

ARTICLE 1: Your Role as General Manager

GMs in BEARD Hockey are responsible for managing their team, being active and engaged, and being respectful towards other GMs and the Commissioner.

By joining this league, you commit to the following basic principles:

I will never block or ignore messages from GMs or the Commissioner
 I will respond to all messages within 48 hours*
 I will engage and interact on the website and on Discord
 I will contribute to a positive atmosphere and maintain basic respect for all involved
 I will not allow my roster, lines, or team to fall into disrepair**
 I will adhere to the spirit of the rulebook and have fun (most important!)

*= Noted exception for approved time away

= Repeated failure to submit lines for roster moves/injuries, or allowing your team to be in such disrepair that causes the simulator to not run games, will result in **one reminder to shape up.

If you need to take time away from the league, please do so in the #time-away channel on Discord. If any GM has not been heard from for a period of two weeks, they will get **one** final chance to shape up. If a rule is not covered in this Rulebook, the commissioner's ruling (usually based on NHL rules) is **final**.

ARTICLE 2: Yearly Schedule

BEARD Hockey is a "one season per calendar year" league consisting of an **Offseason** (awards, prizes, RFA duties, offer sheets, retirements, Entry Draft, rerates, UFA period, and other tasks), **Preseason** (4 pro games against random opponents - there are no farm preseason games), **Regular Season** (82 pro and farm games, simmed nightly unless otherwise noted), and **Playoffs** (best-of-seven series' ending with the Stanley Cup Final and Calder Cup Finals).

ARTICLE 3: Rerates

BEARD Hockey is an NHL rerate league. Using our own formulas, we perform in-house rerates based on real-life performance every offseason.

Rerates are factored using 60% of a player's most recent season, 30% of their second most recent season, and 10% of their third most recent season. **Rerates are not subject to GM review.** Players who are not owned in BEARD may be created during offseason rerates – those 26 and younger are eligible for your prospect list via the Entry Draft (see more about specific eligibility below), while those 27 and older will be created and available in the offseason UFA pool.

If a BEARD player doesn't play at all in the current real-life season (injury, illness, etc.), they will be rerated with that un-played season counting for 60% of their next rating. If they miss two consecutive seasons, meaning they don't play anywhere at all in those two seasons, then they will be deactivated with no rights retained by the owning team. If they ever come back after that point, they'll simply be a UFA.

If a player plays the current season somewhere other than the NHL or AHL, the player is deactivated in the following offseason (removed from the sim, but tracked on a page on our site). If said player was under contract beyond the current season, then you'll retain their rights should they return (for as long as you have them contracted), but you will not pay their salary while they are deactivated.

If a player is RFA aged and their contract runs out, you will still retain them should they return, up to the point of them reaching UFA age. If the player is already a UFA-aged player, their rights are gone once their contract term is up.

[RERATE PRIMER DOCUMENT \(Click Here\)](#)

[RATINGS EXPLAINED PAGE \(Click Here\)](#)

ARTICLE 4: Salaries, Signing Bonuses, Finances

MINIMUM PLAYER SALARY: \$900,000 (always 1% of the Salary Cap)

MAXIMUM PLAYER SALARY: \$13,500,000 (always 15% of the Salary Cap)

Most pro-level players are signed to one-way contracts, which are paid in full regardless of whether they are on your pro or farm team. Only players on Entry Level contracts (ELC's) and those earning \$2,000,000 (farm OV cap FMV salary, adjusted annually) or less per year can be signed to a two-way contract. A player on a two-way contract is paid 10% of their salary if/when they are on your farm team.

2024-25 SALARY CAP: \$90,000,000 (+\$2 million from 23-24)

2024-25 SALARY FLOOR: \$68,000,000 (+\$3 million from 23-24)

The Salary Cap, adjusted yearly based on the economics of the league, must be *at least* \$20 million from the Salary Floor. There is no Salary Cap or Floor for your farm team. The Cap and Floor are hard, meaning they **cannot be breached** – except during the Playoffs, Offseason, or Preseason.

