



OFFICIAL RULES

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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 seven teams in the standings advance to the championship bracket, while the bottom seven teams compete in the consolation bracket. (b) The top team in each bracket receives a bye through the quarterfinals, where the other six teams faceoff in head-to-head matchups. The winners advance and are re-seeded. (c) The teams that lose in the quarterfinal round are added to a pool of three teams where they compete against one another in simultaneous matchups over a three-week period. The teams are then ranked based on their record in those matchups. (d) Teams that lose in the semifinal round will face each other for 3rd or 10th place. (e) The final round in each bracket will be a two-week matchup to determine 1st and 8th place.

Section 6, varsity and junior varsity. (a) Each GM manages a 21-player varsity roster. This is the roster that is scored in weekly competition. (b) Each GM is also responsible for a (maximum) 30-player junior varsity roster. (c) In a league's first season, the JV roster is limited to 25 players.

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. (b) During the offseason, teams are given 10% leeway against the salary cap. See Article VII, Section 4 for more details about the offseason.

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. "Frequently" is defined as *daily* during the season, and *weekly* during the offseason. (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, varsity. (a) Each varsity team consists of exactly 21 players. Twelve of these players must be forwards, six must be defensemen, and 2 must be goaltenders. The remaining player may only be a

goaltender or a defenseman – it cannot be a forward. (b) All varsity players must have an active NHL contract. Any questions of what qualifies as an “active” contract are to be determined by the CHA Executive Committee. (c) The total cap hit of all varsity players must fit under the salary cap. (d) The varsity roster includes four injured reserve (IR) spots. These may be held only by players who have been listed as IR on Fantrax, with no exceptions. After the CHA Trade Deadline, these spots may also be filled by players on IR+ (indicated with a red flag on Fantrax). (e) Varsity rosters may exceed the maximum roster size briefly. However, all rosters must have no more than 21 players (excluding IR), following the format provided in part (a) above, by the drop of the first puck on that day (usually 4pm pacific). In the offseason, varsity rosters may exceed 21 players for up to 24 hours. (f) Varsity rosters must, at all times, contain at least 20 players (excluding IR). A team may carry exactly 20 players for 72 hours from midnight after the 21st slot was vacated. In other words, a team can have a hole for 3+ days. After that, the hole must be filled before the first puck drop of the day (usually 4pm pacific). This rule only applies during the season (October 1 – mid-April). If it appears that a GM is abusing this rule in order to increase cap space for his team, or to intentionally tank, the Commissioner can force the team to fill the hole immediately. (g) Players listed as “inactive” on Fantrax (gray flag) can only remain on the varsity roster if they are not JV-eligible (see Section 3). Gray-flagged JV-eligible players must be demoted immediately. (h) Players listed as “minor leagues” on Fantrax (green flag) can only remain on the varsity roster if they are not JV-eligible (see Section 3). Green-flagged JV-eligible players must be demoted immediately.

Section 2, junior varsity. (a) Junior varsity (JV) rosters have no minimum number of players, but may only contain 25 players, maximum, in the first year, and 30 players in subsequent years. (b) JV rosters cannot include more than five goaltenders. (c) Only JV-eligible players can be on the JV roster (see Section 3). (d) The JV roster contains no IR spots. (e) JV players do not count against the salary cap, and their salaries are irrelevant to the purposes of the CHA.

Section 3, JV eligibility. (a) Players must be at least 18 years of age by September 15. (b) Skaters who have played more than 120 NHL regular season games are ineligible. (c) Goaltenders who have played more than 75 NHL regular season games are ineligible. (d) Players will be forcibly dropped from their team (at no cost) as soon as they begin their 76th or 121st game.

Section 4, protected player. (a) Varsity roster players marked with any type of flag can be moved to the Protected Player slot. (b) There can only be one Protected Player on the roster at any given time. (c) The Protected Player is a tradable asset. (d) The Protected Player’s salary does not count against the salary cap. (e) Once the flag is removed, the Protected Player must be moved back into a full-time roster spot within one week, or released (following the drop or buyout rules outlined in Article IV). (f) If, within that one week grace period, the Protected Player is given a new flag, he may remain in the Protected Player slot and it will count as the same stint. (g) The Protected Player slot can only be used five times in a single season. After the fifth player vacates the spot, it is closed for the remainder of the year. (h) At the end of the fantasy season, the Protected Player must be moved back into a full-time roster spot or released (following the drop or buyout rules outlined in Article IV).

ARTICLE III – THE SALARY CAP

Section 1, annual cap numbers. (a) The salary cap for the 2017-2018 season is US\$90,000,000 for new leagues, represented as 90.000. (b) The salary cap increases by US\$2,000,000 after the first season, and by US\$1,500,000 each subsequent season until it reaches US\$95,000,000. (c) The salary cap may change for future seasons at the discretion of the executive committee. Teams will be given fair prior notice before this occurs. (d) All participating teams will receive a \$1,500,000 bonus following the CHA all-star matchup in January.

