

**UNITED HOCKEY ASSOCIATION**  
**Rules / Collective Bargaining Agreement /**  
**User Manual**



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# Off-Season Schedule Outline

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# UHA Introduction and Rules

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The UHA is a simulation league that strives for realism and an engaging and fun experience, tied together in one. We hope to keep the UHA interesting and challenging, so that interest levels stay at a high and the league keeps moving on smoothly. The UHA aims to include its General Managers in the experience as much as possible and thus will continue to find positions on the UHA Staff that need to be filled by members of the league. We believe that the key to a long and successful league is bringing together smart and dedicated people that can work together toward a common goal.

UHA games will be simulated through Simon T Hockey Simulator. We will be using the STHS Portal for every day operations in conjunction with our Slack account.

General Managers will have extreme control of their franchises. With the ability to set ticket prices, sign TV contracts, players, head coaches, and more! Bad mouth the league's referees you could end up with a fine for your troubles. Team struggling year after year? You may find yourself forced to step down or move the entire franchise somewhere else. Anything can happen in the UHA!

To sign up for a team, click the Sign Up link under the 'Rules and Info' tab on the Portal. Each General Manager is required to sign a contract with the team that includes goals set out by your owners.

To join the UHA however, there are a few prerequisites.

- You must download the STHS Client, which is used to set your rosters, lines, strategies, ticket prices and to fire coaches.
- Slack Account, which is used for advanced roster management (sending players to minor/junior leagues, training camps, player boosting, etc.), finance management, and more!
- Microsoft Excel or Equivalent Free Software, which is used for doing Task Sheets as well as Training Camps and Player Boosts! The league has created user friendly spreadsheets that mostly require the GM to select from drop down menus. At this time these are unfortunately not compatible with macOS or lower equivalents

As well as the UHA, we have the AHF (which is the primary farm league for your players), the IPH which contains the ECHL and WEHL (which are secondary farm leagues for your players), the WJHA (Junior league), WMHA (Midget league), as well as special events like the UHA World Cup of Hockey, the IIHF World Hockey Championships, the IIHF World Junior Championships and the Olympics!

## Simulations

The UHA simulates three game days per twenty-four hours, so in other words an one hundred- eighty game long season would take approximately sixty days to simulate. Trades and other roster moves not associated with submitting your client file (aka lines) will be done after the simulation is complete.

## Finances

Each team's starting "Bankroll" for season 1 (1999-00 season) was calculated using their 2000 Forbes' value. Going bankrupt or consistently losing money will force the league to give the GM the choice to change teams, relocate the team, or step down if it is an activity issue. You can keep track of your team's finances easily on the Finances section of UHA Network or from within your STHS Client.

## Popularity

Popularity directly affects ticket sales. Initial values were based off of 1998-99 home game attendance figures (AVG ATTENDANCE% \* 8.5, if over 89.9%, 7.5 if over 79.9%, 6.5 if over 69.9%, 5.5 if less than 70%). You can earn more Popularity by spending money on Fan Promotions and/or winning hockey games. You can also gain popularity through acquiring big name players.

- Acquiring a player/goalie 75 OV and higher ... + 10 Popularity
- Acquiring a player/goalie 65 OV to 74 ... + 5 Popularity
- Acquiring a Top 3 Draft Pick \* ... + 10 Popularity
- Trading a player/goalie 75 OV and higher ... - 20 Popularity
- Trading a player/goalie 65 OV to 74 ... - 10 Popularity
- Trading a player <65 OV w/ 90+ FG ... - 5 Popularity

*\* Applied at the end of the Regular Season*

If your Popularity level is at the maximum of 250, any further Popularity Boosts will go toward your season ticket percentage at a rate of + 1 % for every + 10 Popularity.

