

VINTAGE HOCKEY LEAGUE
COMMISSIONER'S RULES



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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. Prior to the start of our 10th season the Milwaukee Admirals and Kansas City Scouts were introduced as our 25th and 26th clubs. Finally, prior to our s21 season the Admirals and Washington Capitals were disbanded to put us back to 24 teams. 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 24 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 **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 3.2.7 (engine 2.0) is what we use. If needed, the v3 client can be found at [STHS Client](#)

- 5 game custom preseason, followed by 84 game regular season, and wrapped up with playoffs consisting of 4 (best 4 of 7) rounds.
- 3 regular season gamedays are simmed per 1 real life day. Playoff sims are 1 game per real day.
- 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

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: \$3,075,000	No Trade Clause Included: 0% bonus
UFA PCT of Resigning: 25%	High Morale: 2% bonus
RFA PCT of Resigning: 30%	Low Morale: 5% penalty
Reduce Salary by 10%: 6% penalty	Contract Does Not Meet Expectations: 13% penalty
Reduce Salary by 20%: 16% penalty	Too Much Team Depth: 8% penalty
Reduce Salary by 30%: 25% penalty	Rejects Offer: 12% penalty
Reduce Salary by 40%: 35% penalty	Offer Interferes with UFA Status: 5% penalty
Reduce Salary by 50%: 45% penalty	Offered in pre-season: 40% penalty
Raise Salary by 10%: 12% bonus	Offered in 1st half of season: 33% penalty
Raise Salary by 20%: 17% bonus	Offered in 2nd half of season: 33% penalty
Raise Salary by 30%: 22% bonus	Offered in post-season: 100% penalty
Raise Salary by 40%: 27% bonus	FA accepts highest offer: 34%
Raise Salary by 50%: 31% bonus	FA accepts 2nd highest offer: 33%
Signing Bonus Included: 0% bonus	FA accepts 3rd highest offer: 33%

Franchises

Each franchise will consist of an NHL team and an AHL team. Up to 55 players may be used to populate both NHL and AHL clubs.

- VHL teams must maintain 20 skaters and 2 goalies 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 20 skaters and 2 goalies
- Any player signed by the Commish during the season for “lack of depth”, will result in said player being signed for 4yrs at \$2,000,000 and a 10 AP fine
- All NHL teams must stay above the league-imposed salary cap floor of \$35,000,000 and below the salary cap ceiling of **\$79,900,000 (81m in s26)**.
- Although there is no AHL salary cap, 10% of all AHL salaries will count towards the 79,900,000 (81m in s26) cap
- Any skater/goalie making 4m/5m or more CAN NOT play on the farm
- Any skater/dman/goalie rated as a 73/74/80+ at the end of free agency will be deemed a pro player and shall not be permitted to play in the AHL
- ELCs will be set at \$650,000

Salary Cap Increases

Depending on league revenues from the previous season, the salary cap has the potential to increase season over season by a rate of roughly 1.4% - 2.1%.

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.
- 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**.
- Defensemen **ARE NO LONGER** permitted to play on any 5v5 forward lines

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, and fined 25 AP.

Competitive Balance Draft

- After PRESEASON and before each season, the league will hold a competitive balance draft.
- Players aged 25 and younger (listed on the portal) to start the offseason are exempt from the draft.
- ALL players aged 26 and older (portal) needing to be sent to the farm will be "exposed" to the draft.
- Any skater/dman/goalie with an OV of 73/74/80+ cannot play farm and therefore cannot be exposed to the draft. Same rule applies for any skater/goalie making 4M/5M.
- Reverse order of the previous season's standing will determine draft order. Draft will consist of 3 rounds.
- No team shall lose more than 3 players in the draft.
- There will be no add/drop in the draft and u can only select players if u have roster space under the 55 limit and roster requirements.
- Any player not selected in the draft will start the season on the farm and will not have to pass waivers to start the season
- Any player selected will have a pro only contract for that season and a NTC until game 41.

