



MID-WEST HOCKEY LEAGUE LEAGUE GUIDE

MWHL - LEAGUE GUIDE

Abbr.	Description	Abbr.	Description
Ast	Assists	PP	Power plays
Ast Streak	Consecutive games with at least one assist	PP%	Power play success percentage
BkS	Blocked Shots	PPA	Power play assists
Buy Out	Ability to pay off a MYC and release the player	PPG	Power play goals
COA	a file with a team's coaching instructions	PROD	Production (Time on Ice per Point Scored)
ENG	Empty Net Goals	Prospect	MWHL Player Classification - Prospect
FA Auction	MWHL Free Agent Auction (Annual)	Prospects Draft	MWHL annual draft of players not yet rated by Action! PC Hockey
Fights	Fights	Pt Streak	Consecutive games with at least one point
FO%	Faceoff winning Percentage	Pts	Points (Goals + Assists)
FOL	Faceoffs lost	R	MWHL Player Classification - Rookie
FOW	Faceoffs won	RCD	MWHL Roster Cut Down
G	Goals scored	RFA	Restricted Free Agent
G60	Goals allowed per 60 minutes	S%	Shooting Percentage (Goals ÷ Shots)
GA	Goals allowed	SA	Shots against (Goalies), Shots allowed (Teams)
GAA	Goals allowed average	Salary Cap	Maximum amount a Franchise can spend on contracts
GM	General Manager of a MWHL Franchise	Save Streak	Consecutive saves
GMISC	Game misconduct penalties	SHA	Shorthanded (PK) assists
Goal Streak	Consecutive games with at least one goal	SHG	Shorthanded (PK) goals
GvA	Give aways (Unforced)	Shifts	Number of times a player is put on the ice
GWG	Game Winning Goals	Sho Streak	Consecutive Shootout/Penalty shot Goals
Hits	Body Checks	Skaters	Forwards & Defensemen (Not Goalies)
HOF	MWHL Player Classification - Hall of Fame	SO	Shut Outs
H-t-H	Head to Head	SO Streak	Consecutive Shutouts
L	Losses	SOG	Shots on goal (result in goal or save). Shots off the post or the crossbar are not shots on goal.)
League File	An updated MWHL file - required for play	SOW	Shootout Wins
Major	Major penalties	Sus	Games Suspended
Minor	Minor penalties	Sv%	Save Percentage (Saves ÷ Shots on goals)
Misc	Misconduct penalties	T	Ties
MsS	Missed Shots - number of shots that missed the net	T	Take Aways (forced turnovers)
MWHL	Mid-West Hockey League	T	Time on Attack (Time in Offensive Zone)
MYC	Multi-year Contracts	TOI	Time on Ice (average per game)
NHL	National Hockey League	TOI/PK	Time on Ice (PK-Shorthanded) Average per game
OT	Overtime Losses	TOI/PP	Time on Ice (PP-Man Advantage) Average per game
P	Points (Goals + Assists)	UFA	Unrestricted Free Agent
Pen	Penalty Shot Attempts	W	Wins
Pen%	Penalty Shot success percentage	wks	file of game results/stats - send to league
PenA	Penalty Shot Attempts	X	MWHL Player Classification - Retired
PenG	Penalty Shot Goals		
PIM	Penalties in minutes		
PK	Penalty Kill attempts		
PK%	Penalty Kill success percentage		

1.0 Mission Statement

The Mid-West Hockey League is founded to foster friendships and fair competitive play utilizing the Action! PC Hockey Game.

The league features Continuous Ownership, conducts an Annual Free Agent Auction and has a Salary Cap. Founded in the Winter of 2016 by Stray Corrado, with much help from Mike Harley & Bill Schindel.

MWHL Website: <http://www.straybaseball.com/mwhl/>

2.0 Best Interest of the League

All members of the league are expected to act in the overall best interests of the league. Missing deadlines, bending the rules for your team's gain, collusion with other GM's or any other activities not in the best interests of the whole league will be dealt up to and including expulsion from the league.

3.0 League Organization

3.1 Officers

3.1.1 Commissioner

It is the Commissioners duty to direct the operations of the league to ensure the rules are balanced to allow every team an opportunity to succeed. All league officers will be appointed by the Commissioner and will serve at his **discretion**. Any situations that arise that are not adequately covered by the league Constitution, the Commissioner is charged will implementing the solutions he feels will best address the issues at hand.

3.1.2 Assistant Commissioner

The Assistant Commissioner is appointed by the Commissioner and serves at the Commissioners discretion. The Assistant Commissioners duties will include but are not limited to:

- Serving as Acting Commissioner any time the Commissioner is not available or when any conflicts arise that may include the Commissioner.
- Keeping the Constitution updated with all approved changes, additions and deletions.
- Assisting the Commissioner as requested by the Commissioner.

3.1.3. League Statistician & Software Developer

The League Statistician & Software Developer is appointed by the Commissioner and serves at the Commissioners discretion.

The League Statistician & Software Developer duties will include but are not limited to:

- A list of responsibilities is still to be determined.

3.1.4. Other Officer Positions (to be announced as necessary)

3.2 Conferences

The league will be comprised of two Conferences.

- **The Eastern Conference**
- **The Western Conference**

3.3 Divisions / Franchises

The Eastern Conference will host the Atlantic and Metropolitan Divisions.
The Western Conference will host the Central and Pacific Divisions.

3.3.1 Franchise Name Changes

Take care when naming your franchise. Franchise names can only be changed when a new GM takes over the team. New GM's are allowed a one-time opportunity to change the name of their teams at the beginning of their first new season.

The Commissioner reserves the right to approve franchise names.

3.4 General Managers

General Managers (GMs) control a single franchise.

3.5 Action! PC Hockey Game Version

The MWHL will utilize the latest version of Action! PC's Hockey Game, unless that version is unstable or has issues that would impede MWHL play. In such case the Commissioner will publish the specific version of the game the MWHL will be using.

4.0 League Schedule

4.1 Regular Season

The Regular Season will consist of 82 games. Each franchise will be responsible for playing their 41 home games. (The only deviation to the length of the regular season would be if the corresponding NHL season was shortened for any and all reasons.)

Games will be played in weekly segments. See Section 12 for GM responsibilities during the Regular Season.

The schedule will alternate year-to-year.

Games within your Division – 8 Home and 8 Away (32)

Games with the other Division in your Conference – 4 Home and 4 Away (20)

Games with the other Conference - 3 Home and 3 Away (30)

The 3rd game games with the other Conference will be the one that rotate per the following table.

SEASON >>>>>	Odd Years	Even Years
HOME TEAM	VISITOR	VISITOR
Atlantic	Pacific	Central
Metropolitan	Central	Pacific
Central	Atlantic	Metropolitan
Pacific	Metropolitan	Atlantic

4.2 Playoffs

The MWHL will have ten teams make the Playoffs. The four Division winners and then the next three finishers

in each Conference will be wild card teams. All 10 teams will be classified as play-off when it comes to prospect draft picks and salary values in the following season. The additional round of games will count against player playoff usage limits.

The first round of the playoffs will be the Play-in-Round. The 2 wild card teams with the lowest regular season point totals in each conference will play a best 2 of 3 series. The team with the lowest point total will be the visitor all games. The team with the higher point total will be home team all games. The first team to win 2 games advances to the next round.

The second round of the playoffs will be the Conference Semi-Finals. The Division Winners will be the home team for games 1-2-5-7. The Wild Card teams will be home team for games 3-4-6.

The third round of the playoffs will be the Conference Finals. The top seeded team will be the home team for games 1-2-5-7. The lower seeded team will be the home team for games 3-4-6.

