



**2015-16**  
**DHL RULE BOOK**

# **ARTICLE 1: LEAGUE COMPOSITION**

## **1.1 Moniker**

1.1.1 The league shall be known as the Dynasty Hockey League (DHL).

## **1.2 Officers**

1.2.1 The Dynasty Hockey League shall have a Commissioner who is responsible for, but not limited to, scoring, finances, communications, schedule making, organization, and other duties inherent to the day-to-day operation of the Dynasty Hockey League.

1.2.2 The DHL Commissioner is responsible for protecting the integrity of the DHL.

1.2.3 The DHL Commissioner has authority over such issues including, but not limited to, dispute resolution, interpretation of league rules and the overall direction of the league.

1.2.4 The DHL Commissioner determines the dates of all deadlines (Refer to Appendix A for a complete list of important dates and deadlines).

## **1.3 Franchises**

1.3.1 A Dynasty Hockey League franchise will have one owner who is responsible for all operations of the franchise as outlined in this document.

1.3.2 A Dynasty Hockey League franchise will have a name under which it will operate. The name must have the structure of 1) Place of Origin and 2) Nickname. All DHL team names are subject to approval from the DHL Commissioner.

1.3.3 The name of a Dynasty Hockey League franchise cannot be changed during a season unless the DHL Commissioner deems there to be special circumstances.

1.3.4 A Dynasty Hockey League franchise's roster will be comprised of an Active Roster and a Farm System.

1.3.5 There will be a Dynasty Hockey League entry fee of \$25 per season, to be paid in full by a date set by the DHL Commissioner. This date will be no later than the DHL Entry Draft for that season.

1.3.6 There will be a Dynasty Hockey League website fee of \$7 for the upcoming season to be paid in full by the DHL Entry Draft.

1.3.7 For the 2015-16 DHL season there will be a total of 10 owners/franchises.

## **1.4 Owner Expectations**

1.4.1 Dynasty Hockey League team owners must fulfill each of the following expectations:

- 1) Submit Game Day Line Ups ON TIME for ALL DHL Game Days.
- 2) Submit Game Day Line Ups that provide the best chance to win. Attempting to lose intentionally is forbidden and will not be tolerated and will result in penalties as outlined in 4.3.21.
- 3) Respond to all DHL related e-mails and text messages in a timely manner. Examples include, but are not limited to trade inquiries and league votes.
- 4) Attend all DHL Entry Drafts prepared and on time.
- 5) Be respectful at all times. This includes during trade negotiations and any other contact with another owner regarding DHL related activities. Name calling and insulting others will not be tolerated.

1.4.2 If it is determined that an owner is attempting to lose a game(s) intentionally their team will immediately lose their first round draft pick in the following DHL Entry Draft. Subsequent penalties may also be applied if deemed necessary.

1.4.3 Failure to comply with the expectations outlined in 1.4.1 may result in removal from the Dynasty Hockey League.

## **ARTICLE 2: FRANCHISE ROSTERS**

### **2.1 Team Roster**

2.1.1 As per 1.3.4, a DHL franchise's Roster will consist of an Active Roster and a Farm System.

2.1.2 A DHL franchise can have a MAXIMUM of 50 players on their roster at any given time throughout the season, including playoffs.

2.1.3 During the offseason, a DHL franchise may not exceed 50 players.

2.1.4 After the completion of the Dynasty Cup Final and prior to August 1<sup>st</sup> the DHL Commissioner will notify all owners regarding the date by which team rosters must be reduced to a maximum of 35 players.

## **2.2 Active Roster**

- 2.2.1 A DHL team's Active Roster will consist of 23 skaters (forwards and defensemen) and 2 to 4 goaltenders. The 23 skaters can be made up of any combination of forwards and defensemen.
- 2.2.2 A DHL team's Active Roster must always be full (23 skaters and 2 to 4 goalies).

## **2.3 Farm System**

- 2.3.1 All players qualify for the Farm System with the exception of free agent acquisitions which must first meet the minimum of 10 DHL games from being claimed before being eligible for the Farm System.
- 2.3.2 The players in a DHL team's Farm System can be any combination of forwards, defensemen, and goalies.

