

About the Vintage Hockey League

The Vintage Hockey League began at the start of the 1990/91 season with a total of 21 teams. Since then we have expanded three times with the San Jose Sharks becoming the league's 22nd franchise prior to the start of our third campaign. The following offseason the Colorado Avalanche and the Ottawa Senators were introduced to bring us up to 24 teams. Finally, prior to the start of our 10th season the Milwaukee Admirals and Kansas City Scouts were introduced as our 25th and 26th clubs. Since those early beginnings, rules have been altered in an attempt to make the VHL one of the internet's most consistent, engaging, and challenging leagues going.

Code of Conduct

The sustainability of any league is the commitment of its members. In this case the 26 general managers are ultimately what make the VHL the most reliable, fun, and committed league on the web. In order for it to stay this way, it is **absolutely** imperative that GMs be very committed to actively contributing to the VHL in some or all of the following ways:

- Sending in lines on a regular basis (**failure to do so will result in removal from the league**)
- Responding to messages in a timely manner
- Maintaining a moderate presence on #slack
- Participating in league discussions
- Volunteering for a league "job" when offered
- Maintaining a degree of respect for fellow GMs and the VHL. There will be little to no tolerance for any GM who fails follow the above points.

About the STHS Simulator

Version 2.2.3.1 is what we use, not the most recent v3 release. If needed, the v2 client can be found on the portal (league menu/STHS client). You will be directed to a 3rd party provider where the file can be downloaded.

- 10 game preseason, followed by 82 game regular season, followed by playoffs (best 4 of 7)
- 3 regular season gamedays are simmed per 1 real life day, with sims taking place around 7pm-8pm EST daily.
- Line submissions must be in prior to 4pm EST as there are rare occasions where sims are forced to be done earlier
- Weekend sims *MAY* be done throughout the day depending on "real life" commitments and goings on. For weekend sims please try and have your lines done early.

#Slack

Much of the league chatter takes place on slack. From activity_checks, to submissions in the writers_block, the various channels in slack will be your go-to, one-stop shop for collecting activity points.

Slack will be used 100% of the time to discuss league goings on, be it potential rules changes, possible to probable re-location bids or anything of the like. It is expected that the league's main page be used for "lighter" conversations. By no means are we hoping for potential NEW GMs to think all we do here in the VHL is bicker. It just ends up looking bad. Keep those conversations to SLACK.

Portal

League activity will take place on our portal website @ www.vintage-hl.net. GMs should post and participate in discussions regularly. Feel free to introduce yourself to the league by writing a team article or posting on the front page. All literature for the purpose of generating interest in the league – be it for the 25 other GMs to read, or for a potential new GM checking out the league for the first time will be rewarded with a monetary figure based on word count AND activity points (more on APs below).

Settings

AVG. PLAYER SALARY: \$2,758,000	No Trade Clause Included: 15% bonus (up 6)
UFA PCT of Resigning: 32%	High Morale: 5% bonus (down 5)
RFA PCT of Resigning: 45%	Low Morale: 10% penalty (up 7)
Reduce Salary by 10%: 5% penalty (down 2)	Contract Does Not Meet Expectations: 12% penalty
Reduce Salary by 20%: 15% penalty (down 3)	Too Much Team Depth: 7% penalty
Reduce Salary by 30%: 25% penalty (down 3)	Rejects Offer: 11% penalty
Reduce Salary by 40%: 35% penalty (down 3)	Offer Interferes with UFA Status: 5% penalty
Reduce Salary by 50%: 45% penalty (down 3)	Offered in pre-season: 25% penalty
Raise Salary by 10%: 10% bonus (down 3)	Offered in 1st half of season: 35% penalty
Raise Salary by 20%: 15% bonus (down 2)	Offered in 2nd half of season: 20% penalty (up 4)
Raise Salary by 30%: 20% bonus (down 2)	Offered in post-season: 100% penalty
Raise Salary by 40%: 25% bonus (down 2)	FA accepts highest offer: 34%
Raise Salary by 50%: 30% bonus (down 2)	FA accepts 2nd highest offer: 33%
Signing Bonus Included: 15% bonus (up 2)	FA accepts 3rd highest offer: 33%

Franchises

Each franchise will consist of an NHL team and an AHL team. Up to 60 players may be used to populate both NHL and AHL clubs.

