

NAHA RULES

1. GENERAL RULES

1.1 NAHA USES A DISK THAT IS ALSO USED IN THE LHAT, QHL AND LAHS LEAGUES.

1.2 THE SEASON WILL BE 82 GAMES LONG.

1.3 THE FB RATINGS WILL BE BASED ON THE PLAYER'S NHL STATS FROM THE PREVIOUS NHL SEASON IN ORDER TO CREATE THE CURRENT YEAR'S STATS. FOR EXAMPLE, THE NHL 2017-18 STATS WILL BE USED FOR THE NAHA SEASON #20 (2018-2019) FB RATINGS.

1.4 THERE IS NO SALARY CAP OR SALARIES.

1.5 THE NAHA IS COMPOSED OF 20 TEAMS, DIVIDED IN 2 CONFERENCES (EAST AND WEST) OF 10 TEAMS EACH. WITHIN EACH CONFERENCE, THERE ARE 2 DIVISIONS (NORTHEAST AND ATLANTIC, PACIFIC AND CENTRAL) WITH 5 TEAMS EACH.

1.6 The playoffs format would seed the division winners one-two in each conference. The second and third-placed teams in each division would also qualify. For the final two spots, the NAHA introduced two wildcard spots. The two wildcards would be reserved for two best teams that were not among the top three in their division. The wildcards qualify regardless of which division they play for. For example, there can be two wildcard teams that come from the Central division and none from the Pacific.

In the first round, the lowest qualifying wildcard team plays the best division winner. The second lowest qualifying team plays the other division winner. The second and third place teams from their division would play each other. The winners would play in the second round. The three qualifiers from a division along with the wildcard play meet in the first two rounds before the conference finals.

1.7 EACH TEAM GETS ONE (1) POINT FOR A LOST IN OVERTIME.

1.8 TEAM ROSTERS HAVE A MAXIMUM OF 35 PLAYERS WITH A MINIMUM OF 3 GOALTENDERS.

1.9 THE COMMISSIONER WILL REST THE LEAGUE 1 DAY AFTER EACH DAY OF SIMULATION. (EXCEPT IN THE PLAYOFFS AND EXHIBITION GAMES).

1.10 TEAMS CAN SIGN FREE AGENTS DURING THE SEASON. ROOKIES CAN'T BE SIGN AFTER BOTH THE ROOKIE AND FREE AGENT DRAFT ARE DONE. THE GM CAN SUBMIT THEIR DEMAND BY EMAIL TO THE LEAGUE AFTER EACH DAY, BUT IF 2 TEAMS ASK FOR THE SAME PLAYER THE LOWEST TEAM RANKED IN THE STANDINGS WILL SIGN THE PLAYER.

1.11 THERE IS NO GAME LIMITS AS FAS AS PLAYERS CAN PLAY.

1.12 GOALTENDERS CAN PLAY AN UNLIMITED NUMBER OF GAMES BUT THE LENGTH OF THE INJURIES WILL BE IN ACCORDANCE TO A DIFFERENT RATIO COMPARED TO FORWARDS AND DEFENSEMEN. SEE POINT 2.2 FOR DETAILS.

1.13 ALL TRADES MUST BE CONFIRMED BY BOTH TEAM GMS. FOR THE SAKE OF THE LEAGUE, THE COMMISSIONER CAN PUT ANY TRADE ON HOLD AND DECIDE TO CANCEL IT IF IT'S DEEMED REALLY UNFAIR.

1.14 THE TRADE DEADLINE WOULD BE AROUND (60-65 GAMES PLAYED PER TEAMS).

1.15 THE USE OF APHCOMM IS MANDATORY.

1.16 IT IS STRICKLY FORBIDDEN TO MAKE THE TRADE YOURSELVES. YOU ALWAYS HAVE TO USE THE LATEST LEAGUE FILES SENT OUT BY THE COMMISSIONER.

2. INJURIES

2.1 IN REGARDS TO FORWARDS AND DEFENSEMAN, IF THEY GET INJURED FOR 11 DAYS THEY WILL MISS 11 DAYS OF LEAGUE PLAY.

2.2 GOALTENDERS HAVE A DIFFERENT INJURY RATIO IN ORDER TO MAKE IT MORE REALISTIC :

- GOALIES WITH 35 GAMES OR MORE = 4 DAYS INJURED OR REAL INJURIES (APBA).
- GOALIES WITH 15-34 GAMES = 10 DAYS INJURED.
- GOALIES WITH 5-14 GAMES = 20 DAYS INJURED.
- GOALIES WITH 1-4 GAMES = 40 DAYS INJURED.

