

BEARD HOCKEY

OFFICIAL RULES & GUIDELINES

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HEAD BEARDS

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An introduction from BEARD HOCKEY:

After being out of the game for seven years and constantly debating whether to slip the commissioner's robe on once again (there is an actual robe – it's quite comfy), the decision was made to not only come back to simulation hockey, but to aspire to once again become one of *the best sim leagues on the planet*.

High goals, no doubt. It will largely be up to the General Managers of BEARD Hockey as to whether it will reach those goals or not. We aim to provide a home for sim hockey's most dedicated, driven, long-term oriented, and determined GM's and to be as close to the real thing as humanly possible.

That's where you come in. And that's what these Rules & Guidelines are designed for. Keep in mind these three tenets of BEARD Hockey while reading this document:

HAVE FUN, BUT DO THE WORK: We aren't expecting 32 GM's to quit their jobs, leave their spouses, and send their kids off to some Siberian boarding school. But we do expect everyone to monitor, address, and manage *every* facet of their clubs. This requires more activity than you may be used to from a sim league.

YOU AREN'T A LEGAL SCHOLAR? Neither are we. These Rules & Guidelines are meant to cover as much as possible without needing to be registered with the Library of Congress. Keep the spirit of these rules in mind when making all league-related decisions: if you try to circumvent them, we will notice, and Mr. Bacon will have to send a pack of wolves to come for you.

OUR WORD IS LAW – IN A GOOD WAY: We didn't spend hundreds of hours setting the foundation of BEARD Hockey so we could get high with power and lord it over everyone. But if a situation isn't covered below and a decision must be made, **our word is final**.

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1. GM Responsibilities

A. GM's are required to carry a level of respect and good nature towards the BEARD Hockey commissioners and all league GM's. If there are personal issues between GM's and they are not able to resolve them, they must both speak to Commissioner Bacon. **At no time** may a GM block or ignore another league GM from any BEARD Hockey-related messages or emails.

B. Each GM is responsible for their team's success and/or failure. If over the course of time, you intentionally hurt or attempt to hurt your team through blatantly lopsided trades, inactivity, or the like, you will be subject to removal from BEARD Hockey.

C. This is a subscription-based league. All GM's are responsible for paying league dues in the offseason according to the posted schedule. If you cannot make a payment, message us. If you simply don't pay and don't tell us why, you'll be removed from the league. And no, there are no refunds – **so be sure this is what you want to do.**

Subscriptions are \$50 per calendar year. Payments are due by the first day of offseason each year. The exact date will be emailed to all BEARD Hockey GM's at the appropriate time. Subscriptions help pay for league upkeep (domain, hosting, other site maintenance totaling \$800 per year), as well as provide a pool for additional prizes at the end of the playoffs (see *15. Awards* for more info).

D. All GM's are required to be active in BEARD Hockey. This means:

- Regular interaction and engagement on our website and forum
- Making position changes, trades, FA signings, etc. via the BEARD Hockey Forums
- Regular appearances and being available/responsive on Slack, our messaging app
- Uploading lines files regularly
 - At least once every ten calendar days during the regular season
 - As needed during the playoffs, off-season, and preseason
- Regularly submitting articles for the BEARD Hockey website. You don't have to be an expert writer (we can proof for grammar), but we expect all GM's to submit articles at least once every ten weeks. Just fill out the form on the BEARD Hockey website and we will publish your article within 48 hours.
- Responding to any BEARD Hockey related communication (email, Slack message) within 48 hours (exception for verified/approved time away, obviously).

E. All GM's are **required** to submit lines files when:

- A trade (involving a pro or farm roster player) has been made involving your team
- A player has been added or removed from your pro or farm roster
- Any player on your pro or farm roster has been injured
- It has been at least 10 calendar days since your last lines file submission during the regular season

Clubs are fined \$25,000 for failure to send correcting lines by their next game in lieu of a trade, roster move, or injury. If both the Pro and Farm clubs are invalid on the night of their games, the fine is increased to \$50,000.

F. If a GM cannot participate in a league activity or will be away from BEARD Hockey for an appreciable amount of time, the GM must communicate this in the appropriate thread in the BEARD Hockey Forums. Any unannounced absence from league responsibilities of 21 days or more will be treated as desertion, and you will be removed from the league.

G. All GM's must live by the "spirit of the rules", meaning GM's should not exploit "loopholes" or use an instance not covered in this rulebook to their own personal advantage. If you have a question about any league-related rule or guideline, ask a BEARD Hockey commissioner. **Our rulings are final.**

H. Anyone looking to become a GM in this league will be given a GM Application to complete, which can be found on the BEARD Hockey website. All prospective new GM's must complete this application to be considered for a GM position in this league.

I. Of course, most of all...HAVE FUN!

PENALTIES

Repeated failure to adhere to the rules of BEARD Hockey, unless otherwise denoted, will result in the following when league commissioners deem it necessary:

1st offense: Official Warning

2nd offense: \$2.5 million fine

3rd offense: Removal from BEARD Hockey**

= In most cases, we will give you **one final chance to shape up. Removal from BEARD Hockey is a last resort, meaning you aren't going to be fired at the drop of a hat.

PLEASE NOTE: As stated above, there are *no refunds* for league subscriptions – especially in the event of a dismissal from BEARD Hockey. See Terms of Service [HERE](#).

2. Yearly Breakdown and Sim Schedule

BEARD Hockey follows a traditional NHL-style calendar year schedule regarding its seasons. The following is a general calendar of events that occur each season.

A. Preseason: A six-game schedule (with two Farm games) that takes place over one calendar week. Teams will play a random selection of opponents from their own conference. Games will be simulated each night, with a rest day simulated after each game.

B. Regular season: 82 games (pro and farm) played concurrently over approximately six calendar months. Teams will play at least three games against each divisional opponent, at least two games against conference opponents, and at least one game against opponents from the opposite conference. Regular season games will be simulated nightly throughout the season. There will no longer be rest days simmed unless there is an announced night where a sim cannot take place.

C. Playoffs (Pro and Farm): A best-of-seven format in Conference quarter-final, semi-final, and final matchups culminating in a best of seven contest for the Stanley Cup between each Conference Champion. This will take place over approximately six calendar weeks.

D. Break: After the playoffs have concluded, there will be a break with no updates to the site or to the sim. The length of this break will be determined at the time it is announced.

E. Offseason duties: These include, but are not limited to, a brief In-Season UFA period; Awards Ceremony; RFA Qualifying, Signing, and Offer Sheets; Retirements; the BEARD Hockey Entry Draft; Offseason Rerates; Unrestricted Free Agency; and Prospect Creation. The offseason will run approximately 10-12 calendar weeks.

F. BEARD Hockey never engages in "double simming" when it comes to any games.

G. Unforeseen breaks in a posted schedule may occur due to "real life" happenings. Any break will be made aware to all GM's with plenty of notice, and all attempts to make up time if needed will be made.

3. BEARD Hockey Sim Players

A. OFFSEASON RERATES

1. Offseason rerates will occur after the conclusion of the playoffs according to the offseason schedule.
2. Offseason rerates for skaters, goalies, and unassigned players will be handled by Dan Bacon with assistance from Commissioner Gidlow where needed and are based on BEARD Hockey statistics.

60% of a player's rerate will be based on their statistical performance from the most recent season. 30% will be based on two seasons prior, while 10% will be based on three seasons prior. A player's PO will affect their rerate as well. **All rerates when posted are final and not subject to requests for review.**

Each team will have one "NHL rerate" available to be used, if desired, per season – they do not carry over into future offseasons. This can be initiated after the publishing of BEARD Hockey rerates. This rerate replaces BEARD statistics in the same manner as above, using their real-life NHL stats to form their rating.

When using real-life stats, each league is weighted differently. The NHL is weighted higher than the AHL or overseas pro leagues, which are weighted higher than junior or college leagues.

B. PROSPECTS

1. A "prospect" in BEARD Hockey is any player that is on your team's prospect list.
2. BEARD Hockey will hold one "prospect creation window" before the preseason each year. Each team may have up to 10 prospects created during a creation window as long as they do not exceed roster maximums (see Section 7 below).

3. Prospect creation windows (and how to send requests) will be announced by BEARD Hockey commissioners on the BEARD Hockey website.

4. BEARD Hockey uses our own internal review process when creating prospects. This review includes a player's real-life experience level, statistical performance to date, NHL draft position (where applicable), and statistical comparison. No created prospect will be rated above **70 OV for skaters or 72 OV for goalies** (prodigy-level players), or below **57 OV for skaters or 59 OV for goalies** (bottom of the barrel prospects). This gives GM's a realistic starting point in developing their young players properly.

Remember, because we are a results-based rerate league, it is **100% up to you** as to how well (or how poorly) your youth develops. Keep in mind that your NHL rerate CAN be used on any created player – they cannot be used on a player on your prospect list.

5. Each prospect creation request carries a fee to be created. All teams will be charged \$25,000 per prospect during the creation window.

6. All created prospects will automatically earn three-year entry level contracts based on their order of selection via the BEARD Hockey Entry Draft. Prospects *not acquired* through the BEARD Hockey Entry Draft earn a static contract. Please refer to the chart below for prospect entry level deals.

Drafted #1 overall: \$1,350,000 per year
Drafted #2-10 overall: \$1,200,000 per year
Drafted #11-20 overall: \$1,125,000 per year
Drafted #21-32 overall: \$1,050,000 per year
Drafted in Round 2: \$975,000 per year
Drafted in Round 3: \$900,000 per year
Drafted in Round 4: \$850,000 per year
Drafted in Round 5: \$800,000 per year
Drafted in Round 6 or 7: \$775,000 per year

Any prospect on your list that was not a BEARD Hockey Entry Draft pick will earn a two-year contract at \$950,000 per season upon creation.

