

VGHL SEASON 21 RULE BOOK



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- i. Harassment of other users.
- ii. Abuse or disruption of our services.
- iii. The impersonation of VGHL staff.
- iv. Advertising of third party services or websites, unless authorized by us in advance and in writing.
- v. Abusive language and excessive trolling of players and forums.

VGHL Staff reserves the right to remove any individual they deem has intentions to disrupt or damage the integrity of the league. The severity of punishment will be decided on a case by case basis. VGHL staff reserves the right to fine, suspend, blacklist, or ban users at any time if they are found violating any of these terms.

VGHL users must register, have access to, and operate their own account for all league activities. Account sharing is not permitted. VGHL staff reserves the right to request verification from any user at any time if an account is suspected of suspicious activity. Players may be suspended indefinitely by the VGHL until this is complete. Failure to cooperate could result in removal from the league. Verification will be handled on a case by case basis, and all terms will be stated by the VGHL. VGHL staff reserves the right to fine, suspend, blacklist, or ban users at any time if they are found violating any of these terms.

The VGHL Staff requires all users of our discord server to verify themselves and abide by the 'Discord Rules and Guidelines' at all times. This information is located directly in our server and may be modified at any time. The punishment for failure to abide by these rules can result in suspension or permanent removal of discord privileges, suspension of play, blacklisting and/or removal (ban) from the league.

VGHL Office Hours are 5:00 PM - 8:00 PM EST on Sunday, Monday, Wednesday, & Thursday. The office is closed from Thursday 8:00 PM EST until Sunday 5:00 PM EST for all transactions, and the VGHL will not open new inactive cases.

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Section 1 – Gameplay

1.1 General

1.1.1 Regular season and playoff games must be played 6 vs. 6. It is up to Team Management to make sure they have a full line-up at game time.

1.1.2 If a player quits on his/her team during a game, the player will be eligible for suspension at the discretion of the VGHL. Players caught quitting VGHL games to join games in a different league will face harsh suspensions and possible blacklisting.

1.1.3 VGHL game times are listed below (Eastern Standard Time - EST). Teams may have up to 8 scheduled games in a week.

i. **Sunday:** NHL 9:30/10:30 AHL 9:00/10:00, PHL 9:30/10:30

ii. **Monday:** NHL 9:30/10:30, AHL 9:00/10:00, PHL 9:30/10:30

iii. **Wednesday:** NHL 9:30/10:30, AHL 9:00/10:00, PHL 9:30/10:30

iv. **Thursday:** NHL 9:30/10:30, AHL 9:00/10:00, PHL 9:30

1.1.4 If you do not have a full roster at game time there will be a **10 minute window** to start the game. If a team is unable to play a forfeit will be issued. NHL & PHL search window ends at :39:59, AHL window ends at :09:59. To claim a forfeit for failure to search within 10 minutes, a team must provide a pair of time stamped PSN screenshots showing a game search occurring within the open window and at the end of the window. Pictures are not required if the losing team claims a forfeit loss on the website using the Manager Control Panel.

1.1.5 Teams discussing the possibility of FF must do so following the VGHL game night rules. If a game is to be forfeited, it is to be posted in the appropriate area and no game shall be played that evening. If these rules are ignored, and a game is played, the game is official and no other decision can be made.

1.1.6 If any team uses an illegal roster, the result will be a 1-0 regulation forfeit win for the opponent.

1.1.7 The VGHL operates Sunday through Thursday.

1.1.8 Teams must use the pin number generated by the website to search for a game using club challenge. **If the game code triggers EA censorship simply remove one of the digits causing the issue and communicate with your opponents management on the new code.**

1.1.9 The home team on the site selects home, and the away team selects away. The home team inputs the server selection of their choosing. The away team must select 'ANY' for server selection. If the away team refuses to follow these settings, and it is preventing the game from starting, they may be reported to the VGHL resulting in a forfeit loss. The VGHL requires time-stamped PSN screenshots showing correct settings and the match up screen.

1.1.10 **Only servers located in North America are eligible to be selected by the home team.**

1.1.11 If a team has an issue with a game which has already started and requires staff assistance for a potential forfeit win, the team must stop playing the game and send their

evidence to their league commissioner for review. Staff will not reverse the results of any game if teams continue to play the game out unless invalid rosters were used. If a team stops a game that has started because they feel that the other team has broken a rule, staff will review their evidence and decide which team shall receive the ff win. Partial games will not be restarted or rescheduled once they have been stopped for staff review.

1.1.12 Any game that is not completed on the original scheduled night, due to EA/PSN issues, and is not settled via forfeit, will be rescheduled to a new time, and starting at a 0-0 game. Stats, lineups, etc. will not be carried forward.

1.1.13 A VGHL game officially begins with puck drop of the opening faceoff. At this time lineups are locked in and all applicable rules including disconnects, ECU's etc must be followed.

1.1.14 All VGHL league teams must follow the following jersey colour scheme:

Home Team = Dark Colours

Away Team = Light Colours

Games cannot be stopped, ended or restarted if Jersey Colours have been incorrectly applied and the game has already begun.

1.2 Disconnects (DC)

1.2.1 If any player disconnects before the 2 minute mark of the start of the game or of the restarted game, the game is to be paused at the earliest whistle and is to be restarted. All play up to the whistle, including any cpu stats will still carry over into the restarted game. There will be no 2 minute DC penalty for this restart, and it will not count toward a player's limit of 2 disconnects.

1.2.2 If a single skater disconnects after the 2 minute mark of the first period, or of the restarted game, the game must be played until the next period. During the intermission the teams must take stats and restart. Upon restarting, play **CAN NOT RESUME** until the disconnected player takes a DC penalty and is in the penalty box. The 1st period becomes the first period to be made up.

1.2.3 If the goalie or two players from the same team have disconnected, the game is to be paused at the next available whistle. Each team is responsible for recording their stats and the time of the restart, then the game is to be restarted. All play up to the whistle will still be counted. If a goalie has disconnected then the team may choose who is to take the DC penalty. If players on both teams disconnected then the penalties are voided and no team has to take a DC penalty. If two players from the same team have disconnected then the team that had the DC's may choose between the two for taking the penalty upon restart. If two players DC only one DC penalty has to be taken.

1.2.4 If a player disconnects during an intermission (between periods), teams **MUST** continue into the next period and follow the above guidelines. Teams **NEVER** back-out and restart during intermission.

1.2.5 Any stats accumulated by computer players will carry over into the restart.

1.2.6 Teams have up to 10 minutes to restart the game after a DC. If a team cannot produce the same lineup, NHL teams must use an ECU. AHL teams may use a player from their roster or an ECU. PHL teams may use a player from their roster or an ECU. If an ECU is used, the

ECU'd player must follow all ECU guidelines and the ECU will count as an official ECU. Any player replacing a DC'd player must replace that player in the exact same position which that player was playing before they DC'd.

1.2.7 If a team is unable to restart the game after 10 minutes, the result will be a 1-0 regulation forfeit loss. If the DC occurred in OT and the team is unable to restart the game after 10 minutes then the result will be a 1-0 overtime forfeit loss.

1.2.8 Any player that disconnects twice during one game is not allowed to play in the next restart. Teams must replace this player following guidelines set in Rule 1.2.6. The ECU used must follow all ECU guidelines and the ECU will count as an official ECU.

1.2.9 If a team has any ongoing penalty time when a game must be restarted, the team is obligated to take that remaining time as well as the DC penalty.

1.2.10 The team that has the player/player's DC must pause the game and backout. If they do not and continue to play passed the above guidelines the game will result in a forfeit loss.

1.2.11 Each team is responsible for their own stats on restarted games.

1.2.12 In the event of a DC, all players must continue with the player build selected in the original attempt. The opposing team is responsible to submit evidence to the VGHLDC if this is violated. Infractions could result in an invalid roster and suspensions for those involved.

1.3 Game Freezes and Game Loops

1.3.1 If a game freeze or game loop occurs during a game, and the game is able to continue, the game must go on with whatever time, penalty minutes and score that the score clock is showing after the freeze or loop. Any goals lost as a result of a freeze or loop will not count towards the official game score. If a game freezes before the game ends and stats are not able to be retrieved, the game must be restarted from the beginning of the game with a 0-0 score.

Section 2 – Code of Conduct

2.1 General

2.1.1 All members of the VGHL are expected to carry themselves in a respectful manner at all times. Trash talking is allowed, but if it gets out of hand and people start complaining. Then action will be taken by the staff. The players and captains involved will be contacted.

2.1.2 If for any reason a player feels that another player is making his or her VGHL experience unenjoyable, that player may contact [their league commissioner or PA representative](#) for further action. The reported player may appeal a ruling by contacting the [Advisory Board](#) within 24 hours. Once there is a ruling, the decision is final.

2.1.3 Players must play their VGHL league games using the PSN account associated with the Primary or Alternate 6vs6 Gamertag located on their gamer profiles. If they wish to change the PSN associated with their account, they can only do so during the off-season when the Status Change edit feature becomes available. If players use the PSN account name change feature during the season they're eligible to use the new name given they follow the instructions located in the [Mid-Season PSN Name Change Requests](#) Forum on the VGHL website.

2.1.4 Any player complaints should first be addressed by team management, followed by the VGHL. These issues should not be addressed in the general population (e.g. chat box, Forums, Etc.).

2.1.5 All members of the VGHL are expected to carry themselves in a respectful manner when using the site. Excessive trolling and abusive behavior could result in the temporary or permanent removal of your league privileges.

2.1.6 It is not the responsibility of the VGHL to monitor the actions of its members outside of the confines of the league. As such, the VGHL will not be held accountable for any actions carried out by its members in these events and will not be willing to provide members with any form of conflict resolution. If you feel that any member of the community is directly or indirectly causing you any form of disturbance, please resolve these matters on your own or contact the appropriate authorities for further assistance.

