



OFFICIAL RULES
Re-Draft League

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ARTICLE I – LEAGUE STRUCTURE

Section 1, general notes. (a) For scorekeeping purposes, the CHA uses the services of Fantrax Fantasy Hockey. (b) The CHA is based in California, and thus uses pacific standard time (UTC-08:00) for all scheduling unless otherwise specified.

Section 2, teams. (a) Each CHA league is comprised of 14 teams. Each team is operated by an individual General Manager (GM). Teams may be co-managed, at the discretion of the CHA commissioner. (b) No GM may control more than one team in a single league.

Section 3, schedule. (a) CHA leagues typically follow a 20- or 21-week regular season schedule in which each team plays each other team once, and then the schedule repeats.

Section 4, scoring. (a) CHA leagues are scored as head-to-head leagues. (b) Scoring categories are as follows: goals, assists, plus/minus rating, penalties in minutes, special teams (power play or penalty kill) goals, special teams assists, game-winning goals, shots on goal, faceoff wins, hits, and blocked shots for skaters. Wins, goals-against average, saves, save percentage, and shutouts for goaltenders. (c) In the standings, teams are given two points for a category win, one point for a tie, and zero points for a loss. (d) In the case of a tie in the standings, the team with the most wins is the winner. If wins are equal, the tie-breaker is head-to-head record between the tied teams. For a complete list of tiebreak procedures, see Appendix E. (e) The following positions start each night: C, C, LW, LW, RW, RW, Skt, Skt, D, D, D, D, G, G. Skt positions can be filled by any skater. (f) A team must have at least two games played by their goalies to collect stats in the save percentage, and goals-against average categories. If fewer than two games are played by the team's goalies, the team will forfeit those two categories.

Section 5, playoffs. (a) At the end of the regular season, the top six teams in the standings advance to the championship bracket, while the next six teams compete in the consolation bracket. (b) The teams faceoff in head-to-head matchups. The winners advance and are re-seeded. (c) The quarterfinal losers will face off in a 5th or 11th place matchup. (d) The bottom two teams in the regular season do not qualify for the playoffs and will be relegated.

Section 6, pro and minors. (a) Each GM manages a 21-player pro roster. This is the roster that is scored in weekly competition. (b) Each GM is also responsible for a (maximum) 10-player minor league roster.

Section 7, salary cap. (a) CHA leagues feature a salary cap that is similar to that of the National Hockey League (NHL). See Article III for full details.

Section 8, online elements. (a) Most activity in the CHA takes place on the Capwise Hockey forum. Managers are expected to visit this forum frequently to be aware of all league activity. (b) Scoring of CHA leagues takes place on Fantrax's website. Adds, drops, and daily roster updates happen at Fantrax, only *after* they are posted at Capwise Hockey. (c) A weekly spreadsheet update is sent to all GMs by the league's commissioner. This spreadsheet includes all vital information for the league. (d) All information can be found at the league's website at www.capwisehockey.com.

ARTICLE II – THE TEAMS

Section 1, pro team. (a) Each pro team consists of exactly 21 players. Twelve of these players must be forwards, six must be defensemen, and two must be goaltenders. The remaining player may only be a goaltender of a defenseman – he cannot be a forward. (b) Players on the pro roster count against the salary cap at 100% of their AAV. (c) The pro roster includes five injured reserve (IR) spots. These may be held only by players who have been listed as IR on Fantrax, with no exceptions. (d) Only players with an active NHL contract are eligible for the pro team.

Section 2, minor league team. (a) Minor league rosters have no minimum number of players, but may contain no more than 10. (b) Only players with an active NHL contract are eligible for the minor league team. (c) Minor league players count against the salary cap at a rate of 50%. (d) GMs are encouraged to leave some empty spaces on their minor league roster at the start of the season.

ARTICLE III – THE SALARY CAP

Section 1, annual cap numbers. (a) The salary cap for the 2018-2019 season is US\$110,000,000, represented as 110.000.