7. Any prospect on your list that is 26 years old or older as of July 1st will not be eligible for creation. We would appreciate GM's letting us know if/when they have a player who is 26 years old or older on their prospect list (we will remove them). Once a player is removed from your prospect list due to age, you no longer retain rights toward that player. There is no fee for this procedure.

However, if you wish to remove any *qualified* prospect from your list, you may contact Commissioner Gidlow and he will do so at a cost of \$50,000 per prospect.

C. RETIREMENTS

1. Players will retire from BEARD HOCKEY based on their age, contract status, *and* whether their statistical performance may warrant the "idea" of retirement in each player (offseason only).

2. The “idea” of retirement in each player is represented by their statistical performance. This means if a player in BEARD Hockey who is 35 or older has a reduction in statistical output (using all available sim stats), they will be more likely to retire than someone who has maintained or improved their output.

Reduction in stats output: 5% added to Retirement Chance

Maintaining stats output: 5% removed from Retirement Chance

Improved stats output: 10% removed from Retirement Chance

The percentage probability scale is broken down into two categories listed below.

PLAYERS WITH EXPIRING CONTRACTS (one year left on their contract before offseason begins)

35 years old: 5% chance
36 years old: 10% chance
37 years old: 15% chance
38 years old: 25% chance
39 years old: 45% chance
40 years old: 65% chance
41 years old: 85% chance
42 years old: 95% chance
43 years old and up: 100% chance

PLAYERS WITH MULTI-YEAR CONTRACTS (2+ years left on contract before offseason begins)

35, 36, 37 years old: 0% chance
38 years old: 15% chance
39 years old: 25% chance
40 years old: 50% chance
41 years old: 65% chance
42 years old: 85% chance
43 years old and up: 95% chance

Any player regardless of contract that makes it to 44 years old will retire the next season.

2. GM’s will have one “retirement save” to use no more than once every three seasons on any player due to retire after the above probabilities are run. Teams will have one calendar week to decide whether to use the ‘save’ or not. This will prevent the player from immediately retiring – however, this player is now guaranteed to retire the following offseason.

Once a GM uses a retirement save, they will not receive another opportunity to use such a save for the following two offseasons. Retirement saves will be tracked on each club’s team page on the BEARD Hockey website. These will not refresh if a new GM takes over a club that has used a retirement save within the past three seasons.

3. During the offseason only, players on the unassigned list that retire in the NHL will be removed from the simulator. NHL retirements will otherwise **have no effect** on the players in BEARD Hockey.

5. In the event of an unfortunate instance of a player passing away, they will be allowed to remain on your club for the rest of the season/playoffs. They will be removed from the sim in the offseason, and the team losing the player will receive an untradeable compensatory 5th round pick in the next Entry Draft.

RULEBOOK CONTINUES BELOW...

D-1. CONTRACTS, FREE AGENCY, and FAIR MARKET VALUE

1. The minimum BEARD Hockey contract amount (always 1% of the salary cap) is **\$775,000** per season, and the maximum contract amount (always 15% of the salary cap) is **\$11.625 million** per season. These amounts will be adjusted during each offseason if the salary cap is moved in either direction. Finances are based strictly on the economics of BEARD Hockey (see “Finances” in Section 4 below).
2. All contracts must be between one (1) and four (4) years in length. No contract can be longer than 4 years. The only exception are contracts negotiated during in-season free agent talks (*ie: a player with a one-year contract signs a 4-year extension – your roster page will say that player has 5 years on his deal: one year for the rest of the current contract, and then four years for the new contract*).
3. Players making \$1,499,999 or less when on the farm will earn 10% of their yearly contract amounts. Players making \$1.5 million or more on the farm will earn 100% of their contract, but it will not count against your Salary Cap. No player making 60% of the maximum player salary can be sent to the farm, regardless of OV (see Section 7 below for more).
4. The grouping of restricted free agents (RFA's) and unrestricted free agents (UFA's) will be based on the player's age as of July 1st each calendar year.

FAIR MARKET VALUE

Based on the concept developed by Kevin Lacy and the [Elite Hockey Experience](#) and adjusted for our league, Fair Market Value (FMV) establishes a yearly salary value based on a player’s overall (OV) rating. It also features a “maximum SB use” column that relates to use of a Signing Bonus **for restricted free agents only** to lower a player’s cap hit.

In BEARD Hockey, FMV is used when calculating **restricted free agent contracts** and for **in-season UFA negotiations** – it is NOT used during the open-market offseason UFA period.

The following scales are adjusted each season based on salary cap and floor fluctuations.

Non-Entry Level Skaters

OV	Yearly Salary	Max SB Use	OV	Yearly Salary	Max SB Use
<64	\$775,000	\$775,000	77	\$5,750,000	\$5,175,000
65	\$825,000	\$775,000	78	\$6,250,000	\$5,625,000
66	\$875,000	\$787,500	79	\$6,750,000	\$6,075,000
67	\$925,000	\$832,500	80	\$7,500,000	\$6,750,000
68	\$1,000,000	\$900,000	81	\$8,250,000	\$7,425,000
69	\$1,150,000	\$1,035,000	82	\$9,000,000	\$8,100,000
70	\$1,300,000	\$1,170,000	83	\$9,750,000	\$8,775,000
71	\$1,500,000	\$1,350,000	84	\$10,250,000	\$9,225,000
72	\$2,000,000	\$1,800,000	85	\$10,500,000	\$9,450,000
73	\$2,750,000	\$2,475,000	86	\$10,750,000	\$9,675,000
74	\$3,500,000	\$3,150,000	87	\$11,000,000	\$9,900,000
75	\$4,250,000	\$3,825,000	88	\$11,625,000	\$10,462,500
76	\$5,000,000	\$4,500,000	x		

Non-Entry Level Goalies

OV	Yearly Salary	Max SB Use	OV	Yearly Salary	Max SB Use
<67	\$775,000	\$775,000	78	\$4,000,000	\$3,600,000
68	\$825,000	\$775,000	79	\$4,500,000	\$4,050,000
69	\$875,000	\$787,500	80	\$5,250,000	\$4,725,000
70	\$925,000	\$832,500	81	\$6,500,000	\$5,850,000
71	\$1,000,000	\$900,000	82	\$7,750,000	\$6,975,000
72	\$1,150,000	\$1,035,000	83	\$8,750,000	\$7,875,000
73	\$1,300,000	\$1,170,000	84	\$9,750,000	\$8,775,000
74	\$1,500,000	\$1,350,000	85	\$10,250,000	\$9,225,000
75	\$2,000,000	\$1,800,000	86	\$10,750,000	\$9,675,000
76	\$2,750,000	\$2,475,000	87	\$11,000,000	\$9,900,000
77	\$3,500,000	\$3,150,000	88	\$11,625,000	\$10,462,500

For purposes of signing restricted free agents, signing bonuses cannot exceed 10% of the total contract offered and are paid by the team at the time the player is signed (deducted from a club's available cash total).

Example: *Martin Necas is a 72 OV player and made \$1 million the previous season. He is thereby offered a 4-year contract at \$2 million per season. Any signing bonus offered cannot exceed \$800,000, resulting in a \$1.8 million per year cap hit.*

Signing bonuses for the In-Season UFA Negotiation program and unrestricted free agency **are structured differently than for RFA's** (see below for more info).

D-2. RESTRICTED FREE AGENTS (RFA's)

a. GROUP ONE (up to 26 years old as of July 1st)

Restricted free agents on all BEARD Hockey teams will need to be retained or signed. This takes place in two stages: the **RFA Retention Period**, and the **RFA Re-Signing and Offer Sheet Submission Period**. This will be posted on the offseason schedule on the BEARD Hockey website.

RFA RETENTION PERIOD

When prompted, a GM will send one email to Commissioner Gidlow with the following:

Farm OV max or lower players: Anyone at the farm max OV or under is eligible to receive a 1-year contract at 100% of their previous salary or their FMV rate, whichever is greater. This is optional: a GM does not have to submit contracts for these players, but they can if desired.

RFA's coming off Entry Level deals: These are players who originated from your Prospect List. They can be signed at a 20% raise from their FMV rate at 1-4 years in term. This is also optional but protects these players from potential offer sheets.

Retention List: Any other RFA who was not signed via the two options above, but you wish to retain rights to, is listed under a Retention header. The format for these emails will be provided at the time.

Anyone who is not **signed** or **retained** in this email will become an unrestricted free agent, free to sign with anyone during the offseason UFA process.

RFA RE-SIGNING and OFFER SHEET SUBMISSION PERIOD

All RFA's that have been retained will be eligible for contracts (1-4 years in length) from the owning club, or offer sheets from any other club, during the RFA Re-Signing and Offer Sheet Submission period (to be scheduled during the offseason).

These processes run **simultaneously**. GM's will have a to-be-determined number of days to submit offers for their retained RFA's *and* offer sheets for another club's retained RFA's. Per-year salaries must be **at least** 100% of their previous salary or their FMV rate – **whichever is greater**.

If you wish to try to safeguard against offer sheets, you can offer your RFA a **higher** per-year salary than the minimum required. If your club's per-year salary offer is within 20% of any submitted offer sheet, the player will automatically sign with you. If it is not, and the player receives an offer sheet exceeding the 20% threshold from your offer, the player will sign the offer sheet. This is an optional step but provides a potential avenue if you're concerned about possible offer sheets on these players.

OFFER SHEET MATCHING PERIOD

After the RFA Re-Signing and Offer Sheet Submission period has ended, any offer sheets that have been signed will be posted in the BEARD Hockey Forums. GM's will have a 72-hour period to either match the offer sheet and retain the player at the offer sheet contract or accept the required compensation and lose the player. Failure to decide in the time allotted will result in the player signing with the team that submitted the offer sheet.

Any player engaged in the RFA offer sheet process cannot be traded until the process is complete. Any player that is *acquired* via offer sheet **will not be tradeable until the following offseason**. There has *never* been an instance of an NHL player going to a new team via offer sheet and then traded that same season. **Be sure this is what you really want before submitting an offer sheet.**

GM's that attempt to sign an RFA to an offer sheet must have the required compensation based on the RFA Compensation Chart below.