In the Championship series the top seeded team will be the home team for games 1-2-5-7. The lower seeded team will be the home team for games 3-4-6.

See section 11 for Player Usage Limitations in the Playoffs.

4.3 Tie Breakers

When required to determine qualification for the Playoffs or for seeding the following tie breaking procedures will be followed:

- A. Most Wins not by shootout.
The Action! PC Hockey "Team Compare" report displays both Wins (W) and Shootout Wins (SOW).
- B. Points in Head-to-Head Games
 1. For comparing two teams: Use the points earned in the Head-to-Head games
 2. For comparing more than two teams: Points earned in the Head to Head games ÷ GP in Head to Head. This allows for the likelihood of having not played head-to-head and an equal number of games.
- C. Regular Season Goal Differential: (Team Goals Scored – Team Goals Allowed)
- D. If this is to determine Play-off eligibility, then a single game play-off at a neutral location with both coaches submitting

COA files and the league playing the game with both teams set for Computer Control.

If this is to determine seeding, then a Commissioner monitored coin flip will be the final tiebreaking step.

4.4 Playing Regular Season Games

The MWHL will play games in one week blocks.

Each GM will have the opportunity to submit a new COA file before the start of each week's games.

This will often be necessary to make adjustments for injuries, suspensions, trades or player use limitations.

It is each GM's responsibility to make sure your COA files are accurate and submitted on time.

The Commissioner (or his designee) will post a new League File prior to each week's game play.

It is also each GM's responsibility update their game with the weeks new game file.

Each GM is responsible for playing their home games for the week and submitting their .wks file by the week's published deadline.

Head-to-head playing of games utilizing the built feature of Action! PC Hockey during the regular season is encouraged but not required.

4.5 Playing Playoff Games

The MWHL encourages using Head-to-Head play for Play-off games. This allows each GM to make last minute changes to their line-ups and strategies. When not playing head to head the visiting coach will be responsible to submit a COA file.

Play-off games should not be played out of sequence as injuries and suspensions might have a major impact on line-ups and tactics.

5.0 Player Classifications

All players rated by Action! PC Hockey will be classified as follows;

5.1 Active [A]

Active players are players who are rated in the current Action! PC hockey game and under contract to a MWHL Franchise.

5.2 Restricted Free Agent [RFA]

Restricted Free Agents are players who are rated in the current Action! PC hockey game and who were under contract to a MWHL Franchise in the previous season and who were released at the Roster Cut down date.

5.2.1 Restricted Free Agent [RFA] – Signing Options

A. SRFARC - During a period after the Roster Cut-Down (RCD) the commissioner will designate a short period where teams will be allowed to sign their own RFAs that were dropped during the RCD. This will be known as a Summer RFA Resigning Contract (SRFARC). These players signed will be signed with the AUCTION DAY CONTRACT CAP in place (\$260) meaning each team will have additional funds available to sign these players (after the RCD has occurred). This signing will follow have these limitations:

1. Only 3 players will be allowed to be signed to an SRFARC.
2. Cost for this contract will be the then current 1 year salary rate (regular increase or playoff team increase) PLUS the \$2 RFA resigning fee.
3. Dollars spent on SRFARC signings are limited to a team retaining at least \$1 in available signing funds for EVERY remaining roster opening.

B. ADRFAC – Auction Day Restricted Free Agent Contract signings. Any remaining Restricted Free Agents eligible for auction will be available to any MWHL Franchise in the Annual Free Agent Auction, their former MWHL controlling team has the right to re-sign them matching the highest bid + \$2. The Matching Offer must be made at the conclusion of that players Free Agent Auction closing.

1. Any RFA player resigned during the Auction will be signed at a contract value of the successful bid +\$2 no matter who had the successful bid. This means you can match an offer from another GM plus \$2 or the league minimum bid (\$1 plus \$2 match = \$3, even if you were the GM who successfully bid the minimum \$1).
2. Also, at the end of the auction draft, any non-drafted RFAs from your team can be resigned for \$3. Teams will be given a 3 day period at the end of the auction where they can release players acquired in the auction in order to resign their own RFAs still available. The process will be: Player 30 will be dropped for RFA #1, Player 29 will be dropped for RFA #2, etc. And funds will be needed. In order for a team to be able to exercise this option, they have to have at least \$3 available after dropping any player from their team. AND YOU CAN ONLY USE THIS OPTION TO SIGN YOUR OWN FREE AGENTS.
3. If a Restricted Free Agent is not signed during the Annual Free Agent Bidding, they will become an Unrestricted Free Agent.

5.2.2 Resigned Restricted Free Agent [RFA] – resigning limitations

If an RFA is resigned by the controlling team the following contract limitations are imposed:

A. If it is an SRFARC resigning (resigning your OWN RFA post Roster Cut-Down before auction)

1. That player is eligible for an Early MYC in the during the next EMYC period, or
2. Be allowed to sign a one-year contract at the next season's RCD [at the prevalent rate increase for playoff or non-playoff team] subject to the \$210 RDC cap.
3. Any player in this category not signed under 1 of these conditions becomes a UFA during the upcoming Auction.

B. If it is an ADRFAC resigning (resigning your OWN RFA on auction day matching the highest bid plus \$2)

1. That player is not eligible for an MYC in the year he is resigned.
2. The year following the resigning of the player, the player may only be signed to a 1 year contract at RCD (at the next year's value, signed to ADRFAC, or won in the auction as a UFA (meaning the player not signed).
3. If a player is released at the next cut down period, he becomes a UFA instead of an RFA.

5.3 Unrestricted Free Agent [UFA]

Unrestricted Free Agents are players who are rated in the current Action! PC hockey game and who are NOT currently controlled by any MWHL Franchise and who are not classified as Restricted Free Agents. New players rated for the 1st time by Action! PC Hockey will be UFAs. Unrestricted Free Agents will be available to any MWHL Franchise in the Annual Free Agent Auction.

5.4 Prospects [P]

Prospects are players who have never played in an NHL Regular Season Game and who have not been rated by Action! PC Hockey and who are under 25 years old. Each pre-season the MWHL will conduct a Prospects Draft.

5.4.1 Prospects Three Year Rule – If a prospect has not been rated by Action! PC Hockey after three seasons as a MWHL Prospect he will automatically be released. A released Prospect can be re-drafted by any MWHL Franchise, assuming the prospect still meets all prospect criteria stated above in Section 5.4

5.5 Retired [X]

Any player who has played at least 1 game in MWHL and is no longer rated by Action! PC Hockey and is not on any NHL team's 50 man protected roster will be considered Retired. It is always possible for a player to return after being retired. When a player returns from being retired he becomes an Unrestricted Free Agent. The one exception to this would be any player who meets the above criteria but is still under a Multi-Year Contract (MYC), that team still has ownership rights and responsibilities until the MYC expires (see section 7.4 on MYC signing periods).

5.6 Hall of Fame [HOF]

Only Retired players who have been voted into the MWHL Hall of Fame.

5.7 Rookie [1]

The Rookie classification is used only for the purpose of MWHL AWARDS. MWHL rookies will be players who have played less than 26 MWHL games (cumulative) in any preceding MWHL seasons. The player must be less than 26 years old on September 15th of the MWHL current season.

6.0 Franchise Rosters

Each MWHL Franchise will have two separate rosters – an Active roster of 30 players and a Prospects roster of 2 or 3 players.

6.1 Active Roster Max. Size

MWHL Active rosters will be set at 30 Action! PC Hockey rated players.