## Ticket Prices

Ticket prices for both your UHA and AHF team can be set within your STHS Client, under the Finances tab. The Client will not allow you to go over the maximum or under the minimum set by the league. Season Ticket % will increase if your team enjoys success, and/or has a maxed out Popularity rating and is still gaining more. Season tickets guarantee income, so this is something that is important to strive for. Every team started at 25%.

## Fan Promotions

You can schedule up to 12 fan promotions per season prior to the season, and one per round in the playoffs at the commencement of each round. Each option costs you money but increases your teams' popularity by a set value. You will be given a Spreadsheet on Slack under the #gm\_finances channel that will allow you to select these as well as TV Contracts and Merchandising. The list of Fan Promotion choices can be found within that document. The Playoffs will contain a different list.

## TV Contracts

At the beginning of each season (and before the playoffs) you'll be able to sign TV contracts. You can sign with SportsNet, TSN, CBC, and NBC.

Broadcaster	Cost	Payout *Bonus	Goal
SN	\$1 000 000	\$20 000 000	\$750 000      Semi Finals +
TSN	\$750 000	\$15 000 000	\$500 000      Playoffs
CBC	\$500 000	\$10 000 000	\$250 000      .500 + P%
NBC	\$250 000	\$5 000 000	\$250 000      200 + GF
Other	\$115 000	\$2 300 000	\$115 000      < 250 GA

\* Payout is value listed minus (losses x \$100 000)

Local TV Contracts will also earn you money. You will earn \$500,000 for every win on home ice.

## Merchandising

Each season, on your Regular Season Task Sheets, you will select what level of merchandising you would like to do for the upcoming season.

Level	Cost per Year	Revenue per Year *
Foundation	\$10 000 000	\$500 000
Intermediate	\$15 000 000	\$1 000 000
Advanced	\$20 000 000	\$1 500 000
Maximum	\$25 000 000	\$2 000 000

\* Revenue per Year is value listed multiplied by Home Wins

## Sponsorship

Your team also earns money through its arena sponsorship. Information on what you earn from various sponsors can be found on the [Arena Information Spreadsheet](#).

To terminate your current arena sponsorship during the off-season, you can do so by paying a fee depending on the size of your arena. If you do not have one to start with, you may sign a contract without any penalties, again during the off-season though.

Arena sponsors also help your team's popularity depending on the sponsor's company value.

## Upgrading/Building Arenas

On the [Arena Information Spreadsheet](#), you will also notice there are upgrades for your current arenas as well as the ability to start construction of a new one. Some upgrades are only available during the off-season while others can be started at any time. Both upgrades and arena construction take time, depending on a variety of factors, all listed on the spreadsheet for your convenience. You may start construction of a new arena at any time, but your team will not be able to play in it until it is 100% complete, which will depend on what features you choose.

## Re-Branding

Another way to increase your team's bottom line is to spice up your look a bit. This will cost you money, but should pay off in the long run. You must either possess the abilities to edit graphics, or have someone do it for you to partake in Re-Branding. Enlisting someone else to do the graphics will result in them receiving 50% of the fee for the Re-Branding, but in IP Points.

There are multiple parts to Re-Branding, each costing different amounts and possessing different effects.

### **Add Third Uniform - \$5,000,000**

[Randomized Popularity Increase of 1-10, Merchandise Increase of \$2.5M to \$10M]

### **Change Home+Away Uniforms - \$10,000,000**

[Randomized Popularity Increase of 1-20, Merchandise Increase of \$5M to \$20M]

### **Change Colours - \$10,000,000**

[Randomized Popularity Increase of 1-20, Merchandise Increase of \$5M to \$20M]

### **Change Logos - \$15,000,000**

[Randomized Popularity Increase of 1-30, Merchandise Increase of \$7.5M to \$30M]

### **Change Team Name - \$20,000,000**

[Randomized Popularity Increase of 1-20, Merchandise Increase of \$5M to \$20M]

### **Complete Package - \$30,000,000** *(Includes Change Home+Away Uniforms, Change Colours, Change Logos, and Add Third Uniform)*

[Randomized Popularity Increase of 1-30, Merchandise Increase of \$15M to \$60M]

Note: 25% Discount if the change is historically accurate. Original Six Teams **cannot** purchase 'Change Colours', 'Change Team Name' or the 'Complete Package'.