IMPORTANT: If a team is ever under the Salary Floor or over the Salary Cap during the regular season, they will be fired from the league. See **Injuries** section below for an additional option open to GMs.

Due to STHS Simulator limitations, we cannot use signing bonuses like they are used in the NHL. In BEARD Hockey, signing bonuses are generally used as **true bonuses** – meaning they are paid in addition to a yearly salary. Signing bonuses *can* be used to increase the Total Contract Value (TCV) of a salary in offer sheets or unrestricted free agent offers in the offseason. The only case of signing bonuses being able to *lower* a player's cap hit is in RFA contracts (see more on this below).

All teams must remain financially solvent. If a team operates at any point with a negative Available Cash total, they will be given **one day** to rectify it. Otherwise, they will be removed from the league.

When a new GM is hired, that club's Available Cash total will be reset to the league average.

All BEARD teams have pro and farm arena capacities based on their NHL/AHL counterparts and are adjusted to real-life figures each offseason, where applicable. Ticket prices are set each offseason to equal out per-game revenues as best as possible and **cannot be changed by GMs**.

Teams can earn two financial bonuses for participating in league activities during the regular season. At the halfway mark and end of the regular season, active GM's – those sending lines, actively engaging on Discord, and submitting media – will earn equal portions of a \$100 million payout (\$200 million total).

ARTICLE 5: Contracts

Contracts must be at least one year, but no more than five years, in length. The determining date for age considerations for all BEARD Hockey programs is the age of the player **on July 1st** of the given year.

Created prospects 21 years old or younger receive 3-year ELC's based on their NHL-drafted position.

Top 10 overall draft pick: \$1.5 million per year

11th-32nd overall draft pick: \$1.25 million per year

Second Round draft pick: \$1.125 million per year

Third Round draft pick: \$1 million per year

Fourth Round draft pick: \$950,000 per year

Fifth Round draft pick: \$900,000 per year

Created prospects who are 22 to 24 years old, or who are younger but were not NHL drafted, earn 2-year ELC's worth \$1,125,000 per year. Any created prospect 25 to 26 years old will earn a 1-year contract worth \$1.25 million.

RELEASING PLAYERS (Buyouts): There are two methods to releasing a player:

Standard Buyout: 100% of the total remaining salary owed, prorated if done during the regular season. Funds are immediately deducted from your Available Cash total.

Cap-hit Buyout: 50% of the total remaining salary owed, spread out over double the remaining term of the contract, which is added to your Special Cap Value (SCV - counts against the Salary Cap). Funds are deducted from your Available Cash total at the start of each offseason until payment is complete. Release requests must be posted on the #releases channel on Discord and must include the buyout option you prefer. Teams must have enough available funds to initiate either option. While any player can be released from their contract at any time, **73 OV players and above** will first be placed on waivers for purposes of a buyout. If a player is not claimed in 24 hours, the release will be actioned.

If you wish to release a prospect, you may do so via the #releases channel at a cost of \$50,000 per prospect. Once a prospect turns 27, they will be released from your prospect list at no cost.

ARTICLE 6: Fair Market Value (FMV)

Fair Market Value is a *fair* interpretation of a player's salary range based on their OV rating. FMV is used for RFA contracts, offer sheets, and UFA Negotiations – not for the offseason UFA period. Salary figures change each season based on movements to the Salary Cap and Floor.

SKATERS (Forwards and Defensemen):

64 OV and under: \$900,000	75 OV: \$3,500,000
65 OV: \$935,000	76 OV: \$4,000,000
66 OV: \$970,000	77 OV: \$5,000,000
67 OV: \$1,125,000	78 OV: \$6,000,000
68 OV: \$1,175,000	79 OV: \$7,000,000
69 OV: \$1,250,000	80 OV: \$8,000,000
70 OV: \$1,500,000	81 OV: \$9,000,000
71 OV: \$1,750,000	82 OV: \$10,000,000
72 OV: \$2,000,000 (Farm OV Max)	83 OV: \$11,125,000
73 OV: \$2,500,000	84 OV: \$12,250,000
74 OV: \$3,000,000	85 OV: \$13,500,000