Only between the end of the previous season and the Annual Roster Cut Down [Section 10] are teams allowed to temporarily exceed the 30-player roster limit. The Active Roster may include 1 player who appeared on the previous Action! PC disk, who was on your roster but will not be on the new Action! PC player disk because he did not appear in an NHL game. To keep a player like this he must be signed to a one year contract at his new salary rate or Early MYC at Early Signing Period. This player would need to be signed either during the Early Signing Period or the Summer signing period prior to the Annual Roster Cutdown.

6.2 Roster Limits by Position

It is each GM’s responsibility to ensure that his 30 man roster has enough games to cover all of his positions for a full 82 game schedule.

POSITIONS	MIN	MAX
Forwards (LW, C, RW, F)	15	18
Defensemen	8	12
Goalies	3*	4*
Total goalie GP man not exceed 150		

6.2.1 Roster Limits During The in Season Trading Period

During the in season trading period, the minimums and maximums for F and D be relaxed by 1 as LONG AS COVERAGE is maintained. (DEF Min - 7, MAX - 13; F Min - 14; Max - 19). And if a trade puts you into the relaxed Minimums for a position, you will need to justify coverage as the league will scrutinize.

6.3 Prospects Roster

Prospect Roster Size for teams will be set at the end of each season and this size will affect the Roster Cut-Down (RCD), Prospect Draft, and Prospect Draft Pick Trades.

Non-Playoff Teams (of the just completed season) - the Prospect Roster size at RCD and the Prospect Draft will be 3 meaning teams can draft up to 3 players during the Prospect Draft (# they can draft is dependent on whether they kept any from previous year or trade for any). They will also be able to trade Rounds 1, 2 and/or 3 Picks prior to the Prospect Draft.

Playoff Teams (of just completed season) - the Prospect Roster size at RCD and the Prospect Draft will be 2 meaning teams can draft up to 2 players during the Prospect Draft (# they can draft is dependent on whether they kept any from previous year or trade for any). They will also be able to trade Rounds 1 and/or 2 Picks prior to the Prospect Draft.

Teams may acquire more picks than they are allowed to make, but once the draft starts - the EXTRA PICKS are voided in reverse order - meaning they can keep their earliest picks.

IN-SEASON PROSPECT ROSTER SIZE - Once the league enters into the IN-SEASON trading period, all teams will be allowed a Prospect Roster size of 3. This provision is made to foster additional trading options for all teams.

Refer to Section 5.4 for a definition of Prospects.

Refer to Section 5.4.1 for the Prospects Three Year Rule

6.3.1 Prospects Salaries

Since Prospects have not yet signed a Professional Contract they have no MWHL Salary and no Salary cap hit. Only when they are assigned to a Franchises Active Roster are they assigned their first (Base) Salary.

Prospects who were drafted in the MWHL Prospect Draft will have a 1st year salary of \$2.

6.3.2 Releasing Prospects

Decisions about your Prospect Roster must be made at the Roster Cut Down. If you wish to Release a Prospect you may, but you lose are rights to that Prospect.

NOTE *****

Releasing Prospects (1 or 2) will open up space on your Prospects roster. You may only participate in the Annual Prospects draft if you have an open Prospects roster slot.

RELEASING PROSPECTS RESTRICTIONS:

A prospect can only be released during the ROSTER CUT DOWN PERIOD and must be done at least one (1) week prior to the start of the new season's PROSPECT DRAFT. This allows all other teams to have knowledge of the dropped prospect to allow them to consider drafting them. This provision also applies to Playoff Teams who are required to drop a prospect if they currently have 3 and are only allowed 2.

Example in year 1 you draft two Prospects Andy Anderson and Buddy Baker. If you know you want to draft at least one new Prospect in the year 2 Annual Prospect draft, you would have to release either Anderson or Baker to open room on your Prospects Roster in order to be eligible to draft in the Prospects draft.

Current year playoff teams may be required to release one prospect to comply with limits if they currently have 3 on their roster.

7.0 Salary Cap & Multiyear Contracts (MYC)

The MWHL Annual Salary Cap will be established by the Commissioner.

There are three Caps in force at various points in the season:

1. Roster Cut-down cap: \$210. This is the cap value teams must be at Roster Cut-Down. It is also the CAP LIMIT for future years contract value (players who are signed for MYC).
2. Post Roster Cut period through Annual Auction: \$260. This is the value teams can reach when filling their rosters by signing SRFARCs, through the auction or trades leading up to and during the auction. AGAIN – teams need to keep in mind the OUT-YEAR cap of \$210 when making trades – if the trade causes an out-year salary value to exceed \$210 it will not be approved.

- In-Season Salary Cap: \$280. The cap is increased to allow trade flexibility during a season and to allow for one-time buyouts of existing MYC players (see section 7.7). Again, it needs to be noted that In-Season trade approvals are still subject to out-year salary constraints of the \$210 maximum.

The Salary Cap is established to create balance in the league thus allowing weaker teams to improve and stronger teams not to dominate the league indefinitely.

Once the Regular Season has started the salary cap will be expanded by \$20 to \$280. This will allow greater flexibility for in-season trading.

Refer to Section 10.1 for the Annual Roster Cut Down – rosters will be reduced not by the number of players but by Salary Cap. At Roster Cut Down all rosters must be at or under \$210 this includes 1 year regular or rookie/prospect signings and early, regular and rookie/prospect Multi-Year Contracts (MYC).

7.1 League Salary Minimums

The MWHL minimum salary for any player is \$1.

Refer to Section 8.2 for Free Agent Auction Minimum Bids

Refer to Section 6.3.1 for Prospects 1st year Salaries.

7.2 Annual Salary Increases

All players will receive salary increases each season. This will create roster churn as some players will become more expensive than they are worth. This will push them back into the Free Agent Pool where the Annual Auction will determine their current MWHL value. Salary increases are varied by two factors: (1) the Players previous season’s salary and (2) how well his team performed in the previous season. The more success the team had the bigger the salary increases for their players.

This process, like the salary Cap, will prevent the stronger teams from gaining a semi-permanent dominant position at the top of the league’s standings.

7.2.1 Salary Increase Chart

Salary Increase Chart [Playoff Teams] {8}	
Season Ending Salary	New Salary
\$1 to \$9	"+"\$3
\$10 to \$19	"+"\$4
\$20 to \$29	"+"\$5
\$30 and Up	"+"\$6
Salary Increase Chart [Non-Play-off Teams] {12}	
Season Ending Salary	New Salary
\$1 to \$9	"+"\$2
\$10 to \$19	"+"\$3
\$20 to \$29	"+"\$4
\$30 and Up	"+"\$5

7.3. Contract Lengths:

Multiyear Contracts (MYC) obligate the MWHL Franchise to pay the player’s contracted salary for full duration of the MYC. The benefit of a MYC is that the player’s salary will be fixed for the duration of the contract and not adjusted

annually as players on 1-year contracts will be.

There is a related risk to signing a player to a MYC. The player's skill level may decline or the player may no longer play in the NHL. Aging, injuries, retirement or changing leagues could all be factors in a MYC player losing value. A player signed under a MYC cannot be released by the team at any time (except by a contract buy-out (Section 7.7), death (Section 7.7.1) or trade. NOTE: Traded players retain their MYC and the new owner is obligated to pay the balance of it.

