



LTLHL

Rule Book



Introduction

Welcome to the Light The Lamp Hockey League. Accept the challenge and step into the role as General Manager of one of the 24 teams that make up the LTLHL. The teams are fictional as are the players but the glory is real! The following rulebook is in place to maintain the integrity of the league and ensure the best possible experience for its members. The number one rule will always be to have fun! As the league continually evolves and new technologies develop, the rules will also evolve to ensure fairness and transparency are always upheld.

The League

The success of the LTLHL lies with each and every GM that plays the game. The primary role and responsibility of each member is to manage your own team. That said, there are many other roles and responsibilities that contribute to a fully immersive experience and ensure that the league runs smoothly for all. The more we all contribute, the more we will enjoy the experience.

League Administration

The following positions make up the league administration:

League Commissioners

- LTLHL Commissioner - **Michael Green**
- LTLHL Assistant Commissioner - **Kris Nissen**

Game Administrators

- Simulator : **Michael Green**

Website

- Developer/Designer : **Alex Bouchard**
- Coding/Feature Development : **Alex Bouchard**
- **Player Administration**
- Player Creation and Development - **Kris Nissen**
- Player Creation and Development - **Kelly Flewelling**
- Rerates - **Alex Bouchard**
- Retirements - **Alex Bouchard**

International Tournaments

- Project Manager/Roster Selection - TBD
- Simulation - **Michael Green**

All-Star Weekend

- Roster Selection/Skills Competition : **1 GM per conference**
- Simulation : **Michael Green**

GM Hiring Committee

- Director: **Michael Green**
- Member : **Kris Nissen**
- Member : **Gabriel Bossé**

Rules Committee

- Director : **Michael Green**
- Member : **Kris Nissen**
- Member : **Gabriel Bossé**
- Member : **Kelly Flewelling**
- Member : **Alex Bouchard**

Awards Committee

- Director : **Tim Karutz**
- Member: Alex Berard
- Member : Boston Stepaniuk
- Member : Cameron Clow
- Member: Clarke Stepaniuk
- Member: Gabriel Bosse
- Member: Joe Larson
- Member: Kelly Flewelling
- Member: Kieran Green
- Member: Kris Nissen
- Member: Michael Green
- Member: Neil Oliver

To apply for an open position, email the commissioner.ltlhl@gmail.com

League Alignment

LTLHL

- Professional Level of Play
- 24 Teams, 2 Conferences, 6 Divisions
- Games Played - Regular Season (80), Playoffs Rounds (4), Playoff Series (Best of 7)
- Championship - TBD Cup

Farm League

- Farm Level of Play (1 team affiliated with each pro team)
- 24 Teams, 2 Conferences, 6 Divisions
- Games Played - Regular Season (80), Playoffs Rounds (4), Playoff Series (Best of 7)
- Championship - TBD Cup

Junior League

- Junior Level of Play
- 24 Teams, 2 Conferences, 6 Divisions
- Games Played - Regular Season (80), Playoffs Rounds (4), Playoff Series (Best of 7)
- Championship - TBD Cup

Simulator Software

The LTLHL and its GMs use STHS (Simon T Hockey Simulator), a program that was developed by Simon Tremblay. For more information about STHS, please visit the [STHS Website](#).

Sim Schedule

Scheduling Issues/Holidays

The game schedule will run 6 days a week with one designated off day. The built in off day has many benefits, including a day off for the person doing the sim. A natural break day for the trade deadline. Most importantly it helps the format for teams to play 4 games each week and never play more than two games back to back. There are some instances where a team may only play 3 times in one week but those will be few and far between. In a standard week each team will have four games, no team will play 3 times in 3 days. The regular season runs in 21 weeks to accomplish this format.

Any breaks that are needed to accommodate holidays, all star games, or other issues will be handled so as to cause the least disruption to the schedule format. Any schedule break during the season will be publicly noticed to all GMs well in advance

Official Cutoff Time

The cut off time to submit your team lines is 6PM EST each day. Any line submission, trade or other personnel move received after the deadline will be processed the following day.