Section 2, cap hits. (a) The annual cap hit (also known as AAV) of each player that occupies a varsity roster spot, excluding those on IR, counts against the salary cap. (b) Fees assessed for roster moves count against the salary cap. (c) Buyouts count against the salary cap. (d) Fines assessed for illegal activity count against the salary cap.

Section 3, trading excess cap space. (a) Excess salary cap space for the current season and the next two seasons may be included as part of a trade. (b) No team is to acquire more than \$6 million total net gain in salary cap per season through trades. (c) No team is to distribute more than \$15 million total net loss in salary cap per season through trades.

Section 4, salary cap resources. (a) The CHA exclusively uses the “AAV” figure from <http://www.capfriendly.com> for player cap hits. (b) In dealing with discrepancies, <http://www.nhlnumbers.com> will be used as a fallback. (c) The final word of salary discrepancies will be given to <http://www.nhlpa.org>. (d) If there are further discrepancies in salary figures, the commissioner will use his discretion to determine a fair salary figure. (e) All salaries are rounded up to the nearest \$1,000 (0.001). (f) In situations where an NHL team retains some salary of a player, the CHA team will pay the player’s full cap hit. A list of Retained Salary Transactions can be found here: <https://www.capfriendly.com/retained-salary-transactions>. The “Initial Cap Hit” is the relevant number for the CHA.

ARTICLE IV – THE DRAFT

Section 1, draft rules. (a) Teams will have two minutes to make each selection. After the two minutes are up, the team enters extra time. (b) Each team has a total of five minutes of extra time. (c) If the team runs out of extra time, their pick is skipped. After two skipped picks, the team is withdrawn from the draft. (d) Draft order will be determined by a random drawing.

Section 2, entry draft part 1. (a) The first part of the entry draft will be a 10 round draft held online at Fantrax.com. (b) All players taken in the first part of the draft will be assigned to the pro roster.

Section 3, entry draft part 2. (a) The second part of the entry draft will be held on the league's forum, with each team having 12 hours to make their selection, and a total of 12 hours of extra time. (b) Part 2 will last three weeks, or until all teams have drafted a total of 21 players (including those selected in Part 1). (c) Players taken during this part of the draft can be assigned to the pro or minor league roster.

Section 4, entry draft part 3. (a) The third and final part of the entry draft will again be held live at Fantrax.com. (b) Each team will draft until they have no more than 31 total players. (c) Teams may withdraw at any time during this part of the draft, provided they have at least 21 players between their two rosters. (d) Players taken during this part of the draft can be assigned to the pro or minor league roster. (e) GMs are encouraged to withdraw from the draft before completely filling their minor league roster, but it is not required.

ARTICLE V – PLAYER MOVEMENT AND WAIVERS

Section 1, adding free agents. (a) Players may be added from free agency to the pro or minor league rosters at no cost. (b) Players are added by posting on the Capwise forum, and then claiming the player on Fantrax.

Section 2, buyouts. (a) In a buyout, the GM will pay a one-time fee equivalent to 40% of the player's total salary for the remainder of his contract. (b) This payment will count against the team's salary cap for the remainder of the season. (c) Once a player has been bought out, the team will never be reimbursed or compensated, even if that player is added by another team. (d) Players that are bought out will pass through waivers. If they clear waivers, they become free agents. (e) Players are bought out by posting on the Capwise forum, and then releasing the player on Fantrax.

Section 3, reassignments. (a) Any player can be assigned to the minor league team at any time and at no cost. (b) Some players may have to pass through waivers before joining the minor league team. Please refer to Section 5 for more details. (c) Players are reassigned by posting on the Capwise forum, and then moving them to a Minors position on the Fantrax roster.

Section 4, recalls. (a) Players can be recalled from the minor league at any time. (b) There is a \$500,000 promotion fee for each recall. (c) Players are recalled by posting on the Capwise forum, and then moving them out of a Minors position on the Fantrax roster.