# **ARTICLE 3: DHL TEAM TRANSACTIONS**

## **3.1 Transactions**

- 3.1.1 A transaction is defined as any roster move a DHL team makes including but not limited to; Trading, Calling up a player(s), Releasing a player(s), Claiming a DHL Free Agent, Placing a player in the Farm System, etc.
- 3.1.2 The end result of any transaction(s) made by a DHL team must be that the total number of players on the team's roster does not exceed 50 players. Any transaction(s) that violates this stipulation will not be approved.
- 3.1.3 The end result of any transaction(s) made by a DHL team must be that the team's Active Roster remains full (23 skaters and 2-4 goalies). Any transaction(s) that violates this stipulation will not be approved, except during the off-season.
- 3.1.4 Any player involved in a transaction that occurs within one hour before the start of the first NHL game on a DHL Game Day will not be eligible for that day's DHL game.

## **3.2 Trading**

- 3.2.1 Trades may occur between DHL teams at anytime except during times when DHL Rosters are frozen.
- 3.2.2 Trades may only involve players and/or draft picks.

- 3.2.3 Draft picks further than two years past the upcoming DHL Entry Draft cannot be traded.
- 3.2.4 Future Considerations cannot be traded.
- 3.2.5 Conditional Draft Picks cannot be traded.
- 3.2.6 Upon the agreement of any DHL trade, all teams involved in the trade must e-mail the DHL Commissioner at **dynastyhockeyleague@hotmail.com** outlining the terms of the trade.
- 3.2.7 The e-mail from each DHL team involved in the trade must also contain the player designations for every player that DHL team is acquiring. The trade will not become official until this information is provided from each DHL team.
- 3.2.8 Upon receiving the trade agreement from all teams involved in the trade, the DHL Commissioner will review the trade and, if acceptable, send a Trade Announcement via e-mail to all DHL team owners outlining the trade details.
- 3.2.9 Once the DHL Commissioner sends a Trade Announcement via e-mail to all DHL team owners, the announced trade will become official after a 12-hour period has passed providing another DHL team owner does not contest it. If a trade is contested, this may result in a league vote to determine if the trade will be allowed or rejected.
- 3.2.10 In order for a contested trade to go to a league vote, there must be a legitimate reason the trade was contested. Legitimate reasons to contest a trade include, but are not limited to, collusion between team owners and obvious one-sided trades.
- 3.2.11 The owner contesting the trade must send an e-mail to the DHL Commissioner stating their reason(s) for contesting the trade. If the DHL Commissioner finds there to be a legitimate reason the trade is being contested, the trade will go to a league vote to determine if it will be allowed or rejected.
- 3.2.12 The league vote excludes any team involved in the contested trade.
- 3.2.13 The owner contesting the trade is permitted to vote.
- 3.2.14 In the event the vote results in a tie, the DHL Commissioner's vote will be the deciding vote.

3.2.15 In the event the vote results in favour of allowing the trade, the trade will become official immediately.

3.2.16 Trades that have become official are subject to investigation and may be overturned if evidence becomes available that suggests collusion or negotiating in bad faith was employed during the trade process.

3.2.17 The DHL Commissioner retains the right to reject or allow any trade regardless of the results of a league vote.

3.2.18 All players involved in a trade awaiting league approval (12 hour wait period) CANNOT be used in a DHL team's Game Day Line Up.

3.2.19 Assets acquired by a team can be traded within the 12 hour wait period, however, any trade involving these assets will be contingent upon the approval of the trade the assets were originally acquired in.