General Manager

What makes a great GM? Is it making more good trades than bad? Is it winning more than losing? Is it filling the display case with trophies? Is it being a leader and mentor among the members? It's all of those things and more.

The first responsibility of a General Manager is to the league and its members. Be cool, be fun, be fair. If all GMs remember that the health of the league and the happiness of its GMs are the most important part of this game, we will all have fun. Respect is a must both in individual and league wide communications.

No derogatory profane language is to ever be used in LTLHL communications as there is never a need for it. Also, no personal insults directed toward any other member will be tolerated. League Administrators will deal with all offenses on an individual basis.

The second responsibility of a General Manager is to their team. There are many tasks that a General Manager must perform throughout each season and the league has a level of expectation that each GM will perform these tasks to the best of their abilities.

New GM's

New GM's will be on a one season probationary period. During this period, they are free to make trades, but every deal will be closely monitored and the league will not tolerate any one sided deals in

which a new GM is being taken advantage of. Also, a mentor will be offered from the opposing conference to act as a guide and resource for the duration of the probationary period.

Participation Level

All GMs are expected to participate on a regular basis. This is obviously subjective. Things you are expected to do without exception -

Keep your lines current and free from roster violations.

Log in on a regular basis to the site. No one should be absent for multiple days without a quick post or email to let people know of an absence (vacation, family emergency etc). Be courteous and it won't be an issue. If you know you will be gone for a period of time coordinate with another GM to keep your lines up to date.

Be a full participant in all off season activities

- RFA/UFA Contracts
- Annual Draft - live participation or a list submitted on time

While trading is not required of anyone it is a way to improve your team in the short term or build future assets. Failure to have the courtesy to respond to trade offers will be a participation issue and may cause a GM to fall into the Terms of Termination.

Terms Of Termination

No one wants to be terminating GMs from the league. That said it is imperative that GMs are acting in good faith to run their club with a plan that is in line with trying to improve the club in the near term or the foreseeable future. While everyone has their own style and some people may prefer to trade draft picks for current players no team should ever be perceived as not actively trying. Tanking will not be tolerated. If it looks like you are on autopilot you will be hearing from the commish.

Failure to log in and keep your team lines current is a big issue. It causes problems for the person handling the sim and it shows a disrespect for everyone else. If you're too busy to be actively involved man up and say so. If you are absent more than you're present you will be hearing from the commish.

While everyone likes to get the better end of a trade no GM should be getting the short end in every deal, and no one should be so far off in their player valuation that a deal is clearly lopsided on the surface. If we see a trade that makes no sense you can expect to be asked to explain it. If you can't it may be over ruled. If you're always on the bad end that could be a problem to your longevity.

As previously mentioned failure to interact with your fellow GMs in a timely and polite manner will be an issue that can cost you your place in the league. Know who you are talking to and know how you can talk to them. As a general rule no one should be dragging other GMs on the message board or other apps like Slack, Discord or wherever we as a group are currently communicating. If you make a post keep it civil, we all like a good article which assesses teams, off season moves, trades or other league happenings but no one should make personal attacks of other GMs. If you do cross a line there better be an equally public sincere apology in your immediate future.

When you log in and see that you have a trade offer or an inquiry from another GM you should be responding to them within 2 days. You may just reply to say "I'll think about it" or "Sorry he's not available". But you will reply to that person and show them courtesy. If people start talking about a GM and how they never acknowledge emails, trade offers or other means of communicating you will be hearing from the commish.

Everyone is here to enjoy the game, that should always be the primary focus. A lot of time and effort is put in by many people to make this possible. Show them the respect of being a good GM and termination won't be an issue you need to worry about. Having a team that struggles in the win loss column won't be an issue but if you are perceived as trying to lead the league in penalties as opposed to wins it will be. Play the game with integrity and treat it with respect.