GOALTENDERS:

64 OV and under: \$900,000	75 OV: \$2,750,000
65 OV: \$920,000	76 OV: \$3,250,000
66 OV: \$940,000	77 OV: \$3,750,000
67 OV: \$965,000	78 OV: \$4,250,000
68 OV: \$987,500	79 OV: \$5,000,000
69 OV: \$1,100,000	80 OV: \$6,000,000
70 OV: \$1,275,000	81 OV: \$6,800,000
71 OV: \$1,525,000	82 OV: \$7,500,000
72 OV: \$2,000,000 (Farm OV Max)	83 OV: \$8,650,000
73 OV: \$2,225,000	84 OV: \$9,750,000
74 OV: \$2,500,000	85 OV: \$11,000,000

ARTICLE 7: Waivers

There are two types of waivers in BEARD Hockey: **Assignment Waivers** (intending to send a player to the minors) and **Buyout Waivers** (waiving prior to release: **see above**). While the STHS Simulator does not differentiate between these types of waivers, there are two different ways to utilize them.

Assignment Waivers: Any player 26 years old or younger can pass between your pro and farm freely. For players 27 years old and higher, they will require waivers to reach your farm team during the preseason and regular season (but not during the playoffs or offseason). This is done by sending a player to the farm in your STHS Client – it will prompt you if the player requires waivers.

Additionally, GMs can place a player of any age on waivers; if unclaimed, they will simply remain on your current team. This can be done in your STHS Client (clicking the 'Send To Waiver' button).

Teams have 24 hours to make a waiver claim and can only have one active claim at a time. Claims are awarded based on the inverse of the current standings (or last season's standings during Day 1 through 20). GMs must email the Commissioner to make a claim. If no one claims the player, they will either move to the farm or remain on their current club based on the action that placed the player on waivers.

Players claimed on waivers who remain in the pros must play at least 3 games (1 game for goalies) in the current season before Assignment Waivers can be used. Teams can trade a player acquired through waivers, except to the team from who they claimed them.

PRESEASON NOTE: All players are moved to your pro team prior to the start of preseason. That means anyone you wish to send down that is 27 years of age or older must pass through waivers first.

ARTICLE 8: Roster Requirements and Lineups

Pro and farm rosters must always have a minimum of 12 forwards, 6 defensemen, and 2 goalies with a CON rating of 95 or higher. Pro roster maximum increases to 30 players during the playoffs.

Pro Roster maximum: 23 players
Farm Roster maximum: 30 players

Prospect List minimum: 5 players
Prospect List maximum: 35 players

LINEUPS: Teams can ice 12 forwards and 6 defensemen (most common) or 11 forwards and 7 defensemen. All lines must be set to at least 5% for ice time except D-Pair #4 in a 12/6 configuration.

12 forwards/6 defensemen: Each skater must play on one 5-on-5 line or 5-on-5 D-pairing. You may double shift defensemen on the fourth 5-on-5 D-pairing only.

11 forwards/7 defensemen: One forward can be double-shifted on Line 4 only, while all D's must appear on a 5-on-5 pairing (one may be double-shifted on D-pairing 4).

Skaters can be double-shifted on special teams lines (PP and PK). Defensemen *cannot* play forward positions and forwards cannot play defense positions, *except* on the Power Play.

GOALTENDER MAXIMUM GAMES PLAYED: Goalies on both Pro and Farm teams can only appear in 66 games during the regular season. This is a hard limit – there is no grace amount beyond 66 games. Teams that circumvent this limit will be subject to *severe* disciplinary actions, as described below.

