

International League of Simulated Hockey

Official Rule Book

A guide for the ILSH General Manager

Daniel Palmer, League Commissioner



Year 3

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The League

The International League of Simulated Hockey (ILSH) was created to provide an authentic hockey team general management experience within a unique context. How would teams be managed if the top professional league in the world was truly international? How would GMs build their teams if they had to meet certain criteria focused on a degree of patriotism? The ILSH sets the stage for those questions to be addressed.

The following rules and guidelines are meant to enhance the GM experience and ensure the smooth operation of the league. As league commissioner, I reserve the right to amend these rules should a situation arise where a “loophole” is found and/or is being exploited by a GM in a way that is contrary to the spirit of sportsmanship encouraged in the ILSH.

Should a GM be found to be conducting activity that is inhibiting the enjoyment of his fellow GMs he will receive a warning to cease such behaviour. The 2nd offense will result in expulsion from the league.

I encourage all ILSH GMs to provide feedback on the league and share ideas on how to make it better. Obviously not all suggestions can be implemented but discussion and sharing of ideas can help the ILSH stay strong for a long time.

Above all, please enjoy yourselves!

GM Responsibilities

Every ILSH GM is required to contribute to the ILSH in a positive manner. This is a key aspect to keeping the league fun and challenging for all. Some of the ways a GM can make a positive contribution...

- **PARTICIPATION**; maintaining a regular online presence, writing articles, commenting on articles by your peers, responding to all trade offers, voting when called upon, volunteering for league “jobs”
- **DUE DILIGENCE**; keeping up-to-date with the rules, ensuring your line-up is complete and competitive, keeping your contact info current
- **RESPECT**; never disrespect the commissioner, fellow GMs or the league itself. This is not a place for childish drama. While a certain level of passion is to be expected (and encouraged), one should never lose sight of the fact that this is only a game. If a sim league means more to you than your job or your family and friends, then this is not the league for you.

The Franchises

Each franchise is composed of a PRO team and a FARM team.

PRO team cities, names and logos have been established by the league and are owned by the league. Any change must be approved by the league commissioner after meeting certain standards of location, originality, and/or quality.

FARM team cities, names and logos have been chosen by their respective GMs. Any change must be approved by the league commissioner after meeting certain standards for location. Originality, and/or quality is at the discretion of the GM.

PRO TEAM

- **20** roster players + **3** scratched players (maximum)
- "Double-shifting" forwards is strictly prohibited. You are required to roll 4 forward lines at all times.
- **Must contain a minimum of 6 active players from the team's country (countrymen) at all times**
- **Verify your opponent's line-up for non-compliance of the "Double Shifting" and "Countryman" rules; your opponent will be forced to forfeit \$1,000,000 + 1 rerate point to you regardless of the outcome of the game.**

FARM TEAM

- Maximum of **50** players with a minimum of 20 + sufficient injury replacements to ensure a complete roster. No "Unknown Player" or "Unknown Goalie" should be used.
- No minimum requirement regarding countrymen
- Maximum player OV allowed = **75**
- Maximum player salary allowed = **\$1,500,000**

SALARY CAP

- Only PRO players count against the cap (including injured players)
- Y3 = **\$46,000,000**
- Y4 = **\$48,000,000**
- Y5 = **\$50,000,000**
- The salary cap must be respected at all times. **Failure to do so will result in the automatic suspension of your highest paid player for 3 games.**

FINANCES

- A positive balance must be maintained in the team bank account at all times
- A negative balance will result in the suspension of the team's highest paid player until the situation is corrected

The Players

When players enter the league their ratings are based on real life stats and/or potential as seen in the NHL, KHL, and other leagues.

Player ratings evolve based on actual ILSH performance, independently of real life performance. **There will be no “NHL Rerates”.**

Rerates are handled by the STHS during the season. Player ratings will be more greatly affected in the FARM than the PRO.

In the off-season GMs will have the opportunity to supplement player development through the distribution of Rerate Points and Training Camps.

Rookies become draft-eligible in the ILSH one year after they are drafted in the NHL. This helps facilitate more accurate initial ratings.

For all players (regardless of contract status) the probability of retirement increases with age as per the table below. Retirement will be forced at age **45**.

Age	37	38	39	40	41
%	40	50	60	70	80

Trades

There are no official restrictions on trading. However, the following points must be respected;

- The NO TRADE clause cannot be waived
- The PRO roster must never contain less than **6** countrymen

Trades must be submitted through the web portal and accepted by both GMs. You may trade players, draft picks (from any year), cash, and/or rerate points (from current season).

Future considerations are allowed, however the GMs involved will be responsible for any follow-up or tracking required to fulfill those considerations. The league will not provide such tracking.

While there is no "Trade Committee" I reserve the right to veto any trade judged to be abusive or potentially disruptive to the prosperity and integrity of the ILSH.

Waivers

PRO players that are **25** years or older will be required to clear waivers prior to being sent to the FARM. The player will remain eligible for claim by another team for **48** hours. If no team claims the player, he will be available on the FARM.

Should a team claim the player, that team must pay **\$350,000** compensation to the original team.

The waiver priority is determined by the current standings.

Contract Extensions

Any player aged **29** or under who is in the final year of his contract may be signed to a contract extension by his current team. Each team can sign up to three players aged **30+** to a contract extension with a mandatory NO TRADE clause.

