

# **Maurice Richard Fantasy Hockey League Rulebook**

## **MRFHL Commissioner:**

Dylan Wilson - [dylanwilson67@gmail.com](mailto:dylanwilson67@gmail.com)

## **MRFHL Board Of Directors:**

Derek Loftus: **Deputy Commissioner (*Bribeable*)**

Austin Evans: **Senior Director, Player Evaluation**

Clayton Hansler: **Commissioner, MRFAHL**

Tanner Braithwaite: **Senior Director, Automated Technologies and Undefeatedness**

## **MRFHL Website link:**

<http://www.mrfhl.com>

## **MRFHL Discord link:**

<https://discordapp.com/channels/637353162688430091/637354376180138016>

*Disclaimer: Any rules outlined in the rulebook below are subject to change. If malpractice is suspected, the commissioner reserves the right to veto any actions, and if such situations do occur, the commissioner's decision(s) will overrule this rulebook.*

## **1. General Manager Expectations:**

General Managers (GM's) will play within the confines set by the league, and with an intent to play fair. All GM's are expected to be active throughout the season and attempt to participate in league activities (i.e. drafts, free agency, activity checks, etc.).

### **1a. Absences/Vacations:**

GM's will attempt to notify the league of any prolonged absences. This can be done by announcing it on the portal or discord or by e-mailing or private messaging the Board of Directors (BOD) or Commissioner.

### **1b. The Golden Rule:**

All GM's are expected to treat fellow managers and league representatives with respect and courtesy. MRFHL league representatives will be held to the same standard when interacting with managers. If any manager feels that he has been treated unfairly or disrespectfully, they are strongly encouraged to bring it to the Commissioner's attention.

### **1c. Anti-Tanking Rules**

At any moment a team's pro team total overall drops more than 10 points below that of the league's top team OR is shown a team is icing an inadequate lineup given what is on the roster, the BOD will review the situation. This could include penalties that include giving the final spot in the draft lottery and/or moved to the back of the draft, OR the removal of draft picks.

### **1d. Lineup Management**

The expectation is for all General Managers to set their roster and line-up at least once during the first half of the season (Games 1-41) and at least once in the second half (Games 41-82). Liens can be submitted through the STHS Client or by sending them to the BOD member running the simulator.

### **1e. Article Activity**

General Managers who write at least two (2) articles during the course of the season will be rewarded with an additional pick at the conclusion of the draft (following the 192nd overall selection) as part of a bonus *Supplemental Round*. For the purpose of participation rewards, the *course of the season* is defined as the period between the conclusion of the previous year's finals to the conclusion of the current year's finals. Articles must be a minimum of 300 words. The draft order for the Supplemental Round of rewarded picks will be chosen at random. Teams will only be rewarded one pick per season for their participation and the pick may not be traded or otherwise leveraged as compensation.

## **2. Commissioner & the Board of Directors:**

The Commissioner of the MRFHL is Dylan Wilson. The current Board of Directors consists of the Commissioner, Derek Loftus, Austin Evans, Tanner Braithwaite and Clayton Hansler.

The BOD's job is to assist the commissioner with the running of the league. Some of the duties include representing players in free agency, handling trade disputes, and ensuring the league can remain active and fun for all members. General Managers can suggest new ideas and discuss them with board members. If the idea is deemed best for the league, the commissioner will announce the idea being implemented when the time is appropriate.

If you wish to file a complaint about something going on in the league, please email one of the BOD members. Under no circumstances should a complaint be sent league wide via email or posted on the portal or discord. All complaints will be taken seriously and dealt with in a professional, fair manner.

### **3. STHS League:**

At this moment the MRFHL uses the STHS Simulator created by Simon T (<http://sths.simont.info/>). The league may change versions at any time. The current version of the simulator is v3, running on the 1.7 sim engine. General Managers will be notified by the Commissioner if an update occurs. If an alternative engine becomes available, the league can decide to switch.

### **4. Roster Requirements:**

All general managers are responsible for ensuring that their rosters meet the below roster criteria.

