

LNH Rulebook

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1. The LNH

1.1 About the LNH

LNH is the `Lemyre Nellis League` which represent two hockey friends trying to create a fun and realistic NHL sim league. The LNH is an NHL rerate league that was created in 2023. The league uses the [FHLSim](#) simulation software (version 1.5).

1.2 Code of Conduct

- a) The Code of Conduct applies to both general managers and those in league management positions. Everyone in the LNH must act in an appropriate manner towards one another. Treat others how you want to be treated. Be polite and courteous to other general managers and show them respect.
- b) Debates on the forums, as well as friendly trash-talking against rivals, are encouraged, but know where to draw the line. Any racist remarks or other disrespectful comments can lead to immediate dismissal from the league.
- c) Any cheating or collusion will lead to immediate dismissal.
- d) Members who do not abide by the Code of Conduct will be subject to dismissal.

1.3 Commissioners Discretion

- a) The commissioner has the power to alter a league rule if just and practicable to do so, and to add new rules at any time when necessary. The commissioner has the power to ignore or refuse to enforce a league rule when the application would have extreme, unfair, or prejudicial effect.
- b) The use of this discretion must be exercised reasonably and sparingly. Regard should normally be given to the rule book, league procedures, and manager expectations.

1.4 Executive Committee and League Positions

- a) The league has an executive committee comprised of six general managers and the commissioner who discuss league operations and direction.
- b) The league also has various committees and coordinators that handle various activities.
- c) An updated listing of league positions is available on the forum under Team Pages > Head Office > League Positions.

- d) To keep things fresh and embrace new ideas, all positions are not lifetime appointments. Shuffling of positions including the addition of general managers who would like to contribute more is highly encouraged.
- e) If interested in volunteering for a league position, please let the commissioner or any executive committee member know.

2. General Managers

2.1 Duties

- a) As a general manager in there are specific duties that should be done on a regular basis. The duties include but are not limited to:
 - a. Doing line changes on the Online GM Editor
 - b. Making trades to improve your team
 - c. Signing players as needed
 - d. Staying above the salary floor and below the salary cap
 - e. Participating in the Entry draft and Free Agent process
 - f. Responding to emails and private messages in a prompt fashion
 - g. Actively participating in message board discussion
- b) A general manager who does not fulfill their duties will be subject to sanctions from the league, including dismissal.

2.2 Participation Rewards

- a) General managers may be rewarded for certain tasks with bonuses in LNH dollars. All dollar figures in this rulebook refer to in LNH funds. The LNH is a non-cash league.

b) Every team started their organization with 18.75M with league finances documented here <https://tinyurl.com/LNHbetabalance> with yearly winnings explained as follows:

Reguar Standings Rank	Regular Season Prize Pool Distribution (Formerly Ticket Sales)	Playoffs Rank	Playoff Season Prize Pool Distribution (Formerly Ticket Sales)
Division Winner	\$20,250,000	Finals Winner	\$24,000,000
Division Winner	\$20,250,000	Finals Loser	\$18,000,000
Division Winner	\$20,250,000	Conf. Finals Loser	\$15,000,000
Division Winner	\$20,250,000	Conf. Finals Loser	\$15,000,000
Playoff Team	\$15,750,000	2nd round loser	\$9,750,000
Playoff Team	\$15,750,000	2nd round loser	\$9,750,000
Playoff Team	\$15,750,000	2nd round loser	\$9,750,000
Playoff Team	\$15,750,000	2nd round loser	\$9,750,000
Playoff Team	\$15,750,000	1st round losers	\$4,500,000
Playoff Team	\$15,750,000	1st round losers	\$4,500,000
Playoff Team	\$15,750,000	1st round losers	\$4,500,000
Playoff Team	\$15,750,000	1st round losers	\$4,500,000
Playoff Team	\$15,750,000	1st round losers	\$4,500,000
Playoff Team	\$15,750,000	1st round losers	\$4,500,000
Playoff Team	\$15,750,000	1st round losers	\$4,500,000
Playoff Team	\$15,750,000	1st round losers	\$4,500,000
9th East	\$14,625,000	9th East	\$750,000
9th West	\$14,625,000	9th West	\$750,000
10th East	\$14,625,000	10th East	\$750,000
10th West	\$14,625,000	10th West	\$750,000
Non-playoff Teams	\$10,125,000	Non-playoff Teams	\$0
Non-playoff Teams	\$10,125,000	Non-playoff Teams	\$0
Non-playoff Teams	\$10,125,000	Non-playoff Teams	\$0
Non-playoff Teams	\$10,125,000	Non-playoff Teams	\$0
Non-playoff Teams	\$10,125,000	Non-playoff Teams	\$0
Non-playoff Teams	\$10,125,000	Non-playoff Teams	\$0
Non-playoff Teams	\$10,125,000	Non-playoff Teams	\$0
Non-playoff Teams	\$10,125,000	Non-playoff Teams	\$0
Non-playoff Teams	\$10,125,000	Non-playoff Teams	\$0
Non-playoff Teams	\$10,125,000	Non-playoff Teams	\$0
Non-playoff Teams	\$10,125,000	Non-playoff Teams	\$0
Non-playoff Teams	\$10,125,000	Non-playoff Teams	\$0
Non-playoff Teams	\$10,125,000	Non-playoff Teams	\$0
Non-playoff Teams	\$10,125,000	Non-playoff Teams	\$0
Non-playoff Teams	\$10,125,000	Non-playoff Teams	\$0