MWHL Franchises can sign as few or as many players as will fit into their Salary Cap. Player's may be signed for 2 up to 5 years. Players not signed to MYC are assumed to have signed 1 year contracts if RETAINED by the parent team during the roster cut-down period. If they are released, they will be placed back in the draft pool but will be considered RFA during that draft cycle. Releasing a player after a 5 year MYC or 2 consecutive MYC contracts or 5 regular single season contracts releases that player to UFA status. Any combination of the above contracts defaults to the terms of the most stringent. EXAMPLE: You have a player signed on 3 consecutive 1 year contracts and then you sign him for a 3 year MYC – at the end of the MYC, the player reaches UFA status and is released to the free market. 1 first contract (either rookie/regular 1 year or rookie MYC does not count toward the limitations listed above.

7.3.1 Calculating Basic MY Contract Costs:

$[\text{BaseSalary}] + (\text{Length of Contract}).$

i.e. $[\$10] + (3 \text{ yr Contract}) = \$13 \text{ per year for all 3 years.}$

7.3.2 Annual 1 Year Contracts

Each team owner can resign any of their existing players not already under contract to a 1-year contract. This contract signing is done as part of the Annual Cutdown process. If you chose to keep a player who is not on any of the MYC variants, he is assumed to have a 1 year contract at his appropriate new salary (rookie, non-playoff increase per chart, or playoff team increase per chart (see 7.2.1). The only limitation to this is that after 5 consecutive 1-year contracts a player becomes an UFA and released to the player pool (of course an owner can rebid on the player but has no matching options).

7.4 Signing Periods:

The MWHL will have two signing Dates each year: An Early Signing Date that coincides with the Annual Trading Deadline (Approximately Game 62). The Summer Signing Date that coincides with the Annual Cutdown Date.

Early Signing Date signings can only be used to sign players to MYC. If you sign a player at the Early Signing Date that was not already on a MYC, you will use his current Salary as his base salary for the MYC calculations. If you are renewing a MYC for a player, the player's base salary for the new MYC will be increased by the annual salary increase amount as shown in Section 7.2.1 Salary Increase Chart +\$1 and will use the Non-Playoff Team table.

Multi-Year Contracts can only be signed during the Early Signing Period. At the Summer signing period you can only renew players for 1 year contracts. If you sign a player at the Summer Signing Date the player's salary will have already been increased by the Annual Salary Increase. If you are renewing a player coming off an MCY, the player's base salary for the new 1 year contract will be increased by the annual salary increase amount as shown in Section 7.2.1 Salary Increase Chart + \$2 and will use the appropriate Playoff Team or Non-Playoff Team table.

Players on your roster and still having RFA status but that have not appeared in any NHL games for the current season (the upcoming season disk for league play) may be given a one year contract. There is an inherent risk, the player may be gone due to injury, or dropping out of NHL to place elsewhere, or whatever reason. He may not be coming back. But if you have rights to him, you may sign him for 1 more year. However, he becomes part of your 30 man roster and cannot play and can create usage issues during the upcoming season(s). These players may be traded but the new

owner assumes the same inherent risks (and salary). If he returns the following year, he will receive the corresponding salary increase just as if he played for your team. Also, he will be eligible for an EARLY MYC during the next early signing period. **LIMIT – a team is limited to carrying only 1 player in this status.** NOTE: if you drop/release this player, he is not eligible for bidding by your team or any team in the auction until he reappears on the disk. And at that time, he will be an UFA.

Examples of Renewing a player's MYC:

A. Player resigned at Early Signing Date – Previous MYC was for a player with a base annualized rate of \$9. His MYC is expiring and you want to sign him for 3 more years.

His new annual basis would be increased by \$3 (\$2 from the chart plus \$1) to \$12 (uses the Nonplayoff Team table. So, his new Annual salary would be \$12 + \$4 (4 year term) = \$16 per year) \$64 over the course of the 4 years.

7.5 Prospects First Multiyear Contract (MYC):

Prospects will be allowed to be activated as part of the Roster Cut down if they played in the NHL in the season that just ended. When you activate a Prospect, you have two (2) contract options available to you.

7.5.1 Basic One (1) Year Contract:

The former Prospect, now Active Player, will have a salary of \$2 for the year. At the end of the contract the player will become an RFA. R1 contract term

7.5.2 Basic 2 or 3 Year Contract:

Under this contract the player the player's Base Salary would be \$2 and the MYC would be calculated as follows:

$[\$2] + (+2) = \4 a year for a 2 year Contract. R2 contract term.

$[\$2] + (+3) = \5 a year for a 3 year Contract. R3 contract term.

At the end of the contract the player will become an RFA.

7.6 MYC Constraints:

If a player is signed to a MYC contract of 2, 3 or 4 years, and released at the end of the contract he will become an RFA except as noted below.

If a player is signed to a contract of 5 years, at the end of the contract he will become a UFA. If a player is signed to multiple MYCs, he becomes a UFA at the end of the 2nd MYC regardless of the lengths of the MYCs.

EXCEPTION: If a prospect is signed to a Rookie MYC (R2 or R3) the first year eligible under Section 7.5 guidelines, this MYC does not count toward the maximum of 2 consecutive MYCs for a player before becoming a UFA.

7.7 MYC Buyouts:

As a GM you may determine that you no longer want a player on a MYC. In order to Release that player, you must first Buyout his MYC.

MYC Contract Buyout option will occur ONLY ONCE PER SEASON and coincide with the league's holiday downtime. The MYC Buyout/Waiver Claim Buyout Board will go active around Thanksgiving each year and wrap up at the end of our

annual holiday break period and be effective with the first commissioners default files after the break. Specific dates will be announced each season.

- Contract Buyout Calculations:
 - Players with 1 year left on their contract – the Buyout Value (BV) equals $\frac{1}{2}$ of next year's salary rounded to the nearest \$. EXAMPLE: Player A has a Salary of \$13 for the current and next season – his BV = $\$13/2 = 6.5 = \7
 - Players with more than 1 year left on their contract – the BV equals [Contract] + (Contract / 2) rounded to the nearest \$1. EXAMPLE: Player B has a Salary of \$13 for the current season and the next 2 (3 or 4 years) – his BV = $\$13 + \$13/2 = 13 + 6.5 = 19.5 = \20 .
- In-season Salary Cap determines the amount of free funds you have available to spend toward a player buyout – and any funds you expend to buy out a player's contract will decrease your available funds under the salary cap.
 - Example for player with 1 year remaining on MYC:
 - Your current Roster's Salary Value is **\$255**
 - You are buying out a player with 1 more year left on his contract (\$13) – BV = \$7
 - Since current Salary Cap = \$280, you have \$25 available and it will take \$8 to buy out this player (includes the \$1 needed to make the Waiver Claim to replace him on the roster).
 - Your new ADJUSTED Roster Salary Value equals: **\$263**
 - Actual salary value = $\$255 - \13 (old player gone) + $\$1$ (new player) = \$243
 - Buyout adjustment = \$20 (current year salary- already paid, plus BV = \$7)
 - Example for player with more than 1 year remaining on MYC:
 - Your current Roster's Salary Value is **\$255**
 - You are buying out a player with 2 more year left on his contract (\$13) – BV = \$20
 - Since current Salary Cap = \$280, you have \$25 available and it will take \$21 to buy out this player (includes the \$1 needed to make the Waiver Claim to replace him on the roster).
 - Your new ADJUSTED Roster Salary Value equals: **\$276**
 - Actual salary value = $\$255 - \13 (old player gone) + $\$1$ (new player) = \$243
 - Buyout adjustment = \$33 (current year salary, already paid, plus BV = \$20)

One thing to remember is that you can only buy out a player's MYC if you have enough available funds and you will need to replace the player with another player via a \$1 waiver claim. The waiver pick up must be done concurrent with the MYC buyout in order to keep the rosters at their required amounts. Waiver Claimed players are dropped from your roster at the end of the season and become UFAs, but they may be traded, but retain the UFA status.