#### **4a. Contract Limits**

Teams must have a minimum of 40 players and can have a maximum of 50 players signed to contracts on their roster spread out between the pro and farm teams. Out of those players, 4 must be goaltenders, 24 must be forwards and 12 must be defensemen. Teams CANNOT exceed the 50 contracts at any moment, season or off-season. Teams will also be able to sign up to a maximum of 5 players to AHL only deals. These are extra players for your farm team that can play for your farm and can be signed by any team to a pro contract. AHL contracts can only be a maximum of 1 year at league minimum.

Rosters must reach the minimum number of players prior to the first day of the season and remain so throughout the regular season. If teams are not compliant with the roster minimums, players will be added to the rosters. Players that are sitting on the offending team's prospect list and have a player rating will be added first, and if more players are required UFA's will be signed to that team at a 1-year deal at the minimum salary.

#### **4b. Pro Roster Limits**

Pro Teams may have a maximum of 23 active non-injured players (2 must be goaltenders) on the roster at the start of and any time during the regular season and playoffs. Only 20 players can be dressed per game, the remaining players on the roster will be scratched. The same rules apply for farm teams. This rule is suspended during the off-season. At the start of the Preseason all players are called up to the pro team and it falls to the GM to reach the 23 player pro roster limit with waivers in full effect (*See Rule 17 - Waivers*).

If the GM is unable or unwilling to make the appropriate player moves, the commissioner reserves the right to make roster modifications to that team to ensure they meet the requirements. Roster modifications may include moving players from the farm team to the pro team and vice-versa. This may move players onto the waiver list for other teams to claim.

The maximum number of games that a goaltender can start in a Pro League regular season is 67 games. This total is 67 starts per season, which carries forward with every team a goalie plays for in a single season. If a goalie is slotted in the backup role and has to enter the game, this does not count as a start. If a goaltender has reached his 67-start limit before the season is done, the commissioner will start the team's backup goaltender in the remaining games of the regular season. If a goaltender plays over the 67 start limit, the goalie will be suspended for the additional starts they made in the playoffs.

#### **4c. Farm Rosters**

Farm rosters adhere to similar limits as Pro Team rosters; only 20 players can be dressed per game (two must be goaltenders) with the remaining players being scratched. However, unlike the Pro Team, farm rosters are *not* subject to a 23 player limit. Farm rosters can carry up to 35 players, or the balance of the team's 50 contract limit plus five players on farm-only contracts.

Once a ratings package has been received, a *Maximum Overall Rating* will be set for players that are waiver exempt (see **Sec. 17a**). Any player exceeding the Maximum Overall Rating who would otherwise be considered waiver exempt by way of their age, will be subject to clear waivers similar to all other waiver eligible players.

At the conclusion of the season, the Calder Cup winning General Manager will be awarded an additional selection in the upcoming MRFHL Entry Draft. The awarded pick will fall between the third and fourth rounds. The pick may not be traded or otherwise leveraged as compensation.

## **5. Submitting Lines:**

There is no requirement or minimum amount of times you need to submit your lines. All lines are done in the STHS Client that is available for download at the “STHS V3” section on the MRFHL homepage or [sths.simont.info/](http://sths.simont.info/). (Note: The Client is not easily compatible on Mac computers) If you are having any trouble with submitting your lines, please reach out to the commissioner or the BOD and they will do their best to help you out.

## **6. Duplicated Players:**

Duplicated players will pop up here and there and if you see any, please bring it to the commissioner’s attention. He will work with you to ensure that the correct steps are taken to remove the correct duplicated player.

For players that have the same name as another player in the league, the player who entered the MRFHL last will have a differentiator added to the end of his last name to clarify and differentiate between the two players.

Please note that in this league, some players will appear in the unassigned list if the team that holds their rights has not created them. This will apply for certain players under the age of 24. Before trying to sign a player under 24 years of age, ensure you check if their rights are held by another team.

## **7. Retirement:**

Once a player retires in the NHL, they will be removed the following off-season in the MRFHL after not receiving a rating. Any player that has retired from the NHL while still having a new rating and is a current MRFHL free agent, they will be only allowed to sign a 1 year deal. Any retired player that is removed will also have their remaining contract wiped as well.

If the unfortunate occurs and a league player/prospect/coach passes away in real life, then that player/prospect/coach is immediately taken out of the MRFHL out of respect for the deceased and their family.