## Other Incomes

You can also make money from other sources like winning the cup, hosting special events, and even from trading your Involvement Points for money for the team.

## Financial Assistance

If you are struggling to make ends meet and really don't want to have to step down or move your team, there is another option. You have the ability to request financial assistance from the league, once a season, to a maximum



of \$100M. This will be a loan however, with interest and repayable over a period of time, so consider all your options before this. You can apply for a loan through Slack on the #uha\_teamloans channel.

## Activity Bonuses

### Involvement Points

General Managers can earn Involvement Points (IPs) by submitting lines, writing articles, completing tasks and doing extras for the league. These IPs may be used to boost your players, boost your team's income, or your own personal GM Cash. Visit the [Involvement Points Spreadsheet](#) for more information. You can also access this via the site under 'Rules and Info'.

### GM Cash

GM Cash is used to determine your prestige level (along with team performance) which is used to determine if a high-level team is interested in hiring you. If two General Managers apply for the same position, the GM with the higher Prestige level will get the job. How much GM Cash you earn is determined by the contracts you signed with team owners.

## Re-Rates, Entry Draft and Prospect Information

### Re-Rates

A player's re-rate is based on the player's stats compared to other players in the league at the same position as well as the player's potential rating. Therefore, it is possible for a player with a high potential rating to receive a decrease in ratings during the re-rate if his stats are poor.

- Normal rerate modulate on current player rating: This rerate function is almost identical to the normal rerate function but the result is modulated based on the current player rating. For example, a player who score 70 goals in a season will normally get the maximum re-rate change in the normal rerate function, no matter what is current SC rating is currently. When the rerate is modulated on the current player rating, a player with 50 of SC would get the maximum re-rate change but a player with 95 of SC would barely get 10% of the maximum re-rate change.

During the season, UHA Attributes can fluctuate up to seven (7) points at a Very High rate. AHF Attributes can fluctuate up to five (5) points at a High rate. For Off-Season Re-Rates, Attributes can change up to ten (10) points.

The same system is used for the IPH, WJHA and WMHA, on a lesser scale

*Note: If SK re-rates break, SK will be adjusted as follows. Players under 30 will gain five (5) points, players 30 to 35 will stay the same, and over 35 will lose five (5) points.*

## Entry Draft

The UHA Entry Draft is currently 9 rounds long and usually goes over a two day period. General Managers can submit lists if they are unable to attend the draft or stay for its entirety. The draft takes place on Slack on the #gm\_entrydraft.

## Training Camps

Prior to each pre-season you get a chance to boost some of your players' ratings. You can only apply bonuses to players under the age of 35 (17-34). Potential penalty is doubled for players 28 and older. You will be given a spreadsheet on Slack under the gm\_trainingcamps channel that allows you to select what camps and drills you wish. You only have to enter the players' name manually.

### Here are the camps you can purchase:

20 Player Camps - \$12.250M – Allows you to send 20 players to select Training Camp Drills.

15 Player Camps – \$9.750M – Allows you to send 15 players to select Training Camp Drills.

10 Player Camps - \$7.250M – Allows you to send 10 players to select Training Camp Drills

5 Player Camps - \$6.000M - Allows you to send 5 of your players to 2 select Training Camp Drills.

*(Cannot repeat the same camp twice)*

### Here is a chart to show how you can boost your players:

#### Training Camp Drill – (Attributes Affected)

Knee Drops – (SK + 3, EN + 2, EX + 1, PO – 1)

Puck Dots Zig Zag – (PH + 3, PS + 2, EX + 1, PO – 1)

Figure 8 Passing – (PA + 3, PH + 2, EX + 1, PO – 1)