The value of the Contract Buyout decreases your Salary Cap.

Process for the MYC Contract Buyout/Waiver Claim:

- The Commissioner will post [MWHL MYC Contract Buyout Form](#) and announce the Open Season for MYC Buyouts. Once the sheet is posted, league members can go and POST the Player they wish to buyout and also list the player they wish to pick up on waivers. FIRST COME – FIRST SERVED. However, the Team must have the available funds to complete the transaction. As a guide, GMS making a claim should list what they believe is the COST to buy out a player. Why – this helps Commissioner's office determine if they have the funding correct and will make verification quicker. The [MWHL MYC Contract Buyout Form](#) is set up to facilitate this process.
 - Players whose MYC is bought out are NOT eligible for Waiver claims. They revert to the player pool as UFAs for next year's auction.
- A team may exercise as many MYC buyouts as they can afford within the In-Season Salary Cap

- Once the MYC Buyout Period is over, no more MYC buyouts may occur until the following year.

7.7.1 Death Exception

If a player under a MYC dies, the Franchise will no longer be obligated to pay his MYC salary. In effect you will have no more obligation to pay his salary.

7.7.2 Multiyear Contract Signing Dates

Early Signing Date: The League Commissioner will announce the Early Signing Date each year. It will usually be about 1 to 2 weeks after the in-season trade deadline.

8.0 Annual Free Agent Auction

The Annual Free Agent Auction is the primary method for each Franchise to replenish their Active rosters for the current season.

8.1 Sequence & Process

- A. Franchises will nominate players in the inverse order of the previous season's standings. The previous season's Championship team will nominate last.
- B. That selected team's GM will then nominate a single player from the current Free Agent Pool. This player can be a UFA or a RFA. He can be a former player of that GM's team or any other team.
- C. The nominated player will have a minimum bid set for him. See the table in Section 8.2 for setting minimum bids amounts.
- D. The bidding process will begin at that player's minimum bid. The nominating GM automatically starts at minimum bid for that player.
- E. Bidding will continue on that player until no higher bids are made. If no bids are made on that player, he becomes the property of the nominating GM at the minimum bid.
- F. The Franchise who makes the highest bid on that player now has control of that player and the franchise's salary cap is reduced by the amount of the high bid.
- G. If the nominated player is a Restricted Free Agent (Section 5.2) then the former MWHL controlling Franchise has 1 minute to make a matching offer of +\$2 to re-sign the player away from the highest bidding franchise.
- H. The process will be re-started until all teams have had an opportunity to nominate a player, then the random franchise selection process will be reset until all teams have had their 2nd opportunity to nominate a player. This cycling through franchises will continue until all MWHL Franchises have signed 30 players to their Active roster. When you have reached 30 players you are done nominating, bidding and out of the Auction.
- I. All bids must be made in whole dollar increments.
- J. A GM may not bid more for an individual player than his available salary cap. A Franchise's available salary cap includes allotting a minimum of \$2 for each selection they must make to complete the 30 man roster. For example, if Thunder Bay has 25 players already signed and they still have \$20 in salary cap available the maximum they could bid for their next player would be $(20 - (2 * 5))$ or \$10.
- K. LIVE AUCTION/DRAFT will last 4 hours, or 5 players nominated per team – limit 4 hours.
- L. At the end of 5 rounds, if time remains, the commissioner will submit nominations, 1 for each team skipped for missing owners in the normal rotation, until the total number of players auctioned reaches 5 times the number of teams in the league.

M. Remainder of Draft will be via Excel Lists and instructions will be posted each year.

8.2. Minimum Bids and Bid Increments

The Minimum Bid for any player in MWHL is \$1 and the Minimum Bid Increment is \$1. There is no Maximum Bid Increment other than you cannot exceed your Salary Cap Resources.

8.2.1. RFA Resigning

The teams who previously controlled the Restricted Free Agents who were purchased at the Annual Free Agent Auction will have 1 minute to evoke their right to re-sign the RFA by matching his Auction Fee + \$2.

NOTE*****

*The only exception to the RFA rules are players that are acquired in the Pre-Season trading period and then released in the same season's Cut Down. That player becomes a UFA. **Teams** who acquire players during a Dispersal Drafts and cut them at roster cut-down will retain their RFA rights in the upcoming auction.*

It is unwise to make Auction Bids on your RFA's as that will just drive up their salary and make it more expensive to resign them. However, if you do bid on your own RFA, the minimum you can pay for a winning bid is \$3.

If you resign one of your RFA players who was not drafted the new contract price will be \$3.

8.3 End of the Auction

The Annual Free Agent Auction (Live and List) will end when all MWHL Franchises have reached maximum roster size of (30).

8.4 GM Attendance

GM attendance is expected at the Free Agent Auction. If a GM is unable to attend the Free Agent Auction it will be his and only his responsibility to submit a priority list of Maximum bids for players he wants to bid on. Since this is a very complex decision making process the Commissioner and the League will not be responsible to make changes to the submitted list.

Another alternative would be for the missing GM to appoint another GM to make his bids. If you wish to assign another GM as your Proxy, you must notify the Commissioner by e-mail at least 24 hours prior to the start of the Auction. GM's not in attendance at the Free Agent Auction will not be able to nominate players for bidding.

9.0 Annual Prospects Draft

The Annual Prospects Draft will be conducted after the Roster Cut Down Date & prior to the upcoming seasons Auction Draft. The Commissioner will set the date of Prospects Draft. In order to select in the Prospect Draft a Franchise must have 1, 2 or 3 open Prospect roster slots. If you were a Non-Playoff team in the previous season, you will be allowed to roster (3) prospects in the current season.

9.1 Draft Order & Lottery

The Prospects draft order will be determined by the previous season's standings and by a Lottery.

The basic draft order will be the inverse order of the previous year's standings with these exceptions:

1. The League Champion will be seeded last
2. The runner up will be seeded next to last
3. The 2 other teams in the conference final seeded next, worst season record gets better seed.
4. The 4 other playoff teams seeded next, worst season record gets better seed.

The Lottery will only impact the weakest teams from the previous season. Within this group of 5 lottery teams, prior to the lottery, player overuse from the previous season will be applied to these teams which may adjust the 12th through 16th order. However, no teams will be removed from the group of 5 worst records.

- 16th Team will have 5 chances (33.3%)
- 15th team will have 4 chances (26.6%)
- 14th Team will have 3 chances (20.0%)
- 13th Team will have 2 chances (13.3%)
- 12th Team will have 1 chance (6.6%)

The Lottery will only impact the 1st Round of the Prospects Draft.

There will be a one ball draw to determine the first pick in the first round. The other 4 teams then get seeded behind the lottery winner in reverse order of previous year standings.

For all subsequent rounds the order of the draft will revert to the inverse order of the previous year's standings. Once the initial order has been established, player overuse penalties will be assigned to determine the final draft order.

NOTE*****

Prospect Draft Picks may be traded but only for the Current Seasons' Prospect Draft.

9.2 Eligibility

Refer to Section 5.4 for description of Prospects.

Teams will only be allowed to have 2 or 3 Prospects in any Season

Refer to Section 6.3 to determine how many prospects you may roster.

9.3 End of the Prospects Draft

The Prospects Draft will end when all Franchises have reached their maximum number of Prospects (2 or 3).

10.0 Player Transactions

Player Transactions include Trades, and Injury Call Ups.

The Roster Cut Down occurs after the playoffs. It also occurs AFTER the SUMMER SIGNING session and it also the time that decisions will need to be made on your Prospects roster.

