropriate manner towards one another. Treat others how you want to be treated. Be polite and courteous to other General Managers and show them respect. Debates on the forums, as well as friendly trash-talking against rivals, are encouraged, but know where to draw the line. Any racist remarks or other disrespectful comments will lead to immediate dismissal from the League. Any cheating or collusion will lead to immediate dismissal. Members who do not abide by the NEFHL’s Code of Conduct will be subject to dismissal.

1.3 Commissioner, Trade & Hall of Fame Committees

The League Commissioner is Flames-J.D. The Commissioner is responsible for the operation of the entire League.

The Trade Committee consists of the league commissioner and up to five (5) additional GMs. The Trade Committee’s main duty is to ensure that all trades are reasonable and that no deal is lopsided to the point that it hurts the integrity of the League. If a trade is submitted to the Committee for review, the Committee will discuss the trade in private and either accept it or veto it on a majority of votes. The Committee can make recommendations on how to improve equal trade value if it chooses. The Committee is also responsible for supervising general trading trends and will ensure that teams do not make trades that will compromise their ability to compete year in and year out.

The current Trade Committee is comprised of the following General Managers:

Flames-JD, Leafs-Shane, Sharks-Curtis, Pens-Brent and Preds-Sylvain

The Hall of Fame consists of General Managers. The League Commissioner oversees the committee's actions but does not actively partake in the decision making process. The committee determines the requirements for Hall of Fame voting eligibility and manages the lists of eligible players and builders from which the rest of the league is allowed to vote on.

The current Hall of Fame Committee is comprised of the following General Managers:

Kings-Carter, Oilers-Jason, Canes-Jeff, Pens-Brent and Isles-Steve

2. GENERAL MANAGERS

2.1 Duties

NEFHL General Managers are required to complete certain duties on a regular basis. These duties include, but are not limited to, the following:

- Updating rosters and lines before each one of their team's games;
- Making trades to improve their franchise;
- Signing players;
- Balancing their team's finances and avoiding bankruptcy;
- Keeping their team within the Roster limit;
- Participating in the Entry Draft and Free Agency processes;
- Checking and responding to emails and private messages in a timely fashion;
- Actively participating in forum discussions;
- Submitting front page news articles about their team on a regular basis.

A General Manager who fails to complete the above duties will be subject to dismissal.

2.2 Participation

General Managers must be active in the league. Staying up-to-date with league news; regularly reading the message boards; and engaging in message board discussions is mandatory. The message boards are an important part of the league and all General Managers must verify the message boards on a regular basis. Checking and replying to emails and

private messages is also very important; it is expected that General Managers check their emails and private messages at least once every 48 hours. A General Manager who frequently fails to participate in the league will be subject to dismissal.

2.3 Leave of Absence

Leave of Absence is granted in the event that a General Manager is unable to complete his required duties or participate in the league due to valid external circumstances (studying for exams, going on vacation, personal injury, family matters, etc.). In order for the Commissioner to grant a Leave of Absence, a General Manager must give prior warning of the absence and provide an expected return date. If a General Manager exceeds the Leave of Absence without good reason, or leaves without any notice or is frequently too busy to attend to the regular duties of a General Manager, then that General Manager will be subject to dismissal.

Leave of Absence may be granted retroactively in the event that a General Manager is unable to provide prior warning of his absence at the discretion of the League Commissioner.

2.4 Complaints

All complaints about the League or any General Manager(s) are to be directed to the Commissioner by private message. Under no circumstances are complaints to be posted on the League forums. Any and all concerns will be dealt with professionally and privately by the Commissioner.

2.5 Strikes

(i) The NEFHL has adopted a Strike system to ensure that General Managers accomplish certain of their Duties;

(ii) Any General Manager that receives five (5) Strikes during the course of a year will be automatically dismissed. For the purposes of this Section, a year will run from July 1st to the following June 30th;

(iii) Strikes are received in accordance with the Rules, as set out below.

3. FHL

3.1 FHL Version

The FHLSim version currently being used is version 1.6.482 (includes Shootouts). However, due to bugs in the shootout of FHLSim, the NEFHL has coded its own shootout module which overwrites the output of the sim when a shootout

occurs.

3.2 Online GM Editor

Since the 2007/2008 season, the League has been using a proprietary Online GM Editor (OGME). This OGME provides all the functions of the previous editor and more. General Managers can manage their teams through the OGME. The modules in the OGME must be used for their purposes. General Manager actions performed by these modules will not be accepted in any other format.

The OGME is currently comprised of:

- the Roster and Line Management module (Edit Roster/Lines);
- the Position Change module (Request Position Change)
- the Waivers Claim module (Waivers Manager)
- the Trade Validation module (Trade Manager)
- the Buyout Submission module (Initiate Buyout)
- the Team Roster and Line Status module (View All Team Status)
- the Trade Manager module (Offer and accept trades)
- the Notifications module (Update real-time notifications)
- the Online Player Agent module (Go to Online Player Agent)
- the Article Submission module (Post News)

3.3 Attribute Definitions

All players have performance ratings which are based on skill attributes. The simulator uses these ratings, along with a number of other factors, to determine the outcome of the games. The skill attributes used in the NEFHL are as follows:

FOR ALL PLAYERS:

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

SKATERS:

IT	Intensity	Hitting, fore checking, 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	Player's likelihood of suffering an injury
DI	Discipline	Player's tendency to take penalties
SK	Skating	Player's ability to stop, turn, accelerate and skate
PA	Passing	Player's ability to pass the puck and collect assists
PC	Puck Control	Player's ability to control the puck and generate shots
DF	Defense	Player's ability to back check and play defense
SC	Scoring	Player's goal shooting accuracy and shooting ability
SO	Shootout	Player's ability to score a goal in the shootout
AOV	Adjusted Overall	Adjusted overall based on NEFHL formula used for player contract demands