The maximum contract length is **3** years (or **4** for countrymen). The \$ value for each season must remain constant through duration of the contract.

NO TRADE CLAUSE

The NO TRADE clause is applicable to any player aged **30+** that is signed to a contract extension. Each team is allowed only **3** active NO TRADE clauses on the roster at any given time.

Under no other scenario will a NO TRADE clause be allowed.

Players with a NO TRADE clause cannot be placed on waivers. They may, however, be bought out by paying **50%** of the remaining value of the contract.

Under no circumstance will the NO TRADE clause be waived.

Off-Season Free Agency

There will be two distinct periods for free agent signing during the off-season.

RFA PERIOD

During the RFA period, players with an expiring contract aged **29** or under can still be signed to extensions by their current teams. However, other teams will be able to make offers to unsigned RFAs as well. Should a player accept an offer-sheet from another team, the GM owning the rights to the player must decide whether to match the offer-sheet exactly or opt for compensation. Compensation will be as follows...

- The best **1st** Round and **2nd** Round pick owned by the offering team for the upcoming draft
- The best **1st** Round pick owned by the offering team for the following year's draft
- **\$4,000,000**

UFA PERIOD

Following the RFA period, any player still without a new contract will become an Unrestricted Free Agent. These players can be signed by any team.

Only countrymen can be offered a term of **4** years. All others must be offered no more than **3** years.

Yearly \$ values for the length of the contract must remain constant.

The NO TRADE clause cannot be offered.

Entry Draft

The yearly Entry Draft is comprised of **5** rounds and occurs during the off-season. The draft order is determined by the following methods...

Picks **19-6** are determined by the order of exit from the playoffs with the regular season standing use as a tie-breaker.

Picks **5-1** are determined by a draft lottery involving the 5 non-playoff teams.

- **15th** = **1** ball
- **16th** = **2** balls
- **17th** = **3** balls
- **18th** = **6** balls
- **19th** = **12** balls

Each team must select at least 1 countryman before the end of the draft.

Players will be signed to a **3**-year Rookie Contract based on the round they were selected in. **1st** = **\$850,000** / **2nd** = **\$750,000** / **3rd** = **\$650,000** / **4th** = **\$550,000** / **5th** = **\$450,000**.

Unpicked players aged **23** and under will be made available at the next draft. Those aged **24** and up will become UFAs.

Rerate Points

Teams will be allotted **10** rerate points per year to use on improving player ratings in the off-season. You may use the points on **1** player or up to **5** players.

There is no player OV or PO restriction. However, a maximum of **2** rerate points can be attributed to any given category.

You may trade rerate points from the current season. Rerate points can also be obtained for the following PRO & FARM accomplishments...

- Playoff Champion = **3** points
- Regular Season Conference Champion = **2** points
- Regular Season Division Champion = **1** point

See "Awards" section for bonus points.

Awards

Every year the best players / coaches / GMs will be awarded trophies with bonus rerate points. The selection of the winners will be made by me as the league commissioner. Players / Coaches belonging to my team are not eligible for an award unless that award is determined solely by specific stats (ie; most points, most goals, etc).

Sam Pollock Trophy

GM of the Year

3 rerate points (1 player – GM's choice)

Pat Burns Memorial Trophy

Coach of the Year – frequently sent in lines and produced good results

3 rerate points (attributed to the coach)

Mario Lemieux Trophy

Top Scorer (points)

3 rerate points (attributed to the player)

Bobby Hull Trophy

Top Scorer (goals)

3 rerate points (attributed to the player)

Raymond Bourque Trophy

Best Defenseman

3 rerate points (attributed to the player)

Patrick Roy Trophy

Best Goalie

3 rerate points (attributed to the player)

Sergei Makarov Trophy

Rookie of the Year

3 rerate points (attributed to the player)

A maximum of **2** points may be attributed to any given category.

Miscellaneous

COACHES

- Coaches are “drafted” by GMs and given a **3**-year contract. At the end of every **3rd** year a new draft will be held with the order selected at random.

ARENA SPONSORS

- Arena sponsors are chosen in a random order by each GM. The deal lasts for **3** years. At the end of every **3rd** year new arena sponsors will be chosen.
- GMs may not choose the same sponsor for two consecutive **3**-year periods.

TV/TEAM/PLAYER SPONSORS

- Prior to each season a GM can choose to sign a sponsorship deal with a TV Broadcaster, a Team Sponsor, and a Player Sponsor at a cost of **\$1,000,000** per deal.
- A goal is attributed to each deal, and if the goal is reached, a pre-determined cash bonus is awarded to the team.
- Sponsored players that are traded mid-season remain sponsored. Any gains are awarded to the new team.
- Sponsored players will be given a **+2** Star Power.

PLAYOFFS

- The top **7** teams from each conference qualify for the playoffs.
- Division leaders are ranked **1** and **2** in the conference standing and are given a bye for the **1st** Round.
- Best of **7** series.

ILSH CLINIC

- In the event of a serious injury to a player, a GM may choose to send the player to the ILSH Clinic. For a fee (as outlined in the ILSH Clinic Fees document) the player’s condition points can immediately be restored.

DISCLAIMER

These rules are meant to serve as a guideline for the day-to-day functioning of the ILSH. The league recognizes that this rule book may not account for every situation that may arise. In such a situation I, as league commissioner shall provide the procedure or decision that I deem the most appropriate for the league and its GMs.