The ROSTER CUT DOWN PROCESS Flow will go like this:

- Summer Signing values go into effect in determining the salaries for use in the ROSTER CUT DOWN
- Salary Cap set to \$210 (or whatever the current salary cap cutdown level is if it changed)

This Salary Cap is used to determine the salary level of players you can keep prior to the Annual Draft. The players salary levels will be determined as follows.

- Early Signed Multi-Year Contract (MYC) Players – their value will be the annual value of their MYC contract.
- Non-MYC Players who were NOT prospects in the just completed season - their salaries will be based on the Salary Increase Chart in 7.2.1
- Prospects who played in the NHL during the season just completed and will be on the Action! PC Hockey season disk can be added to your Active roster at the league minimum salary of \$2. Those who played BUT not added to your active roster and kept during the cut-down period **will be assumed released** to the Free Agent Draft Pool as UFA.
- Prospects may also be signed to MYC (see section 7.5.2 – which is the only exception to the \$2 minimum base salary as the formula for Prospects MYC is based on \$1 value).

Once you have determined the CURRENT VALUES of your players (Commissioner to publish the values), you then need to decide which players you will keep keeping your SALARY LEVEL at or below \$210.

You also need to determine which of any of your remaining prospects that still qualify as prospects. (Section 5.4) Your options:

- You may release Prospects. When you release a Prospect you no longer have any right to that Prospect. You may be required to release 1 prospect due to previous season playoff status. Playoff teams are only allowed 2 prospects on their rosters – all others are allowed 3 in a given season.

You may keep any of your previous prospects who still fit that status within your limit of 2 or 3.

10.1 Trades

- MWHL Trades are the transfer of contracted players (Active Roster, Prospects Roster, Prospect Draft Choices) between two Franchises.
Trades **CANNOT** be made for “Future Considerations”, “Players to be Named Later” or for “Salary Cap Dollars.”
- Trades will be allowed in three separate time periods:
 - **Pre-season trading** – from the completion of the Playoffs until the Annual Roster Cutdown,
 - **Summer Trading** – from the completion of the Annual Roster cut down for 21 days (or other length as determined by the commissioner) closing prior to the start of the current year auction: This will be called Summer Trading.
 - **In-Season Trading** – from Opening Day of the Regular Season until game 62 of the Regular Season: This will be called In-Season Trading.

10.2 Pre-Season Trading

Open from a date set by the Commissioner or his designee, after the end of the previous season’s championship game, and after the new season’s salary increases have been assigned for a period of 21 days.

Pre-Season Trades are not constrained by Salary Cap or Roster Limits.

Trades do not have to be 1-for-1, 2-for-2, etc.

Traded players from Playoff teams to non-playoff teams carry their NEW PLAYOFF salary basis if they were not already under a MYC at the time of trade.

You may also trade away 1st and/or 2nd Round Prospect Draft picks before the completion of the Annual Prospect Draft.

10.2.1.1 Releasing Players acquired in the current Pre-Season Trading period.

Should a GM choose to release a newly acquired player(s) from the Pre-Season Trading period that has just ended, those players will be an Unrestricted Free Agent (UFA). The releasing team will **not** have any rights to match the highest bid.

10.2.2 Summer Trading

After the completion of the Prospect Draft up to 3 days prior to the annual Free Agent Auction, teams will be allowed to trade any players they have UNDER CONTRACT. The salary cap at this point will be raised to the \$260 level that will be in effect during the auction. Trading players at this point can affect the number of dollars you have available for the draft (either more or less depending on the traded players salaries). NOTE: You may not trade salary cap dollars, just players, and the contracts that are in effect carry over to the new team. However, all counts for the number of contracts gets reset. So, if a player is traded to your team and has a MYC, you can still resign him to up to 2 more MYC based on MYC criteria. Players acquired during the summer trading period cannot be signed to a MYC until the next year cycle at Early or Regular signing period.

10.2.3 In-Season Trading

After the Auction Draft and Rosters are confirmed, In-Season Trading Opens and continues to the Trade Deadline at Game 62. In-Season trades are more restricted. All In-Season trades must be player for player (1/1, 2/2/,3/3, etc.) Prospect Draft Picks may be traded In-Season, but only for the next season's Prospect Draft (Only) In-Season Trades must comply with the In-Season Salary Cap of \$280 and future years \$210 Cut-Down Salary Caps.

10.2.4 Trade Approvals

All Trades must be approved by both GM's by e-mail to the League Commissioner or his Designee. The Commissioner must review and approve all trades before they are finalized to insure the trade is fairly balanced and will not substantially alter the balance of play in the league.

If the Commissioner is involved in the trade the Assistant Commissioner will make the review.

The Commissioner will not approve any trades that appear to be taking advantage of a rules loophole, collusion among General Managers, or that are not in the best interest of the league.

10.2.5 Trade Appeals

Any Trade that is not approved may be appealed. The Commissioner will appoint a three member committee to review the trade. If the Commissioner's franchise is involved in the appeal, the Assistant Commissioner will appoint the three member trade review committee. The Trade Review committee will make their decision on the appeal within 48 hours.

10.2.6 Trade Talks

The MWHL does not limit, rather it encourages, coaches to communicate and talk trades. However, no formal agreements can be made and submitted to the League except during the two Open Trading Periods.

10.2.7 Injury Call Ups

It is possible that injuries and suspensions may deplete your roster to the point where you are not able to field a full 20 player Game Day roster. In these cases, you will be able to Call Up player or players from the existing Free Agent Pool. This will only be a temporary replacement. You will not retain the rights to this player. As soon as your unavailable players return from Injury or suspension the Called Up players will be released back into the Free Agent Pool.

Injury Call Ups can be made when:

- You have only 12 or less forwards eligible to play.
- You have only 6 or less defensemen eligible to play.
- You have only 1 goalie or less eligible to play.

There are no restrictions on who may be called up from the free agent pool for injury call-ups.

10.2.8 Roster Updates

Rosters will only be updated at the beginning of the next scheduling block. It will be the GM’s responsibility to make sure they have submitted an update COA file reflecting the roster changes.

10.3 Player Usage Limitations

Player usage limitations will be factored on the number of NHL games played in the previous NHL season.

10.4 League Injury Settings

The MWHL will set Injuries and Suspensions to “OFF” for Skaters and Goalies.

10.5 Skaters

Most Skaters will be limited to 110% of the NHL games played for the Regular Season.

Most Skaters will be limited to a prorated amount of the possible 21 play-off games

Teams are allowed to use either 5,6 or 7 defensemen in their game day roster set up.

10.5.1 Skaters Max Usage Chart [Regular Season/Playoffs]

Player Usage Limitations			
Regular Season	Injuries	Suspensions	Max GP
Skaters	ON	ON	NHL GP * 1.1
Goalies	ON	ON	NHL GP
Play-offs	Injuries	Suspensions	Max GP
Skaters	ON	ON	NHL GP / 3 Rnd Down
			>40 NHL GP No Limit
Goalies	OFF	ON	<41 NHL GP NHL GP / 3 Rnd Down

10.5.2 Low Rated Skaters Usage

Low rated skaters are an exception to the above player limitation chart.

Low rated skaters are any skater who has a combined OFF + DEF rating of less than 8.0 and who played in 40 NHL games or more.

These Low rated skaters can play up to NHL GP * 1.25 and they can play in all playoff games.

These Low Rated Skaters will allow Franchises more roster flexibility but only with players of marginal ability.

