Article III: Rosters & Transactions
Xbox Series X|S — PlayStation 5 CHL

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Section One: Roster Assignment and Restrictions

1.1: Sign-Ups

- Players who sign up after all bidding sessions are completed will be randomly assigned. Randomly assigned players have called up restrictions. Reference Section 3.3.4 below.
- During the playoffs, the signups for the following season will be open.
- Veteran and Amateur free-agent players who sign up before NHL bidding begins will be eligible for NHL, AHL, and CHL bidding.
    - Veteran free-agent players who sign up before NHL bidding **will be eligible** for NHL, AHL, and CHL bidding. They will be randomly assigned to the NHL, AHL, and CHL training camp rosters.
    - Veteran free-agent players who sign up during/after NHL bidding **will not be eligible** for AHL bidding. They will be randomly assigned to the AHL training camp roster.
    - Veteran free-agent players who sign up during/after AHL bidding **will not be eligible** for CHL bidding. They will be randomly assigned to the AHL training camp roster.
    - Amateur free-agent players who sign up during/after NHL bidding **will not be eligible** for AHL or CHL bidding. They will be randomly assigned to the AHL and CHL training camp rosters.
    - Amateur free-agent players who sign up during/after AHL bidding **will not be eligible** for CHL bidding. They will be randomly assigned to the AHL and CHL training camp rosters.
    - Prospect (brand new players or players who are under the graduation status) free-agent players are only eligible for CHL bidding.
        - They will be randomly assigned to the AHL and CHL training camp rosters.

Recommended Best Practice (for players)

- Ensure that once you have signed up, the position selected is your correct position. Prior to bidding, players will be eligible to change their position by accessing the Action Centre.

1.2: Salary Cap

- **CHL Salary Cap**: $30,000,000

1.3: What Counts Towards The Salary Cap

- All seventeen players listed on the roster, their salaries will count towards the team salary cap.
- The CHL Assistant General Manager's salary will count towards the salary cap.
- When a player is on the Injured Reserve, that player's salary counts towards the team salary cap.
- When a player is serving a suspension, their salary will count towards the team salary cap.
- Players on the Training Camp (TC) **DO NOT COUNT** towards the salary cap.
    - This includes Training Camp players being used as an Emergency Call-up (ECU)

1.4: Exceeding the Salary Cap

- Teams are eligible to make a transaction (call-up, send down, waiver claim, trade, etc.) that would put their roster over the salary cap.

- Once a team is over the salary cap, that team is required to make an additional transaction, **PRIOR TO THE START** of their next scheduled game, to ensure the team's roster is not in violation.

Recommended Best Practice (for managers)

- Review your team roster daily to ensure that the team's salary cap is within the restrictions listed above. It is extremely important for CHL Management to communicate with one another when calling up or sending down players to ensure one transaction does not cause one of the rosters to be in violation.

1.5: Roster and Positional Limits and Restrictions

- Each roster may only carry a maximum of seventeen Players on their ACTIVE roster!
    - Out of those **seventeen** (17) players, there must be only a **maximum** of **nine** (9) forwards, **six** (6) defensemen, and **two** (2) goaltenders.
- Each organization is only eligible to carry a maximum of THREE members of Staff (Commissioner Staff or BOG) in their organization.
- Teams must have a complete 17 skater roster at **8pm every Sunday**, that also complies with the salary cap.
    - The only exception to this rule is if during the play week a team has a player removed from their roster mid-week, thereby putting the team under the 17 player limit.
        - I.e. a player was banned by the League for a specific reason
        - I.e a player has been called up to the AHL or NHL level
    - If a player is called up to the AHL or NHL or has been removed mid-week **after they have played their weekly 3 games in the CHL**, the CHL team does not need to be roster compliant again until the following Sunday at 8pm EST.
- When the play week concludes, teams are eligible to be above and or below the roster limit and or salary cap.
- Teams are required to be roster and cap compliant by 8:00 PM EST Sunday before the next play week begins.
- Forwards(C-LW-RW) can ONLY play forward.
- Defense(LD-RD) can ONLY play defense.
- Goalies(G) can ONLY play goalie.
- Each team is eligible to carry a MAXIMUM of 9 forwards, 6 defense and 2 goalies
- A Player being used as an ECU does not count against the roster limit, and can also play any position.
    - They are eligible to play any position during the League games.
- A player on the waiver wire does not count toward the team salary cap.

1.5.1: Positional Changes

- Forwards are **ONLY ELIGIBLE** to play a forward position (C — LW — RW).
    - This means that a Forward **CAN** play any of the positions listed above, but is not required to change their position if they do not wish to.
    - Management can request for a player's position to change, however, if the player does not wish to change their position, they are not required to do so.
        - If the player's position is changed, the player **MAY** contact the League Staff in order to revert the position change back if needed.