VHL Central Scouting

All available as well as all drafted prospects will be housed on the Master Spreadsheet.

- Drafted prospects will have their NHL rights holder shown in brackets ie. (BOS).
- All uncreated prospects will be rerated separate from those players in the VHL. (see matrix below)
- 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)

Any player listed as a D may be converted to F or vice versa **with proof from listed accepted site**, but no ratings conversion boost or rollback will occur.

VHL SCC 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

Entry Draft

Prior to the start of each season an amateur draft will be. 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 \$650,000 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 on the Master Spreadsheet (CSS tab).
- Any player with the current seasons draft year in brackets is eligible for the draft
- 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
- Once a prospect has been placed on an active pro/farm roster, he is no longer on the CSS.
- 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 +4 to primary ratings, 2nd ov +3, and 3rd ov +2 all three picks will also receive +2 to all secondary ratings as well

SKATERS Compressed Ratings

OF = Offense --> SK / PH / PA / SC / PS

DF = Defense --> CK / SK / PH / PA / DF

NE = Neutral --> ST / EN / DU / FO

ME = Mentality --> FG / DI / EX / LD / PO

GOALIES Compressed Ratings

PR = Primary --> RB / SC / HS / RT

SE = Secondary --> SK / SZ / AG / PS

ME = Mentality --> DU / EN / EX / LD / PO

NE = Neutral --> PH

“Late Bloomers”

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.

Remaining Free Agents

Players not picked up in the offseason will stay on the FA list for the duration of the season until signed. Once the reg. season starts, any player rated 70+ will have his ratings reduced over time (quarterly?) to reflect diminishing skillset (SK, ST, EN, DU, PH, SC, DF) by a rate of -2 per rating. Any player not signed by seasons end, over the age of 34 will retire regardless of overall rating.

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.
- SZ, 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 64 games
- Once a goalie’s 64 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 62 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). 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 change to a D and vice versa.
- Accepted sites: NHL.com, Hockey Reference, Elite Prospects, Hockey DB, **CapFriendly, TSN, SN**

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.
- 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. A players’ salary or all 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, **PLEASE** make every effort to notify the league of the player’s availability before making a deal.
- Any skater/dman/goalie with an ov of 73/74/80+ signed in FA, will have a NTC until game 41 of the season.

Playoffs

At the conclusion of each season, 16 of the league's top teams (8 from each conference) will battle for 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 – PRO ONLY**
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 (EXCLUDING players on an ELC).
3. 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 "healthy scratched"

Healthy scratches will be ineligible for that round, but may be changed from round to round

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

Unrestricted Free Agency (UFA)

Any player aged 26 or older **on the portal**. Must be extended by the end of the regular season or will be subject to unrestricted free agency (unless arbitration eligible, see arbitration below).

- Players not signed will become a UFA, providing they have not been posted for arbitration.
- All offers are made via the portal
- Group A will consist of players AGED 20 to 26 – 4yr contracts or less
- Group B will consist of players AGED 27 to 33 – 4 yr contracts or less
- Group C will consist of players aged 34 and older – 3yr on 34, 2yr on 35, 1yr on 36+
- NTCs are not allowed
- 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.
- Players who have decided to go to free agency (CONTRACT EXTENSION NEGOTIATIONS ENDED - READY FOR FREE AGENCY), or have requested a trade (CONTRACT EXTENSION NEGOTIATIONS ENDED - TRADE REQUESTED) will AUTOMATICALLY go to free agency (unless in retirement season. See retirement section)
- Any skater/dman/goalie with an ov of 73/74/80+ signed, will have a NTC until game 41 of the season.
- **When signing a F/D/G - 73/74/80 ov and above FA, the contract agreed upon WILL BE ADDED to the salary the player had going into FA – unless bought out that offseason (see buyouts). Any player signed during preseason and beyond will not have the values combined. Instead he will sign for the agreed upon salary on the portal.**
- Free agents may only be signed **UP TO** age 37 with 37 and older only able to sign 1 yr deals @ 50% of the winning salary (double bubble included). Total will be adjusted after the winning bid has been decided via the portal.