RFA COMPENSATION CHART

All picks must be **original team draft picks** in the next Entry Draft year, unless multiple-year picks are required (they still must be your original picks). If you trade and then re-acquire your own original draft picks, those picks are **still eligible** to be used for offer sheet purposes.

IMPORTANT NOTE: You *cannot* go below the minimums for Draft Picks that you must maintain in submitting an offer sheet – because if it was accepted and the picks left your club, you would be in violation of the minimum draft pick rule (see 5. Trading for more info).

\$775,000 to \$1,500,000: 4th round pick
\$1,500,001 to \$2,500,000: 3rd round pick
\$2,500,001 to \$4,000,000: 2nd round pick
\$4,000,001 to \$5,500,000: 1st round pick, 2nd round pick
\$5,500,001 to \$7,000,000: Two 1st round picks, 3rd round pick
\$7,000,001 to \$8,500,000: Two 1st round picks, Two 2nd round picks
\$8,500,001 to \$10,000,000: Three 1st round picks, Two 2nd round picks
\$10,000,001 to LEAGUE MAX: Four 1st round picks, Three 2nd round picks

For example, if the Boston GM wanted to submit an offer sheet for Lucas Wallmark during the 2022 offseason and offered a 3-year, \$6.5 million per year contract, Boston must have **BOS 1st 2023, BOS 1st 2024, and BOS 3rd 2023** or his offer sheet would be voided on the spot.

Any team that submits an offer sheet without having the required compensation will be fined \$5 million and will be forbidden from submitting any offer sheets until the next offseason.

The top offer for an RFA receiving an offer sheet will be the most money for the most years, unless another offer with fewer years, but higher per-year salary, is within \$2 million of the total contract.

Example: Carolina's Sebastian Aho is offered a 4 year, \$7.5 million per year (\$30 million total) offer sheet by Washington. Buffalo also submits an offer sheet for Aho, but for 3 years at \$9.9 million per season (\$29.7 million total). Since Buffalo's offer sheet is within the \$2 million margin, their offer would be submitted to the BEARD Hockey Forums for Carolina to either match or take compensation.

This is in place to keep things realistic, **as most RFA's would take less years at a higher salary over an extra year at less salary.** If there are any duplicate offers on an RFA, the team with the worse regular season record (based on points) from the previous season will be selected as the top offer.

Signing bonuses are permitted when submitting an RFA offer sheet but **must adhere to the FMV chart.**

b. GROUP TWO (any age – **Regular Season only**)

Players eligible for Group Two status are those who have:

- Played 2 games in the NHL during the CURRENT regular season, **OR**
- 5 games in the AHL during the CURRENT regular season, **AND**
- Are *not* on a BEARD Hockey roster, prospect list, unassigned list, or retirement list

Any such player can be created and assigned to a team **during the regular season only.** Delays in the NHL schedule may continue to occur due to the ongoing pandemic – in such a case, we may have periods where no or few players are eligible for the Group Two RFA process.

When a GM finds a player eligible to be created as a Group Two RFA, they must email Commissioner Bacon (beardhockeysim@gmail.com) with the player name and proof they meet the criteria (a link to the player's NHL.com profile will suffice). GM's that submit an eligible player with NHL games played in the CURRENT season will earn \$50,000 for their club, up to a maximum of \$500,000 per season regardless of the number of submissions.

The player will then be created and placed on the unassigned list, and a thread will be started with the player's name in the BEARD Hockey Forums. Each team will have 48 hours to make a claim on the player via reply to the player's forum thread. At the end of the 48-hour period, the team with the highest [Group Two priority](#) will earn the player.

Once a team makes a successful claim for such a player, they will go to the back of the priority line and all other teams will move up a position.

All created Group Two RFA's will earn a contract of 1 year at the FMV salary determined by the player's OV (*not* prorated, meaning you will have to pay their full salary once this player appears on your club).

GM's will be allowed to submit Group Two RFA eligibility emails beginning at 12:01am EST on the first day of the regular season.

D-3. UNRESTRICTED FREE AGENTS (UFA's)

Unrestricted free agents are just that - unrestricted. Once the offseason UFA period begins, players 27 years old and up as of July 1st who are unsigned can sign with any team in BEARD Hockey.

IMPORTANT NOTE: Signing bonuses for offseason UFA's **have no bearing on a player's salary or a team's cap hit. It only serves to improve a player's Yearly Contract Value (YCV).** It is literally a signing 'bonus' and is paid once a player signs with his club.

Signing bonuses offered cannot exceed 25% of the total contract offered. For example, let's say Teuvo Teravainen is offered 4 years at \$6.5 million per year – his signing bonus can't be higher than \$6.5 million ($4 \times 6.5 = 26$; $26 \times .25 = 6.5$).

HIGHEST BID = HIGHEST YEARLY CONTRACT VALUE

Yearly Contract Value is $\text{CONTRACT LENGTH} \times \text{SALARY} + \text{SIGNING BONUS} / \text{CONTRACT LENGTH}$.

Example: Brett Connolly gets a 3 year, \$4 million per season offer with a signing bonus of \$3 million.

$(3 \text{ years} \times \$4 \text{ million} + \$3 \text{ million}) / 3 \text{ years} = \$5,000,000$ average yearly salary

All bids must increase the Yearly Contract Value by \$200,000. Any bids that do not increase the YCV by \$200,000 will be voided. If a GM makes two incorrect bids for a player, they will be barred from any further offers for that player.

Let's use the Brett Connolly example from above. The YCV for this offer is \$5,000,000. If someone wished to top this bid, they must increase the total YCV offer to no less than \$5,200,000. You can offer more than this amount, but you cannot offer less.

Simply "upping" the contract term a year does not make for a valid increase. In this case, giving Connolly a **4 year**, \$4 million offer with a \$3 million signing bonus equals an average yearly salary of \$4,750,000, which is *obviously less* than \$5,000,000.

ONLY EXCEPTION: Player X receives a 1 year, \$11.625 million offer with a \$2,906,250 signing bonus (the maximum one-year bid), which is a Yearly Contract Value of \$14,531,250. Since a maximum contract offer of 4 years at \$11.625 million per year with a \$11.625 million signing bonus is also a YCV of \$14,531,250, the 4-year deal would be the winning bid. This is the *only* case where a non-\$200,000 increase to the YCV is acceptable.

Here is a correct bid increase example in a bit more detail:

*Roman Josi is offered a 4 year, \$8 million per year offer with a \$2 million signing bonus from Tampa Bay. His Yearly Contract Value would be **\$8,500,000**. Edmonton then offers a 4 year, \$7.5 million per year offer with a \$7.5 million signing bonus. Since Edmonton's YCV offer is **\$9.375 million**, their bid would trump Tampa Bay's offer and would become the high bid.*

There are no "ties" when it comes to UFA offers. No one can give a UFA the same amount as the previous offer did. If the MAX CONTRACT OFFER is reached, the bidding is over and the player is awarded to the team that submitted the maximum bid.

Offseason UFA signees are not eligible to be traded until their club has played 41 team games in the ensuing regular season.

THE OFFSEASON UFA PROCESS

Offseason UFA begins with a two-day Blind Bid period where GM's submit their initial UFA offers via email. This is being done to give everyone an equal opportunity to start the bidding process.

Each player must be emailed individually following this template:

SUBJECT LINE: Team Abbreviation – Player Name, YCV Amount

Example: CAR – Jonathan Toews, \$9,000,000 YCV

MESSAGE BODY: The (team name) offer (Player Name) a (TERM)-year contract worth (salary) per season with a (\$ amount) signing bonus.

Example: The Carolina Hurricanes offer Jonathan Toews a 4-year contract worth \$8,000,000 per season with a \$4,000,000 signing bonus. (You do not have to offer a signing bonus - if you are not offering one, you can end the above wording after "per season".)

At the designated date and time, player threads will be posted in the BEARD Hockey Forum with all top bids from Day 1 emails.

STARTING IN 2022! **RIGHTS-OWNED UFA's (Day 1 only!):** If you submit a Day 1 bid on a UFA you own the rights to, and that bid leads all others on that player by at least 10% in YCV, that player will sign with your club. This can only be done on Day 1 through this process!

The process repeats itself for Day 2 – teams email another round of bids. You may offer a bid on a posted player or offer a bid on a player not listed. **Remember, you must increase the YCV on a posted player by at least \$200,000 or the offer will be void.**

At the designated time, the new leading bids will be posted in the Forum. If no one bids on a posted player after Day 2 bids are processed, that player will sign with the club who posted the high bid on Day 1.

From the moment Day 2 bids are posted, the rest of the offseason UFA period runs "open market" style via the Forum, meaning the GM submitting the YCV offered to a UFA will win the services of the player. Any player on the Unassigned List once offseason UFA begins is eligible to be signed to a contract. The maximum contract length a GM can offer a UFA is four years.

UFA bidding is open for each player until 48 hours has passed between bids, or until the player receives the maximum contract bid. Once either of those points are met, the bidding will be closed, and the signing club announced.

Players who do not receive an offer will remain on the unassigned list, eligible to be signed at any time in the regular Unassigned Player Bidding thread in the GM Duties section of the BEARD Hockey Forums.

D-4. UNASSIGNED PLAYER BIDDING (in-season only)

Any team wishing to extend a contract to an unassigned player **during the preseason or regular season** must make an offer on the BEARD Hockey Forums. These offers can be no greater than one to four years, and no greater than \$1.5 million per year in salary – except in the case of a previously bought out player (see Section 8 below). GM's will have 24 hours to improve the original bid on the player and from there, standard UFA signing rules apply. The team with the best offer after 24 hours will earn the player after games played on the next available sim night.