2.2 Infractions

2.2.1 All infractions must be posted in the infractions section in the Manager Control Panel within 24 hours of game-time. [All evidence for the complaint must be submitted to the commissioners](#) within 24hrs of game time or the case will be invalid. Posts may be made by either team.

2.2.2 If a player is under suspension and has not served the entire term of the suspension once that player's season/playoffs have ended, the remaining games will be carried over to

their following season.

2.2.3 Players that are suspended are exempt from all game requirement rules.

2.2.4 Suspended Players can NOT serve out suspension on the IR. Games missed while on the IR will not count towards their suspension.

2.2.5 Repeat offenders will receive more severe suspensions for continued offenses regardless of the nature of the offense. Three suspensions in one season could result in a season ending suspension, severe team fine, or blacklist.

2.3 Owner/Captain & Player Communication

2.3.1 All players that play in the VGHL represent the league. All player names used must be respectful. If the VGHL finds a player name to be disrespectful that player will be suspended until he/she changes their name. To what some people find funny, some will find offensive. Keep it Clean!

2.3.2 All connection issues must be reported to team management before game time. It is the player's responsibility to prevent connection problems during games.

2.3.3 Respect your teammates, owners, captains and your opposition. Unsportsmanlike conduct will NOT be tolerated by the VGHL. We are all here to play and have fun, with the opportunity to be in a competitive environment.

2.3.4 All appointed Owners must work alongside their NHL and AHL captains in their organization.

2.3.5 A player cannot under any circumstances talk to another team's owner asking them to acquire them, even if the owner contacted them first. The only exception is to offer management opportunities to expiring contracts in the off-season.

2.3.6 A player is not allowed to act as a team manager in trade negotiations with other teams, posting transactions, or have any access to the Manager Control Panel under any circumstances. Sharing accounts will result in a possible fine and or suspension from the VGHL.

2.3.7 No Player or Manager is allowed to communicate with other team's players regarding league matters (availability, scheduling, transactions, etc.) other than to organize a game. The only exception is to offer management opportunities to expiring contracts in the off-season. This is considered tampering and the team/player accused will be penalized accordingly by the VGHL.

2.3.8 Management may speak to a player regarding the matters in 2.3.7. (availability, scheduling, transactions, etc.) if granted permission by a member of the player's management team.

Section 3 – Players

3.1 Rights

3.1.1 Players in the VGHL are obligated to meet the Minimum Game Requirements per week. If a player CAN NOT for any reason then it is the PLAYER'S responsibility to inform their team management ahead of time so that the team can adjust the line-ups accordingly.

3.1.2 If a player is unhappy on his/her team and wants to be traded or sent down, the player may request a trade. **To file a trade request you must contact your league commissioner or PA representative.** Players are limited to one trade request per contract year. Please note that managers are not required to trade you only put you on the trade block. Do NOT post in the forum, VGHL Discord server, or message anyone making it public.

3.1.3 All trade requests will be denied by the VGHL until a player has played at least 4 games with the current team.

3.1.4 Players must continue to honor their contracts while a possible trade is being negotiated. Players who refuse to play will be subject to the VGHL black list.

3.1.5 Any player suspended by their team may appeal it through the **advisory board.**

3.1.6 Players must play in the positions selected on the website if instructed by their owner. Owners must play their players in the positions selected on the website if instructed by the player. Players may play outside the selected positions, but may only play a position within the category they selected. The 3 categories are Forward, Defense, Goaltender. Ex. If a player selects LW/RD, he/she may play any F or D position, but may not play G. If any player is found playing outside a selected category, this will result in an invalid roster and a forfeit win for the opposing team.

3.1.7 Only the NHL Owner, AHL Captain, and PHL Owner may ignore 3.1.6 and play any position in any regular season or playoff game.

3.1.8 During the off-season, players with expiring contracts may entertain management opportunities from other teams before deciding if they will accept a contract extension from their current franchise. Teams may only contact players with expiring contracts to offer them management opportunities during the off-season before the captain selection deadline. If a player agrees to take a management opportunity, their expiring contract will be terminated immediately.

3.1.9 During the off-season, players may edit their weekly availability range on their gamer profile. Players must be available for the minimum amount every week, and are responsible to submit this weekly using the availability tool. Players may not play more than their maximum amount in a single week. This range is in effect for the entire season and cannot be changed until the following off-season.

- i. Range 1: 2-5 Games Per Week
- ii. Range 2: 5-8 Games Per Week

3.2 Contracts

3.2.1 All players in the VGHL must play for the team that has acquired their rights.

3.2.2

- i. FA1's and FA2's signed through NHL Pre-Season Bidding and In-Season Bidding will be given a One Way Contract (OWC)
- ii. FA1's and FA2's signed through AHL Pre-Season Bidding and In-Season Bidding will be signed to a Two Way Contract (TWC).
- iii. FAA's signed through AHL Pre-Season Bidding and In-Season Bidding will be signed to an AHL ONLY Contracts (AHLO).
- iv. **In the absence of a planned PHL**, FAP's signed through AHL In-Season Bidding will be signed to Locked AHL ONLY Contracts (LAHLO) and may not be called up or signed to ELCs. Players may obtain draft eligibility if they meet graduation requirements and have not held previous NHL status.

3.2.3 Once a player with a 1 way contract in the NHL is waived and clears both NHL & AHL Waivers, the player becomes a free agent and is available for NHL bidding at any time before the trade deadline. Bidding for a NHL 1 way contract will begin at \$500,000.00

3.2.4 Once a player with a 1 way contract in the NHL is waived and clears both NHL & AHL Waivers, the player becomes a free agent and is available for AHL bidding at any time during the regular season and playoffs. Bidding for a AHL 2 way contract will begin at \$250,000.00

3.2.5 Once a player with a 2 way contract in AHL is waived, and clears waivers, the player becomes eligible for free agent bidding by NHL teams at any time before the trade deadline. 2 for a 1 way contract will begin at \$2,500,000.00.

3.2.6 Once a player with a 2 way contract in the AHL is waived, and clears waivers, the player becomes eligible for free agent bidding by AHL teams at any time during the regular season and playoffs. Bidding for a 2 way contract will begin at \$250,000.00.

3.2.7 Once a player with an AHL ONLY contract in the AHL is waived, and clears waivers, the player becomes eligible for free agent bidding by AHL teams any time during the regular season and playoffs. Bidding for all AHL ONLY contracts will begin at \$250,000.00.

3.2.8 FAA's signed through in-season bidding will be signed to AHL ONLY contracts. Bidding for AHL ONLY contracts will begin at \$250,000.00. AHL teams can sign FAA's during the regular season and playoffs.

3.2.9 Once a FAA/AHLO has played **15 regular season** games in one season at the AHL level their contract will be upgraded to a 2 way contract. Players that are on the IR will NOT graduate.

3.2.10 FAA's are only eligible for PHL rosters **through the 2nd draft of the season** but will be left open for AHL bidding if unprotected.

3.2.11 FAP's are only eligible to receive PHL only (PHLO) contracts. In the absence of a planned PHL season FAP's will be eligible for a Locked AHL only Contracts (LAHLO).

3.3 Legend for Registered Player Status

3.3.1

FA1 - Players that were signed to a 1 way contract and are in free agency.

FA2 - Players that were signed to a 2 way contract and are in free agency

FAA - Players that were signed to AHL ONLY Contracts and did not achieve the minimum games played requirement to graduate to a 2 way contract.

FAP - Players that are new, returning, or did not achieve the games played requirement to graduate to FAA status.

BL1 - Players that have been removed from the league before the trade deadline. Players who receive a BL1 will be banned for the remainder of the season and will be eligible to return the following season as a FAP. Players who are eligible to return from their BL1 status must request a status change in the status change thread while it is open during the off-season. Once this thread closes, no status change requests will be processed.

BL2 - Players that have been removed from the league after the trade deadline. Players who receive a BL2 will be banned for the remainder of the season and the following season. They will be eligible for return as a FAP. Players who are eligible to return from their BL2 status must request a status change in the status change thread while it is open during the off-season. Once this thread closes, no status change request will be processed.

BL3 - Players who have been black listed more than one time will receive a BL3 and will need to appeal to the staff for reinstatement. Players who receive a BL3 during the regular season will have to sit out the remainder of that season plus the next full season before being eligible to appeal. Players who receive a BL3 after the regular season will have to sit out a minimum of two full seasons before being eligible for an appeal. The VGHL may also give a player a BL3 status for violating any of the VGHL rules and regulations.

BAN - Players that receive a BAN status may not appeal and are henceforth banned from playing in the VGHL permanently.

IDLE - Players that have requested to be inactive will receive IDLE status. Players who request IDLE status will be allowed to retain their previous status for up to one season. Players will be switched to RETIRED status after more than one season. IDLE players may not be used as ECUs. Players who wish to come off IDLE status must update their gamer profile while it is open during the off-season. Once this thread closes, status change requests will not be processed. If a player wishes to return from their IDLE status during their IDLE season they may do so after the pre-season draft for a PHL ONLY contract. Players must contact the PHL commissioner and make a special request. Players who come off of IDLE status during their IDLE season will

forfeit their previous status. Multi-Season Contracted IDLE Players can NOT return during their IDLE season. The contract will expire if a player is IDLE for more than one season and is switched to RETIRED.

RETIRED - Players that have retired from the VGHL. Players who request to return from RETIRED status are required to update their gamer profile during the VGHL off-season. If a player wishes to return to his/her previous status a request must be made to the VGHLPA before the status change deadline. If a player wishes to return from RETIRED during the season, a request must be made to a PHL commissioner after the PHL draft week. The RETIRED player will be reinstated and eligible for a PHL ONLY contract, regardless of any previous status in the league.