- VHL teams must maintain a minimum of 18 players and 2 goalies to a maximum of 23 players active at all times. Roster is expanded to 30 for preseason **as well as after the trade deadline until the start of playoffs**
- AHL teams must also have a minimum of 18 skaters and 2 goalies, but will not be required to maintain a minimum number of active players
- Any player signed by the Commish during the season for “lack of depth”, will result in said player being signed for 4yrs at \$1,000,000
- All NHL teams must stay above the league imposed salary cap floor of \$25,000,000 and below the salary cap ceiling of \$71,000,000.
- Although there is no AHL salary cap, 10% of all AHL salaries will count towards the 71,000,000 cap
- Skaters rated 73 and goalies 78 and above are restricted from playing in the AHL
- Players that “level up” **AT ANY POINT** during the season or playoffs **(including ELC)** will unfortunately be left on the pro roster until their MO rating decreases and allows for them to be sent back down.
- ELCs will be set at \$550,000
- It is up to each GM to keep track of bonuses offered when extending their players. Bonuses will be allocated and held against the cap the following season listed as “bonus” on the finances page.

Lines Submissions

GMs are responsible to submit lines on a regular basis prior to the 4pm EST deadline. Failure to achieve regular lines submissions **WILL** result in removal from the league.

- Scratching your best players in an effort to tank is illegal. The league won't control where they play, but they need to be dressed and on a line. Blatant failure to comply will result in a \$10 million fine, and will increase by the same interval daily. GM's are encouraged to let the league know if they see this happening. *The Kane Rule ☺
- Double-shifting is **ONLY** allowed to provide a 7th defenseman, **NOT** an 8th. The 4th D slot may also be used to provide another layer of a double shift
- A minimum 10% shift length must be maintained at all times on each of the regular 5-on-5 **FORWARD** lines.
- A minimum 20% shift length must be maintained at all times on each of the **THREE D-pairings**.

Failure to follow ANY of the above rules will result in the "cheater" losing their top rated F, D, and G for 3 sim nights.

Waivers

Turned off until the 21 game mark at which point players aged 26 and older must pass through waivers regardless of how many games played in pro. Waivers are only active during the regular season.

Vintage Junior Hockey League (VJHL)

The VHL is unique in that it has a junior league that runs concurrent with it. The "J" is a 14 team league stocked with draft eligible players, non-draft eligible players, as well as drafted prospects.

- Drafted prospects will have their NHL rights holder shown in brackets ie. (BOS).
- Prospects are permitted to play in the VJHL until their age 20 season.
- All VJHL prospects will be rerated separate from those players in the VHL. (see matrix below)
- "In-season" rerates will exist at a variance of +/-1.
- All prospects receive an increase on PRIMARY attributes (CK, SK, PH, PA, SC, DF) (see matrix)
- All goalies receive an increase on PRIMARY attributes (AG, RB, SC, HS, RT) (see matrix)
- All skaters/goalies receive a +1/+2 on SECONDARY attributes (DI, ST, EN, DU, FO, PS/ SK, DU, EN, PC, PS)

VJHL Re-Rate Matrix

Player/Goalie PO rating of 1-39	Primary boost +1/+2
Player/Goalie PO rating of 40-69	Primary boost +2/+3
Player/Goalie PO rating of 70-99	Primary boost +3/+4

"Late Bloomers"

Much like in real life, there are "rare" cases where a player taken in the later rounds of the entry draft turns out to be better than ANYONE could have expected. Starting in the s10 Entry Draft, "late bloomers" will be introduced. Late Bloomers will be players selected at random to receive increases on their ratings. Round 2 will yield 3 late bloomers, while round 3 will yield 2 late bloomers and round 4 will yield 1. Round 2 late bloomers will receive +2 on primary and +1 on secondary ratings, while round 3 late bloomers will receive +1 on all ratings and the round 4 late bloomer will receive +1 on all primary ratings only. No late bloomer will receive increases in SZ, FG, EX, LD, or PO.

Entry Draft

Prior to the start of each season an amateur draft will be held where GMs will be able to select prospects to join their organizations. There are 4 rounds per draft and each team has minimum one pick per round unless traded. Picks may be traded from any year at any time. The draft order will be determined by the reverse order of the regular season standings with the Stanley Cup winner being placed last in all rounds regardless of regular season standing. Newly drafted prospects will be assigned a 3-year contract worth \$550,000 upon creation into the VHL but not before.