c) In addition to participation rewards, several league positions require an extra amount of time per season and can receive extra compensation determined by the commissioner:

- Ufa coordinator (40+ hours of work) eligible for up to \$10M per season
- Draft moderators (4 weeks on call monitoring draft) eligible for up to \$4M per season
- Media coordinator (5 or more hours of work) eligible for up to \$2M per season
- Ratings committee (5 or more hours of work) eligible for up to \$2M per season
- Awards coordinator (5 or more hours of work) eligible for up to \$2M per season
- Executive committee (5 or more hours of work) eligible for up to \$2M per season
- Cap cop (2 or more hours of work) eligible for up to \$1M per season
- Trade committee (1 or more hours of work) eligible for up to \$500k per season

d) Participation rewards will be awarded at the end of the playoffs.

2.3 Media Releases

- a) All general managers can add articles on the forum under either LNH Media Releases (general league content - anything league related will be acceptable) or Team Pages (more specific team related content).
- b) Each general manager is eligible for \$500,000 LNH cash for each article posted (100 words minimum). Max payout is \$1,000,000 per quarter (season max of \$4,000,000).

- c) Quarters run June-Aug (Q1), Sept-Nov (Q2), Dec-Feb (Q3), and March-May (Q4). New season begins after Q4.
- d) Commissioner may also offer extra cash rewards for league related articles (mock drafts, playoff previews, etc.).
- e) All cash rewards will be paid out during bonus time after the playoffs are complete.
- f) The Media Coordinator is responsible for tracking articles and bonuses.

2.4 Online GM Editor

- a) The LNH uses an Online GM Editor (OGME). Username will be the same as your forum username and password will be assigned by the commissioner.
- b) Be sure not to share your password amongst other teams, lines submitted via the OGME will be considered legitimate.

2.5 Team Change Request

Not available in LNH for time being.

3. Regular Season

3.1 Salary Cap

- a) The LNH has a salary cap mirrored on a reality basis to the one of the NHL.
- b) One week before the trade-deadline the salary cap will change to mimic a live cap system. The cap ceiling will rise by an additional \$4,000,000 and the cap floor will lower by \$4,000,000. This cap exemption remains in effect for the entirety of the playoffs.

- c) If a team suffers an injury and is forced to go over the cap, they can notify the commissioner and have their highest paid player will be suspended until the situation is rectified. If the general manager does not notify the commissioner, they are subject to a fine.
- d) A team caught violating the cap will be fined \$500,000 per game day.
- e) Continued violation will result in continued fines and possibly forfeiture of draft picks.

