

# INTRODUCTION

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.

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.

## What to Expect

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 Forums.

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!

## How to Sign Up

To sign up for a team, you can email [sinnix@hotmail.ca](mailto:sinnix@hotmail.ca). Each General Manager is required to sign a contract with the team and what goal/expectation you think you are capable of for your team.

# THE BASICS

## What You Need To Join

- STHS Client
- Desire to be active
- Interest in Being a General Manager of a Hockey Team
- Microsoft Excel or Equivalent

## Method to the Madness

**UHA Pre-season** 6-8 Games for each team.

**UHA Regular Season** 82 Games for each team.

- 41 Home, 41 Away Games
- 5:00 4-on-4 Overtime

**UHA Playoffs** Best of 7 Playoff Series Format

**IIHF World Cup** Currently tentative based on pending contracts with IIHF and UHA.

## 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.

## SIMULATING

Games will be simulated each night. 3 game days will be simulated for every 24 hour period. Trades and signings will be completed after the simulation. We are running STHS v3.

## FINANCES + POPULARITY

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, step down or he/she can relocate the team. You can keep track of your team's finances easily on the Finances section of UHA Network or from within your STHS Client.

Popularity directly affects ticket sales. It is 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%).

## MAKING/LOSING MONEY

Start with ticket sales; you set your ticket prices in the STHS Client. Your team's attendance at games will decide how much money your tickets make you. Performance affects attendance; initial attendance based off 2014-15 statistics. Minimum average ticket price is \$25, and the maximum is \$999.

Secondly, 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 / Pay Out\* 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 + W%

NBC \$250,000 / \$5,000,000\* \$250,000 / 200 + GF

Other \$115,000 / \$2,300,000\* \$115,000 / > 250 GA

\* Payout is original value less (losses \*\$100k)

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

**Merchandising and Sponsorship** is another way you can possibly make money.

## Merchandising

### Level Cost per Year Revenue per Year

Foundation \$10,000,000 # Wins \* \$1,000,000  
Intermediate \$20,000,000 # Wins \* \$2,000,000  
Advanced \$30,000,000 # Wins \* \$3,000,000  
Maximum \$50,000,000 # Wins \* \$4,000,000

## Promotional Giveaways

*More information to come before 2000-2001 Pre-Season.*

## Other

**Prize Money** and **Other** sources of funding such as GM Ratings and Stanley Cup victories also provide reasonable amounts of money.

## 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.

# CONTRACTS

## To Initiate Negotiations with Your Player/ Free Agent or Coach

Use the web Portal (UHA Network) for all your negotiations. 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. Coaches are also under that tab. Skaters with an overall of 60 (65 for goalies) and above 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.

For extensions, 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.

## To Fire A Head 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.

Any questions regarding Finances should be brought to SinniX's attention.

# UHA ENTRY DRAFT

The UHA Entry Draft will follow the same type of format as the NHL did, with 9 rounds to start.

## Rookie Contracts

You have 2 full seasons (till 31 years of age if European drafted) to sign your drafted players, at which point they will be added back into that season's following draft or become Free Agents. Players must be signed to 3 year ELC unless they are 22-23 (2 years) or 24 (1 year). Max value for ELC is \$1.050M/year.

## Lottery

All Non-Playoff Clubs will participate in a weighted drawing. The Clubs shall be ranked in inverse order based on points earned by each of them in the previous Regular Season. The winner of the weighted drawing will move up one spot from their current order. The last placed team can only lose out on first overall if the second last placed team wins the lottery.

# 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.

Here are the camps you can purchase:

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

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

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

5 Player Specialty Camps - \$6.000M - Allows you to send 5 of your players to 2 select specialty Training Camp Drills. (**Cannot repeat the same camp twice**)

Here is an Excel 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 )

# TRANSACTIONS

## **Trading Players/Picks and Morale**

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.

We don't want to stop trading (as it's 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

## **CPU Teams**

CPU teams will have trade blocks, and will ONLY trade those players and/or picks. If you offer for anyone or anything else, they will turn you down. To offer a CPU team a trade, speak to SinniX.

## **Conditions**

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.

## **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 9 PM ET (after next simulation) the next day, when he would then clear waivers.

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.

Any questions regarding Transactions can be brought to SinniX's attention.

# **RETIREMENTS**

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.

### **STHS Retirement Settings the UHA**

- 25 + has 1 % Chance of Retirement
- 35 + has 5 % Chance of Retirement
- 37 + has 10 % Chance of Retirement
- 39 + has 15 % Chance of Retirement

- 41 + has 20 % Chance of Retirement

If a Player has been FA for 3 straight off-seasons he will retire at next season's start.

## BUILDING/EXPANDING ARENAS

If you're looking at your Finances -> Attendance tab and seeing 100% in Total Attendance at seasons end, you're eligible for expanding the number of seats in your arena during the **offseason**.

**+1000 Seats** Costs \$10M from Team Bankroll

**+750 Seats** Costs \$7.5M from Team Bankroll

**+500 Seats** Costs \$5M from Team Bankroll

**+250 Seats** Costs 2.5M from Team Bankroll

If you're looking at your Finances -> Attendance tab and seeing 100% in Total Attendance at seasons end, you're also eligible for starting a new arena project during the **offseason**. This project will take 2-3 years to build. At the end of this period of time you may choose your sponsor (within reason) and arena name (again, within reason) and a randomized amount of money (between \$5 to \$75M) will be added to your team's payroll from that sponsor.

21,000 Seats Costs \$650M from Team Bankroll, 3 Year Project

20,500 Seats Costs \$600M from Team Bankroll, 3 Year Project

20,000 Seats Costs \$550M from Team Bankroll, 3 Year Project

19,500 Seats Costs \$500M from Team Bankroll, 3 Year Project

19,000 Seats Costs \$450M from Team Bankroll, 3 Year Project

18,500 Seats Costs \$400M from Team Bankroll, 2 Year Project

18,000 Seats Costs \$350M from Team Bankroll, 2 Year Project

17,500 Seats Costs \$300M from Team Bankroll, 2 Year Project

17,000 Seats Costs \$250M from Team Bankroll, 2 Year Project

16,500 Seats Costs \$200M from Team Bankroll, 2 Year Project

16,000 Seats Costs \$150M from Team Bankroll, 2 Year Project

## COLLECTIVE BARGAINING AGREEMENT

### 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.

It is worth mentioning that any salary slide on the remaining years goes out the window. If a 26+ player has a year at \$4.2m and a year at \$3.6m left, they don't get \$1.4m, \$1.4m, \$1.2m, \$1.2m - they get \$1.3m in each of the 4 years.

### **"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:

- \$150,000 in 1998/99 and 1999/00;
- \$175,000 in 2000/01

## **Playoff Pool**

Playoff Pool will be

- \$7 million for 1998/99;
- \$7.5 million for 1999/00 and 2000/01;

## **Minimum Playing Roster**

Clubs must dress 18 skaters and 2 goalies.

## **Goalies: Games Started Cap**

The league has decided that all goalies are limited to a maximum of 70 starts. 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.

### **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.

### **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.

### **Injured Reserve**

To free up a roster spot on your 23-man roster, you may place a player on the IR. A player is eligible to be placed on the IR if said injury will cause a player to miss at least 2 games and 7 days. Your roster must be at 22 players to remove the player from the IR after his injury has healed.