### **3.3 Call-Ups**

3.3.1 A Call-Up involves moving a player from the Farm System to the Active Roster.

3.3.2 Each DHL team will have a maximum of 15 Call-Ups during the DHL Regular Season.

3.3.3 Unused Call-Ups DO NOT carry over to the DHL Playoffs.

3.3.4 Each DHL team that qualifies for the DHL Playoffs will have a maximum of 2 Call-Ups per playoff round.

3.3.5 Unused Call-Ups in the DHL Playoffs DO NOT carry over to the next playoff round.

### **3.4 Releasing a Player(s)**

3.4.1 A DHL team may release any number of their players at any time during the DHL season providing the following conditions are met:

- 1) The DHL team releasing the player(s) e-mails the DHL Commissioner to announce the releasing of the player(s) and any subsequent transaction that may have to be made as a result.
- 2) The DHL team releasing the player(s) must continue to have a complete Active Roster. NOTE: A simultaneous transaction may have to occur to fill any vacated Active Roster spot.

- 3.4.2 Once a DHL team releases a player, that player becomes a free agent and will be eligible to be claimed by another DHL team after a 12-hour period.
- 3.4.3 The DHL Commissioner shall communicate via e-mail to all DHL teams, any releasing of a player(s) by another DHL team. The e-mail will contain the exact time at which the released player(s) will become available to be claimed by another DHL team.
- 3.4.4 The DHL team releasing a player is not eligible to claim that player as a free agent or via trade for the remainder of the DHL season.

### **3.5 Claiming a Free Agent**

- 3.5.1 A DHL free agent is any player who has been drafted into the DHL and is not currently owned by any DHL team.
- 3.5.2 In order for a player to be claimed as a free agent, that player must be playing in the NHL at the time he is claimed.
- 3.5.3 All claimed DHL free agents must be placed on the claiming team's Active Roster.
- 3.5.4 All claimed DHL free agents are ineligible to be placed in any DHL team's Farm System until a minimum of 10 DHL games are played from the time the free agent was claimed.
- 3.5.5 DHL teams are able to claim DHL free agents at a rate of one per three-day period. Teams must e-mail the DHL Commissioner at **[dynastyhockeyleague@hotmail.com](mailto:dynastyhockeyleague@hotmail.com)** announcing their intention to claim a DHL free agent. If the claim is successful, the DHL Commissioner will notify all DHL teams via e-mail to make the claim official.
- 3.5.6 DHL free agents are claimed on a first come, first serve basis, which will be determined by the date and time stamps on any e-mail sent to the DHL Commissioner from DHL team owners intending to claim a free agent.

## **ARTICLE 4: REGULAR SEASON**

### **4.1 League Structure**

- 4.1.1 For the 2015-16 season the DHL will be comprised of one division containing ten teams.

### **4.2 Regular Season Schedule**

- 4.2.1 For the 2015-16 DHL Regular Season, each team will play 63 games.
- 4.2.2 Each team will play each other team 7 times for a total of 63 regular season games.
- 4.2.3 DHL Game Days will primarily occur on days that there are at least 7 NHL games scheduled.
- 4.2.4 If necessary, DHL Game Days will occur on days that there are 6 NHL games scheduled.
- 4.2.5 If necessary, DHL Game Days may occur over a span of 2 or more consecutive or non-consecutive days where there are at least seven total NHL games scheduled with no one NHL team playing on multiple days.
- 4.2.6 Under no circumstance will DHL games occur on a day or days where there are less than six NHL games being played.
- 4.2.7 All aspects of the DHL regular season schedule will be randomly determined.

### **4.3 Submitting Game Day Line Ups**

- 4.3.1 All DHL team owners are required to submit a Game Day Line Up on each DHL Game Day.
- 4.3.2 A DHL team's Game Day Line Up will be comprised from the DHL team's Active Roster.
- 4.3.3 A DHL team's Game Day Line Up will consist of 6 Forwards, 4 Defensemen, and 2 Goalies (1 Starting Goalie and 1 Back-up Goalie).
- 4.3.4 The format for submitting a Game Day Line Up is as follows:

Forward #1  
Forward #2  
Forward #3  
Forward #4  
Forward #5  
Forward #6

Defenseman #1  
Defenseman #2  
Defenseman #3  
Defenseman #4

Starting Goalie  
Back-Up Goalie

- 4.3.5 A DHL team's Game Day Line Up is to be submitted via e-mail to the DHL Commissioner at **dynastyhockeyleague@outlook.com** no later than 1 hour prior to the start of the first NHL game(s) unless otherwise requested by the DHL Commissioner. **NOTE:** Game Day Line Ups submitted to any other e-mail address will not be accepted unless requested by the DHL Commissioner.
- 4.3.6 The format outlined in 4.3.4 is the only acceptable format. Submitting a Game day Line Up as a file attachment (Word, Excel, etc.) will not be accepted.
- 4.3.7 If a DHL team fails to submit their Game Day Line Up by the deadline, that team will receive a score of 0 points and an automatic loss and their opponent will receive an automatic win providing the score does not finish 0-0. NOTE: If the 0-0 score occurs, the team that did not submit a Game Day Line Up will still receive an automatic loss and their opponent will receive credit for a tie in the standings.
- 4.3.8 If two DHL teams that are scheduled to play one another fail to submit their Game Day Line Ups by the deadline, both teams will receive an automatic loss in the standings.
- 4.3.9 Once the DHL Commissioner has e-mailed the Game Day Line Ups to the owners OR once the deadline to submit the Game Day Line Ups has passed, NO player changes will be permitted under any circumstances.
- 4.3.10 If a DHL team submits a Game Day Line Up that contains more than six forwards, the first six forwards listed will be used.
- 4.3.11 If a DHL team submits a Game Day Line Up that contains more than four defensemen, the first four defensemen listed will be used.
- 4.3.12 If a DHL team submits a Game Day Line Up that contains more than two goalies, the first two goalies will be used.
- 4.3.13 Failure to distinguish between the starting goalie and the back-up goalie in the Game Day Line Up will result in the first goalie listed being named the starting goalie for their DHL team.
- 4.3.14 If, for whatever reason, the DHL team's starting goalie does not play in his NHL team's game, the back-up goalie listed on the DHL team's Game Day Line Up will become the starting goalie for their DHL team providing he plays in his NHL team's game.
- 4.3.15 A DHL team's starting goalie does not have to start his NHL team's game to still count as his DHL team's starting goalie. If a DHL team's starting

goalie plays in his NHL team's game, regardless of if he starts it or not, he will be deemed as his DHL team's starting goalie.

- 4.3.16 When a DHL Game is spanned over a multiple night period, if, for whatever reason, a player is in his DHL team's lineup and plays on more than one night for different NHL teams, only his statistics from the first game he plays will be used towards his DHL team's final score.
- 4.3.17 Any player that is ineligible to be used in a Game Day Line Up will result in an EMPTY spot on his DHL team's Game Day Line Up.
- 4.3.18 It is possible to have EMPTY spots in a Game Day Line Up.
- 4.3.19 Game Day Line Ups cannot be submitted more than 2 days in advance of the DHL Game Day unless approved by the DHL Commissioner.
- 4.3.20 Failure to submit a Game Day Line Up will be considered as losing intentionally as well as to have meaningfully impacted the final regular season standings. The offending owner's team will be subject to penalties outlined in 4.3.21.
- 4.3.21 The penalty for the first instance of failing to submit a Game Day Line Up will be the addition of five points to the offending teams point total in the final regular season standings for the purpose of determining draft order AND the loss of the offending teams ability to trade any draft picks for the remainder of the DHL season. In the event the offending team no longer possesses their first round pick in the upcoming DHL Entry Draft, the offending team will also have five points added to their point total in the final regular season standings of the next season they possess their first round pick. If this occurs, the offending team will also lose the ability to trade all draft picks until the end of that season.

The penalty for the second instance of failing to submit a Game Day Line Up will result in the offending team selecting last in each round of the next DHL Entry Draft as well as the loss of the ability to trade any draft picks for the remainder of the DHL season. In the event the offending team no longer possesses their first round draft pick for the upcoming DHL Entry Draft, the offending team will lose the player they selected with their highest first round pick in the previous DHL Entry Draft. It may be necessary to apply this penalty to previous DHL Entry Drafts or other DHL sanctioned Drafts if the offending team did not have a first round draft pick in the previous DHL Entry Draft.