The 24-hour period may be extended due to the nature of the player being bid on. For example, if a decently rated player is bought out during the regular season, the window for bidding may be extended. This exception will be made known in the player's thread in the BEARD Hockey Forum.

Subsequently, players that are bought out and then bid on can earn up to a maximum of a 50% increase on their previous contract. This *only* applies to players bought out during the preseason or regular season. This is the only exception to the \$1.5 million yearly salary maximum for unassigned players.

E. GOALTENDER RESTRICTIONS

1. To continue to promote realism, goaltenders on your pro or farm roster may not exceed 66 games played (including starts and/or appearances) during a regular season. Any team in violation of this will be assessed a fine at the conclusion of the regular season.

2. Teams will be charged \$1,000,000 for each pro or farm game played by your goalie between 67 and 72 games. Anyone playing a goalie in 73 or more games in a regular season will be fined \$10 million.

F. CAPTAINS

1. Captains for pro and farm clubs may be selected by a GM using the STHS Client. Each team is required to select one captain and two alternate captains for their pro and farm teams. If any team does not have a captain and two alternates on each of their clubs by the beginning of the regular season, they will be fined \$100,000 per calendar day until they fill these vacancies through the STHS Client.

2. If at any time during the regular season a team does not have a captain or two alternates listed on their roster (as a result of trade, demotion, injury, release, etc.), they will receive a reminder to rectify it. If it is not addressed by the next simulation, the club will be subject to a \$25,000 fine per calendar day until they resolve this issue.

3. Teams are limited in choosing their captains and alternate captains. Because the LD rating in BEARD Hockey has a 'Captain Component' ([click here for details](#)), and to keep tracking of your club's alternate captains from getting out of hand, teams can only change their captain or alternate captains when a trade, demotion, release, or long-term injury occurs (resulting in at least a CON rating of 70 or lower).

G. PLAYER SUSPENSIONS

1. All player suspensions are decided by the STHS Simulator.
2. Any player suspended during the preseason will be allowed to play during the rest of the preseason - however, their suspension term will take effect starting with the first game of the regular season.
3. Any suspensions that are not carried to term before the end of the regular season will carry into the next season (or to the playoffs if the player's team makes it in).

H. IN-SEASON FREE AGENT NEGOTIATIONS (All New!)

This program is available starting after a team's 41st game running through the end of regular season, and again from Day 1 of the offseason to the start of the UFA period.

1. The idea is to give all clubs at least a shot at retaining their pending UFA's just like a real-life GM would. However, as with real life, a portion of the overall pending UFA's **will always go to the free agent market**.
2. Only players with one year remaining on the contract who will be 27 years of age or older as of July 1st in the next immediate offseason are eligible for In-Season UFA Negotiation.
3. To begin the process, a GM will post the player's name in the 'UFA Submission' thread in the BEARD Hockey Forums. Once the Agent replies to that post, talks will either officially begin or end on the spot based on the entirety of the "First Roll" (see below).

Players who are posted in this manner cannot be traded during this process. GM's can only submit one player at a time in the UFA Submission thread. Clubs cannot submit a new pending UFA until talks on their current UFA begins and are moved into TALKS IN-PROGRESS thread.

FIRST ROLL – Status Determination

3, 6, 9, 12 = OFFSEASON UFA**

1, 2, 4, 5, 7, 8, 10, 11 = Enter Talks (advance below)

This must remain in place to ensure we have a healthy UFA pool every year. **HOWEVER, 80 OV or above skaters and 82 or above goalies get two initial rolls if the first roll is 'offseason UFA'. This simulates the approaching of an elite player who may have balked at the first attempt to start talks. Because of this, though, the scale on the second attempt is weighted as such:

First Roll – Part 2 (only for the elite-level players described above):

3, 6, 9, 12 = Enter Talks (advance below)

1, 2, 4, 5, 7, 8, 10, 11 = OFFSEASON UFA

The Agent will run his negotiation based on the below scenarios for his client. The MEDIAN for the purposes of these talks will be the player's current salary + the Fair Market Value for his OV, divided by two. A player's **minimum salary demand** will be the result of the rolls below, ending in either a raise or a pay cut which is then applied to this median. HOWEVER, no minimum salary demand can be below the FMV of the player (more on this below).

The Agent will NOT give specific information - that must be discerned from your talks. Study the components of the program below and you should be able to discern a player's desire through talks.

SECOND ROLL - Age Component:

As players age, their priorities change. Younger players tend to be driven more by financial motivation, while older players tend to be driven by an opportunity to win. As such, the following odds table based on the player's age is applied BEFORE any other consideration, with an ensuing roll.

Example: Your player is 34 years old. A roll occurs based on the 31-34 age odds below. For a 34-year-old, a "Money" result is produced 67% of the time, while a "Team" result is produced 33% of the time.

27-30 years old: 100% Money

31-34 years old: 67% Money, 33% Team - (Roll 1, 2, 3, 4 = Money; Roll 5, 6 = Team)

35-37 years old: 33% Money, 67% Team - (Roll 1, 2 = Money; Roll 3, 4, 5, 6 = Team)

38 years old and up: 17% Money, 83% Team – (Roll 1 = Money, Roll 2, 3, 4, 5, 6 = Team)

Once this is done, we take the result (either Money or Team) and use the following to determine a starting RAISE or PAY CUT amount:

If "Money" is the desire determined from the above table:

1 = 10% raise on MEDIAN

2, 3, 4, 5 = 15% raise on MEDIAN

6 = 25% raise on MEDIAN

If "Team" is the desire determined from the above table:

1 = 10% pay cut on MEDIAN

2, 3, 4, 5 = 15% pay cut on MEDIAN

6 = 25% pay cut on MEDIAN

THIRD ROLL – Considerations:

The following considerations are **added or subtracted** from the player's Age Component desires. HOWEVER, please keep in mind that a player's MINIMAL demand will *never* be lower than his FMV. The below rolls can result in reductions to a player's salary demand down to his FMV – but no lower.

50% raises only apply to a MEDIAN of **\$5 million or less**. If a player's MEDIAN is \$5,000,001 or more and he rolls a 50% raise, that number will be **reduced to a 35% raise**.

“FAMILY” CONSIDERATION

- 1, 3, 6 = No change – **advance to ‘Self’ consideration**
- 2 = 10% added raise + 3-4 year term (no further rolls)
- 4 = 25% added raise + 3-4 year term (no further rolls)
- 5 = **50% added raise** + 3-4 year term (no further rolls)

“SELF” CONSIDERATION

- 1, 3, 6 = No change – **advance to ‘Happy Player’ consideration**
- 2 = 25% added raise + 1-2 year term (no further rolls)
- 4 = 35% added raise + 1-2 year term (no further rolls)
- 5 = **50% added raise** + 1-2 year term (no further rolls)

“HAPPY PLAYER” CONSIDERATION

- 1, 3, 6 = No change – **advance to ‘Wants to Stay’ consideration**
- 2 = 10% added pay cut + 2-3 year term (no further rolls)
- 4 = 15% added pay cut + 2-3 year term (no further rolls)
- 5 = 25% added pay cut + 2-3 year term (no further rolls)

“WANTS TO STAY” CONSIDERATION

- 1, 3, 6 = No change – **advance to ‘Standings’ consideration**
- 2 = 15% added pay cut + any term (no further rolls)
- 4 = 20% added pay cut + any term (no further rolls)
- 5 = 25% added pay cut + any term (no further rolls)

“STANDINGS” CONSIDERATION

- If team is currently in a playoff spot = 25% added raise + 1-year term (no further rolls)
- If team is not currently in a playoff spot = 35% added raise + 1-year term (no further rolls)

NOTE: At each Consideration level, a player has a 50% chance to move through to the next Consideration level or reach his minimum salary desire. If he rolls a 1, 3, or 6 through all four levels, the “Standings” level acts as the last determinant. Every player starts the process from the same beginning position.

FINAL ROLL – SIGNING BONUS (only for players above farm OV max):

- 1, 6 = NO signing bonus
- 2 = 10% signing bonus
- 3 = 15% signing bonus
- 4 = 20% signing bonus
- 5 = 25% signing bonus

Any agreed-to signing bonus is deducted from a club’s available cash after the new contract is processed.

BIG REMINDER: A player’s minimum salary demand is the product of his MEDIAN either added or subtracted from the above Considerations. **No matter what rolls are produced:**

- A player’s minimum salary desire cannot exceed more than a 75% raise or a 50% pay cut***
- A player with a \$5 million or higher MEDIAN cannot desire more than a 60% raise
- A player cannot want a salary lower than his FMV

***= Remember, this is all to determine a player’s MINIMUM salary desire. The agent won’t start talks at his absolute minimum. It is 100% up to the GM to determine this desire or settle at a salary they are comfortable in signing (which may result in the player getting a higher-than-desired salary).

Number of Counters/Talks with the Agent: There is no limit to the number of counters you can make to the Agent – within reason. While *no talks* can last longer than two calendar weeks, talks can continue as long as there is no stalling and communication is continuing.

HOWEVER – this is solely determined by the Agent. If you are unresponsive after at least two communications, the Agent can end talks.

If talks break down and the player does not sign, he will be posted in the “UFA No-Signs” section of the Forum. An acquiring team can then start the process over from the very beginning if they so choose.

To promote realism, players signed through this program cannot be traded until their team’s 42nd game the following season, regardless of when they are signed.

Finally, teams will still have “Day 0” UFA rights at the start of the offseason UFA period, regardless of how in-season UFA negotiations go. If a player rolls “offseason UFA”, for instance, even though he cannot enter any further in-season UFA talks, he can still be traded since the owning team has the ability to offer this player a contract on the first day of offseason UFA. **See more about this in the Offseason UFA section.**

For frequently asked questions and examples of this feature, [CLICK HERE](#).

