



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 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, takeaways, 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 five teams compete in the Consolation Round Robin. The bottom three teams do not participate in the playoffs. (b) In the Championship Bracket, the top two teams receive a bye through the quarterfinals, while the other four teams faceoff in head-to-head matchups (3v6, 4v5). The winners advance and are re-seeded. The losers play each other in Round 2 for 5th place. The losers of the semifinals will play each other in Round 3 for 3rd place. Round 3 will be an extended matchup (typically 13 days). (c) In the Consolation Round Robin, each team plays two simultaneous matchups per week for two weeks, for a total of four matchups (each team plays each other team once). Teams are ranked in standings format just like the regular season, and all regular season tiebreakers apply.

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% lee way 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 once every 72 hours 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 spreadsheet for the league is hosted on Google Sheets, and all GMs will be provided with a link when they join the league. 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 seven 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) Only JV-eligible players can be on the JV roster (see Section 3), with one exception (see Section 4). (c) The JV roster contains no IR spots. (d) 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 65 NHL regular season games are ineligible. (d) Players will be forcibly dropped from their team (at no cost) as soon as they begin their 66th or 121st game.

Section 4, overager. (a) JV teams are allowed one “Overager”. This is a player who exceeds the JV GP limit (see Section 3). (b) Overagers cannot be added to the JV roster from the draft or free agency. They can only be demoted from the varsity roster, or be a current JV player who loses eligibility, thus becoming an overager. (c) Overagers can only be demoted from varsity if they have been on the varsity roster for at least seven days. (d) The Overager’s cap hit does not count against the team’s salary cap. (e) A promotion fee applies when the Overager is promoted back to varsity. (f) Overagers *cannot* be released for free like other JV players – they must be dropped or bought out like varsity players. They *do not* need to be promoted first, however. They can be dropped or bought out directly from the JV roster. (g) Overagers are eligible to be traded. If they go to the other team’s varsity roster, that team must pay a promotion fee. They may also go to the other team’s JV roster, provided that team doesn’t already have an Overager on the roster. (h) No Overagers are allowed on the JV roster in the month of June. (i) A goalie cannot serve as an Overager.

ARTICLE III – THE SALARY CAP

Section 1, annual cap numbers. (a) The salary cap for the 2021-2022 season is US\$93,000,000 for new leagues, represented as 93.000. (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\$98,000,000. (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) In January, the league will provide an opportunity for all teams to receive a \$2,000,000 bonus for completing some kind of participation task. This task may be different each year, and will be announced 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 \$7 million total net gain in salary cap per season through trades. (c) The total net loss via salary cap trades cannot exceed \$21 million over three seasons (the current season, plus the next two).

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.puckpedia.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 1 hour 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. The team is not required to have a JV roster spot available for this paper transaction. (d) Players flagged for IR cannot be added to the varsity roster, neither from free agency nor from JV. When IR+ is active (see Article II, Section 1(d)), players with *any* injury flag 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 JV-eligible player 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 \$250,000 is assessed if a Dropped player is re-signed by his former team, unless the player is signed with a waiver bid (see Section 5).

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 24+ 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) To claim a player on waivers, GMs may offer a signing bonus 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 \$250,000. (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) Teams are limited to 15 promotions per season. (b) The first five promotions made by a team cost \$250,000 each. The next five promotions cost \$500,000 each. The final five promotions cost \$750,000 each. (c) These fees do not apply if the player is promoted as an IR replacement (see Section 8). (d) During the offseason, all JV promotions are free. (e) All JV demotions are free at all times. (f) JV players with an IR flag are not eligible for promotion until the flag is removed. When IR+ is active (see Article II, Section 1(d)), this rule extends to players with *any* injury flag.