Penalties for NON-playoff teams (pro or farm) and Playoff teams (farm only):

- \$10,000,000 fine
- Any lottery 1st round pick in 2025 will fall 10 spots (after lottery is ran)
- Any other 1st in 2025 goes to the end of Round 1
- Loss of 2026 1st; if no 2026 1st, commissioner discretion on additional 1st(s) being lost

Penalties for Playoff teams (pro only):

- Initial fine of \$5,000,000 (plus more - see below)
- Any lottery 1st round pick in 2025 will fall 10 spots (after lottery)
- Any other 1st in 2025 goes to the end of Round 1

- Loss of 2026 1st; if no 2026 1st, commissioner discretion
- Goalie over 66 GP is suspended for the # of playoff game(s) they went over the max
- Loss of half of all pro playoff revenue; if less than \$10M total is generated, the initial fine above increases so the total loss of funds is \$10M minimum.

ARTICLE 9: Restricted Free Agency

Players 26 years old and younger as of July 1st with an expiring contract are restricted free agents (RFAs). In the offseason, teams can attempt to re-sign their RFAs in one of two ways:

OPTION 1 – THE STANDARD METHOD: Based on a player's FMV as long as it's more than previous salary. If it's not, you must offer a minimum of 100% of their previous salary. You can offer any term between 1-5 years.

OPTION 2 – THE BRIDGE CONTRACT: Based on a player's FMV, but **you can use Signing Bonus money** to lower the per-year salary up to 50%. If the FMV is less than previous salary, you must offer 100% of their previous salary. Term is determined by player age but cannot exceed 3 years.

Bridge Term: Players 23 years old and younger can be offered the max 3-year bridge contract term. A 24-year-old max term is 2 years, while a 25-year-old max term is 1 year. 26-year-old players cannot be bridged and must be signed under Option 1.

Example: Martin Fehervary is 78 OV and 23 years old. You can go Option 1 and sign him to the max 5-year contract (which would be \$6 million per season), **or** you can go Option 2 with a bridge contract of 3 years at \$3 million per year with a \$9 million signing bonus.

PRO TIP: A bridge deal may be warranted when you're unsure about a player's trajectory. However, using Option 1 gives you the benefit of cost certainty as trajectory is never often an exact science. We're giving YOU the option here, so have at it!

SALARY NOTE: In either option, GM's can choose to offer **greater salaries** than required to "offer-sheet-proof" a contract. GMs should use this sparingly as offer sheets are rare. Any signing bonus offered in an Option 1 RFA contract is immediately deducted from your Available Cash total and is only "additional money" – it does not lower the RFA's per-year salary. **Use your best judgment here!**

Signing Bonus Note: Signing bonuses used for Option 2 bridge contracts are paid yearly, not as a lump sum or up-front payment. Using the Fehervary example above, his owning team would pay \$3 million per year on a specific day of the offseason each year for 3 years. If he is traded, the SB money owed is paid by the team that owns him.

Once all RFA offers have been made (any RFA not tendered an offer will become an unrestricted free agent), the Offer Sheet Period will begin.

OFFER SHEETS: Teams can make offer sheets to any RFA if they have the correct compensation (see below). If the offer sheet contains a larger TCV than the owning team's RFA re-sign offer, the player is **eligible** to sign the offer sheet. However, before a player signs an offer sheet, a series of **Mitigating Factors** (random drawings) must be run.

Sheet is within 10% above owning team's offer: **20% signs sheet, 80% refuses**

Sheet is between 11-50% above owning team's offer: **70% signs sheet, 20% refuses, 10% redraw**

Sheet is more than 50% above owning team's offer: **90% signs sheet, 5% refuses, 5% redraw**

USING SIGNING BONUSES: You can use a signing bonus in an offer sheet to drive up the TCV if desired. Signing bonuses for this use is additional money paid in full from your available cash.

Example: You want to sign Seth Jarvis to an offer sheet. You decide to add \$10 million in signing bonus money to a 5-year, \$6 million per year contract.

TCV = (Term x Salary) + Signing Bonus: Jarvis' TCV is \$40 million using the example above.

RFA COMPENSATION REQUIREMENTS: All picks (whether they are your original picks or not) can be used to fulfill the compensation requirements below.