Outside / Inside – (SC + 3, PA + 2, EX + 1, PO – 1)

Transition Breakouts – (DF + 3, SK + 2, EX + 1, PO – 1)

Loose Puck Retrievals – (CK + 3, DU + 2, EX + 1, PO – 1)

Faceoff Lessons – (FO + 3, ST + 2, EX + 1, PO – 1)

Weight Room – (ST + 3, CK + 2, EX + 1, PO – 1)

Video Review – (DI + 3, LD + 3, EX + 1, PO – 2)

### Here is one to show how you can boost your goalies:

#### Training Camp Drill – (Attributes Affected)

Glove/Blocker Saves – (HS + 3, RT + 2, SC + 1, PO – 1 )

Diagonal and Butterfly T-Pushes – (SK + 3, AG + 2, EX + 1, PO – 1 )

Chest and Body Saves – (RB + 3, SZ + 2, PH + 1, PO – 1 )

Butterfly Slides – (DU + 3, PS + 2, EN + 1, PO - 1 )

## Signing Entry Level Contracts

You may use the Portal to offer contracts to your prospects. These contracts are considered Entry Level Contracts (ELC) if they have no UHA/AHF history and are listed as EL on their player information page. They will show as 1 year contracts at \$0 or \$1. To sign them, offer an extension to the player. You must follow the following guideline for the duration of the contract. The value can be whatever you wish, but if it goes over the ELC maximum, the excess will be added to his bonus.

### AGE (LENGTH)

18-21 (3 years)

22-23 (2 years)

24 (1 year)

25+ (No Restriction) \*

\* A one-year entry-level restriction applies to drafted players from Europe aged 25 to 27.

Failure to follow this will result in the contract being declined.

## Scouting

You may scout up to 32 prospects per season, each up to a maximum of five months. How you choose to schedule your scouting is up to you, but don't forget that if you schedule all 32 players for five months in September, you might miss out on a surprise player that climbs the statistics in December. Bonuses will be applied to prospects you scout if you draft any of the 32. If drafted, which bonuses get applied depend on the Scouting Trip's Focus for that prospect and which Scouting Director you have.

Scouting Director Traits result in bonuses for 1st round picks (otherwise, first round picks do not get bonuses even if scouted and drafted) if you fulfill the requirements to get the bonuses. Drafting prospects that you have scouted that are the same nationality as your Scouting Director will result in bonuses dependant on which nationality. Scouting Directors also each have an Expertise which can result in cheaper prices for scouting prospects depending on what your selected focus is and which Expertise he has.

Each month your scouts are out scouting, what you decide is what you want your Scouting Director to instruct them to focus on for each player and how many months to do so. You can scout prospects more than once with a different focus as long as they do not exceed the five month total (scouting a player twice in October for example, would count as two months of his five maximum. You may only scout prospects eligible for the upcoming draft.

A suggested salary for Scouting Directors is \$100k to \$300k but you are allowed to offer less or more than that.

Visit the [Scouting 101 Spreadsheet](#) for more information on the above mentioned subject.

## Roster Management

### Retirement

Players retire for a variety of reasons in real life, and we will try to use STHS's settings to emulate that to the best of our and its abilities.

Here are the current settings for retirement in the UHA.

- Level 1 – Age Over 30 – 1% Chance
- Level 2 – Age Over 35 – 5% Chance
- Level 3 – Age Over 37 – 10% Chance
- Level 4 – Age Over 39 – 15% Chance
- Level 5 – Age Over 41 – 20% Chance

Players will retire no matter what at age 50.

## Morale

Morale is an important part of everyday management of a hockey team. We do our best to incorporate it in many ways in the UHA. For the pre-season, regular season and playoffs, all players start with 99 MO (morale).