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 player of any position, 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 \$250,000 “second replacement fee”. This fee applies to the team’s salary cap for the remainder of the season. An IR replacement cannot be replaced in this manner until he has been on the roster for one full month. Additionally, a “second replacement” can only be added once per month per injured player. (f) When an injured player returns to his NHL team, the CHA team is expected to reactivate him within five days. Failure to do so will result in an “illegal roster”, and the team will accumulate no stats until the problem is resolved. (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 \$250,000 “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) Once an injured player has been reactivated by his Capwise team, he cannot be moved back to IR during the same IR sting.

Section 9, Free Drop Rule. (a) At the beginning of the calendar year, each team is given three “free drops” to use – one for a forward, one for a defenseman, and one for a goalie. (b) Free drops can only be used on players earning \$3,000,000 or less. (c) The free drop player may be dropped at any time during the calendar year at no cost. (d) Free drops are made by posting in the Player Movement thread and noting that the release is a free drop (as opposed to a standard drop or a buyout).

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 three years’ drafts may be traded. (c) Monetary sums (i.e. cap space) for the current season, plus the next two seasons may be traded within certain limits (see Article III, Section 3). (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. (e) Players may be traded from one team’s “Dropped Players List” to another for a cost of \$250,000, to be paid by the team trading away the player. (f) One side of a trade may include simply “Cap considerations”. This would apply when a team is taking on an expensive, low-value player to give the other team cap relief. The inclusion of cap considerations does not imply any future assets transferring. (g) Partial cap hits cannot be retained through a trade.

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 (see Appendix G). (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) The trade deadline will be scheduled for a Sunday night to allow for last minute trades to take place on a weekend. (d) 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 the start of games 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 6 rounds long (note: amateur drafts will change to a straight pattern in 2024). (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. (h) The draft is suspended each night from midnight to 3am (pacific).

Section 2, Re-Entry Draft. (a) Soon after the conclusion of the Amateur Draft, the league will hold a separate "offline" 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 6 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 (promotion fee does not apply). (h) Teams have 10 hours to make each selection. When time expires, the team is skipped. This pick cannot be reclaimed. GMs will automatically receive an email notification when they are on the clock. (i) The draft is suspended each night from midnight to 3am (pacific).

ARTICLE IX – ENTRY FEE AND PRIZES

Section 1, league dues. (a) Each league has a different entry fee. More information can be found here: <http://capwisehockey.com/entry-fees-and-prizes/>. (b) 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 and displayed on the franchise's home page on the CHA website.

ARTICLE X – 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 will be one assigned League Representative for each league, in addition to other various "voting members".

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.

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 \$3 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

Draft Order

Draft order for the Re-Entry and Amateur Drafts will be determined as described below. The draft order will be the same for both drafts.

Lottery

The bottom three teams in the regular season will be entered into the draft lottery with a chance at the first overall pick. No team can lose more than one spot as a result of the lottery – this means that the last place team will not pick later than second overall. Odds for the draft lottery are as follows:

Reg. Season 14th Place – 60% chance at 1st overall

Reg. Season 13th Place – 30% chance at 1st overall

Reg. Season 12th Place – 10% chance at 1st overall

Consolation Bracket

The next five picks are determined by the Consolation Round Robin of the playoffs, as outlined below.

1st Place Consolation Round Robin – 4th overall

2nd Place Consolation Round Robin – 5th overall

3rd Place Consolation Round Robin – 6th overall

4th Place Consolation Round Robin – 7th overall

5th Place Consolation Round Robin – 8th overall

Championship Bracket

The remaining picks are determined by the order of finish in the Championship Bracket.

3rd Place Playoff Finisher – 9th overall

4th Place Playoff Finisher – 10th overall

5th Place Playoff Finisher – 11th overall

6th Place Playoff Finisher – 12th overall

The final two picks are given to the two teams that play for the league championship.

Playoff Runner-up – 13th overall

Playoff Champion – 14th overall

General Notes:

- 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 (this will change to a straight draft order in 2024). The Re-Entry Draft uses a more straightforward method in which the order remains the same in each round.
- If a bottom-three 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 third overall pick. The two remaining teams will then enter the lottery with readjusted odds at the first overall pick (65/35). It is solely the decision of the commissioner to determine if a team is intentionally playing poorly.
- If a bottom-three 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 third overall pick, as described above. 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	60% chance
13 th Place	30% chance
12 th Place	10% chance

Remaining Draft Order

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

APPENDIX C

Schedule of RFA Release

The RFA period typically begins in the first week of June. The players in each Round will be announced prior to the start of bidding, usually around June 1.