4. Finances

A. BEARD Hockey operates with a hard team salary floor and hard team salary cap, as well as minimum and maximum salaries for players. The salary floors and caps are only enforced *during the regular season* and not during the playoffs, offseason, or preseason. These levels are subject to adjustment on a yearly basis due to the economics of the league.

2021-22 PRO TEAM SALARY MINIMUM (salary floor): \$52,500,000

2021-22 PRO TEAM SALARY MAXIMUM (salary cap): \$77,500,000

2021-22 PLAYER SALARY MINIMUM: \$775,000 (always 1% of the salary cap)

2021-22 PLAYER SALARY MAXIMUM: \$11,625,000 (always 15% of the salary cap)

B. Penalties for being in violation of the pro team salary cap or below the pro team salary floor during the regular season will result in *severe* penalties. However, if your team is found to be over the cap at any point during the regular season, you do have recourse to avoid penalties.

C. Once your team is in violation of the salary cap or salary floor, you will have until **the next sim date** to upload a cap-correcting lines file to get within the salary boundaries and to avoid penalties. A cap correcting lines file would be one or any of the following, resulting in either bringing yourself over the cap floor or below the cap ceiling:

- Placing an eligible player on waivers
- Sending an eligible player to the farm and/or calling up someone from your farm
- Releasing/buying out a player (see Section 9 below for more)

Since a trade cannot be processed if made within the period after you have been announced as "in violation" and the next sim date, **making a trade will not correct your salary issue**. BEARD Hockey commissioners will not make any "special" trade updates to help your team.

If you do not make the approved changes above, you will be charged with the following cap penalties:

1. \$5,000,000 fine that will be split evenly amongst the other teams in your conference.

2. Immediate loss of a team's original fifth round draft selection in the most immediate upcoming Entry Draft; if a team does not have one, the team will lose their fourth round selection. If they have neither, the BEARD Hockey Commissioners will determine an appropriate draft pick penalty.

3a. For SALARY CAP VIOLATIONS: The best player (not necessarily the most expensive one) on the pro team of the violator will be suspended for a minimum of five (5) pro games. His salary will be temporarily reset during his suspension to an amount that gets you under the salary cap. If setting your best player's salary back does not satisfy the amount needed to get under the salary cap, another player will be suspended for 5 games and his salary will also be reset. This will continue until the team's pro salary is under the salary cap.

The suspended player or players will only return to play for your club after those 5 games if his or their return to your pro roster at their full salary keeps you under the salary cap. Once the player or players have served their suspension, they will be returned to their correct salary.

3b. For SALARY FLOOR VIOLATIONS: Because the simulator cannot sim games when a team is under the salary cap, a player or players will be recalled from your farm team to try to increase your pro salary. If this is still not sufficient, the salary amount needed to become compliant will be added to your Salary Cap finances until your team is above the salary floor. In addition, **the violating team will be immediately docked their original third round draft selection** in the most immediate Entry Draft. If they do not have it, they will lose their first round draft pick. If the violating club has neither, BEARD Hockey Commissioners will determine an appropriate draft pick penalty.

THREE STRIKES, YOU'RE OUT: If a team violates either the salary cap or floor *three times* in a given regular season (**at any time**, even if you correct this the next day), the GM will be subject for removal from BEARD Hockey. Good rule of thumb here – don't violate the cap!

D. Players and coaches are paid their contract salaries during the regular season. Players and coaches are not paid during the playoffs and clubs do not incur regular-season costs during the postseason.

E. If any new GM is hired and their new team is below the average available cash total of the other 31 teams, that team will have their available cash total reset to the league average amount.

HOW FINANCES AFFECT YOUR CLUB (All New!)

The economics of BEARD Hockey includes all revenue and expenses generated by its 32 teams in all areas where money is involved. Everything financial in this league is based on generation of at around \$2.8 billion in league-wide yearly revenue and around \$2.5 billion in league-wide yearly expenses (sourced and projected from 2020-21 data). As the league evolves, we expect revenues to slowly, but steadily,

increase. Therefore, the salary cap, floor, and player salaries, which are tied directly into our finances, will increase or decrease accordingly.

Items that factor into your overall finances include:

Per-game revenue: Ticket prices (see more below) and simulated concessions ("other revenue")

Pro payroll

Retained salary (see Section 5. Trading section below)

Farm payroll

Coach payroll: Full per-year amount of pro and farm coach

Expenses per game: Simulated travel costs and other per game expenses

Available Cash total: The amount of real dollars your club has in reserve – signing bonuses, prospect costs, BEARD Hockey Media Program entry (see more below), financial penalties, and trading of cash are all immediately deducted from this total as well.

BEARD Stimulus Payment™: Each year, all prospect costs, endorsement costs, and fines accumulated throughout the regular season and playoffs are put into a general pool. Once the playoffs have concluded, each team will receive an equal portion payout of the total amount collected from this pool.

Expected financial revenues per team for the 2021-22 regular season is around **\$72 million** on average. Projected regular-season expenses per team are around **\$78 million** per team on average. To bridge this gap and help teams become more likely to turn a profit in the regular season, we have developed a simple system (replacing Endorsements) that any team in the league can succeed with.

Remember: how successful a team is at their finances is **100% the responsibility of the GM**. We have taken painstaking steps to adjust the league's financial structure over our first year to make it simpler and more functional – but it's **truly on you** whether you succeed within this system or not. It is not guaranteed that the salary cap levels will increase every year. This means if teams are not performing well financially, there is less revenue to increase these levels.

All teams are expected to be financially solvent. Any team that operates during the regular season with a negative Available Cash total at any time will receive a single warning and will have 72 hours to correct it. If they do not make corrections, the GM will be subject to termination from the league. Additionally, any team that ends the seasonal year (after playoffs have concluded) with a negative available cash total will be subject to dismissal from the league.

BEARD Hockey TV Rights Deal

BEARD Hockey has contracted with ESPN and TSN in Canada to provide our games across North America. The representation of this deal is the difference in total team revenues over a full season (including playoffs) vs total team expenses. The full formula is:

$$\begin{aligned} & \text{Total League-wide Revenue + Previous Year's Total Playoff Revenue} \\ & \quad + \text{Total Available Cash (all 32 teams)} \\ & \quad \quad \quad \text{--MINUS--} \\ & \quad \quad \quad \text{Total League-wide Expenses} \end{aligned}$$

Based on extensive research, the expected difference from the above formula is \$300 million. This amount represents the “profits” from the “TV Deal”, and every team will earn a portion of that revenue. How much is completely up to the club’s GM.

This TV revenue will be split into a 75% payout, and a 25% payout. To earn an equal share of the first 75%, you must have:

- No more than 1 violation of the 10-day sim lines rule
- No more than 3 lines violation ‘strikes’ - every 2 lines violations = 1 strike; 3 strikes and you're out
- Must vote in *all* voting, including All-Start voting and end-of-year Award voting

To earn an equal share of the remaining 25%, you must have:

- No 10-day sim lines violations
- Total fines (ALL FINES COMBINED) cannot exceed \$100,000 during the regular season

TICKET SALES and ARENA CAPACITY

All teams have the following capacities for their arenas:

Pro Team Arena: 19,000

Farm Team Arena: 9,000

To ensure that all teams generate at least a minimal amount of revenue on the regular season, we have instituted a 90% “season ticket” capacity for every pro team (50% for your farm). This guarantees that your building will have at least 17,100 people in attendance no matter what.

Because of random elements of the STHS simulator, we have programmed a limited range in which GM’s can adjust their ticket prices. We’ve also studied this extensively and have found prices in the middle of these ranges will generate close to the \$72 million average we expect per team (this amount is vital to the solvency of the TV Deal program). However, it is 100% up to you if you wish to move your prices to the upper or lower end of these ranges to see what works best for you.

Level 1: \$85-\$100 (\$35-\$50 for farm)

Level 2: \$55-\$70 (\$15-\$25 for farm)

Level 3: \$40-\$50

Level 4: \$25-\$39

Luxury: \$180-\$200

Important note: Ticket sales are part of the revenue you generate from home games. “Other Income” simulates concessions and other per-game revenue generated from your fans. This amount is adjustable by the league – though the current setting (derived from the 2021 playoffs) should be sufficient. This will be monitored by the league as we move forward.

Currently, there are no capacity expansion programs available for BEARD Hockey arenas. BEARD Hockey Commissioners will explore arena expansion ideas when practical to do so.

BEARD Hockey Media Program

The only remaining ‘endorsement’ is the BEARD Hockey Media Program, which gives clubs access to more revenue for their club by taking active part in helping maintain activity in the league. This program runs from two weeks prior to the Entry Draft through one week after the Stanley Cup Final.

For a cost of \$1 million per season, teams can opt into this program – and while it is optional, **it is highly recommended** as an easy and fun way to earn revenue for your club.

Teams are rewarded in cash payouts for the number of media pieces they provide to the league. This can come in the form of submitted articles, league-related videos, podcasts, and similar media.

- 1 media item = **\$1.5 million**
- 2 media items = **\$3 million**
- 3 media items = **\$5 million**
- 4 to 5 media items = **\$6.5 million**
- 6 or more = **\$8 million**

You can still submit media outside of this program – it just will not count toward your payout level.

5. Trading

Trading is not only allowed in BEARD Hockey, it is encouraged and is part of what makes being a sim hockey GM so fun. However, in the best interest of the league, we do have parameters that all GM’s will be expected to follow.

A. Trades between BEARD Hockey teams may only consist of:

Pro roster or farm players

Prospects

Draft picks (limited, see below)

Cash (no less than \$125,000, no more than \$10 million)

Retained salary (limited, see below)

Future Considerations (limited, see below)

Draft Picks: Teams may trade draft picks they own from the current season and the following two seasons beyond, but **must** retain a minimum of:

Current year: At least two draft picks (any round)

Following year: At least three draft picks (one **must** be a 1st, 2nd or 3rd round pick)

“Third” year: At least four draft picks (one **must** be a 1st or 2nd round pick)

Retained salary: Teams may retain up to 50% of the remaining total contract on up to three (3) players at any one time. However, to be eligible for salary retention, the player can only have **one or two years** left on their contract. This means salary retention is not available for players with three or four years left on their current contract.