Website

The pro and farm levels will operate on the new site exclusively. The junior league will continue to run on the dynamic site. The link for the junior league is still located in the top icons to the far right. The new site incorporates features such as our custom rerates, player agent and trade tool. If you find any issues with the site there is a forum now with a place for you to report technical issues so they can be tracked and addressed. The forum also has a full message board system to replace much of what had been handled on Slack. We will be migrating over to using this forum to better document and track league posts. One known concern is the use of waivers and the line editor add on. If you've played in a league with the line editor before you know that sometimes there can be glitches when it requires auto lines to be used. We will monitor this as best we can but please keep this in mind and use the client file when possible. We will do our best and always act with the best intentions when it comes to the need to make decisions that result from an error in the sim.

Finances

1. Team Revenue
2. Arenas
3. Ticket Pricing
4. Salary Cap
5. Salary Minimum
6. Roster Requirements
7. Fines / Penalties
8. Contracts
9. All Star Host Bonus

Players

1. Age Range
2. Level of Play
3. Status
4. Waivers
5. Retirement

Season Calendar

1. Entry Draft
2. Free Agency
3. Regular Season Begins
4. In Season Signing of UFA
5. Trades
6. Trade Deadline
7. Playoff Roster Lock
8. Playoff Format
9. Player Rerates
10. Player Retirement

In Season

1. Salary Cap
2. Roster Requirements
3. Player Movement Pro/Minor
4. Player Signings

5. Position Switches
6. Releases
7. Injuries
8. Suspensions
9. Game Day Deadline
10. Line Editor

Off Season

1. Player Age
2. Players rerates
3. Retirements
4. Entry Draft
5. RFA Offers
6. FA Bidding
7. RFA Compensation

FINANCE

1. Teams will come into the season with balance they ended the prior season.
2. In season, teams generate revenue from ticket sales and in game revenue. All stadiums will be equal in capacity so as to create a fair playing field.
3. Ticket pricing is adjustable but will be set evenly across the league at the beginning of the inaugural season
4. The minimum salary a player can sign for is \$700,000 for 1 year.
5. The league will operate with a salary cap. The cap will adjust periodically but changes for the next year will be announced prior to the current season ending.
6. Rosters must have 18 skaters and 2 goalies dressed for each game day. This means your pro roster can be no less than 20 players at any time. The total combined roster of the pro and farm teams cannot exceed 55 players in total and must remain under the cap.
7. Fine amounts will be determined
8. Player contracts for players on the pro roster will count 100% against the cap even if a player is injured. Farm players will count at 10% of the one year value.
9. Teams that host the annual All-Star game will earn a revenue bonus of \$5,000,000

PLAYERS

- 1 Players are created in the Juniors where they will develop until reaching age 18 when they are draft eligible. If a player reaches age 21 without being drafted they will move into the pro UFA pool. When the pro UFA pool becomes too deep players may be removed to make the data more manageable.
2. Players are **Junior eligible** until they have completed their age 20 season. Players can be brought to the pro/farm roster immediately after being drafted or remain in the juniors at the discretion of the GM who drafts them. Once finances have been sorted out a financial cost may be applied to keeping a drafted prospect in the juniors or promoting them.

For Season 3 the following applies.

A Player is locked on the pro roster if they meet any of the following criteria -

- **Overall Rating of 78 or above**
- **A Forward or Defenseman who earns \$2,000,000 or more per season**
- **A Goalie who earns \$2,000,000 or more per season.**

Players with a rating of 77 or below who do not meet the salary listed above are farm eligible.

3. Players will remain "rookies" until they have played more than one full pro season or 25 pro games at a minimum. After 25 pro games or one complete season a player will no longer be eligible for any award related to rookies.
4. Waivers will be in effect for players age 24 and older. **Players who are farm eligible** (see above section 2) will be subject to waivers. Once they play their 20th pro game of the current season they will become subject to waivers if sent to the farm. So you can have a "4th line" type player who comes up and fills in for injuries as needed as long they don't exceed 20 pro games in that season they will be able to pass freely between the pro

and farm club rosters. A pro lock player will never be eligible to be sent to the farm and therefore waivers will not apply.

For purposes of waivers the league will post the current seasons farm eligible data before the first games of a new season just like the salary cap.