- Draft lottery consisting of the 10 non-playoff teams determines 1st overall
- Draft eligible players can be found in the VJHL.
- Any player with the current seasons draft year in brackets is eligible for the draft ie. (s11)
- Any player with a draft year less than the current year is also available. These are left over players from previous drafts.
- Remaining players with draft seasons greater than the current year are future draft classes ie. (s12)
- Once a prospect has been placed on an active pro/farm roster, he is no longer eligible to play in the VJHL
- All non-drafted players are subject to a +1 increase on both primary and secondary attributes
- Draft eligible players (draftees) will be available on a spreadsheet prior to the draft. Although ratings will be in compressed form (see below)
- Top 3 Draftees – 1st ov will receive +3 to primary ratings, 2nd ov +2, and 3rd ov +1 (begins s10 draft)

SKATERS Compressed Ratings

IT = Intensity --> Checking / Fighting / Discipline

PY = Physique --> Skating / Strength / Endurance / Durability

PC = Puck Control --> Puck Handling / Face Offs / Passing / Penalty Shot

SC = Scoring --> Scoring

DF = Defense --> Defense

ME = Mental --> Experience / Leadership / Morale

GOALIES Compressed Ratings

PH = Physique --> Skating / Endurance / Durability / Strength / Size / Agility

RB = Rebound Control --> Rebound Control / Puck Control

SC = Style Control --> Style Control

HS = Hand Speed --> Hand Speed

RT = Reaction Time --> Reaction Time / Penalty Shot

ME = Mental --> Experience / Leadership / Morale

Boost Picks

- Rounds 1-4 will be used to draft players.
- Rounds 5-7 picks will be used to “boost” any players drafted in rounds 2-4.
- Players may be boosted to a total of 4 with no one category being increased by no more than 2.
- 5th round picks are worth +3, 6th round +2, and finally 7th round +1.
- FG, EX, LD, PO may not be boosted.
- Boost picks cannot be traded after the trade deadline OR during the draft

Goaltenders

- Starting goalies (pro/farm) cannot start more than 70 games
- Once a goalie’s 70 game starts limit has been reached, commish will de-activate (injure) with the status listed as MAX STARTS LIMIT REACHED
- If you trade for a goalie who has played 70 games already or close to it, that does not mean his number of games changes.
- There are no limits during playoffs.
- Minimum 5 goalies on the roster to a max of 6.
- Should a team be at the limit and wish to sign one or more via free agency, they will first need to release a goalie or goalies before submitting offers on prospective netminders

Position Changes

All requests to change a player’s position must be sent via the portal (player bio/edit/change player’s position). A supporting web link must be provided from a reasonably reliable source. Positions indicated in the link must be specific; “Forward” is not specific enough.

- When adding a position in the edit player screen please follow this format “PLEASE ADD [position] to [player’s name] ***Change will not happen if format is not followed***
- Position Changes may only happen in the offseason
- Forwards may not be listed with D as a possible position and vice versa.

Trading

GMs are free to trade players and picks as they see fit. However, should any deal seem “suspicious” the integrity of the league will be the mitigating factor in ever having to “investigate” a potential trade.

- Future considerations can be made, although it is up to the GMs involved to follow-up on them.
- Players with a NTC can only be traded when another player with a NTC is included (no preferred list needed)
- Draft pick limits: 1st and 2nd rounders (3); 3rd and 4th rounders (4)
- Purchasing or buying draft picks is not permitted
- When moving cash in a deal. The players’ salary or salaries multiplied by years remaining to a max of 20 million dollars is how much can be exchanged
- Trades may not be “posted” in the offseason until stated by the Commissioner. Trade freeze in effect after the trade deadline until told otherwise.
- When trading an 80 ov or above **during the season**, the player must first be placed on the trading block for 3 sim nights (#tradeblock on slack) – **Offseason**, trade deadline and draft day are the only exceptions to this rule

Free Agency

Players must be signed to a contract extension by the end of the regular season or will be subject to free agency (unless arbitration eligible, see arbitration below).