When a Player/Goalie drops to 30 MO, there is a 25% Chance of Demanding a Trade if he is 28 years of age or older. He will be set to 0 MO until traded, where he will gain 99 MO after the trade has been processed. Trading him back to original team will reset him to 0 MO. You will be given one opportunity to praise/scold him to get him above 30 MO, should you decide to use it.

### Praising/Scolding Players and Goalies

You now have the ability to praise or scold a player or goalie on your team. This will result in either a positive or negative morale change. Through Slack, use [#gm\\_player-interact](#) to Praise or Scold a Player. Be sure to include his name, morale, and if you are praising/scolding privately or through the media. [Here is a spreadsheet with more information.](#)

## Injuries

The recovery rate for injuries will be changed to 0.5 from 1 for the start of the 2001-2002 season. With this, the following information may be adjusted.

You can challenge injuries that do not match the duration, as well as vague injuries (upper body, lower body, arm injury, leg injury, etc.) can also be challenged, but not during the playoffs. Serious Injury and Career Ending Injury Rolls come before a challenge, however.

**Concussions** are also tracked, on a career basis. A player can sustain up to five concussions in his career before being forced to retire. Otherwise,

- First Concussion - No changes to DU
- Second Concussion - Minus 5 DU
- Third Concussion - Minus 10 DU
- Fourth Concussion - Minus 15 DU

### Serious Injury Roll

Player injury results in condition of less than 30...

0-10 - Player is injured for season

11-50 - Player condition set to 1 (3 months)

51-100 - Player retains current condition.

### **Career Ending Injury Roll**

Player rolls 0-5 in 'Serious Injury Roll'...

Age < 29 - Must roll a 0 for Career Ending Injury

Age 29-34 - Must roll 1-5 for Career Ending Injury

Age > 34 - Must Roll 6-15 for Career Ending Injury

### **Incorrect Diagnosis Roll**

Player injury does not match the duration (or is vague), GM challenges diagnosis...

0-10 - Player condition is worse than originally diagnosed, - 10 Condition

11-25 - Player condition is better than originally diagnosed. + 10 Condition

26-50 - Player condition is much better than originally diagnosed. + 15 Condition

51-100 - Player retains current condition, injury is renamed appropriately.

Random.org will be used for 'rolls'

## **Roster Minimums/Maximums**

Clubs must always dress 18 skaters and 2 goalies. Of those 18 skaters, 6 must always be defenders, 11 forwards. The 18<sup>th</sup> may be a forward or a defender.

### **Goalies: Games Started Cap**

The league has decided that all goalies are limited to a maximum of 70 Starts (not Games Played). This means your backup, or backup and third string (or whatever combination), must combine for the final 12 starts.

### **Goalies: Goalie Roster Minimum**

The league has decided that every team must have at least 5 (five) goalies contracted at all times

### **Roster Maximums**

You may have a maximum of 50 contracted players on your UHA+AHF rosters.

You may sign up to 10 Minor League Contracts (MLCs, formerly known as AHF Only Contracts). Unlike SPCs these players can be paid less than league minimum as they can only play for your AHF affiliate. They cannot be traded, however they are eligible for extensions to SPCs (no extensions to MLCs, they automatically go back to FA once they complete their MLCs if you are not extending them to a SPC).

You may have a maximum of 40 players sent to the WJHA and IPH combined.

## Signing Contracts

Use the web Portal (UHA Network) for all your negotiations. For contract extensions, go to your roster and click the player you wish to extend, and then click “Contract Extension” to offer an extension.

For Free Agents, look under the Transactions tab of the Portal for either Unrestricted Free Agents, or if the time is right, Restricted Free Agents (GMs will be notified when Offer Sheets are allowed to be sent to RFAs). Coaches are also under that tab. Offers worth \$1.100M and more will automatically be considered 1W (1-way) unless you notify the Commissioner otherwise. However, this will add \$150k to the contract agreed to on the Portal. Vice versa if going from 2W to 1W. We are currently in the process of adding a check box to set the contract as 2W, which will eliminate the above rule.