Section 5, waivers. (a) Players that are not waiver-exempt must pass through waivers before joining the minor league team. (b) Players are on waivers for at least 48 hours, beginning at noon on the day they're dropped. (c) While a player is on waivers, any team may make a claim for the player, but priority is given to the team with the least amount of points in the standings. In the case of a tie, Fantrax's standard tiebreaker procedure is used, so that the worse team gets the player (see the Fantrax website for more details). (d) If a team claims a player off standard waivers, they must pay \$250,000 in compensation to the player's former team. (e) If a team claims a player off standard waivers, they are responsible for the player's entire AAV. The player's former team no

longer pays any money for that player. (f) Waiver claims are made by adding the player on Fantrax. If the player is successfully added to the team, a post confirming the addition must be made on the Capwise forum.

Section 6, waiver exemption. (a) Players that are waiver-exempt do not have to pass through waivers when moving from the pro roster to the minor league roster. (b) Skaters are waiver-exempt if they have played fewer than 150 regular season NHL games. (c) Goaltenders are waiver-exempt if they have played fewer than 70 regular season NHL games. (d) Players recalled under emergency recalls are also exempt from waivers when they are reassigned. See Section 7 for more information.

Section 7, emergency recalls. (a) When a pro league player is injured, and listed on IR by Fantrax, a minor league player may be used to replace him under an emergency recall. (b) A promotion fee is not charged when players are promoted under emergency recalls. (c) Only the cap hit of the replacement player will count against the team's salary cap. (d) Once the injured player returns from injury, the replacement player must be reassigned directly to the minor league roster within five days. Again, the player is reassigned without having to pass through waivers.

Section 8, IR replacements. (a) When a pro league player is injured, and listed on IR by Fantrax, a free agent may be used to replace him. (b) Only the cap hit of the replacement player will count against the team's salary cap. (c) When the injured player returns from injury, the IR replacement must be released back to the free agent pool within five days. (d) Free agent IR replacements cannot be traded.

Section 9, contract termination. (a) In the event that a player's contract is terminated by his NHL team, the player will be removed at no cost from his CHA team's roster automatically. This applies in the following situations: NHL buyout; Player retirement; Player leaves to play in Europe; Player breaches terms of his NHL contract; Player suffers a career ending injury. (b) If a player is removed from his CHA team for any of the above circumstances, and then has his NHL contract reinstated, the player remains a free agent in the CHA and can be added by any team. His former CHA team retains no rights.

ARTICLE VI – TRADES

Section 1, tradable commodities. (a) Any full-time player on the pro or minor league team is eligible for trade. IR replacements cannot be traded. (b) Monetary sums (i.e. cap space) may be traded. (c) No team is to acquire more than \$6 million total net gain in salary cap through trades. No team is to distribute more than \$15 million total net loss in salary cap through trades. (d) If a player on IR is being traded, his IR replacement must be released and the injured player must be reactivated before the trade can be processed.

Section 2, reporting trades. (a) Trades must be reported by both parties involved as soon as possible. (b) The trade should also be processed on Fantrax. The trade can be submitted on Fantrax as soon as both parties have reached an agreement, but it will not be approved by the Commissioner until the Executive Committee has approved it, per Section 4 below.

Section 3, trading minor league players. (a) After trading to acquire a player, that player is automatically assigned to the level from which he came. In other words, if he's on his

old team's minor league roster, he will be automatically assigned to his new team's minor league roster, and would be subject to promotion fees if moving up to the pro roster.

Section 4, trade approval process. (a) All trades will be reviewed by the CHA Executive Committee, and must receive a majority vote in order to be approved. This voting process may take up to 36 hours. (b) Trades will not be approved on Fantrax until they have been approved by the executive committee. Approved trades are posted in the CHA TradeCenter by the league's designated trade reporter. That is the final indication that a trade has been approved. If it has not yet been approved on Fantrax, contact the commissioner.