3.2 Simulation

- a) Each team will play 82 games, 41 games at home and 41 on the road.
- b) The LNH season will coincide with the NHL season with one season played per calendar year.
- c) Games will be simulated Sunday thru Thursday on or after 8:00 pm eastern.
- d) On Sundays, games will be simulated any time after noon eastern.
- e) Lines must be done before simulation times to be used for that day's games.
- f) If for any reason games cannot be simulated on a day, the commissioner will post a notice on the message board notifying the league of the change.

3.3 Trade Processing

- a) All trades are processed **after** games days are simulated.
- b) Trades must be posted on the message board and confirmed by both general managers before the simulation to be processed that game day.

3.4 Rest Days

- a) There will be one rest day per week during the season after Thursday night games.
- b) A rest day is a day for your players to rest and recuperate.

- c) At the end of the regular season 3 rest days are simulated.
- d) During the playoffs, two rest days will be simulated between each round.

3.5 Lines

- a) Prior to every game, general managers will be required to ensure that their team's roster and line combinations have been submitted through the OGME.
- b) If the lines are set with no injuries, no problem, but if there has been an injury or a suspension, the general manager is expected to update their lines.
- c) If a general manager fails to submit their team's roster and/or line combinations before a game, the Commissioner will auto the lines.
- d) If a general manager is consistently not updating their lines, they may be subject to dismissal.

3.6 Trade Deadline

- a) The trade deadline will be at 80% of the games played of the season.
- b) Once the trade deadline has passed the trade forum will be locked.
- c) Trading will resume after the playoffs are completed.

3.7 Playoffs

- a) The top eight teams in each conference will take part in the playoffs.
- b) The division leaders will be seeded first and second in each conference.
- c) FHL Sim determines playoff matchups. The tiebreakers used by FHL Sim in order of: team wins, team goal differential and then if still tied; most goals for.
- d) After that we aren't sure, it's never happened.
- e) Players are not paid during the playoffs, but teams still earn revenues from home games.

4. Offseason

4.1 Awards

- a) The league will honor the regular season performance of individual players with awards in much the same way as the NHL does, based on regular season performance.
- b) The Awards given out by the LNH are listed on the “Other” section of the league main webpage and here:
<https://simhockeyfans.com/LNH/Forum/viewforum.php?f=55>
- c) Award nominees are compiled by the awards Coordinator and shared with the league general managers at the end of the regular season.
- d) Awards winners are based on LNH general manager voting.
- e) The team that held the rights to a player who wins a league award at the end of the regular season will receive a bonus of \$1 million.
- f) The General Manager of the Year (GMOY) will receive a bonus of \$2 million.
- g) Other individual awards won by general managers will receive a bonus of \$1 million.
- h) The Media Mogul winner will receive a golden handshake (cash already included in other bonuses).
- i) The President’s Trophy winner will receive \$1 million.

4.2 Retirements

- a) Players who retire from the NHL will retire from the LNH during the first off season in which they do not have ratings.

- b) Players without ratings will be inserted into a team's prospect list. Should any such player return to the NHL they will be recreated according to league guidelines.
- c) Once a player is recreated, they will be able to play out the remainder of their contract with the LNH team that owns their rights.
- d) A player who retires while eligible for unrestricted free agency and then returns will be added to the UFA pool upon meeting creation requirements.
- e) A player who retires while eligible for restricted free agency and then returns will have their rights retained by the owning team until the player hits UFA age or their rights are otherwise relinquished by the owning team.

4.3 Entry Draft Structure

- a) Each Entry draft will consist of 5 rounds.
- b) The LNH Entry Draft will correspond to an NHL Entry Draft.
- c) The LNH Entry Draft will happen close to the start of the NHL Entry Draft.
- d) The LNH Entry Draft takes place on the forum.
- e) Any General manager who does not participate in the draft or send a draft list is subject to disciplinary action by the LNH, including dismissal.
- f) The players eligible for selection in each LNH entry draft will be players selected in that draft, and any other eligible player based on draft eligibility.

4.4 Draft Eligibility

- a) Any player aged 18 (by Sept 15th) or older is eligible to be drafted, except:
 - a. A player previously drafted by a LNH team.
 - b. A player who has previously played in the LNH.
 - c. A player who has currently or previously been rated in the LNH.