3. FREE AGENTS

3.1 AT THE END OF EACH SEASON, EACH TEAM WILL SEE 3 OF ITS PLAYERS BECOME FREE AGENTS. THEY WILL BE DETERMINED USING THIS SYSTEM:

- THE PLAYER WITH THE 5TH BEST POINTS TOTAL ON EACH TEAM.
- THE PLAYER WITH THE 10TH BEST POINTS TOTAL ON EACH TEAM.
- THE PLAYER WITH THE 8TH MOST PENALTY MINUTES ON EACH TEAM.

(IF 2 OR MORE PLAYERS ARE TIED IN A CATEGORY THEY WILL BE RANK BY POINTS, GAMES PLAYED, GOALS IN ORDER TO DETERMINE WHICH PLAYER WILL BECOME A FREE AGENT) IF ONE OF YOUR FREE AGENT IS A ROOKIE, IT WILL BE THE PLAYERS BEFORE (4TH POINTS LEADERS, 9TH POINTS LEADERS OR 7TH MOST PIM) THAT WILL BECOME FREE AGENT INSTEAD OF YOUR ROOKIE PLAYERS IF YOU WISH.

3.2 EACH TEAM THAT DOES NOT PLAY EACH VETERAN FORWARD OR DEFENSEMAN AT LEAST 50% OF THEIR GAMES PLAYED IN THE NHL (EXAMPLE: PLAYER PLAYS 50 GAMES IN THE NHL, HE NEEDS TO PLAY AT LEAST 25 GAMES IN THE LEAGUE). NOT COMPLYING WITH THIS RULE MEANS THAT THE PLAYER AUTOMATICALLY BECOMES A FREE AGENT AT THE END OF THE PRESENT SEASON.

GOALIES MUST PLAY 30% OF THE GAMES PLAYED IN THE NHL (EXAMPLE: A GOALIE HAVING PLAYED 60 GAMES IN THE NHL MUST PLAY 18 GAMES IN THE LEAGUE). NOT COMPLYING WITH THIS RULE MEANS THAT THE GOALIE AUTOMATICALLY BECOMES A FREE AGENT AT THE END OF THE PRESENT SEASON.

THE ROOKIES MUST PLAY AT LEAST 5 GAMES IN THE LEAGUE IN ORDER TO KEEP THEM.

3.3 EVERY TEAM HAS THE RIGHT TO DECLARE 1 OF ITS FREE AGENTS A FRANCHISE PLAYER. BY DOING THIS, IT PREVENTS A PLAYER FROM BECOMING A FREE AGENT. THE FRANCHISE PLAYER MUST STAY WITH HIS TEAM FOR THE ENTIRE UPCOMING SEASON AND CANNOT BE TRADED.

A TEAM THAT USED THEIR RIGHT TO HAVE A FRANCHISE PLAYER MUST DECLARE ONE OF ITS GOALIES (WHO HAS PLAYED IN AT LEAST 20 GAMES OR 1000 MINUTES IN THE PRIOR NAHA SEASON AND AS PLAYED AT LEAST 30% OF IS NHL GAMES) A FREE AGENT.

3.4 EACH TEAM WILL HAVE ONE GROUP 1 FREE AGENT (RFA1) AND ONE GROUP 2 FREE AGENT (RFA2). THE GM HAS TO CHOOSE THOSE FREE AGENTS IN THE LIST OF HIS TEAM FREE AGENTS (PLAYERS THAT ARE THE 5TH & 10TH LEADING SCORERS, 8TH MOST PENALIZED OR THOSE PLAYERS THAT HAVE NOT PLAYED 60% OF THEIR NHL GAMES IN THE LEAGUE).

3.4.1 RFA1: IF A TEAM PICKS A PLAYER FROM THAT GROUP DURING THE FREE AGENT DRAFT, THEY MUST GIVE UP THEIR 1ST ROUND PICK IN THE FREE AGENT DRAFT FOR THE NEXT SEASON AS COMPENSATION.