10.6 Goalies

All goalies will be limited to their actual number of NHL games played for the Regular Season. In the playoffs any goalie who played in 41 games or more can play in all 21 possible Play-off games. Goalies who played in less than 41 NHL games will be allowed to play in 1/3 of their NHL games in the playoffs. As an example, if Goalie A played in 24 games in the NHL he would be allowed to play in 8 of the 21 possible Play-off games.

10.6.1 Goalies Max Usage Chart [Regular Season/Playoffs]

See chart displayed in rule 10.5.1.

10.6.2 Low Rated Goalie Usage

Low rated goalies are an exception to the player Limitation chart.

Low rated goalies are any goalie with a Goalie Rating of 5 or less and who played 20 games or more.

The low rated goalies can play up to 40 games and they can play in all playoff games.

This will allow Franchises more roster flexibility but only with players of marginal ability.

10.6.3 Goalie Consecutive Games Played

Action! PC Hockey tracks how many consecutive games a goalie plays. Each goalie has a consecutive games played rating. If a goalie plays more than his rated number of consecutive games played, his in-game rating will be decreased. The more games he plays consecutively the more his in-game rating will be decreased.

10.7 Over Use Penalties

It is the GM's responsibility to monitor his player's usage and make sure he adjusts his lineups to comply with the rules in Section 11.

Specific penalties will be adjudicated on a case by case basis. The magnitude of the abuse will be one consideration.

The quality of the player who exceeds his playing limits will be another consideration. Finally, the impact of the abuse may have had on the rest of the league.

All these penalties are additive. All teams who overuse players will be penalized at a minimum, having prospect draft picks moved back, or player suspensions. At extreme levels, teams will also have player suspension into the next season, or salary cap reductions. All playoff teams will, in addition, have players suspended for varying amounts of playoff games. At extreme levels, a team might be disqualified from the playoffs.

10.7.1 Overusage by a playoff team:

1.a. If the team has no single player over 10 games of overuse, and total overuse of all players is less than 10, then each player overused gets suspended playoff games, starting with first game of playoffs. Total number of games suspended per player equals number of games overused.

1.b. If total overuse of all players on the team is more than 10 and less than 20. In addition to the penalty in section a., The best skater on the team in terms of points scored for the MWHL season is suspended for the first series of the playoffs, regardless of whether that player was overused. If the highest scorer was already suspended due to the penalty in section a, that suspension will be served by the 2nd leading scorer.

1.c. If total number of games overuse for a playoff team is 20 and less than 30, in addition to the penalty in section a., The best skater on the team in terms of points scored for the MWHL season is suspended for the playoffs, regardless of whether that player was overused and the 2nd best skater on the team in terms of points scored for the MWHL season is suspended for the first playoff series. In event that the player from section a is the 1st or 2nd highest scorer, the 3rd highest scorer will sit out the suspension from section a.

1.d. If total number of games overuse for a playoff team is 30 or more, the team is ineligible for the playoffs. The conference this team is in will reseed for the playoffs as if the suspended team did not exist.

1.e. If suspensions reduce a team's active roster to less than 12 forwards, 6 defensemen or 2 goalies, then the league office will stagger suspensions to allow the typical 20 man active roster.

10.7.2 Overusage by all teams:

2.a. As soon as the overuse is identified, the player will be made inactive the remainder of the regular season.

2.b. All teams who overuse player will have their prospect draft picks penalized per the following:

2.b.1. All of a team's prospect picks will be moved back in the draft 16 slots (or the number equal to the number of teams in the league). {Essentially moving each pick back one round}

2.b.2. Then the teams first pick (no matter which round it is in) will be moved back an additional number of slots equal to the total number of games overuse, cumulative total for the team.

NOTE: In case a team has no draft picks in the following year, his team will have players suspended the same as if they were in the playoffs, with suspensions starting at game #1 of the new season, lasting as long as the number of games overused. If players who were overused are no longer on the team roster, the highest scoring player on the team roster (NHL stats) will serve the suspension. In case of multiple players having been overused and leaving the team, then the suspensions will be additive, and the highest scoring player (NHL stats) serving a suspension equal to the total of those players no longer on the roster.

2.c. In cases where the league office finds overuse for a single player of more than 10 games, before the team manager catches the overuse and self-reports, the player who is overused will be subject to the following penalty:

2.c.1. A player who is under contract for the following season will be considered injured for that team the entire following season. He stays on the roster at the same payroll amount. He may not be dropped until the end of the following season but he may be traded - however the suspension goes with him.

2.c.2. If that player is not under contract for the team the following season, his team's salary cap shall be reduced by an amount equal to the amount as he was paid in the present season and the team who overused him will not be eligible to reacquire him during the auction or by trade in the upcoming season.

2.d. In cases where the team manager finds overusage for a single player of more than 10 games, and self reports. The player who is overused will be subject to the following penalty:

2.d.1. A player who is under contract for the following season will be considered injured for the team the following season for 1/2 the season plus the number of games overused, the injury to start at the beginning of the season. He will then be allowed to play for the remainder of the season subject to games allowed. He stays on the roster at the same payroll amount. He may not be dropped until the injury is over, but he may be traded - however the suspension goes with him.

2.d.2. A player who is not under contract for the next season, his team's salary cap shall be reduced by an amount equal to 50% the amount as he was paid in the present season and the team who overused him will not be eligible to reacquire him during the auction or by trade in the upcoming season.

10.8 In-Game Player Usage

There are times in a game or a series of games where you will need/want to play a player out of position. When you play a skater out of position his skills will be downgraded by Action! PC HOCKEY.

10.8.1 Skaters Playing Out of Position

You can play players out of position. Keep in mind playing a forward on defense or a defenseman at forward will be a big downgrade in skill.

10.8.2 Power Play & Penalty Kill Exceptions

You often see a forward play one of the point positions on the Power Play. Action! PC Hockey seems to make this a minor defensive skill down grade.

On Penalty Kill units playing a forward out of position also is a minor defensive downgrade.

11.0 Game Play

11.1 Action! PC Game Version

The MWHL will be using the latest version of Action! PC Hockey unless the Commissioner determines that the current version is unstable and he identifies a different version for league use. It will be each GM's responsibility to upgrade to the MWHL authorized for the season.

Each GM will purchase their game and annual updates for Action! PC Hockey from DKS Sports. The MWHL is working with DKS Sports to establish a discount program for league purchases. If you play in multiple Action! PC Hockey Leagues you may purchase your Game/Upgrades from them, but all GM's are expected to purchase the game and upgrades from DKS Sports.

11.2 Action! PC Game Settings – Regular Season

These in-game rules settings will be determined and published before the season starts.

The Commissioner will be responsible for creating all these settings and they will be included in the League File.

11.3 Action! PC Game Settings – Playoffs

The settings for the Playoffs will be determined and published prior to the start of the playoffs. The Commissioner will be responsible for creating all these settings and they will be included in the League File.

11.4 GM Set-up Responsibilities

It is each GM's responsibility to set the Action! PC Hockey game files prior to the start of each season. This includes loading any new version of the Action! PC Hockey game authorized by the MWHL. It also includes creating sub folders for the MWHL files.

11.5 GM In-Season Responsibilities

First and foremost, it is the GM's responsibility to meet all league deadlines. Failure to meet deadlines not only affects the league administrators (Commissioner/Statistician/Website Manager) but it also impacts all 19 of the other GM's.

- GM's will be expected to communicate concerns and issue to the Commissioner in a timely manner.
- GM's are responsible to submit new COA files when their Game Day roster changes.
- GM's are responsible for loading and using the weekly league files. Playing with old League files will impact other GM's player usage.
- GM's are responsible to monitor their player usage and adjust his line-ups.
- GM's are responsible for attending the Annual Free Agent Auction – the date is set well in advance.