Restricted Free Agency (RFA)

Any player aged 25 or younger on the portal, that has been posted for arbitration. GMs may offer on another team's RFA(s) with compensation being given to the club "losing" the player. Upon submitting an offer to an RFA, the player's original team has the option to match the contract being offered **OR** to accept the compensation. Should an RFA go through free agency without an offer from a rival club, the player will be awarded his arbitration salary. Any player that is declined his arbitration figure will be listed as a UFA regardless of age and be subject to the regular rules for unrestricted free agents.

COMPENSATION

85 overall and beyond – 4 1st rounders + \$50 million Vcash

80 overall – 84 overall – 3 1st rounders + \$50 million Vcash

75 overall – 79 overall – 2 1st rounders and a 2nd rounder + \$50 million Vcash

70 overall – 74 overall – 2 1st rounders + \$25 million Vcash

60 overall – 69 overall – 1st rounder + \$10 million Vcash

0 overall – 59 overall – 3rd rounder + \$5 million Vcash

Contract Extensions

- GMs will have 1 to 3 chances to sign a player. Should you fail to reach an agreement with the player, he will become a free agent.
- 4yr max on all players aged 33 (34 after GD 41) and younger
- 2yr max on players aged 35 (36 after GD 41) and younger
- 1yr max on players aged 36 (37 after GD 41) and older
- Any player aged 36 and older showing a 0% on a 150% extension attempt may click on the bonus button to get a %. Screenshot of 0% must first be shown to commish before proceeding.

Buyouts

- Open during offseason up until **free agency** at a cost of 300% of the remaining contract **ALSO** 1 player at GD 41 at 500% of remaining contract.
- Players signed in FA cannot be bought out until the following offseason
- Bought out players signed in FA will not have their salaries combined
- Bought out player cannot re-sign with the same club

No Trade Clauses

- Only on players signed in FA rated 73ov and above
- NTC removed for all players after every team has played at least 41 games

Waivers

- Waiver priority dictated by the STHS program. Players aged 26 and older require waivers
- Waivers are done using the STHS Client.
- If a player is waived and then is picked up off waivers for a 2nd time from his original team, the player will be sent to the farm without being exposed to the waiver wire.

Retirements

- Listed on the Master Spreadsheet before the beginning of each season. Any player listed will retire at season's end. Players aged 36 and older will be subject to retirement rolls.

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. 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	\$775,000	-----
56-60	\$825,000	\$10,000
61-65	\$925,000	\$25,000
66-70	\$1,550,000	\$50,000
71-75	\$2,825,000	\$50,000
76-80	\$3,600,000	\$50,000
81-84	\$3,850,000	\$50,000
85- Above	\$4,625,000	\$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	\$775,000	-----
59-64	\$825,000	\$50,000
65-70	\$975,000	\$50,000
71-75	\$2,575,000	\$100,000
76-80	\$2,825,000	\$100,000
81-84	\$3,600,000	\$100,000
85 – Above	\$3,850,000	\$100,000

Player Ratings

1. There are **NO OFFSEASON RE-RATES** done via the STHS software
2. In-season Rerates- Player ratings can change during the season depending on the player's performance to a variance of +/-5 for skaters and +6 for goalies (pro only)
3. Training Camps- Some players will be allowed to be sent to training camp to hone various skills (see Training Camps)
4. Elite **Forward** Camp – Only the league's best forwards may attend (see Elite Forward Camp)
5. Activity Points- AP can be used at any time - up to, but not beyond - the TRADE DEADLINE.