This retained salary counts towards your salary cap amount and is paid on July 1st the following offseason. Any trade involving salary retention that puts either team over the salary cap will be eligible for approval – however, said team(s) will be subject to the Salary Cap Violation guidelines in Section 4 above.

A player with **one year remaining on their contract** can have a maximum of two (2) teams retaining salary on it. This means a GM can offer to retain up to 50% of the contract of a player who already has salary retained by another club AND has one year remaining on their current contract.

Example: Eric Staal has one year left on his deal at a \$6 million salary. Buffalo retained \$3 million in a previous trade with Chicago, leaving \$3 million remaining to pay. If Chicago wished to trade Staal to another team, they could offer to retain up to 50% of the remaining amount (\$1.5 million *maximum*) as part of a deal.

If you retain salary on a player, you cannot re-acquire that player via trade until the retention period is finished. As well, you cannot trade a player to a team who then trades them back to you in order for them to retain salary, regardless of the compensation that is exchanged to facilitate it. This includes multiple-team deals: if the end goal is bringing a player back while having someone retain salary on them along the way, **this is not an acceptable deal.**

Example: Buffalo trades Martin Necas to Chicago. Chicago then trades Necas back to Buffalo while retaining salary. This is not an acceptable deal.

Example: Buffalo trades Necas to Chicago. Chicago deals Necas to Toronto while retaining salary. Toronto then trades Necas back to Buffalo. This is not an acceptable deal.

Future Considerations: GM's who wish to utilize 'future considerations' in trades may do so under limited circumstances. Any future considerations must be emailed to Commissioner Gidlow, must be agreed to by both teams, and must be administered to the team who acquired them by the following preseason.

Acceptable future considerations can include anything listed under Section 5-A. However, assets cannot be 'rented', meaning you cannot trade an asset to a team with a condition of that same asset being returned at a later date. Please keep all BEARD Hockey Rules & Guidelines in mind when utilizing Future Considerations in your trade discussions.

Protected Picks/Conditional Picks: Adding negotiated conditions such as a lottery protection to a first-round draft pick is permissible under *limited* circumstances. Only the most immediate next draft's first round picks are eligible for lottery protection and can include any protection level within the lottery-eligible selection order (meaning anywhere from 1 to 16).

For example, if during the 2020-21 regular season, a GM wants to offer a 'lottery protected' first round pick, they can only offer that protection to a 2021 first round pick. If a team finishes in a lottery position after the season, then whatever was agreed to in the condition will be sent to that team immediately. If they finished in a playoff position, the 2021 first round pick would be sent to the receiving team immediately. Either way, any possible conditions must be clearly delineated in the posted trade and agreed to by both parties as prescribed in the BEARD Hockey Forum.

Other conditions, such as offering a third round pick for a player, with a condition that makes it a higher or lower pick based on the agreed parameters, are permissible as well – as long as the condition is clearly delineated in the posted trade and agreed to by both parties.

Any protected or conditioned draft pick is frozen and cannot be dealt until the conditions have been met.

Please refer to the above minimums for draft picks, as any deal resulting in a team moving below one of those minimum levels will be denied.

B. Coaches or anything else not listed in Section 5.A cannot be traded at any time.

C. To promote a minimal sense of realism, a pro roster or farm player cannot be traded more than twice by the same team during a regular season. This means a team can re-acquire a player once during a regular season; but if they trade them *again* (making it two times in the same regular season), they cannot re-acquire them that season.

Example: Buffalo trades Quintin Byfield to Chicago. Byfield is then dealt to Seattle. Seattle then deals him back to Buffalo. If Buffalo trades him *again* that same season, they cannot re-acquire him that season.

D. All trades must be submitted and agreed to by both teams in the BEARD Hockey Forums. These deals will be reviewed by BEARD Hockey commissioners. As long as both teams provide some reasoning for the deal in their posts, almost all deals will be passed unless they are blatantly detrimental to your team.

Remember, it is your job as a GM to ensure the success of your franchise. We are not going to police or refuse “bad deals”. However, per this rulebook, if you are determined to be intentionally (or unintentionally) undermining your team, you will be subject to removal from the league.

BEARD Hockey commissioners are the sole determining body for all trades, except those made by their own teams. If you feel a trade made by one of the commissioners is blatantly unfair, please email us privately to discuss it.

E. While trading is obviously one of the most fun activities in a sim league, GM’s that “overdo it” will be subject to warnings from the league.

F. New GM’s are prevented from making trades for one calendar week. This is to give GM’s time to acclimate to BEARD Hockey. This one-week moratorium may be lifted in specific situations depending on the time of year the GM is hired (ie: just days before the Trade Deadline, or the Entry Draft).

G. GM's are strongly encouraged not to play any traded player on the night of a sim to avoid potential injuries. **Trades are actioned *after* games are simulated**, so a traded player who is not benched would be at risk for injury. However, BEARD Hockey does have in place certain protections for teams that are due to receive players that are **seriously** injured before the trade can be actioned. These protections are in place solely for the benefit of the team that would be getting the injured player.

If a GM who was to receive a player ends up seriously injured on the night of the sim (a serious injury is one that sets the player's CON rating to 70 or lower), they can claim recourse in the form of cancellation of their deal. The GM receiving the injured player must email Commissioner Gidlow within 24 hours of the injury (clock starts once the sim is updated) with the following information:

- The full trade in question, including the other team involved in the deal
- Day and Game # when injury occurred (ex: Day 1, Game #7)
- A paragraph explaining why the trade should be reversed

A GM cannot claim injury recourse if they acquire a player who was already injured prior to the trade being actioned.

Once a GM submits a request, BEARD Hockey commissioners will then determine if the requirements have been met for a deal to be cancelled. We will notify both teams of the decision within 24 hours of receiving the original email request (though usually before the next simulation).

6. Coaches

A. Coaches can be hired and/or fired at any time but must be hired per the rules of Section E below.

B. Coaches can be "recalled" from your farm team if you wish to replace your fired or bought-out pro coach. Pro coaches cannot be reassigned to your farm team for any reason.

C. Signing bonuses are not allowed to be offered to any coach at any time.

D. Coach contracts can be bought out at any time by emailing Commissioner Gidlow with your request. The cost to buy out a coach is the value of the total remaining contract, which will be immediately deducted from your available cash total. Once processed, the bought-out coach will be assigned to the Available Coaches list where he can be hired by any team.

Example: Carolina wishes to fire Rod Brind'Amour after the team's 20th game. Brind'Amour's contract is for 3 years at \$1,000,000 per year. Since Brind'Amour has already been paid for a quarter of a season, the amount to buy him out would be \$2.75 million (3 years x \$1 million minus 25% of one year's pay).

Example: Boston wishes to fire Claude Julien during the offseason. Julien's contract is for 2 years at \$1,500,000 per season. The amount to buy him out would be \$3 million (2 years x \$1.5 million).

E. HIRING COACHES

DURING THE SEASON: Hiring a new Pro Coach

Coaching change requests will be honored in the order they are received. When a team is ready to hire a new pro coach because they have fired their old one during the regular season, you must choose one of the following options to replace him:

OPTION 1: You may select a coach from the unassigned coaching list. A coach hired in this fashion will sign for the pro coach league average salary for the term of your choice (1 to 4 years).

OPTION 2: Hire *your* farm coach to replace your outgoing pro coach, then select a coach from the unassigned list to replace your farm coach. The new pro coach will earn the pro coach average salary for

the term of your choice (1-4 years). The contract for your new farm coach will be two years at \$500,000 per season.

DURING THE SEASON: Hiring a new Farm Coach

When a team wishes to replace a fired farm coach, they simply select a new coach from the unassigned coaches list and sign them to a contract. The contract can be for any length between one to four years at \$500,000 per season.

DURING THE OFFSEASON: Hiring a new Pro or Farm Coach

All coaches that have their contracts expire at the end of the season are placed into the Unassigned Coaching List at the start of the offseason. Teams have three choices to remedy the departure, when prompted by the offseason schedule:

1. Retain your former pro or farm coach from last season by giving him a 20% increase of their previous contract (1-4 years).
2. Bid on and sign a coach via Coach UFA. **This will be run exactly like offseason UFA** (see Unrestricted Free Agent section above), without the Day 1-2 process of emailing bids to start. The minimum offer must be at least the current lowest pro or farm salary and can be for a term of 1-4 years. The time for Coach UFA will be announced on the offseason schedule.
3. Sign a coach currently signed to a Farm team. The offseason Coach UFA period is the only time "poaching" someone's farm coach is permissible.

To do this, you must post in the offseason Coach UFA thread the coach's name and parent club he's signed to. Your contract offer must be *at least* the Pro Coach salary average from the previous season at a term of 1-4 years. These coaches are then subject to UFA bid increases like any other unassigned coach. The team that signs a farm coach in this manner will pay \$1.5 million to the parent club, deducted at the time of the coach signing his pro contract.

Teams losing a farm coach in this manner must replace them via the offseason Coach UFA process.

7. Rosters

A. Pro and farm rosters must have a minimum of at least 20 players (skaters and goalies) at all times, and must always have a minimum of **12 Forwards (C, LW, RW), 6 Defensemen, and 2 Goalies.**

B. The regular season pro roster maximum is 23 players. The playoff and preseason pro maximum is 30 players. There is no pro player maximum enforced in the offseason. The maximum number of farm players you may have at any time is 30 players. No team can have more than 50 players on their prospect list at any time.

C. No team can have more than 53 players between their pro and farm rosters at any time. **No team can have more than 90 players total between pro, farm, and prospect lists.**

D. If any GM is found to be ignoring or neglecting their farm team, or not updating their farm lines regularly, they will be subject to dismissal from the league. Remember, in BEARD Hockey, using your farm to develop players is a HUGE part of your long-term success or failure.