GOALTENDERS:

IT	Intensity	Goalie's likeliness to play the puck and cut angles
SP	Speed	Goalie's overall speed, including reactive time
ST	Strength	Goalie's size relative to the net
EN	Endurance	Goalie's ability to play games without being fatigued
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
SO	Shootout	Goalie's ability to stop the puck during the shootout

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)

HO	Holdout	Indicates that the player is without contract and holding out
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3.4 Team 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
SOA	ShootOut Attempt
SOG	ShootOut Goal

4. REGULAR SEASON

4.1 Season Length

- (i) Each team will play 82 games (41 home games and 41 away games);
- (ii) The Regular Season will start at approximately the same time as the NHL season and will end at approximately the same time as the NHL season ends;
- (iii) The schedule will reflect the NEFHL's reality of four (4) Divisions and will be based upon the current NHL schedule for the coming year;
- (iv) The regular season simulation schedule will be from Sunday to Thursday. The schedule may include Friday and

Saturday during playoffs. The schedule will always be posted and updated on the main website and teams can view their own schedule by looking at their team page. General Managers are responsible for knowing their own team's schedule.

4.2 All-Star Break

(i) Each season the NEFHL will hold an All-Star Break that will include an All-Star Game and a Young Stars Game. Both Games will be Eastern Conference vs. Western Conference;

(ii) Player selection for the All-Star Game and Young Stars Game will be based exclusively upon point-per-game production from the current Regular Season. Injured or suspended players who are selected for either Game will be recognized as having been selected but will not participate in the festivities, and will be replaced by the next best point-per-game producers from their respective Conferences.

(iv) The General Manager of the top Eastern Conference team based on winning percentage, as of the Friday prior to the All-Star Break, will be made the General Manager for the Eastern Conference All- Star team. That General Manager will be responsible for selecting the team's lines.

The General Manager of the top Western Conference team based on winning percentage, as of the Friday prior to the All-Star Break, will be made the General Manager for the Western Conference All- Star team and will have the same duties as described above;

(v) The General Managers of the second place teams for each Conference will have the same responsibilities as in Paragraph (iv), but for their Conference's Young Stars Team;

(vi) The team that will host the All-Star events will be chosen at random and will receive \$1,500,000 as compensation for hosting the events;

(vii) The General Manager of the team that wins the All-Star Game will bring back \$400,000 to his team and the General Manager of the team that wins the Young Stars Game will bring back \$200,000 to his team;

(viii) The 1st Star of the All-Star Game will bring back \$1,000,000 to his team, the 2nd Star will bring back \$500,000 to his team, and the 3rd Star will bring back \$250,000 to his team;

(ix) The 1st Star of the Young Stars Game will bring back \$500,000 to his team, the 2nd Star will bring back \$250,000 to his team, and the 3rd Star will bring back \$125,000 to his team;

(x) The results of the All-Star Game and Young Stars Game will be posted on the official League website.

4.3 Trade deadline

(i) The Trade Deadline will come into effect when the season is 80% completed. No trades will be allowed after the Trade Deadline;

(ii) Trading will resume after the Playoffs but before the Entry Draft.

4.4 Playoffs

(i) The NEFHL Playoffs will follow the same format as the NHL's previous playoff format but for a two-conference, four-division league.

5. OFF-SEASON

5.1 Timeline

(i) The Off-Season will unfold approximately as follows:

- Late June: NEFHL Entry Draft
- Late June: Player Reinstatements
- Early July: RFA and Loyalty Pre-Signing Period (Every 48 Hours)
- Early July: Unassigned Players Signing Period (Every 7 Days)
- Early August: UFA Signing Period Begins (Every 7 Days)
- Early September: Re-rate Challenges (Max. 3 per team)
- Early September: Player buy-outs re-open
- Early September: Position changes re-open

(ii) For additional information on the Off-Season schedule, consult the Important Threads section of the Forums.

5.2 Entry Draft

5.2.1 General

(i) The NEFHL Entry Draft will be held at some point between the end of the NEFHL Playoffs and the date of the NHL

entry draft. Specific times and locations will be communicated to the General Managers in the Forums. Attendance in some form is mandatory;

(ii) The Entry Draft will consist of seven (7) Rounds, with each Round consisting of thirty-two (32) draft picks;

(iii) For the first Round of the Entry Draft, the drafting order will be determined as follows:

(a) The drafting order for non-Playoff teams will mirror the order established by the NHL's draft lottery. For example, if the 26th overall team in the NHL wins the NHL draft lottery, then the 26th overall team in the NEFHL will win the NEFHL draft lottery;

(b) For Playoff teams, the drafting order for picks 16 through 32 will be determined as follows:

- The NEFHL Stanley Cup winner will draft 32nd;
- The runner-up will draft 31st;
- The two teams eliminated in the Conference Finals will draft 30th and 29th, with the team having the better Regular Season record drafting 30th;
- The remaining Division winners will occupy the next highest drafting positions, with the team having the highest Regular Season points total drafting latest;
- The remaining Playoff teams will occupy the next highest drafting positions, with the team having the highest Regular Season points total drafting latest.

(iv) For all subsequent Rounds of the Entry Draft, the drafting order will be determined by the Regular Season final standings, with the last place team having the first pick in each subsequent Round.

(v) The Entry Draft takes place in real-time. General Managers are strongly encouraged to be available to make their choices during the course of the Entry Draft. General Managers that are unavailable to make their choices will have the option of sending in lists with their preferred choices;

(vi) All draft selections are final and cannot be changed under any circumstances unless authorized by the Commissioner, who will only authorize changes for eligibility reasons;

(vii) Time limits will be put in place to speed up the draft process as required. If a General Manager has not made a pick within the predetermined time limit and has not sent in a list with his picks, that General Manager will be deemed to have chosen the Best Player Available, as per a preset draft list. That General Manager will immediately be given the Best Player Available for all his subsequent picks unless he notifies the Commissioner of his return;

(viii) Players selected in the Entry Draft will be placed on their team's Prospect List;

(ix) A General Manager who fails to attend the Entry Draft without sending prior notice to the Commissioner will be subject to immediate dismissal.