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 and money owed to released players count against the salary cap. (d) Fines assessed for illegal activity count against the salary cap. (e) Signing bonuses for players signed off waivers or during set signing periods (such as RFA bidding and UFA fees) 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 “Cap Number” figure from <http://www.nhlnumbers.com> for player cap hits. (b) In dealing with discrepancies, <http://www.capfriendly.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 – PLAYER MOVEMENT

Section 1, adding free agents. (a) Players may be added from free agency to the varsity or junior varsity teams at no cost. Player can only be added prior to the add deadline (see Article VII, Section 3). (b) Once a player has been added via the CHA Forum, the GM has 24 hours to add the player on Fantrax. After that, the player will return to free agency. (c) JV-eligible free agents must first be added to the JV team and then promoted (see Section 7) before being added to varsity. (d) Players flagged for IR cannot be added to the varsity roster.

Section 2, releasing players. (a) When releasing a varsity player, a team has the option of a Drop or a Buyout. See Sections 3 and 4 below for more information. (b) Releasing a player from JV is always free. (c) Releasing IR replacements is always free. (d) In all situations described above, the released player goes to waivers (see Section 5).

Section 3, drops. (a) After dropping a varsity player, the team is responsible for 50% of the dropped player’s cap hit for the remainder of his contract, or until the player is signed by another team in the league. (b) A dropped player can be bought out at any later date (see Section 4). (c) If a player signs an NHL contract extension after he has been dropped, the GM is not responsible for the new contract, but must complete payment of the old contract. (d) If a dropped player is taken on by another team as an IR replacement, and remains in that position for two full calendar months, his contract comes off the payroll of his former team. (e) A “re-signing fee” of \$500,000 is assessed if a Dropped player is re-signed by his former team.

Section 4, buyouts. (a) In a buyout, the team will pay a one-time fee equal to 40% of the player’s total salary (not cap hit) for the remainder of his contract. (b) This payment will count against the team’s cap for the remainder of the current season, but will then be eliminated. (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 or re-signed by the same team. (d) Buyout costs can be calculated on the Search tab of the league spreadsheet.

Section 5, waivers. (a) Any player that is released by his CHA team is sent directly to waivers. The player remains on waivers for 48+ hours. (b) GMs can offer a signing bonus to players on waivers in a

silent auction format to claim them for their team (see Section 6). The GM that submits the highest bid gets the player when his waiver period expires. (c) In the case of equal signing bonuses, the player will be awarded to the team that currently sits lower in the standings. (d) If a player clears his 48+ hour waiver period without being signed, he will become a free agent at noon (pacific) on Day 2.

Section 6, signing bonus. (a) GMs may offer a signing bonus to a player on waivers in order to claim him by sending a private message on the forum to the Commissioner. This message must include the player's name, the bid, the date the player clears, and any relevant roster moves that will be made to accommodate the player. Additionally, the same bid must be placed on the player on Fantrax. (b) The signing bonus must be in \$1,000 increments, and must be at least \$500,000. (c) Once a player has been given a signing bonus, the signing bonus counts against his new team's salary cap for the remainder of the season, in addition to the player's cap hit. (d) If a team offers a signing bonus but is outbid, the signing bonus does not affect the losing team's cap.

Section 7, JV movement. (a) All JV promotions cost \$500,000 against the team's salary cap. (b) This fee does not apply if the player is promoted as an IR replacement (see Section 8). (c) During the offseason, all JV promotions are free. (d) All JV demotions are free at all times. (e) Only JV-eligible players can be demoted.

Section 8, IR replacements. (a) When a player is moved to the injured reserve, there is a vacancy on the varsity roster. This vacancy may be filled by the addition of a player from free agency, or by the free promotion of a JV player. (b) Injured forwards can only be replaced by a forward. Injured defensemen can only be replaced by a defenseman. Injured goaltenders can be replaced by a goaltender or a defenseman, but there must always be at least 2 goaltenders on the roster. (c) Only the cap hit of the replacement player counts against the salary cap. (d) If an IR replacement becomes injured, and is listed on IR by Fantrax, he may be moved to occupy an IR slot on the team's roster (provided the team has an IR slot available), and a replacement can be added for him. This "replacement of a replacement" is free. However, if the originally injured player returns, both the initial IR replacement *and* the second replacement must be released. (e) An IR replacement may be dropped and replaced for a \$500,000 "second replacement fee". This fee applies to the team's salary cap for the remainder of the season. An IR replacement can only be replaced in this manner once per matchup per injured player. (f) When an injured player returns to his NHL team, the CHA team is expected to reactivate him within seven days. (g) When the player is reactivated by his CHA team, his IR replacement is sent to waivers or demoted to the JV team, depending on where he came from. There is no fee for this transaction. (h) If a JV-eligible player is taken from free agency to be an IR replacement, he must be returned to free agency after his stint. He cannot be moved directly to the JV roster. (i) If a player is promoted from JV as an IR replacement, and loses JV-eligibility while he is in that role, he may be moved to a vacant roster spot without clearing waivers first. This is the only scenario where an IR replacement can be moved directly to the varsity roster. The team must still pay the \$500,000 "promotion" fee for this transaction. (j) All players on IR are reactivated at the end of the playoffs. (k) If the GM wishes to retain the replacement instead of the injured player, the replacement must first be dropped to waivers. The injured player must then be dropped or bought out. If the replacement has cleared waivers, he may then be added to the roster. (l) If a JV player is promoted to serve as an IR replacement, his JV roster spot is *not* vacated.