5. Retirement will be determined through a formula based on player age, usage, performance and other factors. Players age 35 and older will be run through the formula each off season. A player who plays first line minutes and produces will be less likely to retire than a player who is playing 4th line minutes.

SEASON CALENDAR

1. Entry Draft - At the start of each new season an entry draft will be held. Drafts will run 5 rounds. The draft order for picks 13 - 24 will be the inverse order of finish. The teams holding picks 1-12 will be in a lottery for the top pick. Picks 2 -12 will follow in inverse order of finish. All 12 teams who missed the playoffs will be eligible to win the top pick. Only the top pick is determined by the lottery.
2. Free Agency - Players on expiring contracts will become free agents following the completion of the playoffs. Players will fall into one of several categories of free agent. Teams will use this window to make contract offers to all free agents. Players between the ages of 21 and 26 will be restricted free agents or RFA. The current team will have the opportunity to resign these players by using the player agent throughout the season. If no deal has been struck before the free agency period begins these players will enter free agency as RFA. If another team signs an RFA the team will have an opportunity to match the offer or accept compensation for that RFA. Players age 27 and older will be classified as unrestricted free agents or UFA. The current team can negotiate with the player to try to resign them throughout the season. If a deal has not been struck, or no deal offered these players will enter free agency with no compensation due.
3. Regular Season Begins - The regular season will consist of an 80 game schedule. Each team will play 24 games against their division rivals. 32 games against their conference rivals and 24 games against the opposite conference. All games will be split evenly between home (40) and away (40).
4. In Season Signing of UFA - Once the season begins any unsigned players will be placed in the UFA category. These players will be eligible to be signed by any team. Claims for players will be processed each day. If more than one team claims a player the value of the contract will be the determining factor.
5. Trades - Trading is allowed from the first day of the season, the entry draft until the trade deadline which will fall on a Sunday right around the 60 game mark. GMs can trade players from their pro or farm team, prospects, future draft picks or cash consideration. All trades are subject to review by the league admin staff. In the event a trade is deemed detrimental to the league or so far out of balance that it can't be allowed to stand the league admin may intervene.
6. All - Star Game - At the season mid point an All Star game will be held. The location will be randomly chosen. One GM from each conference will be randomly selected to handle the selection of All Stars for their conference. Each team in the conference will be represented in the All Star Game. That GM will also be responsible for handling the line file.
7. Playoff Format - 12 Teams will advance to the playoffs, 6 from each conference. In each conference the top 2 seeds will get a first round bye. Teams 3 and 6 will play in round 1. Teams seeded 4th and 5th will match up in round one. Round 2 will see the lowest seeded team take on the top seed and the other first round winner taking on the 2nd seed. The winners will play in the conference final. All series will be a best of 7. Playoffs for the pro and farm will occur simultaneously.
8. Playoff Roster Lock - Once a team has been eliminated no player from the pro roster will be able to be sent down to the farm.
9. Player Rerates - Following the completion of the playoffs all players will be rerated based on the leagues rerate system.
10. Player Retirement - Following the completion of the playoffs all players age 34 and older will be run through the leagues custom retirement system.

IN SEASON

1. Salary Cap - **Season 3 is \$47,500,000** Pro Players count as full annual salary, farm players count at 10% of annual value(ie \$1,000,000 contract in the farm counts at \$100,000 against the cap while the player is in the farm)
2. Roster Requirements - Pro Roster Minimum 20 players, Maximum 25 players, Pro Farm Combined 55 players maximum. Must fit under salary cap.
3. Player Movement Pro/Minor - Pro players may not be moved to the farm at any time. Farm eligible players may move between the pro and farm roster at the discretion of the GM. Note waivers are in effect so players who are subject to waivers will be exposed when moved from the pro roster to the farm roster. GMs are responsible for paying attention to this. **Pro Locked Players include - Skaters who either earn \$2,000,000 and Goalies who earn \$2,000,000 or more in salary per year or have an overall rating of 78 and above.**