Dates for 2021 (unusual due to COVID-19)

Round 1

Bidding Open – June 29

GMs Notified – June 30 (by noon pacific)

Decision Made – July 1 (by midnight pacific)

Round 2

Bidding Open – July 6

GMs Notified – July 7 (by noon pacific)

Decision Made – July 9 (by midnight pacific)

Round 3

Bidding Open – July 13

GMs Notified – July 14 (by noon pacific)

Decision Made – July 15 (by midnight pacific)

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 11:59pm the following day (36+ hours) to match or decline to match this offer.
- If a GM fails to respond to an offer sheet, the bid will automatically be matched.
- Bidding results will be posted on the forum as they come in.
- 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 \$6,500,000 (6.500), and must be in increments of \$1,000 (0.001). The maximum bid will increase to \$8,000,000 in 2023.
- All bids for a player 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: JV-eligible players are not open to bidding.

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, RFAs are rated on a scale of 1-star to 5-stars (with 5 being the best), based on Fantrax Rating. The players are then mixed up and put into three groups. Bidding happens in three rounds -- one group of players is available in Round 1, the next group in Round 2, the rest in Round 3. Each of the three rounds will contain players of all positions and all skill levels.

Each round is open for bidding for 24 hours. Once bidding is closed, all bids are sent to the player's current GM, who has 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.

Star Rating System

The star-rating system is based entirely on Fantrax Rating, EXCEPT for players who missed the entire season due to injury -- those players will be rated using the commissioner's best judgement. The Star Ratings are determined as follows:

85.00+ = 5 stars
60.00-84.99 = 4 stars
50.00-59.99 = 3 stars
35.00-49.99 = 2 stars
<35.00 = 1 star

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 - \$1,000,000..... 3 points [minimum bid for 1-star players]
\$1,001,000 - \$1,500,000.... 7 points
\$1,501,000 - \$2,000,000.... 21 points [minimum bid for 2-star players]
\$2,001,000 - \$2,500,000.... 43 points [minimum bid for 3-star players]
\$2,501,000 - \$3,000,000.... 50 points
\$3,001,000 - \$3,500,000.... 64 points [minimum bid for 4-star players]
\$3,501,000 - \$4,500,000.... 86 points
\$4,501,000 - \$5,500,000.... 93 points [minimum bid for 5-star players]
\$5,501,000 - \$6,500,000... 107 points

[coming in 2023] \$6,501,000 - \$8,000,000... approx. 125-135 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-3rd round amateur pick, a late-2nd 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.

At least one asset must be equal to at least 40% of the required compensation package.

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: Each asset can only be used in a compensation offer once per round. If multiple compensation packages are submitted with any overlapping assets, they will all 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.

If you're the "protecting GM" and your player receives no bids, you will not be notified directly.

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.

<https://capwisehockey.com/forums/applications/core/interface/file/attachment.php?id=1976&key=198a65ef6ab3adb700b81f134ff20d5d>

There is also a (slightly outdated) 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. 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 3 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 elite NHL players. 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

Trade Arbitration

When considering a trade, the Executive Committee is asked to consider the following questions:

1. Does the trade violate league rules?
2. Is there significant evidence of collusion – two GMs working together to improve one team, possibly in order to split the prize money?
3. Is the trade extremely lopsided? (if yes, then move on to the three below)
 - a. Is the “losing” team run by a rookie GM?
 - b. Does the “losing” team give away enough future assets that the team will be completely unmarketable if it needs a new GM?
 - c. Does the trade have a significant impact on the balance of the league?

If the answer to any of these questions is “Yes”, then the Executive Committee may choose to send the trade to arbitration. If not, then the committee will not intervene, even in the case of a truly bad trade.