## **8. Inactive Players:**

A player 27 and under that falls under the RFA status will be eligible to be re-signed at any point their contract expires, even if they no longer receive a rating from being out of the NHL/AHL, whether overseas or on LTIR.

Any player 28 and older that fall under UFA status will be unable to be re-signed once their contract expires in the MRFHL and they have no longer received a rating from being out of the NHL/AHL, whether overseas or on LTIR.

Inactive players 28 and older and still under contract in the MRFHL will be removed after one year of not playing 1 NHL/AHL game and not receiving a rating. A team can appeal the deletion of the player that will be reviewed by the BOD, and if approved will come with a ratings penalty for the upcoming season. If a player becomes re-eligible for the league by having a rating for them in the most recent ratings pack and was removed through the Inactive Player rules, they will be declared a UFA and be eligible in the next offseason UFA signing phase.

### **9. Rerates:**

Players will be subject to rerates every off-season. Rerates are based on their NHL and AHL performance. This league currently uses the ratings pack designed by Austin Evans.

### **10. Salary Cap:**

This is a hard floor and cap and must not be exceeded. Teams can exceed the salary cap during the summer but must be compliant by Day 1 of the MRFHL season.

The MRFHL Salary Cap will be \$96 Million for the 2025-26 Season. The Salary Floor will be set at \$76 Million. A Player's contract cannot exceed 4 years\* (see 14A - Term Limits) in length and/or 20% (\$19.2 Million) of the total salary cap. The minimum salary for a player to make is \$700,000 per year.

Salary cap is accumulated on a daily basis as the season progresses. When a trade is made, the point in the season in which the trade is made has salary cap impacts. If a player is acquired half way through the season, the acquiring team will have to cover less of the total cap hit than if that player had been acquired at Day 0 of the season. The acquiring team only has to cover the remaining salary.

*Example: Player 'x' has a 4M cap hit, there are 160 days in the season, player x has been on his team's pro roster for the whole season un-injured, and we are at day 120 (approx. around the deadline). Player x will have accumulated  $120/160 * 4M = 3M$  so far this season and will have  $4M - 3M = 1M$  left to make this season. If player x is traded the acquiring team will only need to pay the remaining salary, in this case 1M. If there were a 2nd year on player x's contract, the acquiring team would be obligated to cover 100% of that.*

### **10a. Salary Cap Penalties**

All GM's are required to stay within the parameters set for the salary cap. Should a team fall under the floor or over the cap, the commissioner reserves the right to make roster modifications to that team to ensure they meet the floor requirements. Roster modifications may include moving players from the farm team to the pro team and vice-versa or signing players from the UFA list. This may move players onto the waiver list for other teams to claim. If a team is unable to comply with the Cap and has received multiple warnings, the Commissioner will be obligated to penalize said team which may or may not be limited to such things as players placed on waivers, fining of draft picks and player suspensions among others.

### **10b. Buried Salary**

Maximum salary that can be buried in the minors is \$2,000,000. Any contract with a cap hit larger than \$2,000,001 will have the remaining salary above \$2,000,000 count against the cap.

### **10c. Buyouts**

We will follow the same rules as the NHL, where you must pay 1/3rd of the remaining contract over double the remaining term which will add up to a total of 2/3rd's the whole salary. A player in the MRFHL must only have 2 or less years to be bought out. The buyout amount will count against your team's cap hit.

A player with 1 year remaining making under \$1,000,000 can be released from their contract at any time with no cap penalty.

Any player bought out by a team cannot be signed by that same team to a new contract within one calendar year of the buyout.

Each team will get an option: A UFA Resign opportunity for one pending UFA to be re-signed by the team, or a penalty-free buyout. If the GM chooses the buyout, he waives the chance to exclusively negotiate with a pending UFA. Once the buyout is chosen, the GM can choose any player on his team to release to become a UFA, penalty-free.

New GM's that have joined will have the option to utilize a penalty free buyout within the first year of them being a part of the league. If they have joined after the trade deadline they will have the option of using it the following off-season.

## **11. Player Suspensions:**

A suspension to a player can be issued after a game by the STHS Simulator, and will not be reversed by the league. The suspension will vary in length and is based on the type of infraction and the result to the opposing player due to the infraction. A player cannot be dressed until the full suspension has been served.