Section 9, Free Drop Rule. (a) In the week prior to the season, each team will have the option to name one player to their "free drop slot." (b) Free drop players must have a cap hit no higher than \$3,000,000 (3.000). (c) The free drop player may be dropped at any time during the season at no cost, and replaced. (d) If the replacement player has a cap hit of \$3,000,000 or less, he may assume the role of free drop player. (e) If the replacement player has a cap hit of more than \$3,000,000, the GM has waived his/her right to a free drop for the remainder of the season. It cannot be reclaimed, under any circumstances, until the following season. (f) The free drop slot can be utilized 4 times during the season. Once a fifth player

is added to the slot, the free drop distinction is removed. (g) If the player in the free drop slot is traded, the incoming player assumes the free drop designation only if he has a cap hit of \$3,000,000 or less. If he has a cap hit of more than \$3,000,000, the free drop slot is forfeited for the remainder of the season. A trade does not count as one of the four uses mentioned in Clause F above. (h) A demotion does not count as one of the four uses mentioned in Clause F above. (i) No team can have more than one free drop slot on their roster. (j) The free drop option remains through the postseason until June 20.

ARTICLE V – TRADES

Section 1, tradable commodities. (a) Any full-time player on the varsity or JV team is eligible for trade. IR replacements cannot be traded. (b) Draft picks in any of the next five years' drafts may be traded. (c) Monetary sums (i.e. cap space) for the current season, plus the next two seasons may be traded. (d) No team is to acquire more than \$6 million total net gain in salary cap per season through trades. No team is to distribute more than \$15 million total net loss in salary cap per season through trades. (f) 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. (g) Players may be traded from one team's "Dropped Players List" to another for a cost of \$500,000, to be paid by the team trading away the player.

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 if it includes a player or a re-entry draft pick. 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 JV-eligible players. (a) After trading to acquire a JV-eligible player, that player is automatically assigned to the level from which he came. In other words, if he's on his old team's varsity roster, he will be automatically assigned to his new team's varsity 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. (c) Trading may recommence on the Monday following the league's championship matchup.

ARTICLE VI – CONTRACTS AND FREE AGENCY

Section 1, contract rules. (a) When acquiring a player (adding via free agency or via trade), the CHA team assumes that player's entire contract and salary. (b) If the player's current contract eventually ends in Restricted Free Agency (RFA), the contract is frozen at the moment of CHA signing, and the player will, in fact, become a restricted free agent when the contract expires, even if he signs an extension with his NHL club. (c) If the player's current contract ends in Unrestricted Free Agency (UFA), the contract is not frozen. If the player signs a new NHL contract before June 20, the CHA team *may* re-sign the player, for a fee but without challenge. (d) New contracts come into effect on June 20 of each year.

Section 2, restricted free agents. (a) When a player is signed with a contract that ends in restricted free agency (RFA status), the player's contract is locked, and he will, no matter what happens, become a restricted free agent. (b) At the end of each season, RFAs will be released in a scheduled manner. At this time, all GMs will have the option of bidding on the players. See Appendix C for the release schedule. (c) After bids have been submitted for RFAs, the current owner of that player will have the right to match the highest bid. If the GM chooses to match the bid, that signing bonus will count against his/her cap for the upcoming season, and the player will remain on his/her roster. (d) If a GM chooses not to match a bid for his/her player, s/he will be compensated with draft picks and/or cash based on the amount of the signing bonus. The draft picks will be given to the former owner from the new owner of the player. See Appendix D for details. (e) If a RFA receives no offer sheets, his current owner may keep him at no cost, and will assume the player's new contract and salary. Or, the current owner can release the player at no cost. This decision must be made by June 20 if the player has already signed a new NHL contract. If the player is unsigned, the CHA team will have one week after the player signs to make this decision. (f) If a RFA does not receive a qualifying offer from his NHL team, he will become an UFA in the CHA and will be automatically released from his team at no charge. Any signing bonus paid for that player will be erased from his CHA team's cap. However, any compensation given for the player will not be regained. (g) If a RFA has not signed a new NHL contract at the time of bidding, he will still be available during the bidding process. When the player finally signs a new contract, the team that acquired him in the bidding process will have the option of releasing the player at no cost. However, any fees paid during bidding (i.e. signing bonuses, compensation, etc.) will not be returned to the team. The CHA team has one week to make this decision after the player's contract details are released, and the player cannot play in any games for the CHA team during this time. (h) Only players on a varsity roster will be available for RFA bidding. JV players are protected. (i) If a RFA signs in Europe or otherwise leaves the NHL without re-signing with his NHL club, his CHA team may retain his rights and carry him as dead weight on the varsity roster or release him at no cost. However, any signing bonus or compensation paid for the player will not be returned to the CHA team.