- Players not signed will become a UFA, regardless of age
- All offers are made via the portal
- Group A will consist of players first names starting with A-H
- Group B will consist of players first names starting with I-M Group
- C will consist of all remaining players and anything leftover from group A and B
- NTCs are not allowed in FA, only on extensions (2yr max)
- Any free agent signing with an average annual value (AAV) of 3-million or more will be subject to a league mandated signing bonus being attached to it. Signing bonuses are determined by multiplying the total value of the contract then dividing in half. Upon signing, the signing bonus will be removed from the winning bidders team bank balance.

Unassigned Players

Unsigned players can be signed by any team at any time on a first come, first served basis once the season starts. Offers should be made directly via the portal, with a reminder to the commish to check 😊

Contracts

- GMs will have 1 to 3 chances to sign a player. Should you fail to reach an agreement with the player, he will break off negotiations and you will be unable to make him an offer until he becomes a free agent.
- 4 year max contract on all offers not including a NTC

Buyouts

May only be done until the start of the regular season. To buy out a player from his current contract, the team must pay out 300% of the remaining contract. Example – 3yrs @ \$1,000,000 per is $3 \times 1,000,000 = 3,000,000 \times 300\% = 9,000,000$. The team would have to pay \$9,000,000 to buyout the player in this example.

Playoffs

At the conclusion of each season, 16 of the league's top teams (8 from each conference) will do battle to be crowned winner of the Stanley Cup. Although the regular season will have officially come to an end, there are still rules that will be enforced.

1. **THE SALARY CAP MUST STILL BE ADHERED TO.**
2. ANY player that has played 20 or more games on the PRO roster during the regular season shall **NOT** be permitted to play in the AHL playoffs.

Upon completion of the regular season, any roster that has too many players scratched due to playing more than 20 pro games, the GM may request players to be sent to the farm and made "ineligible for AHL playoffs". This will allow the sim to run without incorrect roster errors

*The emphasis here is that teams will be restricted from "stacking" AHL rosters for the playoffs or after the pro team has been eliminated

No Trade Clauses

- No trade Clauses (NTC) are only allowed when offering an extension.
- 2 year max contract extension when a NTC is involved
- NTC players CANNOT play in the minors
- Preferred list: In the final year of a NTC contract the player can be traded to any team on his list. Acquiring another NTC to complete the deal is NOT required.
- Players with a NTC can be traded regardless of year remaining only when another player with a NTC is included (no preferred list needed)
- Players aged 24 and younger CANNOT be offered a NTC

Retirements

Retirements are dictated by the STHS software. Listed below are the settings as they are in the simulator:

Retirement Chance %	
	Age Over Chance
Level 1 :	37 70
Level 2 :	38 85
Level 3 :	39 90
Level 4 :	40 95
Level 5 :	41 99
Retirement Age :	41
<input checked="" type="checkbox"/> Only Affect 0 Year Contract Player	

****IMPORTANT**** *Players signed to an extension mid-season are still subject to retirement! The sim still considers an extended player as a "only affect 0 year contract player" and as such is still eligible to for retirement using the %'s listed above.*

Requesting a Coach for Creation

To request a coach, simply email the commish accompanied by a link with the potential coach's REAL LIFE credentials. Currently, real life NHL statistics are the largest barometer on how good/bad the coach will be, but other metrics are being looked into to create coaches using other stats.

Coaches Contract Matrix - For Coach Creation Only

EX – [1-25] \$300,000	EX – [60-65] \$700,000
EX – [26-29] \$350,000	EX – [66-69] \$750,000
EX – [30-35] \$400,000	EX – [70-75] \$800,000
EX – [36-39] \$450,000	EX – [76-79] \$850,000
EX – [40-45] \$500,000	EX – [80-85] \$900,000
EX – [46-49] \$550,000	EX – [86-99] \$1,000,000
EX – [50-55] \$600,000	
EX – [56-59] \$650,000	

*Pro coaches will receive a 2% increase per win (at the time of the offer) when determining an extension figure. Farm coaches will receive a 1% increase per win (at the time of the offer)

**To sign a FA coach simply email the commish to begin discussions and to find out the demands

*** To fire a coach, the cost will be 200% of his remaining contract

Arbitration

Players aged 25 or younger at season's end who are in the last year of their contract are "considered" RFA. If you are not able to come to terms with the player in the 3 contract offer chances you have to extend, you still have an option to keep their rights by offering the player arbitration.