12.0 Abandoned Franchises

Franchises that are abandoned in Mid-season will continue to play games under the direction of the league, in accordance with the following plans:

The Commissioner will attempt to find any needed replacement GMs. The Commissioner may seek a volunteer to temporarily take over the control of an abandoned Franchise until a new GM can be identified. Abandoned franchises home games will be simulated with both teams being controlled by the computer.

Based on the number of franchises that are abandoned during a season there will be different possibilities for proceeding. If there is just ONE franchise abandoned, the new Full-Time GM will have full ownership rights for that team. However, there is a caveat to this, if any other team's GM identifies at the end of the season that they will not be returning, then ALL TEAMS will be subjected to a DISPERSAL DRAFT. However, if the abandonments are not identified until AFTER the Roster Cut-Down, then the single GM will retain full rights to the roster that was inherited, managed and Cut-Down. Also, any abandoned teams abandoned after the ROSTER CUT-DOWN but prior to the AUCTION will be replaced on a Team by Team basis – not subject to Dispersal Draft. The following rules only apply to teams abandoned mid-season and/or before Roster Cut-Down.

12.1 Replacement GM Ownership Rights

1. If only one team is replaced, the new GM has full ownership rights to all players and will be subject all trading and cut-down requirements.
2. If more than one team is replaced, the teams' rosters will be placed in a DISPERSAL DRAFT at the completion of the season (and before the ROSTER CUT-DOWN period) subject to the following exception:
 - a. A full-time GM who takes over an abandoned team before the In-Season Trade deadline will have the following trading rights:
 - i. May trade any player on the franchise roster that is eligible for trade. Any players acquired via trade become the Permanent Possession of the new GM in the event a dispersal draft is held (multiple teams abandoned). So players acquired via trade remain the possession of the new GMs team.
 - ii. **CONDITON:** In the event of a dispersal draft, for each player retained as acquired via trade, the acquiring team will forfeit 1 pick in the dispersal draft BEGINNING with Pick 1.
 1. For example: 2 teams enter the Dispersal Draft, Team 1 traded and received 3 players – who they then retain. Team 2 did not trade anyone. Team 1 will not pick in rounds 1, 2 and 3 of the Dispersal Draft. In Round 4, they will have their 1st pick (and based on the random order of picks, it might be the 1st or 2nd pick in Round 4).
 - b. Prospect Picks for the new teams will be retained for each new team – if they have both prospect picks at the time they acquire the team.
 - i. Prospect Picks may not be traded until AFTER the dispersal draft, or Roster Cut-Down if there is no Dispersal Draft

- ii. In the event of a Dispersal Draft – and one or more teams enter the dispersal draft with fewer than 2 Prospect Picks available – ALL PROSPECT PICKS will be entered into the Dispersal Draft and the teams can draft them with any of their available Dispersal Drafts – but no team can choose MORE than 2 Prospect Picks.

12.2 Dispersal Draft

If the MWHL has multiple abandoned franchises at the end of the regular season, the Active Rostered players and all prospects on the abandoned franchise rosters will be combined into a dispersal draft pool and a dispersal Draft will be conducted for the new GM's/Franchises. NOTE: any players or prospects acquired via trade as noted above in Section 12.1 will not be added to the dispersal pool. Teams may draft as many players/prospects as available subject to the following:

1. Prospects – maximum of 3 may be drafted (or previously acquired via trade)
2. Players – as many as available, but once dispersal draft is completed, the teams will be required to perform Roster Cut-Down and Special signings as done by the rest of the league. Once this is done, they are eligible for pre-season trading (if trading season is active).
 - a. Released players after cut-down will be RFAs of the new team that cut them.
 - b. Players selected in the dispersal draft inherit ANY REMAINING contract they have signed.
3. Rated Players who are not selected in the dispersal draft will automatically become Unrestricted Free Agents (UFA).
4. Abandoned Prospects who are not selected in the dispersal draft will be released. And if they still meet the criteria for prospects, they may be drafted by any team in the Prospect Draft.

12.3 New Franchise Contract Relief

If any abandoned franchise is taken over by a new Full-Time GM, the commissioner, at his discretion may offer the new GM some MYC relief. This clause is provided as part of the Commissioner's Best Interest of the League provision in that the intent to a) obtain a new GM who will be a "lifer" and b) to give the new GM a little leeway to recover from poor contract decisions made by the previous GM. This option can allow a new team some greater trading flexibility, but it does come at a cost as noted below. The options the Commissioner may offer include:

1. Reducing 1 MYC to a single year contract (same \$ value) and that one player will be released into the GENERAL POOL – not the DISPERSAL POOL but will be considered an RFA for the team. This will NOT affect any picks in the DISPERSAL DRAFT – this player is NOT eligible in the DISPERSAL draft, but he will be available to all teams in the Auction (with RFA rights belonging to this new team)
2. Reducing up to 2 more MYC players contracts to single year contracts (current \$ value) – but these players become UFAs and go into the player pool for next year (in other words, they become Carded 6 players) and are available to all teams in the AUCTION, with no RFA rights. Also, these players would NOT BE in the DISPERSAL DRAFT.
3. Reason for these options is to free up out-year contract values and allows for greater trading flexibility. If any of these players are traded, their new status will go with them.

99.0 Constitution Changes

Over time changes to this Constitution will be required.

99.1 Commissioner Authorized Changes

The MWHL Commissioner has the authority to make immediate changes to the constitution if he feels the changes are necessary and important and for the best interests of the league as a whole. Commissioner changes are immediate and do not require GM approval.

99.2 GM Proposed Changes

General Managers may also propose changes to the constitution. The proposed changes will be voted on by all the active GM's.

99.2.1 Proposal Submission

GM proposed Constitution changes must be submitted using the League Guide Proposal tab on the League website.

Each proposal must include:

- (1) A brief overview of the change.
- (2) A detailed step by step listing of the change citing the specific Constitution sections affected this section of the proposal must be clearly written so that all GM's will understand the changes requested.
- (3) A list of the reasons this proposed change will benefit the league.
- (4) A list of possible issues or concerns this change may pose to the administrators or to the Franchises.

99.2.2 Proposal Review

Each Constitution change proposal will be reviewed by the Commissioner and any other designees he appoints.

Key items to remember are:

- Adding more work for the Commissioner and/or the Statistician will need to be justified.
- The proposed changes need to be balanced and not allow for any franchise to have a unique advantage.
- Adding more work for GM's in-season takes away from playing and enjoying the games.
- The league seeks to bring as much reality to the league as possible without adding additional burdens and lowering the ability to have fun.

99.2.3 Proposal Vote & Approval Criteria

For GM proposed Constitution changes voting approval must receive 60% or more yes votes of the active GM's who respond to the call for voting in the time frame designated. At least 51% of all GMs must vote. An example: with 20 GM's active it will require 12 positive votes for approval if all vote. If only 16 votes, it will require 10 yes votes to pass. If only 10 GMs vote, it will not pass no matter what the vote outcome. However, failure to vote will be considered as part of an owner's active commitment to the league.

99.2.4 Veterans Committee

{Rule Placeholder for potential future implementation.}

99.2.5 Approved Constitution Implementation Process

After a Constitution change has been voted in, the process to implement the change(s) will be directed by the Commissioner or his designee. They will likely require an implementation plan to identify all the changes required. Some changes may have such major impact they may not be able to be implemented in the current season. They may require a phased in implementation or a delayed implementation.