**Players may not go inactive/retired during the regular season or playoffs. Players who go inactive/retired during the season or the playoffs will be black listed according to the VGHL black list guidelines.*

**The VGHL reserves the right to increase players who quit at the PHL level from a BL1 to a BL2*

**Players that are currently Blacklisted, Banned, Idle or Retired can not play or ECU in the VGHL.*

**Eligible BL1, BL2, retired and idle may register after the season begins as FAP*

3.4 Appeals

3.4.1 Players who wish to appeal their BL3 status must post a request for an appeal during the off-season in the appeal thread of the Status Change Section. Once this thread closes, no more appeals can be submitted. The player will be contacted by the **advisory board** to go over the appeal process and answer any questions needed by the player before the case is brought to the league office for review. The player will have to submit a formal letter stating why you believe that you were initially given a BL3 status as well as the reasons why you should be granted a return to the VGHL.

After review, the appeal will be voted on by the VGHL Staff and the player will be contacted by the **advisory board** to deliver the results. If the player is granted reinstatement, the player must agree to all terms of reinstatement which will be delivered by the **advisory board**, before being granted FAP status. If the player receives any further black listings after reinstatement, that player will receive a BAN status and will never again be eligible for an appeal.

If your appeal is denied, you may submit a new appeal during the next off-season when the appeal process reopens.

3.4.2 Players can ONLY appeal their suspensions if they notify their **league commissioner** before the office closes the night of the suspension. The player must then submit a written document to the **advisory board** stating why they feel that their appeal should be reviewed. Appeals must be submitted to the **advisory board** within **24 hours** from the time the suspension was posted. **All submissions must be made via direct message on the VGHL website.**

3.4.3 If a player notifies **their commissioner** that they wish to appeal their suspension before the office closes on the night of their suspension, they will be allowed to play that night and

may use the full 24 hours to prepare their written appeal. All submissions must be made via direct message on the VGHL website.

3.5 Availability

3.5.1 Players and AC2 managers must use the lineup tool to submit their availability each week by Sunday at 4:00 PM EST. The number of games submitted must fall within the pre-selected weekly availability range on the gamer profile.

3.5.2 Availability must be updated every week throughout the season by all players and AC2 managers. Each block of games will be open one week early, and will be available from Sunday at 5:00 PM EST until the following Sunday at 4:00 PM EST. Changes may not be made to weekly availability after it is locked.

3.5.3 If a player or AC2 manager does not follow 3.5.1 & 3.5.2, and leaves a week blank, the player is not eligible to play during the week. This does not apply for ECU eligibility.

3.5.4 If a player or AC2 manager fails to submit lineup requests for two consecutive weeks, the player will be blacklisted. If a player misses three non-consecutive weeks in one season, he or she will be blacklisted. If a player submits a request of any amount that falls below the selected weekly range, and is reported by his or her management to the VGHL, the same process will apply.

Section 4 – Management

4.1 Owner & Captain Responsibilities

4.1.1 All Owners, Captains, and Assistants must follow all the rules and guidelines set by the VGHL. If the VGHL deems a team to be poorly managed and feels that the team is hurting the league, the VGHL can step in and attempt to restore the team using any management tools necessary.

4.1.2 Each Franchise must consist of an NHL Owner, NHL Captain, AHL Captain and AHL Assistant Captain. Owners may pick their NHL and AHL Captains. The AHL Captain may pick their Assistant Captain. All transactions posted by AHL management will be considered official once they are posted.

4.1.3 PHL teams have no affiliation to any NHL franchise. Each PHL team must consist of an Owner and Captain.

4.1.4 NHL Owners can remove management players from the franchise but are required to buyout their contract. Captains and Assistants that are bought out are placed in free agency.

4.1.5 Captains and Assistants that are bought out at the NHL/AHL level, may NOT be bid on in free agency by the NHL/AHL franchise that bought their contract out. PHL Captains that are released will not be auto assigned back to the team that released them.

4.1.6 All VGHL Managers must communicate lineups, game times, roster changes, and roster needs to all the players on the team.

4.1.7 All VGHL Managers are expected to communicate with other team's Managers on all VGHL matters.

4.1.8 Team Management is allowed to suspend a player on his/her team with good reason. Team suspensions must be done in the team's "Team Page" with a valid explanation. **Team rules are not recognized by the VGHL.** At no time may a custom team suspension contradict any of the VGHL rules.

4.1.9 Teams may name a second assistant captain (A2) after the off-season bidding period. This captain will have limited access to management privileges and can be removed or traded without consequence.

4.1.10 If an Owner, Captain, or Assistant can not be present for a game, it is their responsibility to notify the VGHL Staff and opposing team on who will be responsible for their team.

4.1.11 Each team is responsible for its own stats. All stats must be posted on the site within 12 hours of scheduled game times. Teams will be fined 200k in the NHL, 100k in the AHL and 50k in the PHL for not posting their stats on time. Teams that do not have their stats recorded and submitted to the VGHL within 24 hours of scheduled game times will be fined an additional 200k for the NHL and 100k for the AHL. Any teams caught tampering with stats or

rosters are subject to fines, suspensions, or blacklist from the VGHL.

4.1.12 Teams that play with an illegal roster will forfeit the game.

4.1.13 Forfeited games that are not played will still count as a game played for players on the winning team as long as the following guidelines are met:

- i. Team line up must be posted using the lineup tool by Sunday 7:30 PM EST.
- ii. Adjustment lineups must be submitted 1 hour before the scheduled game time.
- iii. A time stamped PSN screenshot of the teams line up must be taken within 30 minutes of the scheduled game time.
- iv. A time stamped PSN screenshot must be submitted to **your league commissioner** within 12 hours of the scheduled game time.

4.1.14 Forfeiting games will result in fines issued by **your league commissioner**. The first forfeit will be a warning, subsequent forfeits will result in a 200k fine for NHL teams, 100k fine for AHL teams and 50k fine for PHL teams.

4.1.15 All managers will be warned when a team reaches 4 forfeits. If the team reaches 5 forfeits, management will be eligible for removal by their league commissioner (excludes final week of season).

4.1.16 Management may not input stats for forfeit wins or losses. All forfeit stats must be reported to VGHL Staff using the MCP on the website. Failure to follow this process will result in fines from **your league commissioners**.

4.1.17 Any NHL Owner, NHL Captain, AHL Captain, AHL Assistant Captain, PHL Owner or PHL Captain that quits during the season on his/her team will automatically have their status changed to BL3.

4.1.18 Management transactions which have not yet been approved by the league may not be leaked by anyone regardless of the significance. **ANY** infractions will be dealt with by the **league commissioners** accordingly and could result in fines, suspensions or possible blacklists.

4.1.19 Management is responsible to monitor a player's weekly game range as reflected on the player's gamer profile. If an opposing team is suspected of using a player beyond a weekly maximum number of games, an infraction request may be submitted to your league **commissioners** to forfeit the game due to invalid roster. On the flip side, management has the ability to report their own players to **their league commissioners** for failure to submit their minimum selected games played using the availability tool. The VGHL is not responsible for any violations that were not reported.

4.2 Player Management

4.2.1 Managers must report players to their **league's PA representative** if a player is inactive, uncontrollable, or unresponsive. The definition of an inactive player is as follows: a player will be deemed inactive once they miss at least four games which they have been scheduled to play and they haven't communicated with their management. A game is considered missed if it was submitted by the player and scheduled by management on the lineup tool following all guidelines, and the player no shows. The definition of an unresponsive player is as follows: a player who fails to reply to a message sent from the player's management team in four league days (League Days: S,M,W,Th). Falsely reporting inactive players will result in team fines from

the VGHL. The PA will not assist in any inactive claims if the lineup tool has not been used to list weekly lineups. If a player fails to submit lineup requests for consecutive weeks, the player will be automatically blacklisted by the lineup tool. All evidence for inactive players must be added under the reason section of the report. Evidence from non-official platforms may be dismissed by the PA including, but not limited to, 3rd party messaging apps or private discord servers.

4.2.2 All players must meet the minimum games per week requirement. If a player does not meet the minimum games played per week requirement, the team will be fined 200k per game at the NHL level and 100k per game at the AHL level. Fines will be doubled for each consecutive week of inactivity and will continue to be doubled as such. NHL, AHL and PHL managers who do not report inactive players to the VGHL will be subject to fines. Team Management does not have to play 2 games per week at the NHL, AHL and PHL level. Please note that send downs and call ups must still follow this rule.

4.2.3 Minimum Game Requirements for Players with weeks having:

- i. 6 or more games: Players must play a minimum of 2 games.
- ii. 4 to 5 games: Players must play a minimum of 1 game.
- iii. 3 or Less games: Players have no weekly game requirement.

4.2.4 Minimum Game Requirements for Traded Players and Players Signed Through Free Agency:

- i. **Sunday Trade/Signing:** Players signed through free agency must play a minimum of 2 games. Traded players must play a minimum of 2 games for their new team and have NO minimum requirements for their old team.
- ii. **Monday Trade/Signing:** Players signed through free agency must play a minimum of 1 game. Traded players must play a minimum of 1 game for their new team and have NO minimum requirements for their old team.
- iii. **Wednesday Trade/Signing:** Players signed through free agency have NO minimum requirements. Traded players have NO minimum requirements for their new team or their old team.
- iv. **Thursday Trade/Signing:** Players signed through free agency have NO minimum requirements. Traded players have NO minimum requirements for their new team and must play a minimum of 1 game for their old team. *Reschedules DO NOT adjust these requirements unless they are played during the same week that they were originally scheduled to be played.

4.2.5 To place a player on the IR, managers must use the action buttons on their rosters between 10:00 AM EST and 8:00 PM EST on game nights.

4.2.6 All call-ups must be posted in the Call Up section in the Manager Control Panel by **8:00 PM EST.**

4.2.7 All Players acquired through In-Season Free Agency and Waivers must play 2 games before they can be moved.

4.2.8 Players called up from the AHL must play one game before they can be re-assigned back to their AHL team.

4.2.9 AUTO TRANSACTION PROCESS FEATURE: Teams may go forward with their transactions without the approval of staff for call ups, send downs, and placing players on IR. These transactions must still fit within our office hour guidelines. Any time sensitive

transactions which expire after office hours and have not yet been approved by the staff may not be used. If the staff denies the transaction after the team has moved forward, their games played will be forfeited. Management is expected to let the Transaction Team know of other moves they are processing. An example would be letting staff know you have an IR placement waiting on approval in your post for a call-up. Waiver claims and trades may not be used until they have been approved by the staff.