1. To offer arbitration you must email the Commissioner before the end of the regular season.
2. You must have exhausted all 3 contract offers to the player for arbitration to be allowed.
3. Only 1 arbitration ruling per player. Player may not seek arbitration more than 1x/career
4. If the players' contract is currently higher than the matrix, 25% will be added to the base and bonus will be applied

SKATERS - If player has 0 gp that season at the pro level, he receives 25% on his current salary and matrix is not used.

OVERALL RATING	BASE SALARY	BONUS per PRO pts
55 – Below	\$650,000	-----
56-60	\$700,000	\$10,000
61-65	\$800,000	\$25,000
66-70	\$1,000,000	\$50,000
71-75	\$2,500,000	\$50,000
76-80	\$3,000,000	\$50,000
81-84	\$3,500,000	\$50,000
85- Above	\$4,000,000	\$50,000

GOALIES - If player has 0 gp that season at the pro level, he receives 25% on his current salary and matrix is not used

OVERALL RATING	BASE SALARY	BONUS per PRO win
58 – Below	\$650,000	-----
59-64	\$700,000	\$50,000
65-70	\$900,000	\$50,000
71-75	\$2,000,000	\$100,000
76-80	\$2,500,000	\$100,000
81-84	\$3,000,000	\$100,000
85 – Above	\$3,500,000	\$100,000

Money

Each franchise started out with \$5,000,000 as their starting bank roll with expansion franchises starting at \$25,000,000 due to the cost of rising salaries since the league's inception. This money is intended to keep the franchise on stable footing. With profits from home game ticket sales along with any other cash incentives (ie- writing articles, holding down a league appointed position etc), building bank should be a definite possibility. So what can you spend your money on?

Training Camps

Each GM will be allowed to send up to **5 players** to training camp in the off season. The purpose of these camps is to improve specific skills for these players. **Any player/goalie rated 80 or higher CANNOT go to a camp.** Any category rated 86 or above **WILL NOT** be increased. Increases/decreases are determined via Random.org

Forwards and Defensemen

Camp Type	Skill Affected	Skill Increase/Decrease	Cost
General	All except FG, EX, LD	1	\$3,000,000
Skating	SK, PO	1-5	\$3,000,000
Puck Control	PH, PO	1-5	\$3,000,000
Shooting	SC, PO	1-5	\$3,000,000
Passing	PA, PO	1-5	\$3,000,000
Defense	DF, PO	1-5	\$3,000,000
Discipline	DI, PO	1-10	\$3,000,000
Strength & Conditioning	ST, DU, EN, PO	1-5	\$4,000,000
Sniper – Penalty PA, DF	SC, PH, SK, PO	1-6	\$5,000,000
Power FWD – Penalty DU, PH	SC, CK, EN, PO	1-6	\$5,000,000
Playmaker – Penalty DF, CK	PA, PH, SK, PO	1-6	\$5,000,000
Grinder – Penalty SC, PA	CK, SK, DF, PO	1-6	\$5,000,000
Defensive D – Penalty SC, PA	ST, DF, CK, PO	1-6	\$5,000,000
Offensive D – Penalty DF, CK	PH, SK, PA, PO	1-6	\$5,000,000

Goalies

Camp Type	Skill Affected	Skill Increase	Cost
General	All except SZ, EX, LD	2	\$4,000,000
Reflex	AG, RB, RT, PS, PO	2-6	\$5,000,000
Hands	HS, PC, PO	2-5	\$3,000,000
Conditioning	DU, EN, PO	2-5	\$3,000,000
Choice	Any 4 Categories, PO	10	\$7,000,000

Sponsorship Deals

Earn money by reaching goals established by the team's/player's sponsors as described below.