Section 5, arbitration. (a) The Executive Committee may, by majority vote, decide to send a trade to arbitration. (b) The two teams will be given one week to renegotiate the trade to make it more evenly balanced. The Exec. Committee may provide some recommendations to achieve this. (c) During arbitration, all assets involved in the initial trade are locked, and there can be no trade discussions with other teams involving these assets. (d) If the two teams cannot agree to a revised deal, they can mutually agree to close the arbitration period and unlock those assets. (e) If the two teams agree to a revised deal, they will resubmit it to the executive committee. (f) The two teams can extend the Arbitration Period as long as needed, but are encouraged to complete a new deal or walk away within a week.

Section 6, trade deadline. (a) Each season, trades must cease by a pre-determined date a few weeks prior to the end of the regular season. (b) The CHA trade deadline will always be *after* the NHL trade deadline.

ARTICLE VII – THE POSTSEASON

Section 1, playoffs. (a) The top 12 teams in each league qualify for the playoffs, with the top six forming the “championship bracket” and the next six forming the “consolation bracket”. (b) The top two teams in each bracket are given a first round bye, while the remaining four teams play a one-week quarterfinal matchup (1v4, 2v3). (c) The winners of the quarterfinal matchups will be re-seeded to play the top two teams in the bracket in one-week semifinal matchups. (d) The quarterfinal losers will play each other in a one-week consolation matchup. (e) The semifinal winners will play each other in a two-week championship matchup. (f) The semifinal losers will play each other in a one-week consolation matchup.

Section 2, relegation and promotion. (a) The bottom two teams in the regular season will be automatically relegated for the next season. (c) In each lower tier division, the playoff and regular season champions will be automatically promoted to the next division up. If the same team wins both the regular season and playoffs, then the playoff runner-up will also be promoted.

ARTICLE VIII – TIERED SYSTEM

Section 1, overview. (a) Capwise Hockey's one-year leagues are split into a tiered system, with the Elite League at the top. (b) Only one league occupies each tier (also

known as a Division). (c) Vacant teams in the Elite League are filled by invitation only, while vacant teams in the lower tiers can be filled by any applicant. (d) Prizes in the Elite League are double those of the lower Divisions, while the entry fee remains the same. (e) Each GM can only own one team across all Divisions.

ARTICLE IX – THE CHA EXECUTIVE COMMITTEE

Section 1, purpose and structure. (a) The executive committee exists to maintain fair, unbiased decision-making in all CHA leagues with regard to trade vetoes, rule changes and interpretations, and interpersonal disputes among managers. (b) The executive committee is composed of 10-15 GMs, including the commissioner. There should be at least one GM from each league.

Section 2, responsibilities. (a) The executive committee will review trades from all CHA leagues, and will, if necessary, initiate the arbitration process. A majority decision among the executive committee will be sufficient for arbitration. (b) The executive committee will be consulted, and will vote, on all questions of rule interpretations. The executive committee may settle some matters without consulting the leagues' GMs, or it may make the decision to pass questions on to the leagues' GMs for discussion and debate. (c) The executive committee may be asked to vote on potential rule changes in the CHA. (d) The executive committee will be responsible for deciding the CHA salary cap each season.

Section 3, members. (a) Any GM from a CHA league may nominate him/herself for a spot on the executive committee. (b) Each league will be represented by at least 1 GM, and some GMs may represent more than one league. The commissioner will also serve on this committee. (c) Each member will carry out a one year term. There is no limit to total terms or consecutive terms for committee members. (d) Any GM in the CHA is eligible to be a member of the committee, however only the most committed, active, and knowledgeable members will be selected. (e) Members of the executive committee will be expected to be reachable at all times for the duties outlined above. No more than 24 hours should ever pass without an executive committee member responding to an issue, unless they have given prior notice regarding their absence. (f) Executive committee members are given an extra \$1.5 million in cap space for the league they represent. Half of this is to be awarded on June 20, the other half on December 20.

APPENDIX A

Capwise Hockey Association User Agreement

By paying the annual entry fee, users are agreeing to the terms outlined below.