Player Regression

As players begin to age, the idea is to have their skill level reflect the decline. As such, regression will now be implemented in the offseason starting with players age 33 and beyond.

::Skaters::

32-33-year old's drop 1 point in each category CK, EN, DU, SK, PH, PA, SC gain +2 in DF

34-year old's drop 2 points in each category CK, EN, DU, SK, PH, PA, SC gain +3 in DF

35-36-year old's drop 3 points in each category CK, EN, DU, SK, PH, PA, SC gain +4 in DF

37-38-year old's drop 4 points in each category CK, EN, DU, SK, PH, PA, SC gain +5 in DF

39 + year old's drop 6 points in each category CK, EN, DU, SK, PH, PA, SC gain +6 in DF

::Goalies::

32-33-year old's drop 1 point in each category SK,DU,EN,AG,RB,HS,RT gain +1 in PH & PS

34-year old's drop 2 points in each category SK,DU,EN,AG,RB,HS,RT gain +2 in PH & PS

35-36-year old's drop 3 points in each category SK,DU,EN,AG,RB,HS,RT gain +3 in PH & PS

37-38-year old's drop 4 points in each category SK,DU,EN,AG,RB,HS,RT gain +4 in PH & PS

39 + year old's drop 6 points in each category SK,DU,EN,AG,RB,HS,RT gain +5 in PH & PS

Player Progression

::Skaters::

Ages 25 and younger with PO of 90-99 receive +5 in SK, ST, EN, DU, PH, PA, SC, DF +4 in EX, LD

Ages 25 and younger with PO of 70-89 receive +3 in SK, ST, EN, DU, PH, PA, SC, DF +3 in EX, LD

Ages 25 and younger with PO of 40-69 receive +2 in SK, ST, EN, DU, PH, PA, SC, DF +2 in EX, LD

Ages 25 and younger with PO of 1-39 receive +1 in SK, ST, EN, DU, PH, PA, SC, DF +1 in EX, LD

***reminder* defensemen may not exceed 60 in SC**

::Goalies:

Ages 25 and younger with PO of 90-99 receive +5 in SK, DU, EN, AG, RB, SC, HS, RT, PC, PS +4 in EX, LD

Ages 25 and younger with PO of 70-89 receive +3 in SK, DU, EN, AG, RB, SC, HS, RT, PC, PS +3 in EX, LD

Ages 25 and younger with PO of 40-69 receive +2 in SK, DU, EN, AG, RB, SC, HS, RT, PC, PS, +2 in EX, LD

Ages 25 and younger with PO of 1-39 receive +1 in SK, DU, EN, AG, RB, SC, HS, RT, PC, PS +1 in EX, LD

Coaches

- To request a coach for creation, simply email the commish accompanied by a link with the coach's REAL LIFE credentials.
- 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
- If coach is not extended by preseason, he will be auto extended for 4 years using formula above
- Coach poaching is permitted, but not encouraged

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.