If a player gets put on waivers, you will receive a message on the portal telling you that that player has been suspended for 99 days. During the waiver period this player is ineligible to be dressed on both the pro and farm rosters. Should the player pass through waivers, they will be sent down to the minors.

## **12. Coaches:**

Coaches may be fired at any time. Once a coach is fired, a team must hire a coach immediately. Any coach on the Available Coaches List who is not signed by another team may be hired. Teams can sign other teams' farm coaches for only their pro team, and if this does occur, the farm team will need to immediately fill the coaching vacancy. To make a coaching change, send a message to the commissioner letting them know who you wish to replace them with.

Coaches are on contracts. Every off-season, the commissioner will release a list of coaches whose contracts will be expiring. The GM's have a choice to either retain the coach or sign a new one using the same rules as above.

## **13. Preseason, Regular Season, and Playoffs**

The MRFHL calendar consists of a pre-season period, an 82-game regular season and a four-round playoff. The playoffs will follow the NHL rules with each division receiving 3 playoff spots and each conference receiving 2 wildcard spots. The playoffs will be bracketed like the NHL playoffs.

### **14a. Trading**

Trades must be announced on the MRFHL portal through the Transactions menu. Trades no longer need to contain tradable assets from both teams. Rosters will be updated during the season daily when the commissioner uploads the next day's games. In the off-season, the rosters will be updated periodically at the commissioner's discretion.

All trades can be subjected to review by the BOD. Any trades that are rejected by the BOD will be communicated in the Discord with the reasoning why they were rejected. Teams are welcome to renegotiate the deal and resubmit it after.

The trade deadline will be set 5 weeks from the conclusion of the regular season and the date will be announced each year by the commissioner.

#### **14b. Trade Probation Period**

New General Managers will be subject to a 2 month 'probation' period in which some trades will be examined by the BOD before being allowed to be processed. If a new GM is trading a 1st round pick or a 1st round prospect or a star player (top 10% of Pro roster players), the trade will automatically be reviewed by the board. This is in place to prevent a new GM tanking a team and leaving the league shortly there-after.

#### **14c. Tradable Assets**

All roster players, and prospects are eligible to be traded. Draft Picks can only be traded if they are in the next two draft years. For example, if it's 2025 then only picks from the years 2025 and 2026 drafts can be traded. There is no limit on how many draft picks a team may have in a draft year.

Future considerations or conditional draft picks are allowed in this league. The conditions must be clearly established in the trade and can only contain tradeable assets at that time (cannot add draft picks past the next two drafts). All assets being moved at the time of the trade announcement are the only assets moved in the transaction.

Salary retention is allowed on a limited basis. Teams can retain up to 50% of a contract on a maximum of 3 players that are in the last year of their contract (RFA and UFA). The player cannot have been on the acquiring team in the previous calendar year.

Cash in this league is not an object of value, and therefore cannot be traded.

### **15. Free Agency**

#### **15a. Resigning Term Limits**

The max term limit on a contract is 4 years, with one exception. Teams can re-sign one player on their roster to a 5 year contract (UFA or RFA). Teams will only be able to have one player with a 5 year contract on their roster at any time. Once the contract calendar flips over and it has 4 years remaining, you will be able to re-sign a different player to a 5 year contract.

## **15b. Re-signing Pending Restricted Free Agents**

A Restricted Free Agent (RFA) is any player 27 years of age or younger as of their contract expiration (June 30th). Once the playoffs have ended, an announcement will be made by the commissioner regarding the *RFA Re-Signing Period*. Once the re-signing period has opened, all re-sign offers are to be sent as individual emails to [mrflh.rfa@gmail.com](mailto:mrflh.rfa@gmail.com).

There are a multitude of considerations an agent weighs when negotiating an RFA deal including NHL salary, relative percentage of salary cap, league player statistics, NHL production over the past 2-3 seasons and other free agent market factors at the time of negotiation. NHL Salary is only one aspect under consideration as a player may have exceeded the value of their current NHL contract. At times an agent will compare the RFA under negotiation to what they feel are comparable contracts, and General Managers are encouraged to submit subsequent counter offers.