E. To be a farm eligible player, skaters of any age must be **70 OV or lower**, and goalies of any age must be **74 OV or lower**. These ratings are subject to yearly review based on increases in overall ratings over time.

F. Players making \$1,499,999 or less when on the farm will earn 10% of their yearly contract amounts. Players making \$1.5 million or more on the farm will earn 100% of their contract.

G. There are no minimum and maximum team salary totals for farm teams. However, storing several big one-way contracts on the farm is not a very prudent move, as you will still need to pay their full contract amount. No player making 60% of the league maximum salary or more can be moved to the farm regardless of their OV. Farm player salaries do not count against your pro club's Salary Cap. Farm finances are factored into your overall team finances and are revisited each season for adjustments.

8. Releasing Players/Buyouts

A. When a team wishes to release a contracted player from their pro or farm roster, they must submit the request to the "Releasing Players" thread in the BEARD Hockey Forums.

B. There are two options when releasing or buying out a player. Once you settle on an option below and post it, **your player will be placed on waivers** (for the purposes of a buyout). In the case of a cap-correcting release, the player will have their salary removed from the cap calculation.

Any team that wishes to claim this player has 48 hours to do so. If no one claims the player, one of the following options will be initiated based on the choice of the GM:

OPTION 1 – THE "CLEAN" BUYOUT: **Using this option will NOT affect your team's Salary Cap in any way.** Submit a request in the "Releasing Players" thread in the BEARD Hockey Forums, stating you wish to use OPTION 1 in the subject line. The fee for releasing a player in this manner (in cash) is 100% of the total remaining contract value, prorated if done during the season (100% of total contract amount - % of contract paid for that season). Once the release is granted, the cost will be deducted from your available cash amount and the player will be placed into the Unassigned List, where any team except the club who initiated the buyout may stake a claim to his services.

OPTION 2: This option allows you to offset a buyout and ease the immediate cost over a longer period of time, **but WILL count against your club's Salary Cap total.** Additionally, this option can only be used on players with one or two years remaining on their contracts.

To do this, you will submit a player in the same forums thread and simply denote that you wish to use OPTION 2 in the subject line. The buyout amount will appear in your Special Salary Cap section of your Team Finance page, while the cash owed will be deducted from your available cash total at the end of each season.

The BUYOUT salary will be 50% of the total remaining contract spread out over double his former contract term.

For example, let's say Seattle wishes to buyout Mark Stone using option #2. His contract is 2 years at \$6 million per year. Stone will be released and will go to the unassigned list, where he will be free to be bid on via the Unassigned Bidding thread in the BEARD Hockey Forums. A buyout will appear on Seattle's finances and count against their Salary Cap at a cost of \$1.5 million per year for 4 years. This saves the team \$6 million by spreading the cost out over time versus the Option 1 buyout, but forces this amount to count against their salary cap.

Another example would be if Montreal wished to use option #2 to buyout Shea Weber. His contract is for one year at \$8 million. Montreal would receive a buyout on their finance page at a salary of \$2 million per year for two years, and this amount would count against Montreal's salary cap for that period.

C. If a team submits a buyout request to the BEARD Hockey Forum and does not have the funds to cover the buyout of the player, the buyout will be rejected.

9. Injuries

A. The condition rating (CON on your roster) is the numerical representation of a player's overall health. This rating can be affected by how much ice time a player receives as well as injuries suffered. When a player is injured, there will be a time frame listed under the "IJ" attribute on your roster page. This will signify an estimate of how long it will take before the injured player returns to full health.

B. Each CON rating point represents a sim day when a player is injured. So, if a player has a CON rating of 95, then it will take 5 sim days for the player to reach a 100 CON rating. Players may play with CON ratings between 95 and 100 - however, playing a player with a CON rating less than 100 increases the chances of said player's injury becoming more serious. It can also affect the player's recuperation - depending on ice time given to the player, his CON rating may not increase towards 100. The only way to guarantee a player's CON rating will increase is to not play him in your lineup.

C. Any players with CON ratings of 94 or lower will not be available to be used in your game day lineup.

D. Players with CON ratings of 95 or higher will always count against your salary cap total. Any player with a CON rating of 94 or lower will not count against your salary cap total or maximum/minimum pro roster requirements (this basically would mean the player is on Injured Reserve).

E. Players with CON ratings of 94 or lower cannot be sent to your farm or recalled to your pro roster. Additionally, players with CON ratings of 94 or lower cannot be placed on waivers. These players may be traded as long as the GM receiving the injured player is aware of the injury and is also aware they cannot ask for injury recourse in this instance. Please see Section 5.H (trading injured players) for more info.

10. Waivers

With the exception of the first BEARD Hockey offseason, waivers are active throughout the calendar year (during the preseason, regular season, and offseason). Any team may place a player on waivers through their STHS Client, where they will be available for any team to claim them. Eligibility is outlined below.

PRESEASON NOTE: Before Day 1 of preseason, **all active players are moved to your Pro club.** During preseason, GM's can move players to their farm as desired (and to become cap compliant by the end of preseason) – those who require waivers must pass through (see below) before being active on your farm.

A. Players 25 years old or older must first pass through waivers before reaching a farm club. Players are also placed on waivers when they have been released/bought out as described in Rule 8 above. Players ineligible for the farm can still be placed on waivers. If unclaimed, they remain on your pro team. Farm eligible players 24 and under are exempt from waivers and can move freely between your Pro/Farm club.

B. When a player is placed on waivers, they will be eligible for a claim based on the Waiver Priority Order. Any team will then have 48 hours to make a claim by emailing Commissioner Thomas – claims will appear on the Waivers output page after the nightly sim update. After 48 hours has passed, the team with highest priority will earn the player. If no one claims the player, he will either become active on your Farm club or remain on your Pro club based on the nature of the waiver initiation.

C. To prevent teams from claiming players only to try to send them back through waivers to get to their own farm club (something that happened far too frequently in Year One), any player successfully claimed from waivers must play a **minimum of 3 pro games for the claiming club** before they are allowed to be sent through waivers again (to attempt to reach their farm club).

Teams that successfully claim a player from waivers are free to trade the player as they deem fit. However, any team that claims players only to trade them back to their former club will be warned, then fined for repeated violations (spirit of the rules).

D. The waiver priority order is based on the inverse of the current regular season standings. Teams ranked lower in the standings have priority over teams ranked higher. The only exception is during the first 10 games of the season – during this time, the waiver priority order is based on the *previous season's* standings.

E. Teams may only make **one waiver claim at a time**. If your waiver claim is successful, you may make another claim once that player appears on your team should there be other players available.

F. If you wish to send an eligible player who will need waivers to reach your farm team, you may do so in your STHS Client. Simply select the player(s) and click the "To Farm" or "To Farm Scratch" button in your Roster area. If you wish to place a pro player on waivers without sending them to the farm, simply highlight the player(s) and click the "Send To Waiver" button. Any waiver submissions are then automatically included in your lines file.

G. Players remain on the waiver list for two sim days. Any team that loses a player through a waiver claim will be compensated \$75,000 for their loss by the claiming team.

11. Lines

Using their STHS Client, GM's create line combinations for their pro and farm teams and email them to BEARD Commissioner Thomas during the preseason, regular season, playoffs, and offseason.

A. Teams can either ice 12 forwards and 6 defensemen, or 11 forwards and 7 defensemen. No other combinations are allowed. You cannot ice more or less than 2 goalies for any game. For more information on pro and farm roster minimums and maximums, please see Section 7 above.

B. There are limits with line combinations - these are in place to keep each game as realistic as possible and to avoid unrealistic amounts of ice time.

-- Skaters (all forwards and defensemen) *must* play on one 5-on-5 line or 5-on-5 defense pairing. The only time a forward can appear twice on a 5-on-5 line is when your club ices 11 forwards and 7 defensemen – in this lineup, one forward can be 'double-shifted' on Line #4 (*no other exceptions!*).

In an 11 forward and 7 defensemen lineup, all 7 defensemen must appear on a 5-on-5 defense pairing. To complete the D-Pairing #4, any of the other remaining defensemen can double-shifted here. Defensemen cannot be double-shifted on any other 5-on-5 defense pairing.

In a 12 forward and 6 defensemen lineup, no forward can be double-shifted on a 5-on-5 line. The only place a defenseman can be double-shifted on a 5-on-5 defense pairing is on D-Pairing #4.

-- Skaters can be double-shifted on PP, PK, and 4-on-4 lines – however, please be aware that extreme ice times can lead to a lower CON rating and become more susceptible to injury.

-- **You must set each 5-on-5 line for at least 5% ice time in your STHS Client.** The only exception is D-Pairing #4 when dressing 12 forwards and 6 defensemen: in this lineup, you may set D-Pairing #4 to 0% ice time if so desired. If you dress 11 forwards and 7 defensemen, all 5-on-5 lines for forwards and defensemen must be set to at least 5% ice time.

C. Forwards are meant to play their listed position(s) on any line. However, the sim does allow GM's to play a forward in a position other than their actual one. This is not recommended, as according to the STHS website, any player that plays "out of position" will not play at their full capacity. If you wish to change your player's position, see Section 12 below.

D. Defensemen can't dress on a forward line and forwards can't play on a D-pairing **except on a PP unit.**

E. Teams found to be circumventing these guidelines will be subject to league warnings and/or fines.

12. Position Changes

Position changes may be submitted in the "Position Changes" thread in the BEARD Hockey Forums. GM's must include the players **FULL** name, position(s) they wish to change the player to, as well as the correct link to an **approved website** proving the player plays the position.