Section 3, unrestricted free agents. (a) When a player is signed with a contract that ends in unrestricted free agency (UFA status), the player's contract is potentially subject to change. If the player signs an extension with his NHL team before June 20 of the year in which his contract ends, the CHA team has the option to keep this player at a cost of \$500,000, to affect the following year's salary cap. (b) If the CHA team does not wish to retain the player, he may be released to free agency at no cost. (c) If a player does not sign a new NHL contract by June 20 of the year in which his contract ends, he is released directly to free agency from his CHA team at no cost. (d) CHA teams are not compensated for players lost to unrestricted free agency.

Section 4, 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 VII – POSTSEASON AND THE OFFSEASON

Section 1, release of RFAs. (a) As described in Article VI, restricted free agents will be released through a waivers schedule outlined in Appendix C. This period, called the RFA Bidding Period, will begin in early June, and will run until all RFAs have been made available. It will always end before June 20. (b) RFAs who receive no signing bonus offers remain with their current team. (c) If a team receives no offer sheets for an RFA, but does not wish to retain the rights to the player, they may release him on June 20 at no cost. This only applies to players in this exact situation. (d) Players who accept an offer sheet from another team will join that team on June 20. Their salary will not affect their new team's cap until that date. Any relevant signing bonuses or compensation also will not be applied until June 20. (e) If a team opts to release an RFA (either to the highest bidder or to free agency), the team can drop or buyout that RFA immediately.

Section 2, release of UFAs. (a) As described in Article VI, players who do not sign new contracts by June 20 of the year in which they are scheduled to become an UFA are released to free agency on June 20. (b) These players will remain untouchable in the free agent pool until the Re-Entry Draft in the following September.

Section 3, add deadline. (a) The add deadline for all players is 11:59:59 PM on the final day of the playoffs. (b) Players cannot be added to either the varsity or the JV roster at any point during the summer. The add freeze is not lifted until after both drafts in the fall.

Section 4, the offseason. (a) The official offseason runs from June 20 until September 30. (b) During the offseason, a team may exceed the salary cap by 10%. (c) During the offseason, players in free agency must remain in free agency – no adding is permitted to varsity or JV rosters. (d) Trades are encouraged during the offseason. (e) Players may be released during the offseason following standard rules (see Article IV, Sections 2-4). (f) During the offseason, players may be promoted and demoted between JV and varsity at no cost. JV eligibility rules still apply – only players who will be JV-eligible at the start of the upcoming season may be moved to the JV team. (g) By October 1, the varsity and JV rosters must be legal and fit under the salary cap.

ARTICLE VIII – DRAFTS

Section 1, Inaugural Drafts. (a) For information on how a new league is drafted, see Appendix F. Sections 2 and 3 below only apply to returning leagues.

Section 2, Amateur Draft. (a) Beginning in mid-August, an “offline” Amateur Draft takes place on the league's forum. (b) Only JV-eligible players are available for the Amateur Draft (see Article II, Section 3). (c) The Amateur Draft follows a serpentine pattern, and is 8 rounds long. (d) The Amateur Draft will continue until all teams have full JV rosters, or choose to withdraw from the draft. (e) The Amateur Draft order will be determined by order of regular season finish, with the top five teams being selected by lottery. See Appendix B for draft order details. (f) Each team has 12 hours to make their selection, with a total of 24 hours of extra time. When regular and extra time expires, the team is skipped. This pick cannot be reclaimed. If a team is skipped twice consecutively, they are removed from the draft. (g) It is the responsibility of each GM to notify the next GM via PM or email after they've made their selection.