5.2.2 Player Eligibility

(i) Any player aged between 18 and 22, or who will be aged between 18 and 22 as of September 15 of that year's Entry Draft, is eligible to be drafted in the NEFHL, except:

(a) a player who has already been drafted or signed by an NEFHL team;

(b) a player who will be 20 or older as of September 19 of that year's Entry Draft and who has already been drafted or signed by an NHL team;

(c) a player who is Re-Draft eligible pursuant to Section 5.2.3.

5.2.3 Re-Draft Eligibility

(i) Notwithstanding subsection 5.2.2(i)(a), each NEFHL team has the exclusive right to Re-Draft any player who:

(a) was previously owned by that team;

(b) was not eligible to be signed to an Entry-Level Contract due to Section 7.1.3(iii); and

(c) who was removed from that team's Prospect List in the current Off-Season.

(ii) Qualifying players can be selected by such team by using any draft pick;

(iii) Players to be redrafted must be designated by the team to the league Commissioner prior to the draft upon request from the league. Teams will lose the rights to any player they do not designate for redraft.

6. FREE AGENCY

6.1 Unrestricted Free Agents

(i) All players aged 30 or over at the beginning of a signing period and whose previous contracts have expired will become Unrestricted Free Agents (UFA), unless designated as Loyalty pursuant to Section 6.1.1. Unrestricted Free Agents are free to sign with any team, and no compensation will be owed to the UFA's previous team;

(ii) If a UFA is signed by a team but traded before he plays a full season with that same team, a fine in an amount equal to the player's yearly salary will be imposed against the team that signed him. This rule has been put in place to limit

sign-and-trade situations from occurring;

(iii) All UFAs that are not signed to new contracts during the Off-Season will be placed on the Unassigned Players page, and teams will be allowed to sign them during a trading period.

6.1.1 Loyalty Designation

(i) Prior to the RFA Pre-Signing Period, teams will be allowed to designate one (1) of their UFAs as their Loyalty. This Loyalty designation will allow teams to negotiate with their Loyalty player in exclusivity during the RFA Pre-Signing Period. In the event that the Loyalty player accepts a new contract with his former team, that player will automatically be given a No-Movement Clause (NMC) that will cover the first year of his new contract;

(ii) All Loyalty players that are not signed by their teams at the end of the RFA period will become Unrestricted Free Agents, and no compensation will be owed to the player's previous team;

(iii) Loyalty designations are to be made directly in the Online Player Agent.

6.2 Restricted Free Agents

(i) All players that are aged 29 or under at the beginning of a signing period and whose current contracts have expired will become Restricted Free Agents (RFA);

(ii) During the RFA Pre-Signing Period, Restricted Free Agents will only be allowed to negotiate new contracts with the team that owns their rights. The RFA Pre-Signing Period will last approximately two (2) weeks, and offers will be processed every second day. The exact schedule can be found in the Important Dates thread. As a result, each team will have a minimum of five (5) opportunities to sign their RFAs;

(iii) After the RFA Pre-Signing Period, all Restricted Free Agents that have not received a Qualifying Offer (QO) will become Unassigned Players. Qualifying Offers are determined as follows:

(a) If an RFA's previous contract was equal to or less than \$700,000 per season, his QO will be set at 110% of his previous yearly salary;

(b) If an RFA's previous contract was more than \$700,000 but less than \$1,000,000 per season, his QO will be set at 105% of his previous yearly salary;

(c) If an RFA's previous contract was equal to or over \$1,000,000, his QO will be set at 100% of his previous yearly salary;

(iv) All RFAs that received Qualifying Offers from their teams during the RFA Pre-Signing Period but that did not come to terms on new contracts will be open to receiving Offer Sheets from other teams at the end of the RFA Pre-Signing Period,

pursuant to Section 6.2.1;

(v) All RFAs that received Qualifying Offers but that did not come to terms on new contracts with any team within 48 hours of the start of the Regular Season will be in Hold Out. Players in Hold Out can still be signed by their team up until the final Sunday prior to December 1st, but each such signing will count towards a team’s signing limit as per Section 6.6(iii) below. Players who are in Hold Out and who remain in Hold Out beyond December 1st will cease to entertain new offers until the following Off-Season;

(vi) If a player is aged 29 and remains in Hold Out beyond December 1st, he will become a UFA during the following Off-Season pursuant to Section 6.1(i) but not be eligible for Loyalty designation.

6.2.1 Offer Sheets

(i) Once the RFA Pre-Signing Period has finished, all RFAs that received Qualifying Offers from their teams but that did not come to terms on new contracts will be open to receiving Offer Sheets from other teams. Offer Sheets are to be made through the Online Player Agent and will be processed along with all of the day’s other offers;

(ii) All accepted Offer Sheets will be posted on the forums and the General Managers that own the rights to the players that accepted Offer Sheets will have seven (7) days to choose one of the following options:

(a) Match the Offer Sheet by signing the player to the same terms described in the Offer Sheet; or

(b) Refuse to match the Offer Sheet and elect to receive compensation from the team that sent the Offer Sheet in accordance with the following Compensation Chart:

Yearly Salary of Offer Sheet Contract	Compensation* (before season starts)
\$660,000 or less	No compensation
Over \$660,000 to \$1,000,000	Third Round Draft Pick
Over \$1,000,000 to \$2,000,000	Second Round Draft Pick
Over \$2,000,000 to \$3,000,000	First Round Draft Pick Third Round Draft Pick
Over \$3,000,000 to \$4,000,000	First Round Draft Pick Second Round Draft Pick Third Round Draft Pick
Over \$4,000,000 to \$5,000,000	2 x First Round Draft Picks Second Round Draft Pick Third Round Draft Pick
Over \$5,000,000	4 x First Round Draft Picks

Yearly Salary of Offer Sheet Contract	Compensation* (after season starts)
\$660,000 or less	No compensation

Over \$660,000 to \$1,000,000	No compensation
Over \$1,000,000 to \$2,000,000	No compensation
Over \$2,000,000 to \$3,000,000	Third Round Draft Pick
Over \$3,000,000 to \$4,000,000	Second Round Draft Pick
Over \$4,000,000 to \$5,000,000	First Round Draft Pick Third Round Draft Pick
Over \$5,000,000	First Round Draft Pick Second Round Draft Pick Third Round Draft Pick

*The following rules apply to compensation:

- Clubs cannot acquire picks to use as compensation (with the exception being a Club's own draft selections that are traded and then re-acquired);
- Clubs owing three (3) or fewer Draft Picks in different rounds must have them available in the next draft;
- Clubs owing two (2) Draft Picks in the same round must have them available in the next three (3) drafts;
- Clubs owing three (3) Draft Picks in the same round must have them available in the next four (4) drafts, and so on.

(iii) Teams may not offer more than a total of \$9,000,000 in yearly salary by way of Offer Sheets during the course of any two (2) consecutive Off-Seasons;

(iv) A player who accepts an Offer Sheet will be given a No-Trade Clause (NTC) until the following Off-Season, regardless of whether his previous team matches the Offer Sheet or not.

6.3 Unassigned Players

6.3.1 General

(i) Unassigned Players are:

(a) players who are not under contract in the NEFHL and who do not have their rights restricted, but who have previously played in the NEFHL and who are under contract in the NHL;

(b) players who have current NHL contracts but who have never been created in the NEFHL and whose rights are not owned or restricted by any team; and

(c) Prospects whose rights are not owned by any NEFHL team and who are not eligible to be drafted in the NEFHL pursuant to Section 5.2(v)(d);

(ii) All Unassigned Player offers are to be made through the Online Player Agent.

(iii) All Unassigned Players that have previously played in the NEFHL will be listed on the Unassigned Players page unless they have been deemed retired;

(iv) During the Regular Season, teams can make offers to Unassigned Players at any point prior to the Trade Deadline;

(v) During the Off-Season, teams can make offers to Unassigned Players at any point after the start of the RFA Pre-Signing Period;

(vi) If an Unassigned Player is signed by a team during the Off-Season, he must remain with that team until the end of the regular season. If the player is traded during the regular season following his signing, his team will be fined an amount equal to double the player's yearly salary. This rule has been put in place to limit sign-and-trade situations from occurring;

(vii) If a General Manager wishes to sign an Unassigned Player that was previously retired from the NEFHL while being under contract with a different team, but who is now eligible to play in the NEFHL, the team that previously held that player's rights will first be given the opportunity to honour the remainder of that player's previous contract. That player will be eligible for reinstatement at the beginning of the offseason following the year in which the player has made his return. Players that are not reinstated will become unrestricted free agents, eligible to be signed starting July 1st;

(viii) If an Unassigned Player is signed by a team, that player will be placed directly on the team's Pro Roster if he is waiver eligible pursuant to Section 9.1. Otherwise, he will be placed directly on the team's Farm Team roster.

6.3.2 Signing Bonuses and Bidding Wars

(i) Any Unassigned Player that is a Prospect will be subject to the provisions of Section 7.1.3(ii) below, but will be open to receiving Signing Bonus offers (up to a maximum of \$9,999,999) which will determine which offer is accepted;

(ii) In the event that an Unassigned Player accepts a Signing Bonus that exceeds the offering Team's Current Funds, that Team's offer will be deemed null and void. In the event that a team offers multiple Signing Bonuses and that the total value of accepted Signing Bonuses exceeds that Team's Current Funds, then all of that Team's offers will be deemed null and void;

(iii) In the event that multiple teams have offered the same Unassigned Player the same Signing Bonus, then a Bidding War will take place where each General Manager will be given an opportunity to offer a Signing Bonus without limit.

7. PLAYERS AND COACHES

7.1 Players

7.1.1 Aging

(i) At the beginning of each Off-Season, all players will age by one (1) year regardless of their actual birthdays.

7.1.2 Ratings

(i) Player ratings will be based on NHL performance during the previous NHL season(s), and not on how well the player has performed in the NEFHL;

(ii) As of the 2020-21 season, ratings will be dynamic, as in they will be updated on a daily basis, using the prior two calendar years of NHL stats as the data sample to calculate the ratings. Therefore, at any given time during the season, the ratings of a player will reflect the player's NHL stats from the previous day, to two years prior. The only ratings that are not dynamic are SP, ST, SK and DF which continue to be rerated every spring. Predetermined formulas as posted in the Rerates section of the Forums are used on the NHL numbers to determine the other ratings;

(iii) Each skater that has played at least five (5) NHL games during the previous two years will receive pro ratings. Players on prospect ratings will all be rated the same and be below 58OV. Players having only played between five (5) and sixty (60) NHL games during the prior two years will see their PA, PC and SC derated with the derating being heavier for the smaller sample of games. Players on prospect ratings reaching their fifth NHL game will receive a baseline 70SP, 70SK and 67DF until the following offseason. At any given time, a player having played less than 60 games in the prior two years due strictly to injury, will use up to three years of NHL stats to determine their rating;

(iv) AOV was introduced for skaters in order to better assess a player's value in contract demands. The "adjusted" OV uses a different calculation to determine the skater's rating. The SO rating is not part of the player's AOV or OV rating. For goalies, SO is not calculated in the OV rating.