Team Sponsorship (pick 1)

Sponsor	Goal	Payment/Reward
COORS	.650+ WINNING %	\$5,000,000/\$7,000,000
PEPSI	Under 220 GOALS AGAINST	\$5,000,000/\$7,000,000
COKE	300+ GOALS FOR	\$5,000,000/\$8,500,000
MOLSON	.500+ WINNING %	\$5,000,000/\$6,000,000
FORD	REACH PLAYOFFS	\$5,000,000/\$5,500,000

Player Endorsement (pick 1)

Sponsor	Goal	Payment/Reward
CCM	Avg. 1.10+ Points per Game	\$5,000,000 / \$6,250,000 (4 AP)
UNDER ARMOUR	95 or more Points	\$5,000,000 / \$6,250,000 (4 AP)
BAUER	40 or more Goals	\$5,000,000 / \$5,250,000 (2 AP)
MISSION	60 or more Assists	\$5,000,000 / \$5,250,000 (2 AP)
WARRIOR	+25 or more in +/-	\$5,000,000 / \$5,250,000 (2 AP)
NIKE	2.70 or less GAA	\$5,000,000 / \$5,250,000 (4 AP)
EASTON	35 or more Wins	\$5,000,000 / \$5,250,000 (4 AP)

Financial Assistance

Monies spent on clinics throughout the season will be combined and dispersed at seasons end to the bottom 1/4 of the league. Therefore, the six (6) worst bank account totals will get a small monetary increase.

Team Popularity

To determine your team's popularity there will be a so called 5 year standing table (see master spreadsheet).

For example: The average team earned 85 points per season the last 5 seasons. Your team earned an average of 90 points. Your team popularity will now be $90/85 * 100 = 105.88$ If your team has an average of 75 points your popularity will be $75/85 * 100 = 88.24$

- Stanley Cup champion gets an extra 20 points and the finalist gets 10.
- Expansion teams receive the average league points for years they did not play.
- Team with the first overall pick gets an extra 5 points.

Pro and Farm teams will be included in team popularity

Rebranding a Franchise

- Rebranding Cost (VHL/AHL): \$11.07M
- ❖ All costs will be increased by 2.5% annually to adjust for market inflation

Expansion of an Existing Arena

- Teams cannot increase beyond new arena build capacities
- Teams have the ability to increase capacity in any of the 5 levels at any time
- Minimum build is 500 seats

Build Options (Capacity Costs)

- Level 1: Max 7000 seats (\$14499/seat)
- Level 2: Max 6000 seats (\$9692/seat)
- Level 3: Max 2500 seats (\$6462/seat)
- Level 4: Max 4500 seats (\$4833/seat)
- Luxury Box: Max 1200 capacity (\$35,538/seat)

Construction of a New Arena

- Must be applied for prior to the start of the season
- 1 season “build time”
- \$26,923,000 non-refundable proposal fee

*2.5% inflation rate/yearly

Build Options (Capacity Costs, Chosen by GM)

- Level 1: 5000-7000 (\$13238/seat)
- Level 2: 4000-6000 (\$8825/seat)
- Level 3: 1500-2500 (\$5516/seat)
- Level 4: 3500-4500 (\$4413/seat)
- Luxury Box: 600-1200 (\$33,095/seat)

Municipal Funding

- 50/50 chance the local municipality will even bring it to council (random.org)
- If accepted, matrix will be used to see how much funding will be approved

All “rolls” determined via www.random.org

1-9 roll	No funding
10-19 roll	20% funding
20-29 roll	No funding
30-39 roll	25% funding
40-49 roll	No funding
50-59 roll	50% funding
60-69 roll	No funding
70-79 roll	33% funding
80-89 roll	40% funding
90-99 roll	No funding

- Club has 48 hours to accept the funding before losing the approved amount
- GM's can only ask for 3 funding attempts

Arena Upgrades – Available for both pro and farm teams

- Jumbotron (1) - \$12,000,000 (+12 popularity boost)
- Concourse (2) - \$5,000,000 (+5 popularity boost)
- Outdoor videotrons (4) - \$2,000,000 (+2 popularity boost)

Relocation – The moving any VHL/AHL franchise into a new market

Relocation Cost breakdown

- Full Rebranding cost for the new market: \$10.90M

Fee Paid to the League

- VHL: \$2M/team or \$52M

Arena Financing

- New arena is based on existing new arena build scales
- Existing arena is based on actual capacity for that season
- Cost for VHL: \$8615/seat
- Cost for AHL: \$4308/seat
- Territory Fee: \$10.90M paid to any team that is within 100km of the new market city (VHL Only)
- ❖ All costs will be increased by 2.5% annually to adjust for market inflation
- ❖ If a club is copying an NHL relocation same to that of real life the cost will be cut in half
- ❖ *The AHL league fee has been removed.* All funds from AHL relocation will be dispersed 6 ways, and into the account of the six poorest clubs.