Section 2, Re-Entry Draft. (a) Soon after the conclusion of the Amateur Draft, the league will hold a “live” Re-Entry Draft for remaining players. This draft will be held online at Fantrax.com. (b) All players are eligible for the Re-Entry Draft except players who are already on a team's varsity or junior

varsity roster, and players who are ineligible for the league (see Article II). (c) The Re-Entry Draft follows a straight pattern – the draft order remains the same in each round. (d) The Re-Entry Draft order will be determined by the order of regular-season finish. See Appendix B for details. (e) The Re-Entry Draft will continue for 8 rounds, or until all teams have full rosters. (f) Players drafted in the Re-Entry Draft can be assigned to either the varsity or junior varsity team. This assignment should be announced immediately when the player is selected. (g) JV-eligible players can be drafted to the varsity roster at no cost. (h) Teams have 2 minutes to make each selection. When time expires, the team is skipped. This pick cannot be reclaimed. If a team is skipped twice consecutively, they are removed from the draft.

ARTICLE IX – THE ALL-STAR MATCHUP

Section 1, general information. (a) Each January, the league will host a two-week all-star matchup that pits the two conferences against one another. (b) The all-star matchup should never disrupt the league’s play, as it is held during two regular season weeks. (c) The matchup will follow the standard scoring categories of the CHA.

Section 2, teams. (a) The league will be divided into two conferences to make teams for the All-Star Game. (b) Rosters are chosen by the members of each conference based on a nomination and voting process implemented by the conference captain.

Section 3, conference captains. (a) Each conference will have a volunteer captain. The captain is selected on a first-come, first-served basis. (b) Captains are responsible for rallying the member GMs of their conference to submit their nominations and participate in the roster selection process. (c) The captain of the winning conference will be given a \$500,000 bonus at the conclusion of the matchup.

Section 3, stakes. (a) GMs will receive a salary cap bonus of \$1,500,000 for their participation in the all-star matchup. (b) There is no significant prize for any team as a result of the All-Star Game. (c) GMs are permitted and encouraged to place wagers on the outcome of the All-Star Game in the form of cap space or draft picks. (d) The All-Star Game is intended to be fun, and should remain that way – free of significant consequence.

ARTICLE X – ENTRY FEE AND PRIZES

Section 1, league dues. (a) Each league has a different entry fee. PCFL: Free, ECFL: \$20, NAFL: \$30, HUEL: \$50, WCFL: \$75, IFHL: \$50, SFHL: \$50. (b) All pay leagues must pay an additional \$5 Fantrax fee. (c) League dues must be paid by June 1. Failure to pay dues may result in removal from the league.

Section 2, prizes. (a) Prize payouts are different for each league. More information can be found here: <http://capwisehockey.com/entry-fees-and-prizes/>. (b) The virtual CHA Championship Trophy will be given to the CHA team with the best regular season stats of any team in any league. The winning team will also receive a virtual banner. (c) All regular season and playoff champions will be awarded a virtual banner to be proudly displayed in their forum signature. Franchise banners will also be collected on displayed on the franchise’s home page on the CHA website.

ARTICLE XI – 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 5-10 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

Expectations of Managers

All managers are, at all times and without exception, expected to meet the following guidelines:

- Managers are expected to conduct themselves appropriately, refraining from insults, condescension, and any other form of harassment deemed inappropriate by the league's executive committee.
- Managers are expected to be prompt in responding to emails and private messages from other managers.
- Managers are expected to consistently participate on the league's forum, and to check the forum each day for updates.
- Managers are expected to remain active throughout the season and offseason (although understandably less so in the offseason).
- Managers are expected to set their Fantrax lineups every day.
- Managers are expected to act with integrity and to not cheat in any aspect of the game.
- Managers are expected to have read all rules of this league, and to fully understand them. If a manager does not understand any aspect of the league, it is his/her responsibility to ask for more information.

Managers in violation of any of these rules will be subject to removal by the commissioner following the guidelines set forth below:

- Managers suspected of intentionally deceiving the commissioner and fellow managers to exceed the salary cap will be subject to removal.
- Managers using violent or excessively obscene language in league spaces will be subject to fine or removal.
- Managers who are determined to be making a pointed effort as disrupting the league or breaking the rules will be subject to removal.

APPENDIX B

Draft Order

Draft order the Re-Entry and Amateur Drafts will be determined as follows:

- Draft order is primarily based on order of finish in the regular season.
- The bottom five teams will enter a lottery for the first overall draft pick, and will be weighted as is outlined below.
- Teams will be drawn at random with the odds provided until all five teams have been selected.
- The remaining nine draft picks will be given in order of regular season finish as outlined below.
- The Amateur Draft uses a serpentine method in which the team that picks last in the first round will pick first in the second round. The Re-Entry Draft uses a more straightforward method in which the order remains the same in each round.
- If a bottom-five team is suspected of intentionally playing poorly in order to gain a better chance at the first overall pick, they will be removed from the lottery and given the fifth overall pick. The four remaining teams will then enter the lottery with readjusted odds at the first overall pick. It is solely the decision of the commissioner to determine if a team is intentionally playing poorly.
- If a bottom-five team fails to set their lineups for a significant number of lineup periods, thereby affecting their standings, they will be removed from the lottery and given the fifth overall pick. This will be done at the discretion of the commissioner.