(v) Each goalie that has played at least one (1) NHL game during the previous two years will receive pro ratings of a minimum of 60OV. IT, SP, EN, ST, PA and SK will all be rated with the same number. These ratings are based on the percentage of NHL starts when healthy, along with save percentage. DU, DI, SO, EX and LD will be rated separately. Factoring in the latter rating categories, the goalie's NHL statistics will map him to a number which will be assigned to the former rating categories. The resulting OV will be a combination of NHL performance, starts and to a lesser extent, durability, discipline and experience ;

(vi) When announced, each team can submit 3 players to be re-assessed. Re-rate petitions are meant to be used to fix

obvious rating flaws and mistakes made by the Commissioner while inputting the new ratings. Re-rate petitions may also be used to challenge a player's SP, SK or DF rating if it is believed that the current rating does not accurately represent the player's skill and/or do not follow the standard rating methods used by the league. Teams that submit re-rate requests for a player's SP, SK or DF rating will be asked to provide written articles, from reputable sources, that support their request. All re-rate petitions are to be made by private message to the Commissioner.

7.1.3 Prospects

(i) Prospects are:

(a) all players that are without NEFHL contracts but that have been drafted in the NEFHL within the last four (4) years; and

(b) all Unassigned Players aged 25 or under who have never been created in the NEFHL but who have NHL contracts;

(ii) A team that wishes to sign a Prospect can only do so by offering that Prospect an Entry-Level Contract, meaning a contract of a predetermined length and for a predetermined amount in accordance with the following Entry-Level contract charts:

Entry-Level Contract Amount:

Prospect's NHL Draft Position	Yearly Salary
1st Round (1-15)	\$950,000
1st Round (16-31)	\$900,000
2nd Round (1-15)	\$850,000
2nd Round (16-31)	\$800,000
3rd Round (1-15)	\$750,000
3rd Round (16-31)	\$700,000
4th Round (1-15)	\$650,000
4th Round (16-31)	\$600,000
5th Round (1-15)	\$550,000
5th Round (16-31)	\$500,000
6th Round (1-15)	\$450,000
6th Round (16-31)	\$400,000
7th Round (1-15)	\$350,000
7th Round (16-31)	\$300,000
Undrafted	\$500,000

Entry-Level Contract Length:

Age of Prospect at Time of Signing	Length of Entry-Level Contract
18-21	3 years
22-23	2 years
24-25	1 year

(iii) Subject to subsection (iv) below, a team that wishes to sign one of their drafted Prospects can do at any time by announcing the signing in the Team Activities section of the Forums, provided however that a team may only sign a drafted Prospect to an Entry-Level Contract if that prospect's rights are currently owned by an NHL team. Prospect signings that are announced after the trade deadline will be activated during the subsequent offseason;

(iv) NCAA committed prospects or prospects playing in NCAA or outside North America that are not signed or re-drafted by their team during the fourth Off-Season following their selection will be removed from the Team's Prospect list.

All other Prospects that are not signed or re-drafted by their team during the second Off- Season following their selection will become Unassigned Players.

Players subject to this must be offered an Entry Level Contract prior to June 1st or be designated as re-draft prior to the Entry Draft;

(v) A team that wishes to sign a Prospect that is an Unassigned Player may do so in accordance with the Section 6.3;

(vi) If a Prospect is signed before having played five (5) NHL games, that Prospect will be given minor league prospect ratings (below 60OV).

7.1.4 Retirement

(i) If a player officially retires, takes a leave of absence or long-term break from hockey during the course of the NEFHL season he will be automatically retired from the NEFHL during the following Off-Season, subject to subsection (ii) below;

(ii) A player identified in subsection (i) above, that is not considered a Prospect and that did not play in the NHL during the previous NHL season, unless his failure to play was injury-related, will be automatically retired during the Off-Season;

(iii) Notwithstanding subsection (ii) above, any NHL player who misses one hundred and twenty-three (123) consecutive NHL games due to injury will be automatically retired from the NEFHL during the following Off-Season;

(iv) Any player that is not considered a Prospect and whose rights are not owned by an NHL team at the time of rerates will be automatically retired from the NEFHL;

(v) If a player comes out of retirement or otherwise returns to the NHL after having been retired in the NEFHL, the team that owned his rights at the time of his retirement will have the option of honouring the remainder of his previous contract. If that team chooses not to honour the remainder of his previous contract, the player will become an Unassigned Player subject to (vi) below. If a returning player has an expired contract and is aged 30 or above, a team may choose to reinstate him as long as they use their loyalty designation on him.;

(vi) Any player aged 25 or older who was previously retired in the NEFHL must play at least one (1) NHL game, since his NEFHL retirement, prior to being reinstated in the NEFHL; the player can, however, only be reinstated after the conclusion of the playing season in which he returned to the NHL.

7.1.5 Injuries

(i) All created players are subject to injury;

(ii) Players that sustain injuries while on the Pro Roster will remain on the Pro Roster as Scratches during their recovery period, and their full salary will be payable and will count against the team's Salary Cap;

(iii) Notwithstanding (ii), a player who is injured to a condition below 51 will automatically be placed on Long Term Injured Reserve (LTIR). That player will remain on LTIR until such a time as he is able to return to the lineup. Players on LTIR will not count towards the team's salary cap but will continue to be paid as normal;

(iv) Players that sustain injuries while on the Farm Team will be placed on the Pro Roster as Scratches during their recovery period, and their full salary will be payable and will count against the team's Salary Cap. This is a bug in the simulator that cannot be fixed but General Managers must manage without exception;

(v) Injury Reports will be made available to all General Managers after each game. Injury Reports will list all outstanding injuries in the League as well as the likely length of recovery for each injured player;

(vi) Players that are at 95CD or over are fatigued but not injured, and can continue playing at their team's discretion;

(vii) Injured Players cannot be waived, traded or bought out until such time as they are no longer injured.