- A. If you do not list the player's full name (ie: using last names only), your request will not be granted.
- B. Do not make five posts for five players in the position change thread. Please list all the players at once in the text body of your message. If you realized you wanted to add another position change after posting the initial message, you can go back and edit your post.
- C. Approved websites for position changes are:

TSN - <https://www.tsn.ca/nhl/players>

NHL - <https://www.nhl.com/player>

HockeyReference: <https://www.hockey-reference.com>

You cannot combine websites to add multiple positions to a player. For instance, if Rem Pitlick is a RW in BEARD Hockey, but TSN has him as a LW/RW and NHL.com has him as a C, you cannot post both sites to make Pitlick a C/LW/RW.

- D. Position changes are updated after games are simmed each night. If you would like to submit position changes to be actioned **before** games are simmed, you may email them to Commissioner Gidlow by 7pm Eastern on the night of a game. You must still follow the above rules when submitting via email.

13. Drafts

- A. BEARD Hockey holds an Entry Draft each year consisting of eligible players as explained below. The BEARD Hockey Entry Draft consists of seven rounds with 32 selections per round.

1. ELIGIBLE ENRTY DRAFT PLAYERS: Any player who was drafted by an NHL club in the previous two NHL Entry Drafts but is NOT currently owned by a BEARD Hockey club is eligible to be selected. In addition, any 25-year-old or younger player not assigned to a BEARD Hockey club that is **signed** by an NHL team (not "rights-owned" – they must be SIGNED!) may be selected. Keep in mind that players who fall under the Group Two category can be claimed during the regular season as well (see Section 3-D above).

2. LIST SUBMISSIONS: All General Managers are STRONGLY ENCOURAGED to submit a list ranking their preference of who they wish to select at their draft positions, REGARDLESS of whether or not they plan on attending the LIVE draft. Failure to send lists could result in a team losing their spot in the draft order and be forced to have their selection "auto-picked" (more on auto-picks below). Any team that no-shows a live draft and does not submit a list will be fined \$250,000 for each missed round. If a GM no-shows and "no-lists" all seven rounds, or all of the rounds they had selections in, they will be fined an additional \$5 million and be subject to further league penalties.

3. PROCEDURE: All seven rounds of the Entry Draft will take place on the Entry Draft Slack channel. Rounds 1 through 4 will take place on Slack and an audio "Huddle", while Rounds 5 through 7 will occur in the hours and day(s) after Round 4 has concluded exclusively on Slack.

Once the LIVE draft begins, a BEARD Hockey Commissioner will first go over some ground rules. Each team will have two minutes and thirty seconds to make their selection. A commissioner (or someone brought in to help) will announce when the clock will start and stop. If a GM is not in attendance, their

pick comes up, and they have submitted lists, then we will announce their pick. If a GM is not in attendance and they did not send in a list, then they will lose their spot in the draft order and will be subject to an "autopick" (more below). After each team makes their selection, the pick will be posted on the BEARD Hockey website so everyone will be able to keep up with who has been selected. Please bear with us, as it may take me a minute or two in between picks.

After the LIVE portion of the Entry Draft has concluded, each team will have two hours to make their selection in the Entry Draft Slack Channel – however, there will be a “pause” on that time during the hours of 12am and 10am Eastern. For example, if it’s 11pm Eastern and a team is due to pick, they will have one hour up to 12am, plus the “overnight period”, and then another hour after 10am to make their pick. If a team fails to make a pick in the time allotted, they lose their spot in the draft order and will be subject to an “autopick”.

4. AUTO PICKS: Once a round is complete, any clubs who lost their spot due to non-selection will get a random "autopick". An autopick will consist of a random number between 1 and 15, with that number representing the 15 highest players that are still available in the draft per NHL drafted order.

5. TRADING DURING THE DRAFT: Trading will not only be allowed at the BEARD Hockey Entry Draft, but it will be encouraged via "rapid-fire approvals". This feature is valid during the LIVE portion of the Draft.

Teams agree to a deal. If the deal contains a draft pick from the current Entry Draft, it will continue through the rapid-fire process. If it does not, the trade should be posted in the BEARD Hockey Forum just like any other deal. BOTH PARTIES must send a message to the selected representative announced at the draft via Slack listing the trade (in the correct format) and that they both confirm. If the deal is not obviously detrimental, it will be announced in the Slack Entry Draft channel window. Commissioner Gidlow will update the deal and the draft order on the BEARD Hockey website.

You can still make other trades as normal and post them in the BEARD Hockey Forum for regular approval, but those will not be rapid-approved.

B. BEARD Hockey holds a Draft Lottery prior to the Entry Draft each year. The 16 teams that do not take part in the playoffs that year are eligible for the lottery. Just like the NHL, no team can move down more than three positions, but all 16 teams will have a percentage change to earn either the first, second, or third overall pick. The lottery is for first-round draft order only – all other rounds will be based on the inverse of the regular season standings from the preceding year.

The odds for the lottery are as follows:

32nd place: 18.0% (180 entries)	24th place: 5.0% (50 entries)
31st place: 13.0% (130 entries)	23rd place: 4.0% (40 entries)
30th place: 10.0% (100 entries)	22nd place: 3.5% (35 entries)
29th place: 8.7% (87 entries)	21st place: 3.0% (30 entries)
28th place: 8.0% (80 entries)	20th place: 2.5% (25 entries)
27th place: 7.3% (73 entries)	19th place: 2.0% (20 entries)
26th place: 6.5% (65 entries)	18th place: 1.5% (15 entries)
25th place: 6.0% (60 entries)	17th place: 1.0% (10 entries)

Each entry will be assigned a number on a spreadsheet, which will be randomized. We will use Random.org to select a number between 1 and 1000 and the corresponding number on the sheet will indicate a winner. This will be done for all three drawings for the top three picks.

DRAWING #1: First overall pick

DRAWING #2: All entries for team that won first overall designated redraws; Second overall pick

DRAWING #3: All entries for team that won second overall designated redraws; Third overall pick

The remaining 13 teams will be ordered 4th-16th based on inverse regular season standings. This lottery will be run via video and posted on the BEARD Hockey website during the offseason.

C. Expansion drafts will occur in BEARD Hockey when a new team is formed in the NHL. Expansion drafts only happen during the offseason. BEARD Hockey teams will be allowed to protect a selection of their players – this will be determined in advance of any expansion announcement.

14. Relocation and Realignment

We will follow the NHL (and AHL as practical) regarding relocations or realignment of divisions or conference structures, including the names of said divisions and/or conferences.

15. Awards

Awards are given out at the end of the playoffs each year in BEARD Hockey. Banner graphics will be placed on each's team's BEARD Hockey website page for certain achievements; namely Divisional, Conference, and Stanley Cup championships.

A. There will be sim-money cash payments made to clubs for the following during the Awards 'Ceremony':

Stanley Cup Champion: \$2.5 million

GM of the Year: \$2.5 million

President's Trophy Winner: \$1.5 million

Stanley Cup Runner Up: \$1.25 million

Conference Finalists (non-Cup appearing teams): \$1,000,000

B. Because BEARD Hockey is a subscription-based league, we offer additional rewards for specific achievements every year. These awards are sent by mail or electronically during the ensuing offseason.

BEARD Hockey commissioners cannot win any awards except for for the Championship Title belt.

Stanley Cup Champion: BEARD Hockey Championship Title Belt

Stanley Cup Runner-up: Personalized BEARD Hockey Jersey (**Season 2 and beyond**)

President's Trophy Winner: Personalized Commemorative Plaque (**Season 2 and beyond**)

GM of the Year (main vote): BEARD Hockey Limited Edition Custom Hat

Best GM Articles: BEARD Hockey Limited Edition Custom Hat

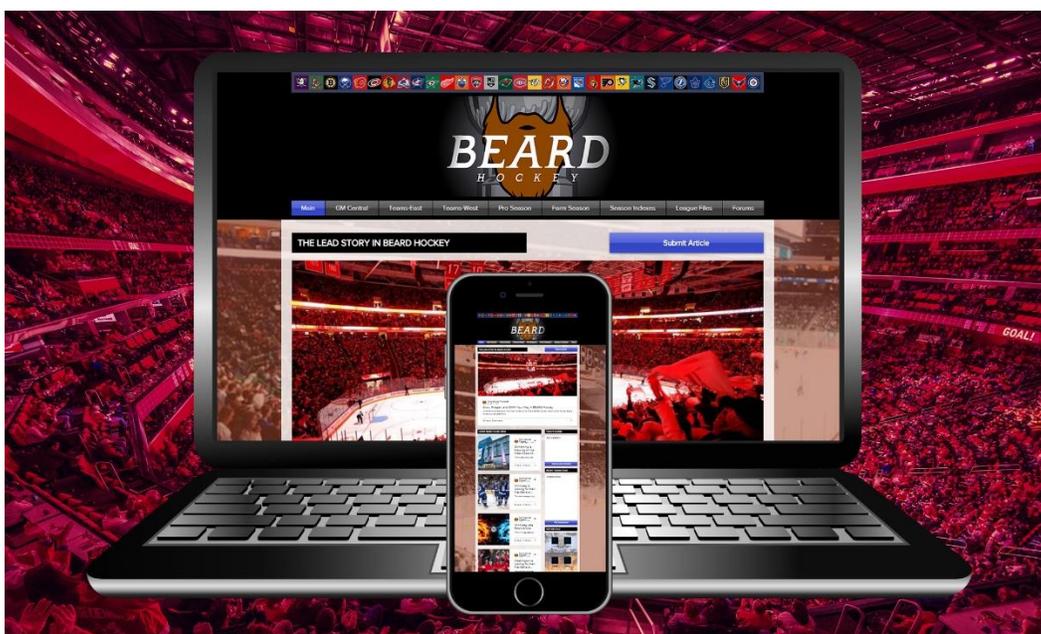
Best Team Builder: BEARD Hockey Limited Edition Custom Hat

Questions? Comments? Don't hesitate to contact BEARD Hockey Commissioners:

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Thank you for reading and/or participating in BEARD Hockey!



BEARD Hockey, Established August 2020

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