Lottery for First Overall

Regular Season Finish	Likelihood of winning 1 st overall pick
14 th Place	55% chance
13 th Place	25% chance
12 th Place	10% chance
11 th Place	5% chance
10 th Place	5% chance

Remaining Draft Order

Regular Season Finish	Draft Pick
9 th Place	6 th Overall
8 th Place	7 th Overall
7 th Place	8 th Overall
6 th Place	9 th Overall
5 th Place	10 th Overall
4 th Place	11 th Overall
3 rd Place	12 th Overall
2 nd Place	13 th Overall
1 st Place	14 th Overall

Lottery Adjustment Contingencies

Four-team lottery – 55%, 25%, 15%, 5%

Three-team lottery – 60%, 30%, 10%

APPENDIX C

Schedule of RFA Release

The RFA period begins in the first week of June. Groups will be determined using the Fantrax Score, which rates players using an algorithm based on the CHA's specific scoring categories. Fantrax Score can be found by clicking "Players" on the league's Fantrax home page. Group assignments will be announced following the conclusion of the CHA season. The number of groups is subject to change depending on the number of RFAs in a given year.

Players will be available as follows:

Dates for 2017	June 5	June 8	June 12	June 15
Available players	- Top tier forwards - Top tier defensemen - Top tier goaltenders	- High-middle range forwards - Middle range defensemen - Lowest tier goaltenders	- Low-middle range forwards - Lowest tier defensemen	- Lowest tier forwards
Minimum bid amount	\$2,501,000	\$1,001,000	\$500,000	\$500,000
Maximum number of bids for 2017	3 bids	4 bids	4 bids	3 bids

General Notes:

- Bidding is open from 12:00am – 11:59pm (Pacific) on the date listed.
- Bids are submitted by completing the RFA Bidding Form and emailing it to the commissioner.
- By noon on each day following bidding, the commissioner will email any GM whose player has been sent an offer sheet. The GM will then have until 5pm the following day (29+ hours) to match or decline to match this offer.
- If a GM fails to respond to an offer sheet, the player will be given to the other team, and the former GM will receive no compensation.
- GMs who win a player will be notified immediately.
- If no offer is sent to a player, the player's owner will receive no notification. S/he will be asked to make a decision on keeping or releasing the player on June 20.
- Offer sheets must be at least \$500,000 (0.500), cannot exceed \$5,500,000 (5.500), and must be in increments of \$1,000 (0.001).
- The top two or three bids will be submitted to the current GM, and s/he'll have the opportunity to choose between them. If s/he chooses to match the bid, s/he must match the highest bid presented, but can choose to release the player to any of the GMs in order to collect the most desirable compensation package.

APPENDIX D

RFA Information

Who is an RFA?

To determine who is an RFA, go to the "Upcoming RFAs" tab on your league's spreadsheet. You'll probably need to refresh the filter, so click the little drop-down arrow in Column G. Click "Clear Filter". Then click the drop-down arrow again, and choose "RFA". This is a complete list of the players currently scheduled to be available for RFA Bidding in your league.

Reminder #1: Players on JV are not open to bidding. If you have a JV-eligible RFA at the end of the season, it is advised that you demote that player to protect him. Unless, of course, you want to make him available for bidding to see if you can get a decent compensation offer.

Reminder #2: Players who have re-signed with their NHL team are still available for bidding! That's why some players show up as "EXT" on your team's spreadsheet, but still show "RFA" on the "Upcoming RFAs" tab. For the purposes of RFA bidding, it doesn't matter whether or not a player has re-signed with his NHL team.

General Overview of the Process

In June, the RFAs in your league are put into four groups from best to worst (based on Fantrax Score). Each of the four groups is open for bidding for one day. During that time, you can place a certain number of bids (it varies depending on the number of players in the group, but it's generally 2-4 bids). The bids are then sent to the player's current GM, and they have about 36 hours to decide whether to MATCH the bid or RELEASE the player.

If you acquire a player, you will pay a certain compensation to the player's former team. In addition, you'll pay a signing bonus equal to the bid you placed. This signing bonus can be paid off over 1 or 2 years. Compensation and signing bonus are both in addition to the player's NHL cap hit, which you'll pay like normal.

If you match a bid, you will pay a signing bonus equal to the highest bid offered. You can pay this bonus off over 1, 2, or 3 years. This bonus is in addition to the player's NHL cap hit, which you'll pay like normal.

Points-Based Compensation System

You can place a bid for any dollar amount up to \$5,500,000, in multiples of \$1,000. The minimum bid varies depending on the Group. Using the info below, you can see that your bid falls within a certain range, which corresponds to a set number of "COMPENSATION POINTS".