7.1.6 Suspensions

(i) Suspensions are handed out automatically by the simulator. A player who receives a Suspension cannot play until his

Suspension has been served;

(ii) Suspensions will carry over from the Regular Season to the Playoffs, and from Season to Season;

(iii) If a player was critically injured by another player during a game and no Suspension was handed out by the simulator, the affected General Manager can formally request that the offending player be given a Suspension by posting the incident details in the League’s Forums. If the incident details are confirmed, the League will suspend the offending player in accordance with the following table:

Condition of Injured Player	Length of Suspension
51-95CD	0 games
50CD	2 games
40-49CD	3 games
30-39CD	4 games
20-29CD	5 games

(iv) Suspended Players cannot be waived, traded or bought out until such time as they are no longer under suspension.

7.1.7 Awards

(i) Awards will be given out during the Off-Season;

(ii) Awards will be voted on by the five (5) General Managers having written the most news articles during the Regular Season and Playoffs (combined). The Commissioner will nominate the top players/coaches for each award, but will only cast a vote in order to break ties;

(iii) The awards page on the website will be updated with the winners and a special entry will be made in each winner’s player profile.

(iv) As an exception to commissioner nominations in subsection (ii), all General Managers will have to nominate a player on their team for the Masterton trophy and provide a one-liner as to why this player is being nominated. Two phases of voting will determine the winner. The awards committee will first vote on all nominees. The top 5 vote getters will then become the final nominees which the committee will then vote on as per subsection (ii).

7.2 Coaches

7.2.1 Hirings and Ratings

(i) Any Coach that is currently hired in the NHL is eligible to be hired in the NEFHL;

(ii) Coaches have four (4) categories of ratings:

- Offense (OF);
- Defense (DF);
- Experience (EX);
- Leadership (LD);

(iii) During each Off-Season, teams will be given 150 rating points to attribute to their Coaches. These points can only be attributed to the OF and DF ratings, as the EX and LD ratings will depend on the Coach's actual NHL experience and success. Teams will not be allowed to attribute more than 80 points to either the OF or the DF rating;

(iv) All Coach ratings will be listed on the Coaches page of the website.

7.2.2 Firings and Retirements

(i) A team may fire their Coach at any time, but immediately upon firing a Coach, a new Coach must be hired;

(ii) Any Coach that has not coached in the NHL at some point during the past two (2) NHL seasons will be automatically retired during the following NEFHL Off-Season;

(iii) Any Coach that officially retires from the NHL will be automatically retired during the following NEFHL Off-Season;

(iv) If a Coach retires from the NHL during the Off-Season he will be retired immediately in the NEFHL.

8. CONTRACTS AND SALARIES

8.1 General

(i) All UFAs, RFAs, Unassigned Players and Prospects are eligible to be signed to a contract;

- (ii) Any player that is not subject to an Entry-Level Contract can be signed to a contract of up to four (4) years in length;
- (iii) The minimum salary for a player is \$300,000 per year and the maximum salary is \$9,000,000 per year (20% of the Salary Cap);
- (iv) In addition to a yearly salary, teams may offer signing bonuses to all Unassigned Players and Prospects aged 25 or under. In the event that an Unassigned Player or Prospect receives two (2) or more identical offers from teams, that player will accept the offer that comes with the highest signing bonus. No signing bonus can put a team's Current Funds into the negative, and all signing bonuses that are accepted will be deducted from the offering team's Current Funds immediately upon signing;
- (v) Any player that is on a Pro Team will be paid his full salary, and the full salary will count against that team's Salary Cap;
- (vi) Contracts and salaries for players that are on a Farm Team will be calculated as follows:
 - (a) All players aged 23 or over and who have played more than twenty (20) games in the current season will be on One-Way Contracts and will be paid their full salaries;
 - (b) All other players will be on Two-Way Contracts and will be paid 10% of their full salaries;
 - (c) Notwithstanding subsections (a) and (b), 10% of all salaries of players that are on a Farm Team will count against that team's Salary Cap;
- (vii) Coach salaries will be set at \$300,000.

8.2 Contract Buy-Outs

- (i) Subject to Sections 7.1.5 and 7.1.6, a team that wishes to terminate a player's contract may do so at any time by buying-out the remainder of that player's contract;
- (ii) Prior to being bought out, the player will be sent through Unconditional Waivers and may be claimed by any other team. If the player clears Waivers, the buy-out funds will immediately be taken out of the team's finances and the player will become an Unassigned Player;
- (iii) At the end of the Regular Season, any player with a salary exceeding \$2,000,000 that has played fewer than twenty (20) Pro Team games during that Regular Season will automatically be bought out by his team without being first placed on Waivers, and that player will then become an Unassigned Player. The buy-out penalty set out herein will include the player's salary for the year in which he played fewer than twenty (20) Pro Team games;

(iv) Contract buy-outs are to be done via the OGME;

(v) Any player whose rights belong to a team but who is not under contract may be released by his team at any time. This player will become an Unassigned Player.

9. WAIVERS

9.1 Waivers

(i) All players are subject to Waivers except:

(a) players aged 23 and under that have not played one hundred (100) NEFHL games;

(b) players who have played fewer than twenty (20) career NEFHL games; and

(c) players who have previously cleared Waivers during the current playing season;

(ii) Any player that is subject to Waivers will have to clear Waivers prior to being sent down to the Farm Team;

(iii) Prior to being bought-out by his team, a player must first clear Waivers;

(iv) In order to clear Waivers, a player must stay on the Waiver Wire for 48 hours without being claimed by any other team;

(v) The Waiver Wire is located in the Waiver Manager section of the OGME;

(vi) All waivers will be closed during the playoffs;

(vii) Waivers will be closed during the Off-Season except for buy-out purposes in early September, and will re-open at the start of the Regular Season.