The penalty for the third instance of failing to submit a Game Day Line Up will result in the loss of all of the offending teams draft picks for the upcoming DHL Entry Draft as well as the loss of the ability to trade any

draft picks for the remainder of the DHL season. In addition, the offending team will be suspended from submitting line-ups for the remainder of the season. The DHL commissioner will assume responsibility for the operation of the team for the remainder of the season.

#### **4.4 Scoring**

- 4.4.1 The score for a DHL team's game will be determined using the players submitted on the DHL team's Game Day Line Up.

Points are accumulated based on the following:

Goals – 2 points each  
Assists – 1 point each  
Goalie Win – 2 points  
Goalie Shutout – 2 points

- 4.4.2 Goalies will earn the same amount of points as players for goals scored and assists.
- 4.4.3 Only points accumulated by a DHL team's starting goalie will be counted towards his DHL team's score.
- 4.4.4 Official DHL game scores will be calculated using the official NHL game scoring summaries obtained from [nhl.com](http://nhl.com).
- 4.4.5 The DHL team that accumulates the most points for that night's game wins the game.
- 4.4.6 During the DHL Regular Season a game will be considered a tie if both teams accumulate the same amount of points for that night's game.

#### **4.5 Standings**

- 4.5.1 Wins have a value of 2 points in the standings.
- 4.5.2 Ties have a value of 1 point in the standings.
- 4.5.3 Losses have a value of 0 points in the standings.
- 4.5.4 For situations where two or more teams have the same number of points in the final Regular Season standings, the higher seed will be determined as follows:

- Tiebreaker #1: Highest number of wins
- Tiebreaker #2: Head-to-head record against each other
- Tiebreaker #3: Total number of DHL points scored in the Regular Season
- Tiebreaker #4: Total number of wins against DHL Playoff teams
- Tiebreaker #5: Best point percentage against DHL Playoff teams
- Tiebreaker #6: Highest score in a single DHL Regular Season game
- Tiebreaker #7: Coin Flip

## **ARTICLE 5: PLAYOFFS**

### **5.1 Playoff Qualification**

- 5.1.1 The top 8 teams at the conclusion of the DHL Regular Season, as determined by the final standings, will qualify for the Dynasty Cup Playoffs.
- 5.1.2 Team playoff seeds will be determined based on the order of team standings after the DHL Regular Season.

### **5.2 Playoff Structure**

- 5.2.1 The Dynasty Cup Playoffs will consist of three rounds. All three rounds will be “best 4 of 7” format.
- 5.2.2 The first round of the Dynasty Cup Playoffs will consist of the following match-ups:
  - Quarterfinal 1:** Seed #1 vs Seed #8
  - Quarterfinal 2:** Seed #2 vs Seed #7
  - Quarterfinal 3:** Seed #3 vs Seed #6
  - Quarterfinal 4:** Seed #4 vs Seed #5
- 5.2.3 The second round of the Dynasty Cup playoffs will consist of the following match-ups:
  - Semi-final 1:** Highest remaining seed vs Lowest remaining seed
  - Semi-final 2:** 2<sup>nd</sup> Highest remaining seed vs 3<sup>rd</sup> Highest remaining seed
- 5.2.4 The third round of the Dynasty Cup Playoffs will consist of the following match-up:
  - Dynasty Cup Final:** Winner of Semi-final 1 vs Winner of Semi-final 2
- 5.2.5 The winner of the third and final round shall be declared Dynasty Cup Champion.

### **5.3 Scoring for Playoff Games**

- 5.3.1 All Dynasty cup playoff games shall be contested under the scoring rules as outlined in section 4.4.
- 5.3.2 Playoff games cannot end in a tie.
- 5.3.3 In the event of a tie, the team that is the highest seed will be determined the winner of the game.