General Managers will have three (3) offers for each of their RFAs to use to negotiate during the re-signing period. If an agreement cannot be found once the three offers have been expended, the negotiating agent holds the right to not negotiate any further. Players will then enter free agency as a restricted free agent (assuming they were qualified) where they are open for offer-sheets. Once free agency opens, General Managers will not be restricted on the amount of offers they can tender remaining unsigned RFA.

Qualifying an RFA ensures that if a deal cannot be struck before the RFA Re-Signing Period has closed, teams are eligible to receive compensation in the event the qualified RFA is signed by another team in the open free agent market. To qualify an RFA, a General Manager must tender an offer of at least one-year with an increase of at least 10% above the player's previous salary. Tendering a qualifying offer is not mandatory. A General Manager may choose to tender a lower contract value, or walk away from the player altogether.

The commissioner will announce a RFA Re-signing Deadline at the beginning of the RFA Re-signing Period in which all RFAs must be signed. Any qualified RFAs who are unsigned once the deadline has passed will be eligible for other teams to offer sheet once the Free Agent Market opens. Any player that a General Manager has both failed to sign and failed to qualify by the RFA Re-Signing Deadline will become an Unrestricted Free Agent (UFA) and can be signed by any team with no RFA compensation.

General Managers have the option of re-signing *one* pending RFA (a player whose contract is set to expire at the end of the upcoming season) during the pre-season with a one-shot offer. The pre-season re-signing window will only be open for a determined amount of time, where the player/agent can decide whether to sign a deal or not. Any deal signed during this window must not exceed a maximum of four (4) years and will commence on July 1st following the expiration of the player's current contract.

### **15c. RFA Arbitration**

If they are unable to sign a player 3 weeks after free agency has started, a GM or Agent may request arbitration if they feel negotiations with the agent are not productive. During Arbitration, the agent and the GM will both submit offers to a third party and they will decide which offer the player will be signed to. If a GM chooses to walk away from the offer, the player will then become a UFA.

### **15c. Re-signing Pending Unrestricted Free Agents**

An Unrestricted Free Agent (UFA) is any player 28 years of age or older as of their contract expiration (June 30th). Additionally, players who played one (1) NHL/AHL game the previous season, are not under contract by an MRFHL team and are not draft eligible (see **Sec. 18d**) are also considered a UFA.

Traditionally, once the *RFA Re-Signing Period* has been completed, the commissioner will announce the *UFA Re-Signing Period*. Similar to the *RFA Re-Signing Period*, all UFA offers must be sent to [mrflh.ufa@gmail.com](mailto:mrflh.ufa@gmail.com) in separate emails.

General Managers will each be granted the option of either: (1) negotiating a new deal with one of their team's pending UFAs, or (2) a penalty-free contract buyout. If a General Manager chooses to negotiate a new deal with one of their pending UFAs, they waive the opportunity of a penalty-free buyout. Choosing to negotiate with a pending UFA is a guaranteed one (1) player signing on their pending UFA list, negotiating with the player/agent all off-season with exclusivity. This negotiating right may not be traded or otherwise leveraged as compensation between teams.

General Managers may also exclusively negotiate with one (1) additional pending UFA granted the player was (a) drafted by the team, and (b) remained under contract by the team for the entirety of their career thus far. General Managers may not exercise this additional re-sign in consecutive seasons, nor can it be traded or otherwise leveraged as compensation between teams.

## **15d. UFA Open Market**

Once the UFA Re-Sign Period has been completed, the commissioner will announce details for the UFA Open Market. All UFAs, unqualified RFAs and unsigned qualified RFAs will be a part of the UFA Open Market. Apart from qualified RFAs (see **Sec. 15e**), all players on the UFA Open Market can be signed by any team without compensation to the player's former team.

Players who are not draft eligible (see **Sec. 18d**), of RFA age and newly entering the league may only be offered the maximum Entry Level Contract (ELC) permitted (see **Sec. 16**). Unqualified RFAs will be permitted to sign any contract.

A change in a player's Draft Eligibility Status (ie: from draft eligible to not draft eligible) will take effect at the conclusion of each season, before the MRFHL Entry Draft. For example, if a player has a rating and is of the age of draft eligibility, yet plays 10 NHL games during a current season, their draft eligibility will only be changed at the conclusion of the season rendering them available to be signed only at the commencement of the UFA Open Market.