	Roll #1									
Roll #2	1	2	3	4	5	6	7	8	9	10
1	-10	-5	+30	N/C	+15	-15	N/C	-10	N/C	-25
2	N/C	N/C	N/C	N/C	N/C	N/C	CTR	-5	N/C	N/C
3	SER	N/C	-10	N/C	-10	N/C	+25	N/C	+30	N/C
4	-10	-20	N/C	+30	N/C	N/C	N/C	+15	-10	-10
5	N/C	+10	-10	N/C	YAY!	+25	N/C	N/C	N/C	N/C
6	+25	N/C	N/C	-30	-10	SER	YAY!	N/C	CTR	+30
7	N/C	N/C	N/C	N/C	N/C	N/C	N/C	N/C	-10	N/C
8	CTR	N/C	YAY!	N/C	+30	N/C	-10	N/C	+25	-5
9	N/C	N/C	N/C	N/C	N/C	+10	N/C	N/C	N/C	N/C
10	+10	-10	+25	N/C	SER	N/C	-15	N/C	N/C	N/C
LEGEND										
N/C	Doctor agrees with the initial diagnosis and there is no change in CON									
+XX	Doctor was able to treat the ailment enough to give a bit of a boost in CON									
YAY!	Doctor is a genius and was able to get the player back to 100% CON									
-XX	Doctor has done the player no favors, player loses CON									
SER	The injury is worse than expected and may be a Season Ending Injury. *SER ROLL*									
CTR	Looks grim! Could be a Career Threatening Injury. **CTR ROLL**									
SER	1	2	3	4	5	6	7	8	9	10
	+35	OH-NO	N/C	N/C	N/C	N/C	+35	N/C	N/C	OH-NO
N/C	Surgery was a success, but the original diagnosis was correct. No Change in CON									
+35	Surgery went much better than expected and the player will receive +35 in CON									
OH-NO	Surgery revealed severe and extensive damage. The player’s season is over.									
CTR	1	2	3	4	5	6	7	8	9	10
	N/C	N/C	N/C	N/C	OH-NO	N/C	N/C	N/C	N/C	N/C
N/C	Surgery was a success. Sadly, the damage requires months of treatment. Season is over.									
OH-NO	Doctor was able to restore a way of life, but the player’s career is over due to the injury.									

Scouting

<https://vintagejhl.weebly.com/vhls-future-blog/category/rules-regulations>

Training Camps

- 5 player max
- Any skater/goalie 80ov or above may not attend
- No attribute can exceed 85 on a camp
- Rolls determined via random.org

Forwards and Defenders			
Camp Type	Skill Affected	Skill Increase/Decrease	Cost
General	All except FG, EX, LD	1	\$3,000,000
Skating	SK, PO	1 to 5	\$3,000,000
Puck Control	PH, PO	1 to 5	\$3,000,000
Shooting	SC, PO	1 to 5	\$3,000,000
Passing	PA, PO	1 to 5	\$3,000,000
New Leaf	FG, PO	-5 to -10 FG, +1 to +5 PO	\$3,000,000
Faceoffs	FO, PO	5 to 10 FO, 1 to 5 PO	\$4,000,000
Defense	DF, PO	1 to 5	\$3,000,000
Discipline	DI, PO	5 to 10 DI, 1 to 5 PO	\$4,000,000
Strength & Conditioning	ST, DU, EN, PO	1 to 5	\$4,000,000
Sniper - Penalty PA, DF	SC, PH, SK, PO	1 to 6	\$5,000,000
Power FWD - Penalty DU, PH	SC, CK, EN, PO	1 to 6	\$5,000,000
Playmaker - Penalty DF, CK	PA, PH, SK, PO	1 to 6	\$5,000,000
Grinder - Penalty SC, PA	CK, SK, DF, PO	1 to 6	\$5,000,000
Defensive D - Penalty SC, PA	ST, DF, CK, PO	1 to 6	\$5,000,000
Offensive D - Penalty DF, CK	PH, SK, PA, PO	1 to 6	\$5,000,000
Goalies			
Camp Type	Skill Affected - Never SZ, EX, LD	Skill Increase	Cost
General	All	2	\$4,000,000
Reflex	AG, RB, RT, PS, PO	2 to 6	\$5,000,000
Hands	HS, PC, PO	2 to 5	\$3,000,000
Conditioning	DU, EN, PO	2 to 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)

Elite Forward Camp

- \$12,000,000 cost – Non refundable
- Any forward aged 29 and younger with an 79+ ov may attend
- Only 1 player per team may apply per offseason
- Player is restricted from attending a regular camp if signed up for Elite Camp
- 25% chance of attending (1-25/100 random.org)
- Successful invite allows 12 elite AP to be used on primary categories (CK, SK, PH, PA, SC, DF) on a 1:1 scale up to a max of 4 per category (SC 90-94 = 4E-AP)
- All secondary categories receive +3

Activity Points

Staying active in the league by way of weekly activity checks or writing is the easiest way to accumulate AP. AP can be added to ANY player 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.