    - If a Forward is confirmed to play out of position (a position they did not sign up for), they **ARE NOT REQUIRED** to play at that position.
- Defensemen are **ONLY ELIGIBLE** to play a defensive position (LD – RD).
    - This means that a Defenseman **CAN** play any of the positions listed above, but is not required to change their position if they do not wish to.
    - Management can request for a player's position to change, however, if the player does not wish to change their position, they are not required to do so.
        - If the player's position is changed, the player **MAY** contact the League Staff in order to revert the position change back if needed.
    - If a Defenseman is confirmed to play out of position (a position they did not sign up for), they **ARE NOT REQUIRED** to play at that position.
- Goaltenders are **ONLY ELIGIBLE** to play goalie (G).

1.5.2: In-Game Positional Restrictions

- Forwards and Defensemen are **NOT ELIGIBLE** to swap their positions/play style in the game.
    - This means that a Forward **CANNOT** play defense for a Defenseman and a Defenseman **CANNOT** play offense for a Forward.
- Forwards are **ONLY ELIGIBLE** to play in the offensive zone when playing on offense and the defensive blue line when playing defense.
- Defensemen are **ONLY ELIGIBLE** to play in the defensive zone in the defense and the offensive blue line when playing offense.
- If players are found to be playing out of position, punishments will be issued to the player.
    - Reference Article IV, Section 3.5 for more information.

1.6: Free Agent Bidding

- Bidding is a system created to allow for Managers to assign a value to each Player as well as fill their roster needs for the following season.
- Players who sign up will be eligible for bidding as long as the player is signed up before bidding is live
- The following applies to VETERANS AND AMATEURS as outlined in **Article III Section One: 1.1**
    - **Veteran and Amateur players need to be signed up PRIOR to NHL Bidding to be eligible for CHL bidding.**

1.6.1: Free Agent Bidding Process

- Before bidding, each team is given a predetermined amount of cap as well as roster spaces that can be filled during bidding.
- Once bidding begins, teams are eligible to start placing bids on Players they wish to acquire for their roster.
- The minimum salary value a player can have is $750,000 and the minimum bid increment that can be issued is $250,000.
- Bidding is slated to run from 21:00:00 ET on the day it has been announced for, and will end at/shortly before 19:59:59 ET after 47-hours have passed.
- During the hours of 21:00:00 ET and 03:59:59 ET, any bid(s) that is placed, will expire after eight-hours.
- During the hours of 04:00:00 ET and 20:59:59 ET, any bid(s) that is placed, will expire after six-hours.

- After a bid has been placed it will expire in 8 hours, unless another team outbids the current bid. Once a bid has been outbid, the eight-hour clock resets. The team with the highest bid on a Player when the eight-hour window expires will win the Player's rights at the current salary they bid.

Recommended Best Practice:

- Scouting is the most effective way to determine the value of each Player in bidding.
- Ensure the roster limits and restrictions are reviewed constantly during the bidding process
- Before bidding, create a list of Players you wish to bid on. Also, ensure you list the maximum value that your team is willing to spend on each Player.
- Use the LG Mobile app to bid on the fly when you are unable to access a computer
- Be aware that during bidding, site traffic increases and it may cause a few slower load screens. Always ensure you bid once because any registered bid will be counted as a legit bid by the team who placed it.

1.6.2: Bidding Restrictions

- Teams are **ineligible** to exceed the cap during bidding.
- Teams are **ineligible** to exceed the roster limit during bidding.
- Players who act in a manner that is deemed to circumvent bidding or to change the outcome of where they may end up can be removed and issued a seasonal ban by the League.
- Waivers, call-ups and position changes are not allowed during bidding.
- Players can ask to be removed from a live bidding session. Doing so will not allow the player to play the duration of the season in which he or she is removed. If a player has a pending bid and asks to be removed, this will be deemed a Capital Offense ban for Refusal to Play.

1.7: Player Contracts

- Each Player won in bidding is issued a one-season contract from the League automatically; at the value they were won at.
- **There are no multi-season contracts.**

1.7.1: Contract Distribution

- All contracts won in bidding are one-season deals at the salary cap they are won in bidding.

1.7.2: Contract Restrictions

- Management with a salary value of $0, are ineligible to receive any additional contract years.
    - This also includes RESIGNS; Free-Contract Management are **INELIGIBLE** to be resigned the following season
- Randomly Assigned Veterans (**RA V**) are not on any CHL roster or Training Camp, therefore are not eligible to be granted additional contract years.
- The League Staff will set a deadline for when all contracts **must** be completed during the off-season period.