4.5 Draft Lottery

LNH draft lottery will be mirrored from NHL results.

4.6 Free Agency

- a) A player who is 27 and under at the time they are eligible for a new contract is considered a Restricted Free Agent (hereafter, RFA).
- b) A player who is 28 and older at the time they are eligible for a new contract is considered an Unrestricted Free Agent (hereafter, UFA).

4.7 Salary

All LNH Salaries and length of contract are based on NHL contracts (based on capfriendly). Salary cap and floor will be based on NHL from same season.

All contracts are max 4 years of length.

Any discrepancy between LNH and Capfriendly, Capfriendly contract amount and length will be honored. (ages are based on 27 yo or 28yo rule).

4.8 Restricted Free Agency

All salaries and contract lengths will be determined by NHL contracts (based on capfriendly).

If the player is not signed prior to September 1st - the player will be signed for 1 year with the previous year's salary.

4.9 Unrestricted Free Agency

Every Summer, all players aged 28 years old and over will be divided in 4 groups and a bidding process in 2 rounds where ass by the top 5 teams that bid on the said player will go on to the 2nd round.

Each team can bid up to 6 players per group.

The salary of the player will be based on current NHL salary (capfriendly). If the player currently does not have a contract by September 1st, the player is signed for 1 year at the salary from the previous season.

You are bidding on players with the money available in your bank.
The winning bid will be the highest amount of money offered to the player. (the funds then being taken from the team in question)

You cannot bid more cash than you currently have in finances. If you bid more cash than they have in reserve, all bids in that round are voided. Teams are responsible for monitoring their own finances.

Cash acquired in trades can be considered part of your finances as soon as trade has been confirmed by both general managers.

4.10 Franchise Loyalty

Every team can sign a loyalty UFA every 2 seasons.

The UFA player signed must have been on the team's respective roster since Jan. 1st of the season.

The UFA players sign cannot be of the same position (F, D, G) in consecutive signings. (ex. If a loyalty UFA defense is signed, then the team can only sign a Forward or Goaltender in 2 years)

4.11 Determining UFA salary

Based on capfriendly.

4.12 Unassigned Signings

- a) If a player is an UFA and no team has signed them; they will be put on the Unassigned Players List open to sign with any team.
- b) Unassigned signings are closed during the offseason and will open after the UFA signing period when the commissioner announces the opening of bidding.
- c) During the first 24hrs when unassigned signings reopen all teams will be able to submit a signing bonus and term to up to 3 available players.

- d) The player will sign with a team with the highest signing bonus after 24 hrs of no bids.

5. Players

5.1 Player contracts

- a) Player contracts are to be a maximum of 4 seasons in duration.
- b) Prospects are players without contracts who have been drafted by a LNH team.
- c) Prospects consist of players who have yet to play in the LNH.
- d) A previously unsigned prospect is signed to a contract during the first off season in which they have ratings.
- e) Prospects will be rated on (SP, SK, DF) by the ratings committee.
- f) A prospect is signed to their NHL cap hit / ELC salary (as per capfriendly).
- g) Once a player is created, they are part of the league ratings, and will be re-rated with all players when NHL re-rates occur.
- h) Prospects are signed before the RFA period starts.
- i) No team can have more than 100 prospects at any given time.

5.2 Injuries

- a) All players are subject to injury.
- b) The injury report will display the type of injury and the expected amount of time a player will miss.
- c) Pre-season injuries (fall classic, world cup, preseason) will not carry over to the regular season.

- d) If a team does not have the minimum number of players at a certain position, the commissioner may be required to make a temp player before they can run the simulation.

5.3 Suspensions

- a) FHLSim handles suspensions.
- b) A suspended player cannot dress for games they are suspended.
- c) A general manager will be required to resubmit lines following a suspension.
- d) A suspended player must remain on the active roster during the length of their suspension.
- e) Suspensions carry over from regular season to playoffs and from season to season.
- f) Goalies cannot play more than 4,080 minutes total during the regular season. Any team going over this limit will be fined \$5 million and have the goalie suspended for the remainder of the regular season.