3.4.2 RFA2: IF A TEAM PICKS A PLAYER FROM THAT GROUP DURING THE FREE AGENT DRAFT, THEY MUST GIVE UP THEIR 2ND ROUND PICK IN THE FREE AGENT DRAFT FOR THE NEXT SEASON AS COMPENSATION.

3.4.3 UFA (UNRESTRICTED FREE AGENT): ALL THE OTHER FREE AGENTS ARE IN THIS GROUP.

3.5 EACH TEAM WILL BE ABLE TO SIGN JUST ONE RFA1 AND ONE RFA2 AND AN UNLIMITED NUMBER OF UFA PLAYERS.

3.6 TEAM CAN FORFEIT THEIR RIGHT TO DRAFT A FREE AGENT AT ANY TIME DURING THE DRAFT.

4. DRAFTS

4.1 THERE WILL BE 2 DRAFTS AT THE BEGINNING OF EACH SEASON (ROOKIES AND FREE AGENTS).

4.2 THE FREE AGENT DRAFT WILL BE THE 1ST ONE TO BE HELD (EXCEPT IF WE HAVE AN EXPANSION DRAFT). THE UFA DRAFT IS COMPOSED OF 3 ROUNDS. THE DRAFTING ORDER WILL BE DETERMINED BY LAST SEASON GENERAL STANDING.

4.3 THE ROOKIE DRAFT WILL BE COMPOSED OF 5 ROUNDS. TO DETERMINE THE ORDER WE WILL FOLLOW THE NHL DRAFT LOTTERY RULES (CUP CHAMPION GETS 20TH PICK, FINALIST 19TH AND THEN THE SEMI-FINALISTS WILL GET PICKS 18TH AND 17TH IN REGARDS TO THEIR STANDINGS IN THE REGULAR SEASON. THE LAST 5 TEAMS WILL GET A CHANCE TO WIN THE LOTTERY FOR THE 1ST PICK AS WE WILL USE A LOTTERY SYSTEM AS FOLLOWS:

- 20TH RANKED TEAM GETS 44% TO GET THE 1ST PICK.**
- 19TH RANKED TEAM GETS 24% TO GET THE 1ST PICK.**
- 18TH RANKED TEAM GETS 16% TO GET THE 1ST PICK.**
- 17TH RANKED TEAM GETS 12% TO GET THE 1ST PICK.**
- 16TH RANKED TEAM GETS 4% TO GET THE 1ST PICK.**

DURING THE ROOKIE DRAFT, TEAMS HAVE TO SELECT ROOKIES IN THE FIRST 2 ROUNDS. DURING ROUNDS 3-5, TEAMS CAN EITHER PICK ROOKIES OR PICK AMONG THE REMAINING FREE AGENTS.

4.4 IF THE LEAGUE HOLDS AN EXPANSION DRAFT, EXISTING TEAMS WILL HAVE TO PROTECT SOME PLAYERS. YOU CAN PROTECT A COMBINATION OF PLAYERS (8-4-1 OR 7-3-2). TEAMS DON'T HAVE TO PROTECT THEIR FRANCHISE PLAYER AND ROOKIE PLAYERS.

5. ALL-STAR GAME

5.1 EACH SEASON THERE WILL BE AN ALL-STAR GAME BETWEEN THE CANADIAN CONFERENCE AND AMERICAN CONFERENCES.

5.2 THERE WILL BE 4 DAYS OF REST BEFORE THE GAME AND 4 DAYS AFTER THE GAME.

5.3 EACH CONFERENCE TEAMS WILL BE COMPOSED OF 12 FORWARDS, 6 DEFENSEMEN AND 2 GOALIES.

5.4 STARTING LINEUPS WILL BE DECIDED BY GM VOTING. THE REMAINING PLAYERS WILL BE CHOSEN BY BOTH TEAM GMS WHO WILL BE LEADING THE CONFERENCE AFTER DAY #95. A GM CAN REFUSE SO THEN IT WOULD BE THE NEXT IN LINE UNTIL SOMEONE AGREES.

5.5 PLAYERS WHO ARE INJURED WILL NOT BE ALLOWED TO PLAY IN THE ALL-STAR GAME BUT WILL BE ELIGIBLE TO BE VOTED ON TO THE STARTING LINEUP.

5.6 INJURIES ARE TURNED OFF DURING THE ALL-STAR GAME.