Min Salary to \$1,675,000: 2025 4th round pick
 \$1,675,001 to \$2,600,000: 2025 3rd round pick
 \$2,600,001 to \$3,600,000: 2025 2nd round pick
 \$3,600,001 to \$5,000,000: 2025 1st round pick, 2026 2nd round pick
 \$5,000,001 to \$7,000,000: 2025 1st round pick, 2026 1st round pick
 \$7,000,001 to \$9,500,000: 2025 1st round pick, 2026 1st round pick, 2027 1st round pick
 \$9,500,001 to Max Salary: 2025, 2026, 2027, and 2028 1st round picks

NOTE: If there is a tie in TCV among submitted offer sheets for one player, the team offering the minimum number of years needed to reach his first year of UFA-eligibility at 27 years old will be the offer presented. If there is still a tie, the Commissioner will decide which offer will be submitted.

ARTICLE 10: Unrestricted Free Agency

Players 27 years old and older as of July 1st with an expiring contract. UFAs can be signed during the season through a limited UFA Agent program and during the Offseason UFA period.

LIMITED UFA "AGENT" PROGRAM: BEARD Hockey gives each GM the ability to attempt to retain their pending UFAs during the season. There is no limit to the amount of your UFAs you can attempt to sign.

One player can be submitted at a time to begin "talks" by posting them in the #ufa-agent channel on Discord starting on **January 12, 2025** after the sim that night, through the end of the regular season, and then again for a time leading right up to the start of the Offseason UFA Period.

Each player will "determine" whether they want to initiate talks or enter the offseason UFA pool. This is done with a weighted drawing: 50 entries are labeled "initiate talks" and 50 are labeled "offseason UFA". If a player rated 80 OV or higher draws "offseason UFA", a second drawing will take place.

If a player ends up in the "offseason UFA" column, no talks will be held and they will test the open market, even if traded later. If a player draws "initiate talks", the GM is presented with **three offers** based on their current salary and the following factors:

Player's Age: Typically, the older the player, the more they'll be looking for contender status, while the younger the player, the more they are looking to cash in.

Trajectory of the current team: Whether they are trending up, down, or in the middle of the pack.

Expected Offseason Value: Based loosely on FMV and previous UFA periods.

The GM can sign the player to one of the offers presented or choose not to sign the player. If the GM chooses not to sign the player and trades him, he is free to re-initiate the Agent Program process from the beginning with his new team.

OFFSEASON UFA PERIOD: When prompted by the offseason schedule, all UFAs will be available to be signed using an email submission method. FMV has no bearing on the Offseason UFA Period.

On Day 1 of the UFA period, teams must email their offers to BEARDufa@gmail.com. Leading offers will be posted each night. Teams will have one additional day to submit a better offer. If no one beats the

previous offer, that player will sign with the leading team. Once a leading offer is posted, teams cannot match that offer – they can only improve it by offering at least \$250,000 in improved TCV.

Teams also have the ability to retain their own UFA's on Day 1. If your submitted offer for your UFA is **at least 10% greater in TCV value** than any other Day 1 offer, your UFA will be signed that night. This process for your UFA's *only works on Day 1* and is not extended beyond Day 1, meaning if your Day 1 offer is not at or above 10% in TCV value from other offers, the regular UFA process plays out.

If two or more initial leading offers are the same, both leading teams will be posted that night. However, the player will not choose between these teams, so someone will need to make an improved offer (at least \$250,000 TCV increase) the next day. If the tie still holds by the next night, neither offer will be accepted, and bidding will reset on that player the next day.

Signing bonuses can be used to increase the TCV. Just like with offer sheets, signing bonuses are purely extra money that serves to increase TCV.

Any player signed through Offseason UFA cannot be traded until **December 1, 2024**.

The UFA period continues through the offseason, transitioning into an “unassigned signing” period that begins in the preseason and continues through the regular season.

ARTICLE 11: Retirements, Player Deactivations, Injuries/Suspensions

Players who retire in real life will retire from BEARD Hockey in the most immediately following offseason. In the unfortunate instance of a player passing away, out of respect, they will be deactivated immediately. Teams losing a player in this manner will be awarded a compensatory entry draft pick relative to the ability of the player – this will be determined solely by the Commissioner.