5.4 Salaries

- a) Salaries are displayed on the player vitals page as well as the finances page.
- b) Salaries are determined as outlined by capfriendly.com.
- c) A player on the pro-team will receive their full contract amount.
- d) A player on the farm team will receive 10% of their salary.
- e) A farm player called up to the pro-team will be paid their full salary for the duration of their stay with the pros.

5.5 Position Changes

- a) A player official position may be switched at any time during the season and playoffs.

- b) The position change should be requested with a link on the position changes thread in the Team Activities forum.
- c) The position change should be either:
 - a. a player's valid position shown on a reputable website or source (not rotoworld)
 - b. a quote discussing the players ability to play that position.
 - c. a link to a previous LNH season in which that player played that position (does not have to be your team).
- d) Players may not change position from forward to defense or from defense to forward during a season, even if they are listed as being able to play either position. Whatever position they were listed at on NHL.com when ratings were generated is what they will play for the remainder of the season.
- e) There are no maximums on position changes, but general managers are encouraged to be reasonable.
- f) Position changes must be in 2 hours prior to the sim and be accompanied by line changes to take effect for that day's sim.

5.6 Aging

- a) All players aged 1 calendar year every 1 LNH season.
- b) Players will be aged during the rerate period based on the last full-completed season.
- c) Ages are based on year player was born; month of birth is not a factor.

5.7 Waivers

Any player sent to the farm aged 25 years old and over will need to pass waivers. The player will be on waivers for 48 hrs. The cost to claim a player off waivers is 500k.

*Note all players with a salary of 4M or over cannot be sent on waivers and must always remain on the pro roster.

- a) It is the claiming team's responsibility to ensure that claims are valid based on the above criteria. Incorrect waiver claims are subject to a \$500k fine.
- b) When a player is claimed on waivers, the team claiming the player will pay a waiver fee of \$500,000 to the team who previously owned the player.
- c) When a waiver-eligible player is first sent to the minors, there will be a period (48 hours) in which teams can place a claim.
- d) Waiver-eligibility order will be determined by previous season's standings for the first 2 sims (Jan. 1st, 2024, for season 1). After that, waiver order is the standings in the current LNH season. Of all teams that make a claim, the team currently with the lowest number of points has priority. If there is a tie, the team with the fewest wins will take priority. If teams with the same number of points and wins make a claim, the team that first made the claim will take priority.
- e) The period of waiver eligibility runs from the first day of the regular season until 2 days following the trade deadline.
- f) Waiver claims can be made by posting on the forum or email at mule22jack@hotmail.com.

5.8 Coaches

- a) Each GM must hire a coach.
- b) Coaches can be anyone real or part of NHL alumni (retired NHL players).
- c) Coaches can be fired/hired only during the off season.
- d) Coaches Offensive (OF) and Defensive (DF) ratings will be determined by general managers. General managers are given 150 points for these two categories with a minimum of 70 and maximum of 80 in each category. These can only be changed during the off season. (SEASON 2)

5.9 Ratings

LNH use SHL rerates, Steve Lemyre is responsible for this subject.

SHL rate system can be found here ([Sim Hockey League \(simhockeyfans.com\)](http://simhockeyfans.com))

Challenges (SEASON 2)

- a) General managers will have the opportunity to challenge up to three skaters on their SP, SK and DF ratings. All newly created rookies will be able to be challenged (unlimited). Those challenges will be reviews by the ratings committee.
- b) Newly created rookies and 2nd year players (who played less than 10 NHL games) can be challenged once in either of their first 2 seasons. These challenges will not count towards your three skaters per season.
- c) Teams can trade up to three challenges each off-season. Future challenges and rookie challenges are excluded.
- d) Challenges are not tracked by the league, so it is up to the general managers to track extra challenges.
- e) Challenges take place in the off-season after UFA but before the new season begins.
- f) When using an acquired challenge, the general manager must reference (hyperlink) the trade they acquired the extra challenge from.

6. Team Operations

6.1 Trading

- a) Teams in the LNH may trade players, challenges, draft picks, money, and future considerations.