### **5.4 Prizes**

- 5.4.1 The team with the best regular season record shall receive \$25. If there is a tie atop the final Regular Season standings, the tiebreakers outlined in 4.5.4 will be used.
- 5.4.2 The Dynasty Cup runner-up shall receive \$25.
- 5.4.3 The Dynasty Cup Champion shall receive \$200 and have their team name engraved on the Dynasty Cup at their expense.

## **ARTICLE 6: DHL ENTRY DRAFT**

### **6.1 DHL Entry Draft Date**

- 6.1.1 The DHL Entry Draft shall be held annually, prior to the NHL season, on a date set by the DHL Commissioner.

### **6.2 Draft Structure**

- 6.2.1 The 2016 DHL Entry Draft shall consist of five rounds.
- 6.2.2 DHL team owners will draft players at a rate of one per turn.
- 6.2.3 The order of selection for the DHL Entry Draft will be determined based on the previous season's standings.
- 6.2.4 The two DHL teams that do not qualify for the Dynasty Cup Playoffs will receive the first two selections in the next season's DHL Entry Draft, with the team finishing last in the overall regular season standings receiving the first overall selection. The team finishing 9<sup>th</sup> overall in the regular season standings will receive the 2<sup>nd</sup> overall selection.

- 6.2.5 DHL teams eliminated in the first round of the Dynasty Cup Playoffs will receive the 3<sup>rd</sup> overall, 4<sup>th</sup> overall, 5<sup>th</sup> overall, and 6<sup>th</sup> overall selections in the next season's DHL Entry Draft. As per 6.2.3, the order of selection for these picks will be determined by regular season standings, with the team finishing lowest in the DHL regular season standings receiving the highest pick and so on.
- 6.2.6 DHL teams eliminated in the second round of the Dynasty Cup Playoffs will receive the 7<sup>th</sup> and 8<sup>th</sup> overall selections in the next season's DHL Entry Draft with the team finishing lowest in the DHL regular season standings receiving the 7<sup>th</sup> overall selection and the other team receiving the 8<sup>th</sup> overall selection in the next season's DHL Entry Draft.
- 6.2.7 The Dynasty Cup runner-up will receive the 9<sup>th</sup> overall selection in the next season's DHL Entry Draft.
- 6.2.8 The Dynasty Cup Champion will receive the last pick of the first round of the next season's DHL Entry Draft.
- 6.2.9 The order of selection will be the same for every round of the DHL Entry Draft.
- 6.2.10 No compensatory draft picks shall be awarded to DHL teams that lose a player(s) for any reason.

### **6.3 Player Draft Eligibility**

- 6.3.1 For a player to be eligible to be drafted at the DHL Entry Draft, the player must have been drafted into the NHL or signed at one time by an NHL team AND must not be currently owned by another DHL team.
- 6.3.2 Any DHL team that attempts to draft an ineligible player will forfeit their current draft pick.

### **6.4 Draft Etiquette**

- 6.4.1 Sharing of draft eligible player information between teams during the DHL Entry Draft is forbidden. Doing so will be considered collusion and all teams involved will lose their most recent draft selection as well as their next draft pick, which will carry over to the next year's DHL Entry Draft if necessary.

## **APPENDIX A: IMPORTANT DATES**

**2016 DHL Entry Draft:** To Be Determined

**\$25 Fee Due:** Date of 2016 DHL Entry Draft

**Active Rosters Due:** To Be Determined

**DHL Season Opener:** To Be Determined

**Trade Deadline:** To Be Determined

**Deadline to Claim Free Agents:** Same as Trade Deadline

**Dynasty Cup Playoffs Begin:** To Be Determined

**Deadline to Release Five Players:** To Be Determined

## **APPENDIX B: E-MAIL SUBJECT HEADINGS**

**Game Day Line Up Submission:** Team Name - Line Up

**Claiming a Free Agent:** Team Name - Free Agent Claim

**Releasing a Player:** Team Name - Player Release

**Roster Move:** Team Name - Roster Move

**Trade Confirmation:** Team Name - Trade Confirmation