General Managers will be permitted to target five (5) UFAs per week (targets, not offers) once the market opens. To make an offer on a UFA, an e-mail must be sent to [mrfhl.ufa@gmail.com](mailto:mrfhl.ufa@gmail.com) to begin negotiations. All offers must be sent in separate e-mails, and e-mails containing offers for multiple players will be deleted and not taken into consideration. Agents will then begin negotiations, playing the different offers off each other.

The contract and team wants of all top UFA players will be published publicly before the start of the UFA Open Market and will be updated periodically as free agency progresses.

Signing players mid-season is permitted. To sign a player mid-season, General Managers should message the commissioner and they will act as the player agent. UFA signings are not permitted from the trade deadline until the following UFA Open Market period.

A General Manager must ensure they have adequate space to add free agents to their roster before tendering an offer. If a team has reached its contract limit, the offer will be disregarded until sufficient space has been made on the team's roster.

## **15e. RFA Offer Sheets**

Should another team present an offer sheet to the qualified RFA during the UFA open market period and the RFA accepts it, the team qualifying him has 96 hours to match the offer. If the offer sheet is matched, then the qualifying team will keep the player. If the offer sheet is not matched, then the offering team will get the player, but will need to provide a certain level of compensation to the qualifying team. That level of compensation is based upon how much salary the accepted offer sheet is.

\$1,554,424 or below: 5th Round Pick

\$1,554,425 - \$2,340,037: 3rd Round Pick

\$2,340,038 - \$4,680,076: 2nd Round Pick

\$4,680,077 - \$7,020,113: 1st Round Pick & 3rd Round Pick

\$7,020,114 - \$9,360,153: 1st Round Pick, 2nd Round Pick & 3rd Round Pick

\$9,360,154 - \$11,700,192: 2x 1st Round Picks (needs to be within the next two seasons), 2nd Round Pick & 3rd Round Pick

\$11,700,193+: 2x 1st Round Picks, 2x 2nd Round Picks, 2x 3rd Round picks, 4th Round Pick & 5th Round pick (need to be within the next two seasons)

To make an RFA offer sheet, a team must have all eligible draft picks for compensation in the upcoming draft (unless as noted above). Draft picks used in compensation do not have to be all of the team making the offer sheet.

If an offer sheet has been made on an RFA, the league will reach out to the GM through Discord & Email letting them know of the accepted offer sheet. The 96 hours to decide will start at the time the message is sent.

## **15f. Agents**

There will be GM's assigned as agents who will represent the players as you negotiate to an agreed deal. GM's are encouraged to provide arguments and engage in a healthy debate when negotiating. GM's may apply to be an agent for either RFA or UFA. There will be 1-4 positions available for each RFA period and UFA period depending on the available time for the agents.

## **16. Prospects**

Once a player is drafted, they will be put onto that team's prospect list. GM's have the option to sign (activate) any prospect that is on their prospect list if they are listed in the unassigned list. To activate a prospect, please send the commissioner a message.

Each year, a list will be made of prospects aging out past 7 seasons since they were drafted. GM's will have the option to sign the prospect that is aging out or release him.

Any prospect that reaches the 10 NHL games mark will be activated and signed to the team that owns their rights at the end of each season or the team can release the player to the free agent pool.

Players who have played 80 AHL games (40 for a goalie) will also be subjected to automatic creation. Teams can choose whether to create the prospect or release them into the UFA pool.

Teams can have up to a maximum of 40 prospects on their prospect lists. Teams if over must either; renounce the rights to, activate or trade prospects to meet this level before the start of the season. A team over this limit before the entry draft, will forfeit making selections in the entry draft until they are under the prospect limit. Prospects selected in the entry draft will not count towards this limit until the conclusion of the entry draft.

If a trade would put a team over the set prospect limits then that trade is vetoed citing this infraction.

Any prospects that have their rights renounced will be entered into the UFA pool.

Any prospect being activated will be signed to the appropriate length contract based upon the age of the prospect when they are activated with the salary based upon the round they were drafted into the MRFHL.