During offseason rerates, those who played in any league except the NHL or AHL will be deactivated and released from their BEARD contracts at no cost to their teams. The team losing the player will retain their rights for their contract term should they be reactivated in the future. Once reactivated, players are signed to one-year contracts at their FMV value. Otherwise, they will enter the offseason UFA pool.

Any injuries or suspensions that occur within the simulation are binding. Injuries that occur to players in real life are eventually reflected in their ratings and **otherwise have no effect on players in this league**.

Real-life *suspensions* have no bearing on BEARD players, except in the case of egregious acts or legal or social circumstances (rare; see Carter Hart, Dillon Dube, Mitchell Miller, etc.). These are judgment calls made solely by the Commissioner and will be dealt with at the time of their occurrence.

Players with CON ratings of 94 or lower are “long-term injured” and therefore do not count against your Salary Cap totals or towards roster minimums/maximums. These players cannot be waived, sent to the farm, or recalled to the pros – however, they can be traded.

SPECIAL OPTION: Teams who have multiple pro injuries resulting in CON ratings that remove salaries from their salary figures have the option of counting their salaries in the cap calculation. This should only be done when a team is in danger of being under the Salary Floor due to multiple injuries.

If a GM wants to use this option, email the Commissioner with a request. That night, the Commissioner will add the injured player's salary to their team's Special Cap Value (SCV), which includes it in the cap calculation. The Commish will remove the salary from the SCV once the player reaches a 95 CON rating.

FATIGUE SETTINGS: BEARD Hockey strives to set realistic fatigue settings in the STHS Simulator. As in real life, fatigued players are more likely to be injured or require rest. Please monitor the use of your players and see the bottom of this document for our specific fatigue settings.

ARTICLE 12: Trading

Assets available for trading are exclusively **players** (pro, farm, prospects) and **draft picks**. Salary retention, protection, conditions, and limited future considerations are also allowed as described below.

All trades are reviewed by the Commissioner. Trades will be approved unless a rule is violated, or the deal is obviously lopsided. GMs must submit a trade on the #trades channel on Discord with the other GM(s) involved replying with their agreement.

GMs are encouraged, but not required, to discuss scratching a player involved in a deal with the involved GM(s) if they have a game prior to processing the trade. Trades are processed after games are simmed.

For a *sense* of realism, a player cannot be traded more than twice by the same team in one season.

New GMs must wait five days to acclimate themselves to BEARD Hockey before they can make trades. This period can be waived at the discretion of the Commissioner based on the timing of the hire.

DRAFT PICKS: Teams must keep a minimum of at least one draft pick within the first three rounds each year. All other draft picks in a team's arsenal are subject to being traded at the GM's discretion.

SALARY RETENTION: Teams can retain up to 50% of the remaining salary on up to three players with 1-2 years remaining on their contracts. The retained salary includes cap space, though is paid in cash by the retaining team in the offseason. However, any trade that puts a team over the Salary Cap or over the Salary Floor will count as a cap violation – **it is not the responsibility of the Commissioner to alert GMs if a trade will put them in violation.**

Example: In the offseason, Anaheim trades Max Jones, who has a two-year contract at \$2 million per year, to Washington and retains 50% of Jones' salary. Washington still pays Jones' full contract but receives \$1 million in "Special Cap Value" (which basically expands Washington's cap) for each of those two years, while Anaheim sends \$1 million in cash to Washington in each of the next two offseasons.

If a retained salary trade occurs during the season, the amount of cash owed by the retaining team for the current year is based on the Day on the schedule. Using the Jones example from above, if Anaheim deals Jones to Washington on Day 50 of a 200-day season, Anaheim would owe a percentage (75%) of the \$1 million retained that first year as they've already paid him for 25% of the season.

Players with 1-2 years remaining on their contract are also eligible for 'double retention', meaning two teams can retain up to the 50% maximum on that player. If you retain salary on a player, you cannot re-acquire them until after the retention period is complete.