Clauses

- Arena leases in new locales are unbreakable and binding for a minimum of 15 seasons for VHL relocation, 8 seasons for AHL relocation.
- Any relocation needs the support of 14 clubs prior to move.
- The time frame to move a franchise will be at minimum the course of one full season.

Bankruptcy

Should a club need to declare bankruptcy the club shall

- Move the franchise to a new city
- Receive \$20M in funds
- Have team popularity decrease by 15
- Be penalized with the following penalties:
 - Forfeiting their next 2 first round picks
 - Incurring salary cap penalties of \$6M/yr for 5 years
 - New cap equals salary cap - \$6M
 - Clubs will only be able to retain 10 created players currently in the VHL or AHL past bankruptcy (regardless of age)
 - Players with salaries over \$5M cannot be retained
 - All players not retained immediately become free agents
- Clubs must declare bankruptcy after consecutive seasons with a negative cash balance
- After declaring bankruptcy, teams must remain in a positive cash balance for the following 4 seasons
- Failure to do so will result in the CFO imposing a mandatory budget on the team
 - Non-compliance to budget, will result in top rated player's contract voided
- ❖ The best way to avoid bankruptcy is for teams to abide by their own economic and financial realities. SIMPLY PUT, do not spend more than you make.

Salary Cap Compliance

Should a team go over the salary cap during the season the team must become cap compliant within 24 hours. Should the team fail to do so; the following penalties will be implemented.

First 48-72 hours over cap

- The club will have its top-rated player suspended for 3 sim nights & fined \$1M

Beyond 72 hours over cap

- The club will have its top-rated player and goaltender suspended for 5 sim nights & fined \$2M/day
- ❖ Teams will be notified either publicly (portal) or privately (PM/slack) about the infraction
- ❖ It is up to the team to pay attention to its cap situation and resolve it immediately, long-term failure could result in dismissal

Private Clinics

A GM may be faced with injuries during the season. In order to limit the damage of those BIG loses, the VHL has implemented the option of using a private clinic in hopes of speeding up the healing process. Every VHL franchise will be given a default clinic token. This will allow the GM the option of taking a "roll" via random.org to see what type of healing will be permitted if at all. Additional "rolls" may be purchased up to a total of 2 (default + 2) to the tune of 5,000,000 per "roll". Listed below is the breakdown of the random.org numbers. Clinics may be purchased at any time.

- 1%= +25 con
- 2-10% = +20 con
- 11-25%= + 10 con
- 25-50% = +5 con
- 50-80% = no change
- 80-90% = -5 con
- 90-95% = -10 con
- 95-98% = -15 con
- 99% = -20 con
- 100% = -25 con
- ❖ Monies accumulated by way of private clinics will be divided and given to the bottom ¼ (6 clubs) of the league in terms of bank balance.

Season Ending Injuries

Any player suffering an injury leaving said player with a CON rating of 32 or less will be subject to a "season ending roll"

- 1-50 STATUS QUO
- 51-60 +25 CON BOOST
- 61-90 STATUS QUO
- 91-100 SEASON ENDING INJURY
- ❖ Players that suffer a season ending injury will have the injury documented in their player bio. Three season ending injuries and the player will be forced to retire

Player ratings (There are NO OFFSEASON RE-RATES done via the STHS software)

1. In-season Rerates- Player ratings can change during the season depending on the player’s performance to a variance of +/-5 (pro), +/-4 (minors)
2. Training Camps- Some players will be allowed to be sent to training camp to hone various skills (see Training Camps section above)
3. Activity Points- APs can be used at any time - up to but not beyond - the TRADE DEADLINE.

Activity Points

GMs will be permitted and encouraged to participate in various league initiatives to receive APs. Be it signing in to slack to complete a weekly task listed in the writers_block, being present at the entry draft, filling out an allstar game nomination ballot, completing team awards or signing in for a weekly activity_check, GMs will be given ample opportunity to accumulate APs.

APs can be added to ANY player they choose by simply posting in their team thread in the ap_boosts channel on slack – FG, SZ, EX, LD, and PO CANNOT be boosted using AP.