4. Player Signings - Players can be signed from the unassigned free agent pool throughout the season by negotiating with their agent. Players currently on your roster may be resigned/extended by negotiating with their agent. If you can not successfully resign or extend your player in season they will enter free agency in the category that applies to them. All salaries for the current season will count against the salary cap. In the case of an extension where a salary increase or decrease occurs that will apply in the year where that salary goes into effect.
5. Position Switches - Each year, teams will have 2 position switches which can be used for forwards to move between C, LW and RW. Any switch after the two free switches will cost \$5,000,000.
6. Releases - Any player released will be paid out at 100% of the remaining value of their contract. Funds will be deducted immediately from the clubs accounts.
7. Injuries - Injuries occur throughout the season and the sim software will determine the severity of those injuries. Players will regain conditioning at a rate of 1 point per sim day when they do not play a game.
8. Suspensions - Suspensions are determined by the sim software. The Admin staff does not issue suspensions of players.
9. Game Day Deadline - All GMs will submit their line files and any other player action such as a trade, signing or release each day before 6PM EST. Any submissions after 6PM EST will not be processed that day. Exceptions may occur in the event that the line file update is needed for the sim to run smoothly.
10. Line Editor - The line editor file is available for free download on the STSH site <https://sths.simont.info>. On the www.ltlhl.ca site you may also use the line editor file. Note - If errors are occurring we will do our best to make people aware and if there is a widespread issue the Admin may need to delay games or adjust the schedule such as running two games in one day with a rest day simmed in between. Any such instance like this will be determined by the Admin at their discretion based on what makes the sim work most easily. We will not be re running regular season games based on an issue which effects a small number of teams. In the post season the Admin will do everything possible to ensure that the sim is operating properly and everyone is getting true results based on timely submissions of line files.
11. Fines - The Commissioner may issue fines to any GM who violates roster policies. A GM will receive one warning to correct errors before any fine is issued.

Off Season

1. Player Aging - Following the completion of the playoffs all players will age by one year.
2. Player rerates - Following the completion of the playoffs all players, pro farm and juniors, will be rerated. The rerate system has been custom built for this league. Players will rerate based on factors such as age, playing time, performance and other factors. Younger players should develop best when given the chance to perform and having successful performance. Older players may regress as they age despite performing well. Father Time is undefeated and no player can expect to perform at the highest level in their late 30s.
3. Retirement - At this time all players age 34 and older will be subject to a determination on retirement. Any player who retires will have the balance of his contract paid out by his current team.
4. Entry Draft - Entry drafts will last 5 rounds. GMs are expected to be full participants in the draft. There will be an option to make real time selections or to provide a list of players for your selection. Failure to do either will be possible grounds for termination.
5. RFA Offers - During the season all GMs will have an opportunity to make an offer on their own Restricted Free Agent (RFA) eligible players. If a GM does not make an offer on their own RFA that player will become an Unrestricted Free Agent(UFA) at the start of the Free agency period and any entitlement to compensation will be forfeited.
6. FA Bidding - Following the window for GMs to offer on their own RFAs the period of FA will open for all GMs to have the opportunity to make contract offers on all Free Agents regardless of status.
7. RFA Compensation - Teams who make offers on restricted free agents from other teams will be subject to compensation in the event the player signs with the new team. The compensation will be in draft picks. In order to make an offer you must have the draft capital. The draft picks must be available in the next draft year. When multiple picks are required, 1 of the picks has to be available in the next draft. If you have for example multiple second round picks, the team losing the player will determine which pick is used for compensation. The compensation is based on percentages tied to the salary cap. So as the cap rises the dollar ranges will rise accordingly.

Percentage of Salary Cap(\$47,500,000)

4% or less.	\$1,900,000
4% - 5%	\$1,900,001 - \$2,375,000
5% - 6%	\$2,375,001 - \$2,850,000
6% - 7%	\$2,850,001 - \$3,325,000
7% - 9%	\$3,325,001 - \$4,275,000
9% - 11%	\$4,275,001 - \$5,225,000

Draft Pick Compensation

None
3rd
2nd
1st
2 - 1st
2 - 1st and 1 - 2nd