The contract lengths are:

18-21: 3 year entry level contract

22-23: 2 year entry level contract

24: 1 year entry level contract

1st Round Pick picks 1-15: \$950,000/year

1st Round Pick picks 15-30: \$900,000/year

2nd Round Pick: \$850,000/year

3rd Round Pick: \$800,000/year

4th Round Pick: \$750,000/year

5th Round Pick and beyond: \$700,000/year

### **17a. Waivers**

All players that are waiver-eligible and being placed on the farm roster, will first be subject to clearing waivers.

Once a player has been placed on waivers, any team can put in a claim within a 48-hour period. Should two or more teams put in a waiver claim on the same player, the team with the higher waiver priority will claim the player. Once a player has been claimed, they must be put on the pro roster otherwise they will be replaced on waivers. If a player is not claimed within 48 hours, they will be sent to their original team's farm roster.

Waiver priority is set by the league standings at the time in which the player was placed on waivers. The lower a team is on the standings, the higher waiver priority the team has. During the first 30 days of the season, waiver priority is determined by the previous year's standings.

When a player is put on waivers, an announcement will be made on Discord. Teams wishing to claim the player must send their claim to the commissioner.

In the event a General Manager wants to place a claim on multiple players on the same day, they may submit ranked claims. If the team is unsuccessful in their first priority, their claim can be moved to the second player in their order and so on. Teams will only be able to successfully claim one player at a time.

Waivers do not apply during the off-season. All players under contract start pre-season on the pro roster. During the course of roster selection, all waiver eligible players that are identified to be placed on the farm roster must clear by way of a waiver draft (see **Sec. 17c**).

### **17b. Waiver Eligibility**

On the day in which a player is placed on the farm roster, skaters 24 and under as well as goalies 25 and under are deemed Waiver Ineligible and exempt from the waiver process.

Any player exceeding the *Maximum Overall Rating* (see **Sec. 4c**) who would otherwise be considered waiver exempt by way of their age, will be subject to clear waivers similar to all other waiver eligible players.

### **17c. Waiver Draft**

All players under contract start pre-season on the pro roster. Teams must be roster compliant by the conclusion of pre-season with no fewer than 20 players and no more than 23, as well as cap compliant (see **Sec. 10**). All waiver eligible players who have been sent to the farm roster will be collected into a pool for a single *Waiver Draft*. The *Waiver Draft* will take place between the end of pre-season and the start of the regular season.

The *Waiver Draft* will be a maximum of three (3) rounds with the selection order being set based on an inverse of the league standings from the conclusion of the previous season (ie: the team with the lowest point total the previous year will select first, the team with the highest point total selecting last). General Managers may only claim players that allow the team to remain both roster and cap compliant. If a team enters the Waiver Draft with all 23 roster spots filled, or does not have adequate cap room, they will be unable to partake in the waiver draft. Players selected during the *Waiver Draft* must be placed on the Pro Roster.

### **18a. MRFHL Entry Draft**

The MRFHL Entry Draft will occur in the off-season after the NHL entry draft has been completed. The commissioner will announce the draft and will try to select a date that works for most GM's so they can attend. The entry draft will be a full 6 rounds drafted live to begin with and concluded over the following week on Discord.

If a GM cannot make it to a draft, then it is their responsibility to make arrangements to send in a draft list to either the Commissioner or have someone draft for them. If a GM does not make these arrangements, then they will receive the best player available based upon the NHL draft when their picks come up in the MRFHL draft.

### **18b. Draft Order**

The selection order in the MRFHL Entry Draft is determined by a combination of lottery, regular season standing, and playoff results. While teams are permitted to trade draft picks both during the draft and prior to it (sometimes several years prior), in all cases, the selection order of the draft picks is based on the original holder of the pick, not a team which may have acquired the pick via a trade or other means. The order of picks discussed always references the original team.

The basic order of the MRFHL Entry Draft is determined based on the standings of the teams in the previous season. Subject to the results of the league Draft Lottery (which applies to the first round only), the teams pick in the same order each round, with each team getting one pick per round. The basic order of the picks is determined as follows:

The teams that did not qualify for the playoffs the previous season (picks 1–16) -The teams that made the playoffs but have been eliminated (Picks 17-28) -The teams that lose in Conference Finals (picks 29 and 30) -The team that was the runner-up in the most recent Stanley Cup Finals (pick 31) -The team that has most recently won the Stanley Cup (pick 32)

### **18c. Draft Lottery**

The draft lottery will be held once the playoffs are over and will be announced by the Commissioner and will determine the first 3 picks in the 1st Round. All teams that did not make the playoffs will be eligible to win the lottery, with a sliding scale of odds from worst to best.