Only a few restrictions apply:

1. APs can only be used up until the trade deadline at which point APs can then be used for scouting purposes (see Scouting below) OR can be accumulated to be used in the offseason.
2. Max accumulation of 150 AP may be carried over to the following season. Any AP above 150 not used will be forfeited
3. Total amount of articles counting towards AP tallies is set to 60
4. Max AP given for any one article is 15 regardless of word count totals. Although 7 AP will still be rewarded on top of the max for writers_block tasks
5. APs are not always used on a 1/1 ratio. Listed below is the AP ratio on boosting players/goalies categories

Discount of 1 AP per +1 for players with 70+ PO (Excluding 01-60)		
Cannot Boost players 37 and older ((Excluding 01-60)		
Attribute Rating to Boost	Age of Player	How Many AP for +1 Boost
01-60	All Ages	1
60-70	18-25	5
60-70	26-30	8
60-70	31-36	10
71-75	18-25	10
71-75	26-30	13
71-75	31-36	15
76-80	18-25	15
76-80	26-30	18
76-80	31-36	20
81-85	18-25	20
81-85	26-30	23
81-85	31-36	25

Scouting

All scouting information is available in the VJHL, or by going to: <http://vintagejhl.weebly.com/>

Awards

At the conclusion of every season the league will hand out awards to teams and individuals for various accomplishments. These awards come with cash and AP bonuses.

Team Awards

- Stanley Cup (\$10,00,000); playoff champion (10 AP)
- Calder Cup (\$5,00,000); farm champion (5 AP)
- Prince of Wales Trophy (\$1,000,000) (2 AP)
- Clarence Campbell Trophy (\$1,000,000) (2 AP)
- President's Trophy (\$1,500,000); best overall regular season record (3 AP)

Player Awards

- Hart Trophy (\$500,000); most valuable player (5 AP)
- Art Ross Trophy (\$500,000); top point scorer (5 AP)
- James Norris Trophy (\$500,000); best defenseman (5 AP)
- Calder Trophy (\$500,000); rookie of the year (5 AP)
- Vezina Trophy (\$500,000); best goalie (5 AP)
- Rocket Richard Trophy (\$500,000); Leading goal scorer (5 AP)

Alternate Accounts and the Running of Multiple Teams

Should any GM be found guilty of running multiple teams, the league will first and foremost look unfavorably on said General Manager. Simply put... **IT'S NOT ALLOWED!** Consequences will be determined and levied by a 3 GM tribunal of his peers. Based on perceived intentions, punishments for such an infraction will range from any or all of the following:

- GM forfeiting primary franchise for alternate franchise
- Bank balance being reset to the initial \$25,000,000
- Loss of 1st round draft pick(s)
- Suspension of top rated F, D and G
- Drafting last in each round of that season's entry draft
- AP reduction
- Restriction on FA bidding of players over 70ov
- Being labelled a deceiver for the rest of your time in the league
- **EXPULSION** from the league

Conclusion/Integrity Statement

The league and Commissioner's office will always act with league integrity in mind.

- If a GM is not actively participating in tasks, as an example not attempting to sign their own free agents, the league can step in, remove the GM and sign the players to contracts through the website to maintain the integrity of the league.
- To maintain league integrity, the "Newbie Rule" was implemented that states that all new GM's will be in a probationary period of 2 weeks, during this time any trades made will be subject to review from league members that if 3 GM's feel the trade is not in the best interest of the league, it can be revoked. All GM's must put league interest ahead of personal team interest.
- It is in the league's best interest to have 26 functional and competitive teams. The league will not attempt to add players to teams without owners, but will attempt to keep their rosters intact by signing their own free agents and drafting quality players.
- All GM's need to dedicate themselves to reading and understanding the complete set of rules and doing their best to take the time to follow each rule as best they can.
- These rules were created for use starting in season 11 of the VHL and will not be altered no sooner than the s13 offseason. If any important facts are missing or the league needs to make adjustments to any rules, a league vote requiring 20 of 26 teams in agreement must happen in order for the new rule change to pass.
- **GOLDEN RULE: As much as the VHL will attempt to conduct itself in a DEMOCRATIC fashion, there may be times when such an approach WILL NOT be taken.**

HAVE FUN EVERYONE!

REMEMBER THIS IS A FREE HOBBY THAT DOESN'T NEED THE SERIOUSNESS IT GARNERS A LOT OF THE TIME ☺

Monday, April 1st, 2019