9.2 Re-Entry Waivers

(i) All players are subject to Re-Entry Waivers except:

(a) players who have not previously cleared Waivers during the current playing season; and

(b) players who have not played 30 or more NEFHL games during the previous season (Regular Season and Playoffs), or 60 or more NEFHL games during the previous two seasons (Regular Seasons and Playoffs);

(ii) Any player that is subject to Re-Entry Waivers will have to enter Re-Entry Waivers prior to being called up to the Pro Team;

(iii) In order to clear Re-Entry Waivers, a player must stay on the Waiver Wire for 48 hours without being claimed by any other team;

(iv) Players requiring re-entry waivers must clear them prior to the final NEFHL regular season simulation to be eligible for playoffs;

(v) Re-Entry Waivers will be closed during the Off-Season, and will re-open at the start of the Regular Season.

9.3 Waiver Claims and Re-Entry Waiver Claims

(i) Any player that is on the Waiver Wire may be claimed by another team;

(ii) If a team claims a player that is on Re-Entry Waivers, that team will also receive 50% of that player's total remaining contract amount from the team that placed the player on Re-Entry Waivers;

(iii) If two (2) or more teams attempt to claim a player that is on the Waiver Wire, priority will be given to the team that is higher on the Waiver List. The Waiver List will be determined as follows:

(a) Between the start of the Regular Season and October 31st, the Waiver List will be determined by the previous season's final standings, with the last place team being first on the Waiver List;

(b) As of November 1st, the Waiver List will be determined on the basis of winning percentage, with teams being ranked in order of lowest to highest winning percentage. In the rare event of a tie, the tie-breaker will be determined by the previous Regular Season's final winning percentages;

(iv) A player who is claimed off Waivers or Re-Entry Waivers may not be traded until the following Off-Season, and a player claimed off Re-Entry Waivers may not be waived again during the current playing season and must remain on his team's Pro Roster.

10. TEAM OPERATIONS

10.1 Trading

10.1.1 General

(i) Teams may trade players, draft picks, future considerations and cash, subject to the following exceptions:

(a) no team may trade more than \$500,000 to any one team during the same season;

(b) future considerations must be based on NEFHL performances only;

(c) teams may not use trades to borrow or lend players to one another;

(d) teams may not trade draft picks solely in exchange of cash.

10.1.2 Trade Announcements and Trade Reviews

(i) All trades are to be posted in the posted and accepted in the “Trade Manager” of the OGME. In addition, the text generated by the Trade Manager must be posted by one GM in the Trade Announcements section of the Forums using the text generated by the Trade Manager module in the OGME;

(ii) Once a trade has been posted and accepted by all General Managers involved in the trade, that trade cannot be reversed unless all General Managers involved in the trade agree to its reversal;

(iii) Once a trade is processed, that trade cannot be reversed;

(iv) Any trade may be referred by the Commissioner to the Trade Committee, who will review the fairness and appropriateness of the trade and render a decision on whether or not the trade should be allowed;

(v) Any new General Manager will have his trades reviewed until such time as the Commissioner is satisfied with that General Manager’s abilities.

10.2 Salary Cap

(i) The NEFHL Salary Cap Ceiling is set at \$45,000,000 and will never increase or decrease since the League’s financial

system does not vary. The Salary Cap Floor is set at \$38,000,000;

(ii) The Salary Cap is cumulative, meaning teams will be able to spend as much or as little as they want on any single game, provided that at the end of the Regular Season their combined Pro Team and Farm Team salaries average between \$45,000,000 and \$38,000,000 per game;

(iii) The Salary Cap only applies during the Regular Season. There is no Salary Cap during the Playoffs or Off-Season.

(iv) The OGME will assist General Managers in keeping track of their spending by showing how much teams have spent and how much teams are on pace to spend;

(v) A General Manager that has exceeded the Salary Cap Ceiling or failed to meet the Salary Cap Floor at the end of the Regular Season will be automatically dismissed from the League. The Commissioner may decide to intervene at any point if a team appears to be unable to meet this requirement.

10.3 Rosters

(i) During the Regular Season, teams may have up to 45 players on roster. During the Off-Season, teams may have up to 50 on roster;

(ii) During the Regular Season, teams must have a minimum of 20 active, non-injured players on their Pro Team at all times, including at least six (6) defensemen, two (2) goalies, three (3) centers, three (3) right wingers and three (3) left wingers;

(iii) During the Regular Season, teams can have a maximum of twenty-five (25) players on their Pro Team, including Injuries and Hold-Outs. Exceptions can be made if teams have more than five (5) injured players;

(iv) From the beginning of the Pre-Season and until the end of the Playoffs, each team must have at least the following players under contract:

- Four (4) goalies, with a minimum of two (2) rated 60OV or better;
- Ten (10) defensemen, with a minimum of six (6) rated 60OV or better;
- Six (6) centers, with a minimum of four (4) rated 60OV or better;
- Six (6) right wingers, with a minimum of four (4) rated 60OV or better;
- Six (6) left wingers, with a minimum of four (4) rated 60OV or better.

(v) General Managers are expected to ice the best possible roster within the restrictions of the Salary Cap. This includes signing prospects or free agents that will improve their roster and ensure that the best players on the roster are utilized

and not scratched or farmed.

10.4 Position Changes

- (i) Teams may use the OGME to change a player's position;
- (ii) Position changes are allowed starting in early September and ending at the end of the playoffs;
- (iii) There is no longer a limit on the amount of position changes a team can do;
- (iv) A player who plays outside of his selected position will see his performance reduced in the simulator;
- (v) Eligible positions are based on a third-party website as outlined the Position Change module.