\$500,000 - \$650,000..... 1 points [minimum bid for Groups 3 & 4]
\$651,000 - \$1,000,000..... 7 points
\$1,001,000 - \$1,500,000.... 21 points [minimum bid for Group 2]
\$1,501,000 - \$2,000,000.... 43 points
\$2,001,000 - \$2,500,000.... 50 points
\$2,501,000 - \$3,000,000.... 64 points [minimum bid for Group 1]
\$3,001,000 - \$3,500,000.... 86 points
\$3,501,000 - \$4,500,000.... 93 points

\$4,501,000 - \$5,500,000.... 107 points

These COMPENSATION POINTS correspond to the amount of compensation you must offer along with your bid. All of your assets (draft picks and cash) are worth a certain number of points. You can use any combination of these assets to reach the appropriate number of points.

The value of your assets ranges from 50 points, for a 1st overall amateur pick, all the way down to 1 point, for a late-4th round amateur pick, a 3rd round re-entry pick, or \$250,000 cash. A full list of assets and their corresponding points values can be found at the link below.

Placing a Bid

To place a bid, you'll fill out the form found at the link below. If you have a PC and Excel, this form should be fully functional. When you click "SUBMIT", a PDF will be saved to your desktop. You'll simply email this PDF to your league's designated RFA captain (probably your league rep). It is important that you DO NOT change the file name! You can click "RESET" to reset the form when you're done.

If you have a Mac or a bootleg version of Excel, the "SUBMIT" and "RESET" buttons may not work. In that case, you can simply save the form manually, or take a screenshot and save that. Then email it to your league's designated RFA captain. You can reset the form manually by deleting all of your input.

IMPORTANT: Only edit the areas in BLUE on this form! Everything else will show up automatically.

IMPORTANT: If you're sending multiple bids that use the same compensation, you must indicate the order of priority in your email. If one bid is accepted, any subsequent bid will be thrown out. You do not have the opportunity to change a bid once it has been submitted. So, if you want to submit multiple bids and potentially acquire multiple players, do not present conflicting compensation. **IF YOUR BIDS HAVE CONFLICTING COMPENSATION AND YOU DO NOT SPECIFY AN ORDER OF PRIORITY, ALL OF YOUR BIDS WILL BE THROWN OUT!**

Receiving Bids

If you're the "protecting GM" and your player has received bids, these forms will simply be forwarded on to you for you to sort through. You can choose any of them to release the player to, depending on which compensation you prefer. But if you're going to match the bid, you must match the highest bid.

You'll have about 36 hours to respond to the bids that you receive. If you do not respond, you'll lose the player and receive no compensation. The highest bidding GM will, however, still lose the compensation.

The Magic Bidding Tool

Below is a link to the spreadsheet that hopefully makes all of the above information easier to digest. This spreadsheet has two visible tabs... "Bidding Tool", which is where you'll enter all of the information for your bid, and "Compensation" which gives you a full breakdown on the value of each pick.

<http://capwisehockey.com/images/Spreadsheets/CHA-RFA-Bidding-Tool.xlsm>

There is also a tutorial video explaining how to use the above spreadsheet, found here:
<https://vimeo.com/163162152>.

APPENDIX E

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.

APPENDIX F

Inaugural Drafts

Draft Lottery

Prospect Draft – Order is determined randomly by Random.org

Amateur Draft – Order is determined randomly by Random.org

Inaugural Draft – Draft positions in the first two drafts are added together and weighted. The team with the highest total will draft 1st overall in the Inaugural Draft. The team with the lowest total will draft 14th.

Draft #1 – The Prospect Draft

Part 1: GMs are provided with a spreadsheet that contains a list of players for each NHL team. These are JV-eligible players, with the top-tier elites removed (Laine, Matthews, Marner, etc). The GM ranks the top 28 teams based on these lists. Once all rankings are submitted, a two-round, serpentine draft will be executed offline by the commissioner. Results will be posted immediately.

Part 2: Each GM will then own the rights to two NHL teams' lists. From these lists, the GM will select 15 total prospects to add to their JV team. All unselected players will be thrown back into the pool for the next draft.

Trade Market Opens

After the Prospect Draft is complete, the trade market will officially open. Teams will be able to trade the players they've already drafted, or upcoming draft picks. Draft picks can come from either of the two remaining drafts, or from any of the Amateur or Re-Entry drafts for the next 4 years. Teams *cannot* yet trade cap space.

Draft #2 – The Amateur Draft

All remaining JV-eligible players are available in the Amateur Draft. This includes those top-tier elites such as Laine and Matthews, along with any players who weren't selected in the Prospect Draft. The Amateur Draft is an 8-round, serpentine draft, conducted "slow-style" on the forum. Each team has 12 hours to make a selection, plus a total time bank of 24 hours to use throughout the draft. Picks are made by posting in the Official Amateur Draft Selection Thread. After making a pick, the GM will send a private message to the next team in line. GMs may voluntarily withdraw from this draft at any time.