Additionally, a trade that the Committee feels violates any of the following specific rules may be sent to arbitration or even rejected outright (this list will be added to as situations arise, and is not in any way exhaustive):

1. Player Loans – A player (or draft pick) cannot be traded to a team with the expressed intention of being traded back following the completion of the season (or at some other predetermined date). Cap space *can* be loaned in this manner if a circumstance permits it.

APPENDIX H

What's New

New in this Rulebook Update:

- **Article I, Section 4** - (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, takeaways, shots on goal, faceoff wins, hits, and blocked shots for skaters. Wins, goals-against average, saves, save percentage, and shutouts for goaltenders. *[takeaways have replaced game-winning goals as a scoring category]*
- **Article I, Section 5** - (a) At the end of the regular season, the top six teams in the standings advance to the Championship Bracket, while the next five teams compete in the Consolation Round Robin. The bottom three teams do not participate in the playoffs. (b) In the Championship Bracket, the top two teams receive a bye through the quarterfinals, while the other four teams faceoff in head-to-head matchups (3v6, 4v5). The winners advance and are re-seeded. The losers play each other in Round 2 for 5th place. The losers of the semifinals will play each other in Round 3 for 3rd place. Round 3 will be an extended matchup (typically 13 days). (c) In the Consolation Round Robin, each team plays two simultaneous matchups per week for two weeks, for a total of four matchups (each team plays each other team once). Teams are ranked in standings format just like the regular season, and all regular season tiebreakers apply.
- **Article I, Section 8** - (c) A spreadsheet for the league is hosted on Google Sheets, and all GMs will be provided with a link when they join the league. This spreadsheet includes all vital information for the league. *[Google Sheets replaces offline spreadsheets]*
- **Article II, Section 1** - (d) The varsity roster includes seven 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).
- **Article IV, Section 1** - (b) Once a player has been added via the CHA Forum, the GM has 1 hour to add the player on Fantrax. After that, the player will return to free agency. *[Grace period reduced from 24 hours to 1 hour]*
- **Article IV, Section 1** - (d) Players flagged for IR cannot be added to the varsity roster, neither from free agency nor from JV. When IR+ is active (see Article II, Section 1(d)), players with *any* injury flag cannot be added to the varsity roster.
- **Article IV, Section 5** - (a) Any player that is released by his CHA team is sent directly to waivers. The player remains on waivers for 24+ hours.
- **Article IV, Section 7** - (a) Teams are limited to 15 promotions per season. (b) The first five promotions made by a team cost \$250,000 each. The next five promotions cost \$500,000 each. The final five promotions cost \$750,000 each.
- **Article IV, Section 8** - (e) An IR replacement may be dropped and replaced for a \$250,000 “second replacement fee”. This fee applies to the team’s salary cap for the remainder of the season. An IR replacement cannot be replaced in this manner until he has been on the roster for one full month. Additionally, a “second replacement” can only be added once per month per injured player.
- **Article IV, Section 8** - (l) Once an injured player has been reactivated by his Capwise team, he cannot be moved back to IR during the same IR sting.
- **Article IV, Section 9** - (a) At the beginning of the calendar year, each team is given three “free drops” to use – one for a forward, one for a defenseman, and one for a goalie. (b) Free drops can

only be used on players earning \$3,000,000 or less. (c) The free drop player may be dropped at any time during the calendar year at no cost. (d) Free drops are made by posting in the Player Movement thread and noting that the release is a free drop (as opposed to a standard drop or a buyout).

- **Article V, Section 1** - (f) One side of a trade may include simply “Cap considerations”. This would apply when a team is taking on an expensive, low-value player to give the other team cap relief. The inclusion of cap considerations does not imply any future assets transferring. (g) Partial cap hits cannot be retained through a trade.
- **Article VIII, Section 2** - (c) The Amateur Draft follows a serpentine pattern and is 6 rounds long (note: amateur drafts will change to a straight pattern in 2024).