The UHA has decided that any contract or extension of a contract that's duration is 5 (five) years or longer, must be equal to or greater than \$2.500M per annum. This value will increase if the average value of salaries continues to increase.

## Managing Coaches

### Hiring a Coach

First, send an offer to a coach you wish to replace yours with on the Portal. It is important that you try to do this entire process, as far from the next simulation as possible. If a coach you want has not yet been generated, you can request he be generated through Slack. Coaches must be paid a minimum salary, and be offered a maximum amount of years, based on his EX rating. [Here is a spreadsheet you must follow.](#) Check it out before you send an offer to a coach.

### Firing a Coach

From within your STHS Client, go to your team, and beside your coach, click the fire button. Then save your client file and upload it to the website.

## Trading Players/Prospects/Picks

Use the Portal to help keep track of your roster.

To negotiate a trade with another GM, simply start private messaging them with your first offer, either on Skype or the Portal. Once you've come to an agreement, both GMs must post the trade on the Portal. If accepted, it will be posted and accepted on the Portal. If rejected, both parties will receive a Private Message indicating why. The only reason a trade would be declined would be that the resulting transaction would but one or both teams over/under one or more roster limits.

We don't want to stop trading (as it is part of managing a club) but we also want it to be realistic (give a more human feel to things as opposed to just numbers) and as much as players like to say they understand it's just a business, you can tell losing a friend/colleague in a trade is never an easy thing.

With that in mind,

Trading away 70+ rated player = - 5 Team Morale

Trading away 60-69 rated player = - 2 Team Morale

Trading away <60 rated player = - 1 Team Morale

If player has 1 Star Power = Extra - 2 Team Morale, - 50 Team Popularity  
 If player has 2 Star Power = Extra - 5 Team Morale, - 100 Team Popularity  
 If player has LD > 89 = Extra - 5 Team Morale, - 50 Team Popularity

Alternatively,

Gaining a player with 1 Star Power = + 1 Team Morale, + 50 Team Popularity  
 Gaining a player with 2 Star Power = + 3 Team Morale, + 100 Team Popularity

All teams start the regular season and playoffs with 99 Team Morale.

You can put conditions on trades (i.e. Conditional 3rd Round Pick, becomes a 4th if player does not play 20 games) but they too are up for review by the league. If the league feels a condition is unjust or unfair, they will reject the deal.

You may send offers to open teams, but the league is in control of them and unless they feel the trade is absolutely needed, they are likely to reject it as they are in favour of keeping open teams as is for potential General Managers, within reason.

Pending UFAs who were traded cannot be offered extensions following the UHA Trade Deadline and must go to Free Agency. Those who were not traded can be extended until the playoffs begin. All other players (RFAs and ELCs) can be offered extensions at any time.

## Waiving No Trade Clauses/NTC

You must notify the commissioner each time you unsuccessfully attempt to get a player to waive his NTC. Failure to do so will result in a 2 game suspension to the player, per attempt unreported. Further penalties up to removal from the league will be issued for continued failure to report or spamming of the NTC system.

A failed attempt to waive a NTC will remove ten (10) morale from the player with the NTC. Odds of waiving will fluctuate throughout the season.

Preseason - 5 %

First Half / Regular Season - 15%

Trade Deadline and Off-Season - 25%

The player will submit a list of 1-20 teams he will waive his NTC to go to.

Morale penalties in the off-season and preseason will be applied before the first day of the regular season.

Once a player does agree to waive the NTC, you must post his list on the Slack Trade Block thread, in case the Portal bugs and changes his list.

## Waivers

General Managers must use STHS to place a player on waivers, or be forced to in order to send down a player 28 and older. When they upload their lines and SinniX loads them in the simulator, he will be put on waivers. He will be on waivers until after the next simulation, the next day, when he would then clear waivers if not claimed.