PROTECTION/CONDITIONS: Lottery protection on first-round picks is allowed. The compensation that is required should the lottery protection activate will be frozen until the lottery takes place.

Conditions such as increasing or decreasing a draft pick round based on performance by player or team are permitted. Any trade with protection or conditional elements must be sent to the Commissioner for approval before they can be posted.

FUTURE CONSIDERATIONS: Only *draft picks* are permitted for use as possible future considerations. Assets cannot be 'rented' or returned to their previous teams as a condition of any future consideration. Any future considerations must be paid before the preseason of the following year and must get approval by the Commissioner prior to posting the trade.

ARTICLE 13: Position Changes

Positions are updated during offseason rerates regardless of any changes made previously.

Forwards in the sim are meant for their listed positions – however, you *can* play a forward at any forward position. This isn't recommended as the STHS Manual says playing a forward out of position decreases their capacity (but your mileage may vary on this).

When submitting a request for position changes, use the #position-changes channel on Discord and list the full names of all players with links and the changes you desire in one post. Approved position changes are updated prior to games being simmed each night.

Websites approved for use for position changes are LeftWingLock.com (minimum 10% to enable), HockeyReference.com, TSN.ca (player pages only – NOT draft profiles!), and NHL.com. Please note that you cannot combine positions listed on the approved websites. If you have a center and you see that he plays C/LW on Left Wing Lock, but is listed on NHL.com as RW, you cannot use both sites to request a change to C/LW/RW.

ARTICLE 14: Coaches

While coaches play a small role in the overall scheme of how the STHS Simulator works, they are still a component of how your team will fare in a game.

Since reliable information on real-life coaching contracts is sparse, coach terms and salary are approximations to their NHL counterparts. Coaches are paid according to these ranges and terms:

Pro Coach Salary Range: \$2,000,000 - \$5,000,000 (1 to 3-year term)

Farm Coach Salary Range: \$200,000 - \$500,000 (1 to 3-year term)

Coaches can be fired or hired at any time during the preseason, regular season, and playoff period. They *can* be fired in the offseason, but offseason hiring is a separate process (see below).

To fire a coach, simply post your desire in the #releases channel on Discord. Fired coaches are paid 50% of their total remaining salary, deducted immediately from your Available Cash total.

PRESEASON, REGULAR SEASON, PLAYOFFS: During these times, coaches can be hired from the unassigned list or promoted from your farm team. While GMs can choose between the allowed term ranges for these contracts (1-3 years), in both instances, the coach will earn the league average salary (pro or farm). If a GM promotes their farm coach, they must sign a *new* farm coach – again, the term within the allowed range is up to them, but they will be paid the farm coach league average.

OFFSEASON COACH HIRING: If you have a coach on an expiring contract, you can retain them with a 20% salary increase at any allowed term – or allow them to hit the open market. If you fire your coach in the offseason or choose not to retain a coach, you must fill the position in the Offseason Coach UFA period when prompted by the schedule.

The coach UFA period runs the same as player UFA. The only differences are that **currently signed farm coaches are available** to receive pro coach bids during this process, and there are no signing bonuses allowed for coaches. If a currently signed farm coach signs with a pro team, the pro team must send their most current 5th round draft pick as compensation, and the farm team must enter the Coach UFA process to replace him.

During the Coach UFA period, the minimum salary offered must meet the lowest amount on the ranges above. However, bidding can drive the salary beyond the range maximums if teams so desire.

ARTICLE 15: Choosing Your Captains

One captain and two alternate captains must be chosen for all pro and farm teams prior to the start of the regular season using the STHS Client. During the season and playoffs, teams may only change captains in the case of a long-term injury (80 CON or lower) or trade.

ARTICLE 16: Entry Drafts and Expansion

The BEARD Hockey Entry Draft is five rounds taking place on Discord. All GMs are encouraged to attend and will be provided the opportunity to make their picks LIVE via video, audio, or text. GMs that cannot attend must submit full lists or have a proxy approved by the Commissioner to make their picks. If a GM does not attend, does not submit a list, or does not gain an approved proxy, their picks will be forfeited, and the GM will be subject to removal from the league.