4.2.10 Trades must be approved by the VGHL Staff before a team is allowed to move forward with the transaction. Once both parties have accepted a trade, the trade may not be cancelled unless both parties post their agreement to have the trade voided. A VGNHL owner may veto a trade made by their VGAHL manager, even if both parties have agreed to the trade, without needing another manager to agree to void the trade, as long as the trade has not yet been approved by the VGHL. Once the VGHL has approved a trade, the trade is final.

4.2.11 A player may not be traded back to their original team on the same game day that they were traded off of their original team.

4.3 NHL Specific

4.3.1 All NHL teams will operate with a salary cap of \$32,500,000.00

4.3.2 Team rosters at the NHL level must always consist of a minimum of 10 players up to a maximum of 13 players. One spot will be given to the Owner and one spot to the Captain. The captain will be appointed by the Owner and approved by the VGHL. All Rosters must stay within the guidelines of the VGHL and the Salary Cap.

4.3.3 Any team over the salary cap at the end of the season will have the balance carried over to the next season.

4.3.4 Two Way Contracted players **may not play more than twelve games** in the NHL per season, per Team. This includes playoff games.

4.3.5 Teams are not allowed to trade inactive players.

4.3.6 Teams are not allowed to waive or trade players on the IR.

4.3.7 Players called up to an NHL roster while under a TWC, if traded, will be traded to an NHL roster. They can not be called up then traded to a different franchise's AHL roster.

4.3.8 NHL can not place an AHL TWC player on the NHL IR. If the player needs to be placed on the IR, he must first be returned to the AHL and placed on the AHL IR.

4.3.9 Teams are allowed to trade draft picks. No team may exceed 4 draft picks from one season.

4.3.10 If an NHL Team wishes to buyout a player with an extension contract they must do it during the off-season contract period. Teams must continue to pay 50% of the player's salary for the remainder of that player's contract.

4.3.11 FAA's may not be appointed as NHL Captains.

4.3.12 Teams may promote AHL players to NHL management during the regular season by

first acquiring them on the NHL roster with an ELC contract. AHL management may not be promoted to NHL management while they are managing AHL teams.

4.3.13 If a player under an extension contract is promoted to management, that player must honor the length of their contract as management for the remainder of their contract years. The player's salary will be adjusted by the league during the off-season should they choose to remain a manager. The Owner has the option to return the player to their roster during the off-season. The player would return as a player for the remainder of their contract years at their existing salary. The Owner may also choose to buy out the player per our buyout rules during the off-season.

4.3.14 Any One Way Contract (OWC) that has cleared waivers and is on an AHL team at season's end will automatically become a Free Agent. If that player has an extension contract, this rule still applies. The NHL team will continue to pay a buyout penalty for the remainder of their contract.

4.3.15 If a player that was signed to a One Way Contract (OWC) through Free Agent Bidding was promoted to Captain during the season, the Owner has the option to return the player to their roster during the off-season and use a PBR extension on him.

4.3.16 At the end of the playoffs, any TWC players left on the NHL roster will be returned to their AHL affiliate. If the team does not have enough roster space and or salary cap for the player to return, the team will be forced to buy out the contract.

4.3.17 Owners have the ability to simultaneously perform call-ups, send downs, and IR moves in any combination **only as long as the transactions fit within all of the rules and guidelines. The IR request must be valid and will cause the moves to be cancelled if it is not.**

4.3.18 Teams may trade for the re-sign rights of players with expiring contracts during the off-season contract period.

4.3.19 Teams may contact players with expiring contracts during the off-season before the captain selection deadline to offer them a management opportunity. If a player agrees to take a management opportunity, their expiring contract will be terminated immediately.

4.3.20 If a team has not selected an NHL captain before the captain deadline, a fine of 500k will be handed out on a 24h cycle until a captain is named. If a team has not selected AHL management before the deadline, a fine of 250k will be handed out per position on a 24 hour cycle until all positions are filled.

4.3.21 If a team is unable to name a free agent or a player with an expiring contract as their captain by the captain deadline, they may name a player acquired through a trade during the off-season contract trade period as their captain. A fine of 500k will be handed out along with late fees in accordance with the rules set out in 4.3.19. The player's salary will also be set by the VGHL staff by using the manager salary formula.

4.3.22 Owners may trade the rights of players with extension contracts who have requested idle status if their contract is not expiring during the off-season. Managers may not seek any form of compensation if the player does not return after their idle status expires.

4.3.23 Players promoted to VGNHL Ownership by the league during the season to replace owners that quit or were removed will have their salaries adjusted. If the player's salary was

below the minimum NHL Owner salary, it will be raised to the minimum value of \$1,000,000.00 . If the player's salary was above the maximum NHL Owner salary, it will be lowered to the maximum value of \$5,000,000.00.

4.4 AHL Specific

4.4.1 All AHL teams will operate with a salary cap of \$16,250,000.00

4.4.2 Team rosters at the AHL level must always consist of a minimum of 10 players up to a maximum of 13 players. One spot will be given to the AHL captain and 1 spot to the AHL assistant captain. The assistant will be appointed by the AHL captain and approved by the league commissioner. All Rosters must stay within the guidelines of the VGHL and the Salary Cap.

4.4.3 Teams are not allowed to trade inactive players.

4.4.4 Teams are not allowed to waive or trade players on the IR.

4.4.5 If an AHL team wishes to buyout a player during the season, they must carry 50% of the contract for the remainder of the year. This rule also applies to 1 way contract players who have cleared waivers and are currently on an AHL team. Players who clear waivers will be placed in free agency.

4.4.6 Any AHL team over the salary cap at the end of the season will have the balance carried over to the NHL Team for next season.

4.4.7 To promote a player to management during the regular season you must acquire them on your roster first.

4.4.8 AHL Management will graduate to FA2 Status during the off-season if they have met the AHL graduation requirements.

4.5 PHL Specific

4.5.1 All PHL teams will operate without a salary cap.

4.5.2 Team rosters at the PHL level must always consist of 2 management, 10 roster players, and 6 practice roster players. One spot will be given to the PHL Owner and One spot to the PHL Captain. The Captain will be appointed by the PHL Owner and approved by the PHL Commissioner. All Rosters must stay within the guidelines of the VGHL.

4.5.3 Teams are not allowed to trade inactive players.

4.5.4 Teams are not allowed to waive or trade players on the IR.

4.5.5 If a PHL team wishes to release a player, the player will be placed into free agency and will be auto assigned to a new team. The player will not be auto assigned back to the team that released them.

4.5.6 To promote a player to management during the regular season you must acquire them on your roster first.

4.5.7 FA1's, FA2's and FAA's are not eligible for PHL free agency.

4.5.8 FA2's and FAA's that do not have a contract after pre-season bidding are eligible to manage PHL teams. These players will retain their status at the end of the season.

4.5.9 PHL Owners can demote their PHL Captain back to their roster if they have a replacement. Replacements must accept the offer before staff will make them the captain.

4.5.10 PHL Owners and Captains who held their management contract for 50% of the season or more will be eligible for FA2 status the following season and be eligible for the NHL ENTRY DRAFT. This is pending an end of season office vote and approval.

4.5.11 PHL Owners can not place players on the IR once an AHL team has placed a bid on them. Any abuse of the IR will result in fines.

4.5.12 PHL Owners who have held their management contract for 100% of the season will be considered for NHL Ownership for the following season if an NHL team is available. Eligible owners are placed into a ranking system based on their current season contract and performance. It is not a guarantee that an eligible candidate will receive an NHL franchise.

4.6 PHL Fine System

4.6.1 PHL franchises will be fined for infractions similar to NHL & AHL teams. PHL fines will be 25% of standard NHL totals. If a team collects too many fines, management will be reviewed by the VGPHL commissioners and will be subject to warnings and/or removal from the team.

4.7 Reschedules

4.7.1 VGHL teams may not use reschedules during regular season play.

4.8 Appeals

4.8.1 Team managers may appeal any fines or violation points which they have been given by submitting a written document stating why they feel that their appeal should be reviewed. Appeals must be submitted to the advisory board within **24 hours** from the time that the fine was given. Submissions must be submitted via private message on the VGHL website.

4.8.2 Team managers may appeal any forfeit loss which they feel was inaccurately given. Managers will need to submit a request to the advisory board within **24 hours** from the time that the forfeit loss was given. Evidence will be needed to support such requests.

4.9 Lineups

4.9.1 Team managers must use the lineup tool to finalize their lineups each week. The cutoff is Sunday at 7:30 PM EST if they wish to receive any assistance from the league regarding inactives. Team managers must also schedule themselves for games that they wish to play.

4.9.2 Lineup changes may be submitted up to 1 hour before the scheduled game time. This

info will be used when disputing inactive cases or when trying to obtain credit for WGP from an opposing team's forfeit.

4.9.3 Teams will be fined each week if the lineup tool is not used to create lines under the criteria set by 4.9.1 & 4.9.2. NHL: 200k, AHL: 100k per week.

Section 5 – Contracts

5.1 Re-signs

5.1.1 Each NHL team is allowed to re-sign 2 expiring contracts during the off-season contract period. A player's re-sign value will be determined by a Performance Based Rating system. A player's PBR will be based on their regular season performance.

Players will be given a PBR value in one of three categories; Forward, Defense, Goalie. A player's PBR category will be determined by which position they played the most throughout the regular season. If a player has played an equal amount of games in multiple PBR categories, they will be given the highest PBR value. All re-signs must fit within the guidelines set by the VGHL.

5.1.2 Players who wish to change positions in the off-season are ineligible to be re-signed. Any players found to have changed positions prior to being re-signed will be entered into Free Agent Bidding.

5.1.3 Players will receive a minimum re-sign value if they have not met the minimum games played for their PBR category. The minimum games played for all positions is 22 regular season games played.