If only one team makes a claim for the player, then he will be transferred to the claiming team. If more than one team makes a claim, then the player will be transferred to the team having the lowest percentage of possible points in league standings at the time of the request for waivers. If waivers are requested outside of the playing season, or before November 1, then the player shall be transferred to the team with the lowest points in the preceding season. If no team places a claim, the player can be sent to a minor league affiliate.

When a player clears waivers and is sent down and then is called up again, he does not have to clear waivers to be sent down again unless he has played ten games or has been "up" for 30 days.

If a team that claims a player on waivers wishes to trade them before the end of that season's playoffs, they have to first offer that player to any other teams that claimed them.

If a team that claims a player on waivers wishes to put them in the minors can do so, as long as that player clears the waiver process. In other words, a team can't claim a player on waivers and then send them to the AHF.

However, if the claiming team originally had the player in the first place (started the season with them), that club can send them to the minors right away.

## Unconditional Waivers

Unconditional waivers are a special waiver process where a club offers a player to every other team prior to terminating a player's contract (via buyout). It is very rare that players are claimed off of unconditional waivers.

## Conditioning Loans

Unless a Player consents, he shall not be loaned on a Conditioning Loan to a minor league club. Such Conditioning Loan shall not extend for more than fourteen (14) consecutive days. The Commissioner may take whatever steps he deems necessary to investigate the circumstances under which a Player is loaned on a Conditioning Loan. If the Commissioner has reason to believe or determines that the Club has used the Conditioning Loan to evade Waivers, or otherwise circumvent any provision of this Agreement, he may take such disciplinary action against the Club, as he deems appropriate. The Player shall continue, during the period of such Conditioning Loan, to receive the same UHA Salary, and be entitled to the same benefits, that he would have received had he continued to play with the Club.

## IPH Loans

If you find yourself with too many players for your UHA and AHF rosters, you may send certain players to the IPH, which contains the ECHL (15 teams, each UHA team shares an affiliate) and the WEHL (unsigned European players that are too old for the WJHA play here). To send a player to the IPH, he must be 20 before September 15<sup>th</sup>, or older. Use Slack to complete the process, on the #gm\_loan-IPH channel. Keep in mind, you cannot have more than 40 players loaned to the IPH and the WJHA combined. Players can be recalled from the IPH at any time.

## WJHA Loans

Players that are 20 years of age or younger can be sent to the WJHA which contains 48 teams containing upcoming draft eligible players and players that have been drafted and loaned back to their respective junior teams. Players being sent to junior cannot turn 21 on or before January 15<sup>th</sup> of the current season or they are ineligible for the WJHA. Use Slack to complete the process, on the #gm\_jrmanagement channel. Keep in mind, you cannot have



more than 40 players loaned to the IPH and the WJHA combined. Players can only be recalled from the WJHA once their junior season has completed.

## Releasing Unsigned Players

If you have RFAs and ELCs that have yet to be signed that you do not wish to sign, you may release them by posting in Slack under #gm\_release-unsigned. Unsigned RFAs/ELCs will show as having 1 year contracts worth either \$0 or \$1.

## Contract Buyouts

Contract buyouts can only be performed during the appropriate periods, which are both during the off-season. You must first place the player on Unconditional Waivers on Slack by posting under the gm\_contract-buyouts channel.

# Collective Bargaining Agreement

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Up for Extension: January, 2001

## ECONOMICS & SYSTEM ISSUES

### Contracts outside the League

Money paid to Players on UHA SPCs (one-ways and two-ways) in another professional league will be charged as follows:

- a) In the case of a one-way SPC, 90% will be charged to the original team, or
- b) In the case of a two-way SPC, 10% will be charged to the original team

### Contract Buyouts

There are two buyout windows. The regular buyout window starts after the Cup is awarded and ends on June 30th, just in time to let the dust settle before free agency starts.

The second is a window related to arbitration, and it carries some extra restrictions. For this window to open, the team has to have gone to arbitration. This window opens on the third day after the team's last arbitration is concluded and is open for 48 hours.