Cap Space Given

After the Amateur Draft, teams will be given their full salary cap. At this point, players can be promoted to varsity, and cap space for the next three seasons can be included in trades.

Draft #3 – The Inaugural Draft

Part 1: This draft follows the same procedure as the Amateur Draft. All players who are not already on a roster are available. This is the primary draft, and includes the elites (Sidney Crosby, Braden Holtby, etc). It is a total of 21 rounds, following a serpentine order.

Part 2: If the slow-style draft in Part 1 is not completed by September 30, there will be a live draft at Fantrax.com to finish up. Teams will have 2 minutes per pick in this part.

Waiver Wire

After the Inaugural Draft, all remaining players will be sent to waivers, where they'll be available for bidding.

APPENDIX G

What's New

New in this Rulebook Update:

- **Article I, Section 4** - (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.
- **Article I, Section 5** - (c) The teams that lose in the quarterfinal round are added to a pool of three teams where they compete against one another in simultaneous matchups over a three-week period. The teams are then ranked based on their record in those matchups.
- **Article II, Section 3** - (a) Players must be at least 18 years of age by September 15. (b) Skaters who have played more than 120 NHL regular season games are ineligible. (c) Goaltenders who have played more than 75 NHL regular season games are ineligible.
- **Article II, Section 4** - (a) Varsity roster players marked with any type of flag can be moved to the Protected Player slot. (b) There can only be one Protected Player on the roster at any given time. (c) The Protected Player is a tradable asset. (d) The Protected Player's salary does not count against the salary cap. (e) Once the flag is removed, the Protected Player must be moved back into a full-time roster spot within one week, or released (following the drop or buyout rules outlined in Article IV). (f) If, within that one week grace period, the Protected Player is given a new flag, he may remain in the Protected Player slot and it will count as the same stint. (g) The Protected Player slot can only be used five times in a single season. After the fifth player vacates the spot, it is closed for the remainder of the year. (h) At the end of the fantasy season, the Protected Player must be moved back into a full-time roster spot or released (following the drop or buyout rules outlined in Article IV).
- **Article III, Section 1** - (a) The salary cap for the 2017-2018 season is US\$90,000,000 for new leagues, represented as 90.000. (b) The salary cap increases by US\$2,000,000 after the first season, and by US\$1,500,000 each subsequent season until it reaches US\$95,000,000.
- **Article III, Section 3** - (b) No team is to acquire more than \$6 million total net gain in salary cap per season through trades.
- **Article III, Section 4** - (b) In dealing with discrepancies, <http://www.capfriendly.com> will be used as a fallback.
- **Article IV, Section 1** - (c) JV-eligible free agents must first be added to the JV team and then promoted (see Section 7) before being added to varsity. (d) Players flagged for IR cannot be added to the varsity roster.
- **Article IV, Section 3** - (e) A "re-signing fee" of \$500,000 is assessed if a Dropped player is re-signed by his former team.
- **Article IV, Section 6** - (a) GMs may offer a signing bonus to a player on waivers in order to claim him by sending a private message on the forum to the Commissioner. This message must include the player's name, the bid, the date the player clears, and any relevant roster moves that will be made to accommodate the player. Additionally, the same bid must be placed on the player on Fantrax. (b) The signing bonus must be in \$1,000 increments, and must be at least \$500,000.
- **Article IV, Section 7** - (a) All JV promotions cost \$500,000 against the team's salary cap.
- **Article IV, Section 8** - (e) An IR replacement may be dropped and replaced for a \$500,000 "second replacement fee". (1) If a JV player is promoted to serve as an IR replacement, his JV roster spot is *not* vacated.

- **Article IV, Section 9** - (h) A demotion does not count as one of the four uses mentioned in Clause F above.
- **Article V, Section 1** - (a) Any full-time player on the varsity or JV team is eligible for trade. IR replacements cannot be traded. (g) Players may be traded from one team's "Dropped Players List" to another for a cost of \$500,000, to be paid by the team trading away the player.
- **Article V, Section 5** - (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.
- **Article VII, Section 3** - (a) The add deadline for all players is 11:59:59 PM on the final day of the playoffs.
- **Article VIII, Section 2** - (g) JV-eligible players can be drafted to the varsity roster at no cost.
- **Appendix A** - Managers are expected to set their Fantrax lineups every day.
- **Appendix B** - Contingency odds added for three- or four-team lotteries.
- **Appendix C** - Dates set for 2017 RFA Bidding. Minimum bid amounts added. Maximum number of bids per round for 2017 added.
- **Appendix F** - All new.