5.1.4 Players will receive a minimum re-sign value if they have a PBR value lower than 0.

5.1.5 If a player that was signed to a One Way Contract (OWC) through Free Agent Bidding and was promoted to Captain during the season, the Owner has the option to return the player to their roster during the off-season and use a PBR re-sign on him.

5.1.6 Performance Based Rating Re-sign Values

DEFENSE

PBR RANGE	SALARY RAISE
0.00 to 0.49	25%
0.50 to 0.79	50%
0.80 to 1.14	75%
1.15 to 1.44	100%
1.45 to 1.80	125%
1.81 to 1.81+	150%

FORWARD

PBR RANGE	SALARY RAISE
0.00 to 1.00	25%
1.01 to 1.49	50%
1.50 to 1.99	75%
2.00 to 2.39	100%
2.40 to 2.69	125%
2.70 to 2.7+	150%

GOALIE

PBR RANGE SALARY RAISE

0.00 to 1.99	25%
2.00 to 2.49	50%
2.50 to 2.99	75%
3.00 to 3.49	100%
3.50 to 3.99	125%
4.00 to 4.00+	150%

5.1.7 Players that have a split salary during the season must be paid the PBR increase of their combined total salary.

5.1.8 All contract re-signs must be verified by the VGHL. If a player denies a contract re-sign, or does not respond before the deadline, the re-sign will be denied. Teams may re-use the re-sign again if the deadline has not yet passed.

5.1.9 Players have 48 hours after the off-season contract deadline to accept their offer. Players have the right to refuse contract re-signs.

5.2 Contract Extension Negotiation Period

5.2.1 The contract extension negotiation period will take place 3 weeks into the season. The official date and time will be added to the events section.

5.2.2 The maximum number of contract seasons to be given to one player is 2 seasons.

5.2.3 Teams may give out up to three extended contracts. Existing extended contracts on a team's roster will count towards the maximum amount of extension contracts that can be given out during the extension negotiation period.

5.2.4 It is not required that all extension contracts be given out.

5.2.5 Any teams who have more than four players on their roster with extended contracts during the off-season will be fined \$1,000,000 for each additional player. Fines will be applied to the upcoming season.

5.2.6 All contracts must be given out by the contract extension negotiation deadline. All contract transactions must be done in the Manager Control Panel.

5.2.7 All extension contracts must be verified by the VGHL. If a player denies the extension contract, or does not respond before the deadline, the extension contract will be denied and the player will remain on the roster as a one season contracted player. Teams may offer the extension contract to another player if the deadline has not passed.

5.2.8 Players have 48 hours after the contract extension negotiation deadline to accept their offer. Players have the right to refuse extension contracts.

5.2.9 NHL trades will not be processed during the contract extension negotiation period.

5.2.10 Players who sign a contract extension during the season are ineligible to change positions while under contract. Players under contract that change their positions in the off-season will be forced to return to positions they had when the extension was signed.

Note: Any players that signed a contract extension during Season 20 are subject to rule **5.2.10**. For this off-season only, if players wish to change their positions they may be released from their contract with no cap penalty under mutual agreement with their management. If no agreement is reached then the player must honor their contract at the positions they had when they signed the extension or management can buy out the players contract as per rule **5.4.1**.

5.3 Entry Level Contracts

5.3.1 All NHL teams have two Entry Level Contracts (ELC) they can give to two AHL players with 2-way contracts. ELC's may only be given during the season for the current season.

5.3.2 In-season ELC contracts minimum salary will be tiered. The tiers will be based on the previous end of week standings. All players that are signed to a 2 way contract that exceeds the tiered minimum are given an Entry Level Contract at their current salary. The tiers are as follows:

In-season ELC Tiers

1st to 8th	\$4,000,000
9th to 16th	\$3,500,000
17th to Last	\$2,500,000

5.3.3 Once a team signs a player to an in-season ELC they **may not trade that player for 14 days** from the time the contract was approved.

5.3.4 All ELC's are eligible to receive extension contracts to their ELC contract during the in-season contract negotiation period. A player with an ELC cannot receive a franchise tag but may be re-signed per the player's PBR value once their ELC contract expires.

5.3.5 During the regular season, players that have an entry level contract can be sent down/called up without going through waivers. If an ELC player is sent down they are required to play 1 game before being called back up. If they are called up they are required to play one game before being sent back down.

5.3.6 In season ELC's may only be given out once the contract negotiation period has started up to the end of the regular season.

5.4 Buyouts

5.4.1 If an NHL Team wishes to buyout a player with an extended contract they must do so during the Off-Season Contract period. Teams must continue to pay 50% of the player's salary for the remainder of that player's contract.

5.4.2 If an AHL team wishes to buyout a player during the season, they must carry 50% of the contract for the remainder of the year. This rule also applies to 1 way contract players who have cleared waivers and are currently on an AHL team.

5.4.3 If a PHL team wishes to release a player during the season, the player will not be auto-assigned back to the team that released them.

5.4.4 Owners can remove management players from the franchise but are required to buyout

their contract. All Captains and Assistants that are bought out are placed in free agency. NHL Captains can only be bought out before the Trade Deadline.

5.5 Franchise Tags

5.5.1 NHL teams can decide to add a franchise tag to one of their expiring NHL contracts. They will first need to request approval during the off-season contract period from the player in order to re-sign their contract. By adding the franchise tag, the player's salary would not be adjusted by the PBR and it would be locked in at the league average for that position, or at the player's current salary, whichever is higher.

5.5.2 Teams may offer a franchise tagged player a contract extension during the contract negotiation period.

5.5.3 Each team may only add one franchise tag to a player's contract during that contract's life cycle. If a team wishes to add a franchise tag to the same player more than once, they will need to acquire that player again in a future season through pre-season or in-season bidding.

5.5.4 If a player with a franchise tag is traded, the franchise tag is dissolved and the player's contract will expire at the end of the current season, regardless of the amount of seasons remaining on the contract. Extension contract and franchise tag refunds will not be handed out and the trades will not be reversed in the event that managers were unaware of these rules. It is highly recommended that team's request approval to speak with franchise tagged players before agreeing to trade for them. Franchise tags signed during off-season contract week may not be traded prior to the NHL Entry Draft, or the tag will be dissolved, and the player is placed in free agent bidding.

5.5.5 A team may never have more than one active franchise tag on their roster at any time.

5.5.6 A player who has had a franchise tag terminated via a trade or via the contract term may not be re-signed per their PBR.

5.5.7 OFF-SEASON EXTENSION WEEK: If a team has a previously extended franchise tag player on IDLE status, who has not yet registered for the upcoming season, the team may offer a new franchise tag to an eligible roster player. If the original player registers before the off-season status deadline, he/she will retain the original contract and the newest franchise offer will be dissolved. If the old player does not register prior to the off-season status deadline, his/her contract will be dissolved and rights terminated with the NHL team.

5.5.8 Players who wish to change positions in the off-season are ineligible to receive a franchise tag. Any players found to have changed positions prior to being franchise tagged will be entered into Free Agent Bidding.

5.6 PHL Protected Players

5.6.1 PHL teams can offer up to 2 protection contracts per tournament to PHL2 active players on their roster. Protection contracts must be offered during seeding weeks up until the contract negotiation window has closed. Players must accept the offer by the player acceptance deadline in-order for the protection tag to be applied to their contract. The protected player will not enter AHL bidding as long as they remain with the original PHL team that offered them the protection contract.

5.6.2 If a protected player is released, the protection dissolves and the player is eligible for in-season graduation.

Section 6 – Salary Cap

6.1 NHL

6.1.1 No NHL team is allowed to go over the salary cap limit at any time.

6.1.2 NHL teams will have a total of \$32,500,000.00 cap space.

6.1.3 Each NHL Owner and NHL Captain will be given a salary during pre-season. Owner Salaries will range from \$1,000,000.00 to \$5,000,000.00 and will be automatically assessed by PBR performance, and management experience. Captain salaries will range from \$2,500,000 to \$6,500,000 and will be automatically assessed by PBR performance, and management experience.

6.1.4 The NHL minimum player salary is 500k.

6.1.5 Players with a one way contract who clear waivers and are sent to the AHL will have their salary reduced by 50%. The AHL team will pay the remaining 50% of the player's contract until the player is returned to the NHL.

6.1.6 Playoff teams that exceed the salary cap must adjust their rosters to adhere to all salary and roster guidelines once the regular season has ended before advancing to the playoffs. If an owner is unable to adjust their roster, a league commissioner will present them with a plan of action that must be followed. Owners will be expected to have all changes submitted to the commissioner by the opening of the next office day for approval. Any owners refusing to adjust their rosters will be removed before the start of the playoffs. A commissioner will then make all necessary adjustments.

6.1.7 If any franchise names a replacement owner at any time during the season, ECU's and fine totals are subject to review and adjustment by the commissioners.

6.2 AHL

6.2.1 No AHL team is allowed to go over the salary cap limit at any time.

6.2.2 AHL teams will have a total of \$16,250,000.00 cap space

6.2.3 AHL captains and assistants will be given a set salary of \$2,000,000.00 for the captain and \$1,000,000.00 for the assistant.

6.2.4 All 2-way players called up to the NHL will be removed from the AHL active roster and as such their salary will not be applied to the AHL salary cap. If a 2 way player is to return to the AHL and the AHL team does not have enough roster space and or salary cap, that player will be placed on AHL waivers and the NHL team will be forced to carry 50% of the players salary for the remainder of their contract.

6.3 PHL

6.3.1 Team rosters at the PHL level must always consist of a minimum of 12 players. One spot will be given to the Owner and one spot to the Captain. The captain will be appointed by the Owner and approved by the VGHL. All Rosters must stay within the guidelines of the VGHL

6.3.2 Team rosters at the PHL level will always consist of at least 4 player practice roster which is automatically assigned by the league. *Practice roster sizes may be changed at the VGHL's discretion to account for the number of free agents.