- b) Future considerations constitute any element of a trade that is not completely established at the time the trade is made and processed.
- c) Future considerations will be tracked in the Future Considerations thread in the Trade Announcements Forum.
- d) The validity of a future consideration's agreement is subject to approval by the commissioner.
- e) Teams may not use future considerations to defer payment of money in a trade. Any trade including a future consideration where money is transferred must be at the very minimum subject to a "true condition precedent," where the condition is based on a truly uncertain event that would modify the value of a trade.
- f) Teams may only trade picks (including picks involved in FCs) from the next two upcoming entry drafts from the time the trade is posted.
- g) Teams are not allowed to borrow players from another team. Evidence of player borrowing will result in the trade being voided and the General managers facing possible sanctions from the league, including dismissal.
- h) Teams may agree to future considerations that take no longer than 2 years (from time of trade) to resolve.
- i) Future considerations agreements are inherently risky and is up to the general managers that enter into trade agreements to monitor the assets involved to ensure they remain available.
- j) The commissioner is not responsible for monitoring assets involved in future considerations agreements but will block trades if notified by a general manager (within 24 hrs.) that assets involved have been included in another deal.
- k) If future considerations included in the trade agreement are no longer available, the teams involved can negotiate alternative compensation.

- l) If no agreement is reached, the team who is owed compensation can bring dispute to the attention of the league commissioner who will bring to the Executive Committee for resolution.

6.2 Trade Review

- a) Any new general manager will have their trades closely monitored but veteran general managers will also be scrutinized.
- b) A general manager who appears to be struggling in their deals may be placed on temporary probation, where their trades are subject to close monitoring by the league and the Commissioner.
- c) Most general managers will be given latitude to run their team as they see fit, however all trades are subject to review and rejection by the Commissioner.
- d) Any general manager can request a trade be reviewed by the Trade Committee either on the trade itself or privately via email or private message.
- e) For a trade to be reviewed a minimum of 3 general managers must notify the Commissioner within the first 24hrs of a trade being confirmed by both general managers. If a trade is reworked, the 24hr window for review reopens.
- f) To maintain the regular flow of trading, if both general managers confirm before the sim the trade will be processed but be aware that the trade may be reversed if within the 24hr window it is sent for review and later vetoed by the trade committee.
- g) The review will be complete within 48hrs of the Commissioner sending the trade for review by the Trade Committee.
- h) The Trade Committee will vote whether the trade is ok to pass or vetoed. A majority must be reached to veto.
- i) The Commissioner will only vote in the instance of a 2-2 tie between the Trade Committee (4 members and 1 Commissioner).

- j) If one or more of the general managers on the trade committee are involved in the trade the Commissioner will add a proxy vote from another general manager in the league to replace that/those members for the trade review.

6.3 Seats and Ticket Prices

All financial aspects are answered here:

<https://simhockeyfans.com/LNH/Forum/viewtopic.php?t=132>

6.4 Rosters

- a) Teams must have a minimum of 20 and a maximum of 25 active, non-injured players on their pro club always.
- b) A team's combined farm and pro-roster should never exceed 45.
- c) A team exceeding this number will have to trade or buy-out their players at 2/3rds their remaining contract.
- d) Each team must always have a minimum of the following positions (not including offseason); 5 centers, 5 left wingers, 5 right wingers, 7 defensemen. + 2 goaltenders 60 OV +.
- e) A team violating this rule will be subject to a fine of \$500,000 or other sanctions at the Commissioners discretion.

6.5 Competition Rule

- a) While rebuilding teams will always be bad, general managers are required to dress the roster that gives them the greatest chance of success. This includes doing lines that do not blatantly hurt the team's chance of winning.
- b) Each LNH team must have 2 goaltenders rated 60 OV +.
- c) Starting goalies who have higher overall rating should always be starting except when fatigued or to abide by goalie minutes played.

- d) Teams who notice another team disregarding this rule can notify the Commissioner or any member of the Executive Committee for review.
- e) Upon review, teams deemed to be intentionally hurting their team's chances of winning will be fined according to the following:
- 1st Offence: \$2 million fine
 - 2nd Offence: Draft picks (EC will determine)
 - 3rd Offence: Dismissal