Trades are encouraged during the draft and will be approved within moments if they adhere to the regular trading rules. GMs involved in the trade must message it to the Commissioner, who will announce the deal once processed.

ELIGIBLE PLAYERS: Players drafted by an NHL club in the past three seasons who *aren't owned* in BEARD Hockey are eligible for selection. Additionally, any player 26 years old or younger that is signed to an NHL contract and is not BEARD-owned is eligible.

DRAFT LOTTERY: Prior to the Entry Draft, BEARD Hockey holds a first-round Draft Lottery each year for the 16 teams who do not make the playoffs. No team can move down more than three positions, but each team has a shot at the first, second, and third overall picks. Odds are assigned based on the inverse of the previous season's standings and range from 18% to 1% (odds will be published prior to the lottery). There are three drawings in total – one for each of the first, second, and third overall picks.

Once a team wins a drawing, their lottery entries become 're-draws'. There are 1,000 entries total, and each drawing is run through a spreadsheet using Random.org to select the winners.

EXPANSION: In the event of NHL expansion or contraction, BEARD Hockey will follow suit with the appropriate draft at a time to be determined. Any team that relocates in the NHL will also relocate in this league. We will attempt to emulate real-life relating to farm teams – however, due to the volatility of NHL/AHL affiliations, the Commissioner may use discretion to keep things fair for all GMs.

ARTICLE 17: Awards and Prizes

BEARD Hockey gives out various sim-money awards for GMs who excel in our league.

Stanley Cup Champion: \$5,000,000

Stanley Cup Runner-Up: \$3,000,000

Conference Runners Up: \$1,500,000

President's Trophy Winner: \$2,500,000

GM of the Year (Commissioner Choice): \$5,000,000

The Stanley Cup Champion receives the BEARD Hockey Championship Title Belt every year!

Banner graphics will be placed in THE BEARDS section of the website for Divisional, Conference, and Stanley Cup winners, along with GM of the Year (Commissioner Choice, GM vote) and Most Active GM.

ARTICLE 18: Simulation Settings

Sim settings are subject to change with notice from the Commissioner. Please note that these figures *help* to determine the influence of each category on the simulated games themselves. However, the players on the “ice” also influence the game results based on **matchups, your team strategies, ice time**, and more. The [STHS Manual](#) can give you some more insight on how it all works.

Pro Simulation

Coaches: 50
Fights: 25
Finance: 80
Goals: 50
Injuries: 30
Morale: 50
Penalties: 37
Shots: 48
Hits: 52

Farm Simulation

Coaches: 50
Fights: 25
Finance: 70
Goals: 42
Injuries: 10
Morale: 50
Penalties: 32
Shots: 42
Hits: 50

Fatigue Settings (Pro and Farm)

Fatigue for skaters (F and D) is measured by how much **ice time** a player gets in a single game. Each time they reach one of the ice-time thresholds below, they lose the corresponding amount in CON rating.

Skater fatigue settings are *not* highly editable – they are designed for forwards with only an option to add a static “bonus” amount for defensemen for all levels of ice time.

Forwards:

0-20 minutes: 0 CON removed
21-25 minutes: 1 CON removed
26-30 minutes: 2 CON removed
31+ minutes: 3 CON removed

Defensemen:

0-24 minutes: 0 CON removed
25-29 minutes: 1 CON removed
30-34 minutes: 2 CON removed
35+ minutes: 3 CON removed

For goaltenders, fatigue is measured by **shots received**, not by ice time.

Goaltenders:

0-29 shots: 0 CON removed
30-39 shots: 1 CON removed
40-49 shots: 2 CON removed
50+ shots: 3 CON removed

If a player’s CON rating slips below 96, they will be technically “injured” by reason of fatigue. Remember, every day of the schedule that a player does not play, their CON rating will improve 1 point.



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