6.3.3 Players on a practice roster may not play more than 2 ECU games for their team during each seeding week.

6.3.4 Players on a practice roster may not play more than 1 ECU game for their team during each playoff round.

6.3.5 PHL teams may promote a player from their practice roster to their regular roster by releasing a player from their regular roster to free agency.

6.3.6 Players may not be sent down from the regular roster to the practice roster. All released players are sent to free agency and may be re-assigned to a new team's practice roster. They may not be re-assigned back to their original team.

6.3.7 Random Assignments will be done nightly. Free agents will only be assigned to open spots on a practice roster. Holes on the regular roster must be filled via promotion from the practice roster before the next league night.

6.3.8 PHL teams will not be allowed to call up players from the practice roster after seeding week's have concluded.

Section 7 – Injured Reserve

7.1 General

7.1.1 The injured reserve is for players that will not be able to participate in league play for a limited amount of time. Teams may place an inactive player on IR, but they must report inactive players to the VGHL for removal.

7.1.2 Players placed on Injured Reserve must stay there for a minimum of 7 days.

7.1.3 Players must contact their league commissioner if they require the use of the IR for 3 weeks or more. Team owners will be held accountable if a player has been placed on the IR for 3 weeks or more and the VGHL has not been notified. Improper use of the IR will result in a penalty at the discretion of the commissioners.

7.1.4 Players placed on the Injured Reserve will not count towards a team's salary cap or as a filled Roster Spot.

7.1.5 Teams may not place a player on the IR if it puts them below the minimum roster requirements.

7.1.6 Teams must have enough salary cap space and roster space for a player on the IR to return to the roster.

7.1.7 Players that are removed from the IR are required to play one game before being placed back on the IR.

7.1.8 If a player is improperly placed on the IR and is able to play teams will face a penalty at the discretion of the VGHL commissioners.

7.1.9 Players placed on the IR that are eligible to return must be returned to the roster. Teams that do not have enough roster space and or salary cap to do so must place the player on waivers. The team will be forced to pay 50% of the players salary for the remainder of their contract.

7.1.10 Players placed on the IR may not be waived or traded.

7.1.11 Team Management may not be placed on the IR during the Regular Season.

7.1.12 NHL can not place an AHL TWC player on the NHL IR. If the player needs to be placed on the IR, he must be returned to the AHL and placed on the AHL IR.

7.1.13 Players that remain on the IR at the end of a team's season will be removed from the IR and placed on the team's roster. Teams that do not have enough roster and or salary cap to return the player will be forced to buy out the player and pay 50% of the players salary for the remainder of their contract.

7.1.14 Players on IR can not play for their team or ECU for any other team until they are removed from the IR. Any game played would result in an invalid roster for the offending team.

Section 8 – Free Agents & Waivers

8.1 NHL Waivers

8.1.1 The NHL Waiver order will be based on standings. Teams will be sorted based on the fewest amount of points. In the event of a tie, the following tie breakers will be applied:

1. Wins: Least to Most
2. Games Played: Most to Least
3. Goal differential: Least to Most
4. Goals for: Least to Most

The new waiver order will be posted after Thursday night games by Sunday at 5:00 PM EST. Once a team claims a player they move to the bottom of the waiver order. Once a team places a claim, the claim may not be cancelled.

8.1.2 NHL Waivers take 24 hours. The time starts from the moment the player has been sent down. The Team at the top of the Waiver order will not have to wait 24 hours for their claim to be approved.

8.1.3 All 1 way contracts sent to the AHL must clear Waivers. The dropped player will be put onto a waiver list for 24 hours. Teams will be able to place a claim on this player for 50% of their current salary. After 24 hours, if no teams have claimed the player, they will be added to their AHL roster and may continue to play at the AHL level.

8.1.4 Players claimed for 50% of their salary off of waivers must continue to finish their current contract. The NHL team that put the player on waivers must continue to pay 50% of their contract for the remainder of the contract. This includes multi-season contracts.

8.1.5 No NHL team is allowed to send a 1 way player down to the AHL if their AHL team does not have enough roster space.

8.1.6 NHL Waiver Drops (AHL re-assignment) are not allowed to be made Thursday (8:00 PM EST) to Sunday at 5:00 PM EST. All ongoing NHL and AHL Waivers do not close during the off hours.

8.1.7 NHL Waivers are closed at the Trade Deadline.

8.1.8 Once a player is placed on waivers, their contract is bought out and they are removed from the roster.

8.1.9 Once management places a player on waivers, the player is ineligible to play for that team.

8.2 AHL Waivers

8.2.1 The AHL Waiver order will be based on Standings. Teams will be sorted based on the fewest amount of points. In the event of a tie, the following tie breakers will be applied:

1. Wins: Least to Most
2. Games Played: Most to Least
3. Goal differential: Least to Most
4. Goals for: Least to Most

The new waiver order will be posted after Thursday night games by Sunday at 5:00 PM EST. Once a team claims a player they move to the bottom of the waiver order. Once a team places a claim, the claim may not be cancelled.

8.2.2 AHL Waivers take 24 hours. The time starts from the time the waiver was posted. The Team at the top of the Waiver order will not have to wait 24 hours for their claim to be approved.

8.2.3 Players placed on AHL waivers will remain on the waiver list for 24 hours. Teams will be able to place a claim on this player for 50% of their current salary. After 24 hours, if no teams have claimed the player, the player will be sent to free agency.

8.2.4 No AHL Drops may be made Thursday (8:00 PM EST) to Sunday at 5:00 PM EST. All ongoing AHL Waivers do not close during the off hours.

8.2.5 Once a player is placed on waivers, their contract is bought out and they are removed from the roster.

8.2.6 Once management places a player on waivers, the player is ineligible to play for that team.

8.2.7 AHL Waivers are closed at the Trade Deadline.

8.3 PHL Releases

8.1.1 If a PHL team wishes to release a player during the seeding weeks, the player will not be auto-assigned back to the team that released them.

8.1.2 PHL teams may only drop 4 players per week.

8.1.3 If a PHL team drops a player from their regular roster, the team must promote a player from the practice roster before the next league night. A new player will then be auto assigned to the practice roster.

8.1.4 If a PHL team drops a player from their practice roster, a new player will be auto assigned to the practice roster.

8.4 In-Season Free Agency

8.4.1 All bidding will be done on MVG website. If a player you want to bid on is missing from the list and is registered for the VGHL, then let a VGHL staff member know so he can add the player for you.

8.4.2 All bids will be extended 12 hours after the last bid. Bids may not be cancelled.

8.4.3 All bids at the NHL level for FA1s must be made in 500k increments. Bids for FA2s at the NHL level must start at \$2,500,000.00. A \$500,000.00 increment must be placed if an NHL team wishes to outbid an AHL team who has an active bid on a FA2 equal to or greater than \$2,500,000.00.

8.4.4 NHL bids have precedence over AHL bids. Any time an NHL bid is placed on a player, an AHL bid may NOT be placed. If an AHL bid was placed before the NHL bid, the NHL bid overrides the AHL bid and all AHL bidding ends. NHL bids that override AHL bids will begin at 500k.

8.4.5 All bidding for FA1s, FA2s and FAAs at the AHL level will begin at \$250,000.00.

8.4.6 NHL Free agent bidding is only allowed from the start of the Season to the Trade Deadline.

8.4.6 AHL free agent bidding is allowed during the regular season and during the playoffs.

8.4.7 AHL Teams will not be able to bid on PHL players that have graduated to PHL2 status after the trade deadline.

8.4.8 PHL free agency does not close after the trade deadline. FAPs will be auto assigned to PHL teams throughout the entire season.

8.4.9 PHL free agency will only include FAP's.

8.4.10 The VGHL has the ability to randomly check if a free agent player is active or inactive. A VGHL staff member will message the player and if the player fails to reply in seven days it will result in the player receiving a retired status.

8.4.11 Any team suspected of placing players on IR illegally to place bids on free agents will be subject to review by **your league commissioners**. Penalties may include, but are not limited to, reversal of bids, fines, and suspensions to management.

8.4.12 If a PHL Contract player from the regular roster is signed to an AHL team, the team must promote a player from the practice roster before the next league night. A new player will then be auto assigned to the practice roster.

8.4.13 The league will only auto assign FAP players and only to PHL practice rosters. FAAs are not eligible to be auto assigned.

8.4.14 If a player is removed from a team's roster for inactivity, BL, etc after seeding weeks have concluded, the league will promote a player from the team's practice roster. A free agent will then be assigned back to the team's practice roster.

8.5 Emergency Call-Ups

8.5.1 Emergency Call-Ups must be announced in the Manager Control Panel. There are no salary, roster, or position restrictions on Emergency Call Ups. Emergency Call-Ups will be listed on My Virtual Gaming as ECU in the player roster with **ALL THEIR STATS**. Managers must then list the PSN of the player used in the Game Comments Box.

8.5.2 Each NHL Team may use a maximum of eight ECUs per week. Teams may only use up to two ECUs in one game. Each AHL player may only play a maximum of four ECU games per season, per team. All ECU's must be made from the NHL team's AHL affiliate. AHL Captains and Assistants can be used as an ECU.

8.5.3 Each AHL Team may use a maximum of eight ECUs per week. Teams may only use up to two ECUs in one game. All ECU's can be made from AHL Free Agency, AHL Waiver List, or from the PHL. PHL Captains and Assistants **CAN NOT** be used as an ECU. Each AHL FA/AHL/PHL Waiver player may only play a maximum of four ECU games per season, per team.

8.5.4 Each PHL Team may use a maximum of eight ECUs per week. Teams may only use up to two ECUs in one game. All ECU's must be made for players from **their Practice Roster**. Each PHL **Practice Roster player** may only play a maximum of **six** ECU games per team, per season.

8.5.5 Management needs to post ECU's in the Manager Control Panel within 12 hours of the scheduled game time for which the player was used or the team will be fined.