- 1st - 18.5%
- 2nd - 13.5%
- 3rd - 11.5%
- 4th - 9.5%
- 5th - 8.5%
- 6th - 7.5%
- 7th - 6.5%
- 8th - 6.0%
- 9th - 5.0%
- 10th - 3.5%
- 11th - 3.0%
- 12th - 2.5%
- 13th - 2.0%
- 14th - 1.5%
- 15th - 0.5%
- 16th - 0.5%

**Starting with the 2025 Lottery - No single team can win one of the top 3 lottery spots more than two times in any five-year period with their own pick.**

### **18d. Draft Eligibility**

Players will be eligible for the MRFHL Entry Draft if they meet the following requirements:

- All players who will be 18 years old on or before September 15 and are 23 and under by June 30th of that year.
- Are not currently owned by an MRFHL team, whether on a prospect list or a roster
- Have not reached the automatic prospect creation limit (10 NHL Regular Season games)

For Players who do not meet the above requirements, to enter the league they will enter through the Free Agency pool. Players RFA age and first entering the league will be subjected to the maximum ELC during free agency.

## **19. MRFHL Awards**

At the end of each league season, individual and team awards will be handed out. The MRFHL awards voting will be sent by the commissioner after the conclusion of the playoffs. Candidates for each award will be posted by the Commissioner, and will be voted on by all general managers.

## **20. Expansion Draft**

Any expansion is at the discretion of the commissioner and can be called upon with at least a year's notice. When an expansion draft is called, the expansion team will have an opportunity to select one eligible player from each team to fill out their inaugural roster. Expansion teams must select a minimum of 14 forwards, 9 defencemen and 3 goaltenders from the available players.

Expansion Teams will be given the advantage of re-signing 3 pending UFAs (*See 15c - Re-signing Pending Unrestricted Free Agents*) upon entering the league for just that off-season. Existing teams UFA pre-signs will be set in prior to the expansion draft and cannot be changed after the expansion draft has concluded. The expansion team will have access to the list of players that are selected as the UFA Pre-signs. Should the expansion team select a UFA that they have confirmed to be their pre-sign off the list of available players, then the pre-sign slot will carry over with the player to the expansion team and the expansion team must use that slot on the selected player. The team losing the player will not get another pre-sign slot.

Players who have been selected to be bought out through the pre-sign/buyout option will be eligible in the expansion draft at their current contract. Should they be selected by the expansion team, the buyout will be canceled. The team losing the player also loses the buyout/presign option on another player after the expansion draft has concluded.

### **20a. Protection List**

For the expansion draft, each team will have only one player selected from their roster by the expansion team. Teams can submit a protection list of 7 forwards, 3 defensemen and 1 goalie or 8 skaters and 1 goalie. There will be a deadline set by the commissioner as to when these lists must be submitted. All players remaining that qualify for the draft will be eligible to be drafted, this includes pending RFA's and UFA's.

## **20b. Exemptions**

Players in their first 3 years in the NHL/AHL seasons are exempt. This is based off of actual NHL/AHL seasons, not MRFHL. Any player on your prospect list is also exempt.

## **20c. Exposure Requirement**

Teams are required to expose the following minimums for the expansion draft:

Forwards (2)

+under contract in 2025-26/RFA

**AND**

+played in 40 or more NHL games last season

**OR**

played in 70 or more NHL games in the last two seasons

Defenseman (1)

+under contract in 2025-26/RFA

**AND**

+played in 40 or more NHL games last season

**OR**

played in 70 or more NHL games in the last two seasons

Goalie (1)

+under contract in 2025-26

**OR**

+who's contract is expiring & is an RFA in 2025-26

## **21. MRFHL All-Star Game**

The league will look for a host city at the start of the pre-season. GMs can apply to host the All-Star game. The host city will be chosen and it will be up to that GM to determine the format for the All-Star game (how the rosters will be built, how many teams, etc.). The host GM will also have to put forward a preview article and a post All-Star game article. There will be a draft pick reward for hosting the All-Star Game which will be between the 4th and 5th round of the draft.