10.5 Pre-Game Duties

- (i) Prior to every game, General Managers will be required to ensure that their team's Roster and Line Combinations have been submitted through the OGME;
- (ii) If a General Manager fails to submit his team's Roster and/or Line Combinations before a game, or submits a Roster and/or Line Combinations that are unconscionable (in the sole discretion of the Commissioner), then that General Manager will receive a Strike. A General Manager who receives five (5) Strikes in the same year, in accordance with Section 10.9 below, will be automatically dismissed from the League;
- (iii) General Managers must submit what they perceive is their best available Roster and Line Combinations. Any General Manager caught using a Roster or Line Combinations that clearly hurts his team's chances of winning will be subject to dismissal. The Commissioner will monitor every team's Roster and Line Combinations in order to ensure that no General Manager is purposely losing games;
- (iv) Starting goaltenders may be scratched but not farmed to allow them to recover from fatigue;
- (v) All dressed players must have an Even Strength line assignment. The only circumstances in which a Forward may be double shifted on the fourth line is when a team chooses to dress seven (7) or (8) eight defensemen. Defensemen may not double shift on line 1+2, 1+3 or 2+3 under any circumstance. Teams found to be violating this rule will receive a strike.

10.6 Finances

- (i) Teams will generate revenue by selling tickets, honouring endorsement deals and receiving bonuses;

(ii) General Managers will be responsible for keeping their teams out of bankruptcy by ensuring that their Current Funds remain positive;

(iii) If a General Manager allows his team's Current Funds to fall into the negative, that General Manager will have one (1) year to bring his team's Current Funds back into the positive, failing which that General Manager will be subject to dismissal;

(iv) Any General Manager that continually allows his team to lose money will be subject to dismissal, even if his team's Current Funds remain positive throughout.

10.7 Arena Management

10.7.1 Seats

(i) Every Arena can have up to 23,000 seats;

(ii) During the Off-Season, teams may purchase additional seats for their Arena at a cost of \$1,000 per seat. Teams may purchase up to 2,000 seats during the same Off-Season;

(iii) All seat purchases are to be posted in the Team Activities section of the Forums.

10.7.2 Ticket Prices

(i) General Managers can modify their team's Ticket Prices, on a single occasion, at any point before the start of the Regular Season;

(ii) There is no minimum or maximum for Ticket Prices;

(iii) All Ticket Price modifications are to be posted in the Team Activities section of the Forums.

10.8 Endorsements

(i) Endorsements are contracts that General Managers may sign in an effort to generate additional revenue for their teams. The available Endorsement contracts, along with their costs, rewards and criteria, can be found in the Endorsements section of the website;

(ii) A General Manager that wishes to sign one or more Endorsement deals must do so by posting such deals in the Team Activities section of the Forums before his team's 11th Regular Season game.

10.9 Team News

- (i) Between each July 1st and December 31st period, every General Manager is required to post a minimum of three (3) news articles on the League's front page. During the last week of December, a General Manager may not be credited with more than one (1) news article per day, regardless of the actual number or articles posted;
- (ii) Between each January 1st and June 30th period, every General Manager is required to post a minimum of two (2) news articles on the League's front page. During the last week of June, a General Manager may not be credited with more than one (1) news article per day, regardless of the actual number or articles posted;
- (iii) Failure to meet the requirements of Subsections (i) and (ii) above will result in a General Manager receiving one (1) Strike for each missing news article. These Strikes will be issued in the current year and could lead to dismissal pursuant to Section 2.5;
- (iv) A news article is only valid if it is comprised of 250 words or more;
- (v) For the purposes of this section, a year will start on July 1st and end on the following June 30th. At the start of each year, teams that did not meet this requirement in the previous year will be given one (1) Strike for every required article not submitted;
- (vi) After July 1st, \$250,000 will be handed out to teams for every article in excess of the five (5) mandatory up to a maximum of \$10,000,000.

11. Hall of Fame

11.1 Players

All players who have played in the NEFHL and retired prior to three seasons prior are eligible for nomination. General Managers of the NEFHL will each have the opportunity to vote for players they deem Hall of Fame-worthy. There is no minimum or maximum number of players a General Manager can vote for.

- a) In order to be elected to the Hall of Fame, a player must receive a minimum of 70% of votes from voting General Managers. At least 25 General Managers must have voted in order for the election process to be deemed official.
- b) In order to remain eligible for the Hall of Fame, a player must receive at least 2 votes. These players will be placed on the ballot for the Class of 2019 election, regardless of any qualifications that disqualify them.
- c) Players who receive less than 2 votes will no longer be eligible for the Hall of Fame on future ballots.

11.2 Builders

The Hall of Fame Committee will nominate Builders for the ballot. In order for a Builder to be eligible they must have not been an active member of the league, either by holding an executive position or a general manager position, within the past three seasons. Builders will be nominated within the committee and must receive 4 out of 5 votes within the Committee. A Builder who does not receive the required number of votes to be put to the ballot may be nominated within the Committee the following year. A Builder who has been nominated to the ballot is no longer eligible for nomination from the Committee, with the exception of a Builder who becomes active in the league again as either an Executive or General Manager.

Once a Builder has been nominated to the ballot, they will be eligible for election.

- a) In order to be elected to the Hall of Fame, a Builder must receive a minimum of 70% of votes from voting General Managers. At least 25 General Managers must have voted in order for the election process to be deemed official.
- b) In order to remain eligible for the Hall of Fame, a Builder must receive at least 2 votes. These builders will be placed on the ballot for the Class of 2019 election.
- c) Builders who receive less than 2 votes will no longer be eligible for the Hall of Fame on future ballots.
- d) A Builder may only appear on the ballot 3 times. If a Builder has not received the necessary votes in their third year, they are no longer eligible for election.