During the second "buy-out" period (following Salary Arbitration), a Club may not "buy-out" a Player who: (i) was not on its Reserve List as of the most recent Trade Deadline; or (ii) has an AA that is less than \$2,750,000.

For example, if a Player with an AAV of \$5,000,000 is acquired by a Club that is able to execute a buy-out during the second buyout period on the July 15 immediately prior to such second buy-out period, he cannot be bought out by the Club during that second buy-out period.

### Can anything keep a team from buying a player out?

You cannot buy out an injured player without their permission. You also can't buy out a player who has a new contract that hasn't started yet.

### What about cost?

The cost is either 1/3 or 2/3 of the remaining salary, averaged out over twice as many years that were left on the contract. This is determined by the age of the player at the time of the buyout - if they are under 26, they get 1/3, if they are 26 or older they get 2/3.

### “Over 35” Rule

If a player signs a multi-year contract at the age of 35 (calculated as of June 30 prior to the year the contract takes effect, not as of the signing date), all salary and bonuses continue to be paid, regardless of where and whether or not that player is playing.

Buyouts are not an exception to the above rule. If a player's contract is bought out, all salary and bonuses would continue to count against the team.

### Entry Level System

Players younger than 25 as of Sept. 15 in the calendar year their first UHA contract is signed are subject to the terms of Article 9 of the CBA and must sign an entry-level contract (ELC). This means the amount of salary (MAX \$1,050,000) is capped, depending on his draft year or the year he signs. The length of the ELC is also specified based on the player's age.

#### AGE (LENGTH)

18-21 (3 years)

22-23 (2 years)

24 (1 year)

25+ (No Restriction) \*

*\* A one-year entry-level restriction applies to drafted players from Europe aged 25 to 27.*

### Salary Arbitration

Player shall be permitted to sign an Offer Sheet until July 5, and the threshold for election shall be \$0.750 million in that League Year. Salary Arbitrator may not award the Player a Salary that is less than eighty-five (85) percent of the aggregate sum of Player's Salary plus Bonuses in the final Year of his most recent SPC.

If a Restricted Free Agent has not accepted his Club's Qualifying Offer, nor filed a request for Player-elected salary arbitration, the Club may elect to file for salary arbitration to determine that Player's Salary for that Year. A Player will be subject to only one Club-elected salary arbitration in his career. A Player as to whom a Club has elected salary arbitration, regardless of whether a hearing took place in connection with that election, is no longer eligible for Club-elected salary arbitration. If a Club subsequently elects to take such a Player to salary arbitration, that election will be null and void.

Salary Arbitration Walk-Away rights will be limited to awards equal to or greater than \$2.5 million per annum.

## Contract Term

Maximum contract length of seven (6) years subject to Club's ability to re-sign its own Player for a term of up to seven (7) years (provided the Player was on the Club's Reserve List as of the most recent Trade Deadline). With respect to potential Unrestricted Free Agents only, the option to resign a Player for a 7-year term expires with the opening of Free Agency on July 1.

## Contract Variability

Multi-year SPCs that are "Front-Loaded Contracts," i.e., where the average of the Player Salary and Bonuses in the first one-half of the contract is greater than the AA over the full term of the SPC, are prohibited at this time.

## Minimum Salaries

Will be set at:

- \$175,000 in 2000/01

## Playoff Pool

Playoff Pool will be

\$7.5 million for 1999/00 and 2000/01;

## No Move/No Trade Clauses

No Move/No Trade Clauses that are negotiated as part of a contract extension may become effective immediately upon execution of, but prior to the effectiveness of, the extension contract, provided: a) The Player is otherwise currently eligible to have a No Move/No Trade Clause, and b) The Club with whom the contract extension is entered into agrees to make the No Move/No Trade Clause effective immediately upon execution of the extension contract.

# User Manual

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Coming Soon!