8.5.6 Illegal use of an ECU in a game will result in a forfeit for invalid roster.

Section 9 – Pre-Season Bidding and Draft Procedures

9.1 General

9.1.1 All bidding will be done on MVG website. If a player you want to bid on is missing from the list and is registered for the VGHL, then let a VGHL staff member know so he can add the player for you.

9.1.2 All bids will be extended 12 hours after the last bid. Bids may not be cancelled.

9.1.3 All bids must be in \$500,000.00 increments at the NHL level.

9.1.4 All bids must be in \$250,000.00 increments at the AHL level.

9.1.5 You can start bidding or outbid another team with more than \$500,000.00/\$250,000.00 but all bids have to be in \$500,000.00/\$250,000.00 increments.

9.1.6 No team may bid with more money than their available salary cap.

9.1.7 At the end of the pre-season bidding cycle any team that does not meet the minimum player roster requirement will be under review by the league commissioners.

9.2 NHL Entry Draft

9.2.1 Each NHL team in the VGHL will be given two draft picks.

9.2.2 Current Two-Way contracted players, AHL/ODC players, AHL managers, and FA2 winners without any previous NHL contracts may be selected for an NHL **Entry Level Draft Contract (ELDC)**. The value of the contract will be determined by their order in the draft selection. TWC, AHLDC, and ECU players who have experience at the NHL level do not lose draft eligibility as these are not considered NHL contracts.

9.2.3 AHL managers, AHL Only contracted players, PHL contracted players and PHL Only contracted players without any previous NHL experience may be selected for an AHL Draft Contract (AHLDC). The value of the contract will be determined by their order in the draft selection.

9.2.4. Players who would otherwise be eligible for NHL bidding, but are drafted are given a **ELDC**. Players who would otherwise be eligible for AHL or PHL bidding, but are drafted are given an AHLDC.

9.2.5. Players with an AHLDC must graduate to two-way status before being called up or ELC'd by the NHL team.

Minimum Salary by Draft Selection:

#1 Overall Pick	\$3,000,000.00
Picks #2 through #5	\$2,000,000.00
Picks #6 through #14	\$1,500,000.00
Picks #15 through #20	\$1,000,000.00
Picks #21 through #30	\$750,000.00
Picks #31 through #60	\$500,000.00

9.2.5 NHL Entry Draft selections will be based on the standings of the previous season. Draft selection will be determined by a weighted lottery selection.

9.2.6 Team Owners are allowed to opt out of the draft. Any team that does not have a representative present for the draft will be skipped, and will not receive a draft pick.

9.2.7 All **ELDC** players selected from the NHL Entry Draft are eligible to receive extension contracts to their draft contract during the in-season contract negotiation period. Drafted players are eligible for a re-sign per their PBR value once their draft contract expires.

9.2.8 Teams may only carry a maximum of four total draft picks during the season.

9.2.9 The VGNHL trade office will open during the VGNHL Entry Draft and will close during VGNHL pre-season bidding.

9.2.10 All **ELDC** contacts are eligible to be sent down to the AHL roster without passing through waivers.

9.3 PHL Entry Draft

9.3.1 All PHL teams will build their pre-season rosters through a snake draft. The draft order will be randomly selected before the draft begins.

9.3.2 Each team will begin the draft with an owner and a captain.

9.3.3 The draft will consist of **6** rounds.

9.3.4 The remaining empty roster spots on each team will be filled with FAPs once the draft ends via the auto-assignment process.

Section 10 – Playoff Section

10.1 Format

10.1.1 For the NHL and AHL, the Division winners will be seeded 1-3 and the remaining teams in the top eight of their conference will be seeded based on standings.

10.1.2 All PHL teams will qualify for the playoffs

10.1.2 Each series will consist of a best of 7 series that will last one league week.

10.1.3 Tie breaker procedures are as followed:

1. Wins
2. Games Played
3. Season series
4. Goal differential
5. Goals for

*Please note: Ties will not be broken past wins until the season ends.

10.1.4 Home Ice is determined by Regular Season records.

10.1.5 Playoff schedule will be as follows:

Sunday

Game 1 9:30 PM EST - NHL, 9:00 PM EST - AHL
Game 2 10:30 PM EST - NHL, 10:00 PM EST - AHL

Monday

Game 3 9:30 PM EST - NHL, 9:00 PM EST - AHL
Game 4 10:30 PM EST - NHL, 10:00 PM EST - AHL

Wednesday

Game 5 9:30 PM EST - NHL, 9:00 PM EST - AHL
Game 6 10:30 PM EST - NHL, 10:00 PM EST - AHL

Thursday

Game 7 9:30 PM EST - NHL, 9:00 PM EST - AHL
Emergency Slot 10:00PM EST - NHL &, 9:30 PM EST - AHL
**only used if 3 games are due thursday*
Reschedule Slot 10:30PM EST - NHL &, 10:00 PM EST - AHL
**would become game 7 if used*

Games MUST BE played in sequential order.

Example: You CAN NOT play game 3 before playing game 2.

10.1.6 If teams decide to play more games in one night than originally scheduled, the series will advance accordingly and the next official time will become the next game in the series.

10.1.7 PHL Schedule is as follows (All series are best of 3):

Quarter Finals

Sunday 9:30

Semi Finals

Monday 9:30

Finals

Wednesday 9:30

10.2 Rules

10.2.1 All NHL & AHL teams will receive 1 reschedule per round. If the team that used the reschedule does not post their reschedule request within 24 hours of the start time, they will forfeit the game. When a reschedule is used the league will push all games back by one slot (ie game 6 9:30, game 7 10:30). If both teams use their reschedules resulting in 3 games on Thursday, the official league times will be 9:30 PM EST, 10:00 PM EST, and 10:30 PM EST. Reschedules may not be used on Thursday for any reason. The opposing team will receive credit for their players showing up if the guidelines are followed:

- i. Team line up must be posted using the lineup tool by Sunday 7:30 PM EST.
- ii. Adjustment lineups must be submitted 1 hour before the scheduled game time.
- iii. A time stamped PSN screenshot of the teams line up must be taken within 10 minutes of the scheduled game time.
- iv. A time stamped PSN screenshot must be submitted to **your league commissioner** within 12 hours of the scheduled game time.
- v. *If any of the above conditions are not met, credit will not be awarded. There are no exceptions made for temporary website outages etc. If you are having difficulty submitting lineups prior to 7:30 PM EST on Sunday, please contact your league commissioner for an alternate solution.*

10.2.2 If teams decide to play more games in one night than originally scheduled, the series will advance accordingly and the next official slot will become the next game in the series. **The league will not lock-in games if teams try to play early, and no reschedules are burned.**

10.2.3 Forfeited games will still count as a game played for the winning team as long as the guidelines follow the same criteria as a regular season game.

10.2.4 Teams may call up players during the playoffs, but they cannot sign them to an ELC.

10.2.5 NHL teams may use up to 2 emergency call ups per playoff round from their AHL affiliates. Emergency call ups will not affect a team's salary cap or roster space. Emergency call ups may be made at any time.

10.2.6 AHL teams may use up to 4 emergency call ups per playoff round from the AHL free agent list and PHL. Emergency call ups will not affect a team's salary cap or roster space. Emergency call ups may be made at any time.

10.2.7 PHL teams may use up to **4 emergency call ups** per playoff round from **their Practice Roster**. Emergency call ups will not affect the team's roster space. Emergency call ups may be made at any time.

10.2.8 All NHL team management and all players on each roster (minimum of 10 players) must play at least 1 game by the end of the 4th game of the series. If a player has not played 1 game and the 4th game is played then that game will be forfeited. Teams will continue to forfeit subsequent games until these requirements are met.

10.2.9 All AHL teams must utilize a minimum of 10 different players by the end of the 4th game of the series. ECUs will count towards the 10 player minimum. If 10 different players have not registered a minimum of 1 game and the 4th game is played then that game will be forfeited. Teams will continue to forfeit subsequent games until these requirements are met.

10.2.10 All PHL teams must utilize a minimum of 8 different players by the end of the 2nd game of each series. ECUs will count towards the 8 player minimum. If 8 different players have not registered a minimum of 1 game following the end of the 2nd game then that game will be forfeited. Teams will continue to forfeit subsequent games until these requirements are met.

10.2.11 Teams will be forced to forfeit games consecutively if they are out of re-schedules.

10.2.12 During the Playoffs transactions may be done, but they must stay within these guidelines:

- i. Once an NHL team has been eliminated they may drop below the minimum roster requirements but may not exceed the maximum.*
- ii. Once an NHL team has been eliminated they may not exceed the salary cap.*
- iii. Once an NHL team has been eliminated they may not call up TWCs.*
- iv. Once an AHL team has been eliminated they may drop below the minimum roster requirements but may not exceed the maximum.*
- v. Once an AHL team has been eliminated they may not exceed the salary cap.*
- vi. Once an AHL team has been eliminated they may not sign free agents.*
- vii. Once an AHL team has been eliminated they may not buy out any players.*
- viii. Once a PHL team has been eliminated they may not sign free agents.*
- ix. Once a PHL team has been eliminated they may not drop any players.*

10.2.13 The Winning Conference of the All-Star Game will host the Finals unless The Regular Season Winner advances when applicable. If no All-Star Game is held during the season, Home Ice is determined by Regular Season record.

10.2.14 Managers may be placed on the IR during the playoffs.

10.2.15 Rules **3.1.9**, **3.5.1** and **4.9.3** will be waived for playoffs. Missing availability will not result in suspensions, failure to submit lineups will not result in fines and all rostered players have no max game restrictions per round.

Section 11 – Blacklist

11.1 General

11.1.1 Players that do not finish out the term of their contract, break rules repeatedly, do not report to the team that has signed them, or members that the VGHL deem to be insubordinate will be placed on the appropriate Blacklist.

11.1.2 All Blacklisted players will lose their VGHL status and must return as FAP's once they are eligible to play if they wish to continue.