- No refunds are provided. The commissioner may decide to grant an exception to this rule on a case-by-case basis.
- Failure to comply with league rules may result in your removal from the league at any time and without warning. In such cases, there will be no refund, full or partial, regardless of the circumstances of your removal. Removal of a manager (user) is at the sole discretion of the commissioner.
- Teams may not be “sub-let” – the commissioner must be notified for any change in management of a team including: temporary or permanent replacement of a manager, addition of a co-manager, or removal of a co-manager. You may not collect any money from another individual for operating your team. Temporary or permanent replacement managers may be required to pay a full season’s entry fee to the league. A manager suspected of passing his team on to another individual, whether in a temporary or permanent situation, without notifying the commissioner may be removed from the league.
- Entry fees may increase on an annual basis. You will never be forced to pay more money mid-year to continue operating your team, provided that you’ve paid the full amount due.
- Entry fees are due by June 1 each year for the upcoming season. Failure to pay your entry fee on time may result in your immediate replacement.
- Prize money will be distributed within two weeks of the end of the fantasy playoffs. You will have the option of receiving your money by Paypal, Venmo, or check (US residents only). You may also apply all or part of your winnings to the next year’s entry fees, or choose to carry a positive balance on your account.

Failure to comply with the expectations outlined below may result in immediate removal from the league, without warning.

- Managers are expected to conduct themselves appropriately, refraining from insults, condescension, and any other form of harassment deemed inappropriate by the commissioner or any other league staff member.
- Managers are expected to visit the league forum at least once every 72 hours during the season (October 1-April 15), and at least once per week out of the season (April 16-September 30). Managers who are planning to be unavailable for a period of time longer than these must notify the commissioner, and should (but are not required to) notify their league mates with a post in the league’s forum.
- Managers are expected to be prompt in responding to emails and private messages from other managers. Repeated failure to respond to others’ attempts at contacting you is unacceptable. Even in the case of a bad trade offer, a response is mandatory.

- Managers are expected to consistently participate on the league's forum. Simply setting your lineups does not constitute the level of activity that is required by this league.
- Managers are expected to set their Fantrax lineups every day. Repeated failure to set lineups may result in removal from the draft lottery or other similar punitive measures, or complete removal from the league.
- Managers are expected to act with integrity and to not cheat in any aspect of the game. Finding loopholes and bending the rules is encouraged. Cheating is unacceptable. When in doubt, check with the commissioner. If you've found a loophole, you'll likely be allowed to use it, at least until it's closed in the offseason.
- Managers are expected to have read all rules of this league and to fully understand them. This includes rules in the official Rulebook, along with any rule changes noted on the forum. If a manager does not understand any aspect of the league, it is his/her responsibility to ask for more information. Ignorance does not excuse any violation of the above-mentioned expectations.

APPENDIX B

Tiebreak Procedure

Standings Tiebreaker

If there is a tie in the standings, it will be broken with the following tiebreak procedure.

- 1) Most total wins
- 2) Best overall record in head-to-head matchups among tied teams
- 3) Most total goals
- 4) Most goals in head-to-head matchups among tied teams
- 5) Coin flip

Matchup Tiebreaker

If there is a tie in a playoff matchup, it will be broken with the following tiebreak procedure.

- 1) Goals
- 2) Assists
- 3) Goalie wins
- 4) Saves
- 5) Penalty minutes
- 6) Faceoff wins
- 7) Plus/minus
- 8) Shots on goal
- 9) Special teams assists
- 10) Special teams goals
- 11) Hits
- 12) Blocked shots
- 13) Game winning goals
- 14) Save percentage
- 15) Goals-against average
- 16) Shutouts
- 17) Coin flip (heads to the higher/better seed, tails to the lower/worse seed)

NOTE: Fantrax does not have a matchup tiebreak procedure, and instead advances a team at random. This can be overridden, but may not happen right away. If you feel that you were advanced incorrectly, or that you should have been advanced, contact the Commissioner ASAP.