1. AP can only be used up until the trade deadline at which point AP can then be used for scouting purposes (see Scouting on page 10) 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 **5** regardless of word count totals. Although, **20** AP will now be awarded for weekly writers_block tasks
5. AP are not always used on a 1:1 ratio. Listed below is the AP ratio on boosting players/goalies categories
6. Defenders' SC rating can no longer be AP'd or CAMP'ed past 60
7. For players with a position of C only, FO can be increased up to 90 on a 1:1 scale

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

Salary Cap Non-Compliance - ZERO TOLERANCE

- Should any team BEGIN a sim night by being over the cap, the league will levy a hefty fine of \$50,000,000, a loss of 50AP as well as the team's top rated F, D and G all scratched for the sim.
- With this in mind, GMs will need to be cognizant of waiver claims and players returning from injuries when doing their lines submissions.
- Should a player return from injury during a sim causing a team to be over the cap, no penalties will be levied.

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.

Financial Assistance

At the conclusion of each season, the league will combine all money spent on clinics, relocation/rebranding costs, and article writing to disperse amongst the league's poorest franchises based on listed bank account balances. The league's bottom six (6) club's will receive equal shares of the total amount.

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 *2.5% inflation rate/yearly

- Rebranding Cost (VHL/AHL): \$14.7M
- ❖ 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) *2.5% inflation rate/yearly

- Level 1: Max 7000 seats (\$15,605/seat)
- Level 2: Max 6000 seats (\$10,432/seat)
- Level 3: Max 2500 seats (\$6,955/seat)
- Level 4: Max 4500 seats (\$5,202/seat)
- Luxury Box: Max 1200 capacity (\$38,247/seat)

Construction of a New Arena *2.5% inflation rate/yearly

- Must be applied for prior to the start of the season
- 1 season "build time"
- \$28,976,000 non-refundable proposal fee

Build Options (Capacity Costs, Chosen by GM) *2.5% inflation rate/yearly

- Level 1: 5000-7000 (\$14,248/seat)
- Level 2: 4000-6000 (\$9,498/seat)
- Level 3: 1500-2500 (\$5,939/seat)
- Level 4: 3500-4500 (\$4,749/seat)
- Luxury Box: 600-1200 (\$35,618/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 *2.5% inflation rate/yearly*

- Full Rebranding cost for the new market: \$14.7M

*Fee Paid to the League *2.5% inflation rate/yearly*

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

*Arena Financing *2.5% inflation rate/yearly*

- New arena is based on existing new arena build scales
- Existing arena is based on actual capacity for that season
- Cost for VHL: \$9,272/seat
- Cost for AHL: \$4,637/seat
- Territory Fee: \$14.7M 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.

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 OF defenseman (5 AP)
- Tim Horton Trophy (\$500,000); best DF defenseman (5 AP)
- Conn Smythe Trophy (\$500,000); Playoff MVP (5 AP) – voted on by Commissioner
- Ted Lindsay Trophy (\$500,000); STHS MVP (5 AP) – voted on by the STHS software
- 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)
- Selke Trophy (\$500,000); best defensive forward (5 AP)
- GMotY Award – (\$7,000,000) (15 AP)

Alternate Accounts and the Running of Multiple Teams

Should any GM be found guilty of running multiple teams, the league will 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. 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.
- This isn't a video game where you try to find a hole to exploit. Do your best to keep it that way.
- 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.
- **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!

One final thought – As your commissioner, I put A LOT of effort in keeping the league running smoothly and active. From this point forward, I am asking EVERYONE to please REMEMBER THIS IS A FREE HOBBY THAT DOESN'T NEED THE SERIOUSNESS IT GARNERS A LOT OF THE TIME. ☺

These rules are subject to change, but it is expected that they won't.