11.1.3 Players who receive a BL3 during the regular season will have to sit out the remainder of that season plus the next full season before being eligible to appeal. Players who receive a BL3 after the regular season will have to sit out a minimum of two full seasons before being eligible for an appeal. Players who have been blacklisted more than once will automatically receive BL3 status. The VGHL reserves the right to give a player BL3 status at any time for violating any of the VGHL rules and guidelines.

11.1.4 Players Blacklisted before the trade deadline on a 1 season contract will receive BL1 status and are not allowed to continue to play in the season that they are blacklisted in. Players Blacklisted before the trade deadline on a 2 season contract or players Blacklisted after the trade deadline will receive BL2 status and must miss the remainder of the season in which they were blacklisted in along with the following season.

11.1.5 Repeat offenders and certain members deemed unworthy will receive a BAN status and will not be allowed to return to the VGHL.

11.1.6 NHL Management, AHL Management and PHL Management that quit will receive a BL3 status

11.1.7 The VGHL may hold a vote to change a player's status to BL1, BL2, BL3 or BAN at any time if said player has acted in any way which violates our code of conduct and/or our rules.

Section 12 – Transaction Schedule

12.1 General

12.1.1 Transactions may be processed outside of office hours if the transactions team has the opportunity to do so, otherwise they will be processed during office hours which are between 5:00 PM - 8:00 PM EST on league nights (Sunday, Monday, Wednesday, and Thursday).

12.1.2 The Office is closed from Thursday 8:00 PM EST until Sunday 5:00 PM EST for all transactions.

12.2 Trading

12.2.1 The Trade deadline will be posted on each season's Timeline. The deadlines will occur approximately two weeks before the end of the season.

12.2.2 Trades are not allowed after the Trade Deadline until the Trade Office Opens in the Off-Season.

12.2.3 No trades will be processed during "Off Hours" on game nights.

12.2.4 The VGNHL trade office will open during the VGNHL Entry draft and it will close once the draft has ended. Only draft picks from the current season may be traded

12.2.5 Any trade agreement occurring on the first game night of the VGHL week involving players who did not submit availability by the Sunday at 4:00 PM EST deadline as stated in rule 3.5.1 will be rejected. The trade may be re-submitted the following day if both parties still wish to continue with the transaction.

12.2.6 The VGNHL and VGAHL will open for the regular season during the first week of the regular season.

12.2.7 Trading is not allowed during the PHL tournament

12.3 Free Agency & Waivers

12.3.1 Players with 1-Way contracts are not allowed to be sent to the AHL after the Trade Deadline.

12.3.2 Waivers in the NHL and AHL will begin 1 week after the start of their Season. No Waivers are allowed after the Trade Deadline in the NHL and AHL.

12.3.3 PHL teams will be allowed to release players after the trade deadline. All released players will be placed into free agency and will not be auto assigned back to the team that released them.

12.3.4 NHL free agency is only allowed from the start of the Season to the Trade Deadline. AHL and PHL free agency does not close after the trade deadline.

12.3.5 Emergency Call-Ups are allowed at any time.

12.3.6 The VGHL Waiver office closes Thursday at 8:00 PM EST through Sunday at 5:00 PM EST. Any ongoing waivers during off hours will still continue as normal, and teams may continue to claim. Teams are not allowed to send down or call up players during the off hours.

12.4 Contracts

12.4.1 In-season Entry Level Contracts may only be given out once the contract negotiation period has started up to the end of the regular season.

12.4.2 Contract re-signs, contract extension buyouts and franchise tags are to be done during the Off-Season Contract Period.

12.4.3 All contract extensions must be given out by the contract extension negotiation period deadline.

Section 13 – Relocations

13.1 Guidelines and Order of Execution

13.1.1 Owners who have been approved to return for the upcoming season may relocate franchises within their existing division if another franchise is available. All existing NHL and AHL assets and fines will move with the franchise.

13.1.2 Owners who have been approved to return for the upcoming season may choose to swap franchises with other interested owners within their existing division. All existing NHL and AHL assets and fines will move with the teams involved in the swap. Teams may opt to buy out the relocation fee by doubling the donation.

13.1.3 Owners who have been approved to return from playoff franchises may relocate their franchise to one of the other divisions within their existing conference if a franchise is available. A relocation donation of \$50 CAD must be made and a relocation fee of \$2,500,000.00 will be deducted from the franchise's upcoming season salary cap. All existing NHL and AHL assets and fines will move with the franchise. Teams may opt to buy out the relocation fee by doubling the donation.

13.1.4 Owners who have been approved to return from playoff franchises may choose to swap franchises with other interested owners from one of the other divisions within their existing conference. A relocation donation of \$25 CAD must be made per team and a relocation fee of \$2,500,000.00 will be deducted from both franchise's upcoming season salary cap. All existing NHL and AHL assets and fines will move with the franchise. Teams may opt to buy out the relocation fee by doubling the donation.

13.1.5 Owners who have been approved to return from playoff franchises may relocate their franchise to a conference outside of their existing conference if a franchise is available. A relocation donation of \$100 CAD must be made and a relocation fee of \$5,000,000.00 will be deducted from the franchise's upcoming season salary cap. All existing NHL and AHL assets and fines will move with the franchise. Teams may opt to buy out the relocation fee by doubling the donation.

13.1.6 Owners who have been approved to return from playoff franchises may choose to swap franchises with other interested owners from a conference outside of their existing conference. A relocation donation of \$50 CAD must be made per team and a relocation fee of \$5,000,000.00 will be deducted from both franchise's upcoming season salary cap. All existing NHL and AHL assets and fines will move with the franchise. Teams may opt to buy out the relocation fee by doubling the donation.

13.1.7 Owners who have been approved to return from non playoff franchises may relocate their franchise to one of the other divisions within their existing conference if a franchise is available. A relocation fee of \$2,500,000.00 will be deducted from the franchise's upcoming season salary cap. All existing NHL and AHL assets and fines will move with the franchise. Teams may opt to buy out the relocation fee by making a \$50 CAD donation.

13.1.8 Owners who have been approved to return from non playoff franchises may choose to swap franchises with other interested owners from one of the other divisions within their existing conference. A relocation fee of \$2,500,000.00 will be deducted from both franchise's

upcoming season salary cap. All existing NHL and AHL assets and fines will move with the franchise. Teams may opt to buy out the relocation fee by making a \$50 CAD donation.

13.1.9 Owners who have been approved to return from non playoff franchises may relocate their franchise to a conference outside of their existing conference if a franchise is available. A relocation fee of \$5,000,000.00 will be deducted from the franchise's upcoming season salary cap. All existing NHL and AHL assets and fines will move with the franchise. Teams may opt to buy out the relocation fee by making a \$100 CAD donation.

13.1.10 Owners who have been approved to return from non playoff franchises may choose to swap franchises with other interested owners from a conference outside of their existing conference. A relocation fee of \$5,000,000.00 will be deducted from both franchise's upcoming season salary cap. All existing NHL and AHL assets and fines will move with the franchise. Teams may opt to buy out the relocation fee by making a \$100 CAD donation.

13.1.11 Owners may only relocate their franchises once per NHL release.

13.1.12 Owners may waive all relocation fees & penalties if they relocate immediately following a season with \$0 in fines.

13.1.13 Owners with 2 or more consecutive seasons of management may waive all relocation fees & penalties provided all other criteria (excluding 13.1.12) are followed.

13.1.14 Teams will be given Relocation priority based on the number of consecutive seasons ended as a VGNHL Owner. Tiebreakers will be determined based on the previous seasons record (highest to lowest).

Section 14 – Booster Guidelines

14.1.1 Boosters are available in the pro shop to upgrade status as stated by the current VGHL timeline.

14.1.2 Partial donations can be made during the offseason to meet graduation requirements. The partial amount will be calculated by comparing the graduation minimum with recorded games played from the previous season.

14.1.3 Players who use the BL2 & BL3 booster are not eligible for VGHL management positions during the current season. Eligibility is restored the following season.

14.1.4 Any player who buys a booster will immediately become a free agent at the corresponding level. All team rights will be terminated.

14.1.5 Any player purchasing a booster will be removed from the VGHL entry Draft.

Section 15 – NHL Owner Selection Process

15.1 Order of Operations

15.1.1 The NHL owner selection process is as follows:

- i. Current Owner who wants to stay and is voted by staff to return may keep his or her team.
- ii. Current NHL Captain who wants ownership and is approved by staff for ownership.
 - a. Candidates must go into the ranking system.
 - b. If the current owner is leaving, the approved Captain gets the choice to take over the current team as the new owner.
 - c. If the current owner is staying, OR the approved captain doesn't want the current team in the event that the existing owner was not returning, the approved captain gets placed into the candidate ranking order for team selections with 0 team priorities.
- iii. AHL Manager who wants ownership and is approved by staff for ownership.
 - a. Candidates must go into the ranking system.
 - b. If the approved AHL Manager's NHL franchise is available (meaning neither the current Owner or NHL C keeps team) and the AHL Manager makes the cut of top candidates for available teams (aka top 10 and there are 10 available teams), the AHL Manager gets first priority to keep the current franchise
 - c. If the approved AHL Manager's franchise is available but they do not want the current franchise, they will be placed into ranking order for team selections with 0 priorities.
- iv. All remaining eligible candidates will be placed into ranking order. If they make the cut of top candidates for available teams, they will be placed in ranking order for team selections with 0 team priorities.
- v. Anyone may apply to enter the candidate list for NHL ownership. If the person does not have valid VGHL management experience, he or she must provide a reference of good standing in the community (i.e. NHL Owner, Commissioner, other Staff Member), and undergo a phone interview with a member of the advisory board.

15.1.2 Staff Department Heads are eligible for management given they are not involved in any staff related issues regarding their Franchise to avoid any conflict of interest.

15.1.3 New owners may choose to retain all NHL, AHL, and draft assets, or wipe all assets from the franchise and start from nothing during the team selection process. New owners may be eligible to remove all fines carried over by prior management during this stage. Owners with zero affiliation to prior management will be granted 100% removal of fines. Owners who were affiliated with the prior management team will be eligible for fine removal at the discretion of the league commissioners.