Section Two: Player Status Definitions

2.1: Understanding Player Statuses

- Each player in the League is assigned a player status based on their career games.
- The statuses assigned also determine the eligibility of each player.
- Prior to bidding starting, each player will have their status adjusted based on the games played in the season previous to the current bidding session. This adjustment **MAY NOT** be reflected on our roster page **AND MAY ONLY** be visually reflected on our bidding lists.
- Player statuses are not live updated during the course of a season. Below lists the criteria required for a player to change status which only occurs at the beginning of the season prior to bidding going live.
- Any player status concern needs to be addressed with Site Staff as soon as the issue is discovered.
- A player shall transfer his/her status from the Xbox League to the PSN League and vice versa.
    - The only exception for this is when a player is Drafted on one console, they will retain the player status based on games played (based on each console) for the opposite console.
    - For example, if a player is Drafted on Xbox and has 17 games played on Xbox, but 6 games played on PSN, the player would be classified as a Drafted Player on Xbox and a Prospect Player on PSN based on the amount of games played (see below in player statuses).
    - If the player has enough games to become Amateur status and was Drafted, the player will be classified as an Amateur on the opposite console (see below in player statuses).

2.2: Veteran Status (V)

A Veteran Player is described as the following:

- Any player that has played 27 games or more at the LGHL level.
- Any player that has played 54 games or more at the LGAHL level.
- Any player that has played 120 games or more at the LGCHL level.

Veteran players are eligible for NHL, AHL, and CHL bidding as long as they sign up prior to the beginning of NHL bidding.

Veteran players must clear waivers when being sent down between Leagues.

Reference Section 3.2.2 for more details on what restrictions apply to Veteran players.

2.3: Amateur Status (A)

An Amateur Player is described as the following:

- Any player that has played 10 games or more at the LGHL level.
- Any player that has played 10 games or more at the LGAHL level.
- Any player that has played 48 games or more at the LGCHL level.
- Any player from Season 39 Xbox with 15 games or more at the LGCHL level.
    - These players were grandfathered in due to not having a LGHL Entry Level Draft during Season 39 Xbox.
- Any player from Season 42 Xbox | Season 20 PSN only with 10 games or more at the LGCHL level.

- These players were grandfathered in due to not having an LGHL Entry Level Draft during Season 43 Xbox | Season 21 PSN.

There are **five** conditions that would make a player an Amateur. Only **ONE** of these five conditions needs to be met in order for a player to graduate from Prospect to Amateur.

- The 48-game marker is only considered the **MAXIMUM** amount of games a player can play in the CHL and retain Prospect status.
- As soon as a player completes either of the other two conditions (10 NHL games or 10 AHL games), regardless of how many CHL games the player has, the player will graduate to Amateur status.

Amateur players are eligible for the NHL, AHL, and CHL bidding sessions as long as they sign up prior to the beginning of NHL bidding.

Amateur players are **no longer** waiver-exempt when being sent down from the NHL to the AHL.

Reference Section 3.2.2 for more details on what restrictions apply to Amateur players.

2.4: Prospect Status (P)

A Prospect Player is described as the following:

- Any player that has played less than 10 games at the LGHL level.
- Any player that has played less than 10 games at the LGAHL level.
- Any player that has played less than 48 games at the LGCHL level.
- Has yet to be Drafted.

During the process of achieving 48 games in the CHL, a Prospect player will be entered into the NHL Entry Level Draft each season (as long as they sign up for the previous season), including the season whereby the 48th game is completed. On average the minimum time for a Prospect player to acquire 48 CHL games would be about two complete seasons including playoffs.

During those two seasons as an example, each Prospect player who completes the season, and signs up for the following season **WILL** be entered into the NHL Entry Level Draft. This will allow a player a minimum of two chances at being Drafted **PRIOR** to completing their 48 CHL games.

Prospect players are eligible for only CHL bidding sessions as long as they sign up prior to the beginning of CHL bidding.

Prospect players are also eligible for the NHL Entry Level Draft as long as they signed up and finished a full season on a CHL roster or training camp the prior season.

Reference Section 3.2.2 for more details on what restrictions apply to Prospect players.

2.5: Randomly Assigned (RA)

- Once NHL bidding has begun, any Veteran or Amateur player who signs up late for the season will be considered "randomly assigned."

- Once CHL bidding has begun, any Prospect player who signs up late for the season will be considered "randomly assigned."
- Reference Section 3.2.2 for more details on what restrictions apply to randomly assigned players.
- All randomly assigned players are assigned to the training camp AT THEIR HIGH SALARY THEY'VE ever have received before regardless of what console the salary was issued on.

2.6: Drafted Players (DP)

- Any Prospect player who is selected in the NHL Entry Level Draft is granted a two-season contract and Drafted Player status (DP).
- The Drafted Player status allows these players to be waiver-exempt when being sent from the NHL to the AHL and from the AHL to the CHL.
- If a Drafted Player completes the required amount of games listed above to become a Veteran or Amateur player, the player will graduate from Drafted Player (DP) status to either Veteran (V) **OR** Amateur (A) status during the next off-season.
    - **THIS CAN OCCUR DURING THEIR ENTRY-LEVEL CONTRACT, BUT NOT MID-SEASON**!
- A Drafted Player who does not play a minimum of 10 NHL games, 10 AHL games, or 48 CHL games will be reverted back to Prospect status after their Draft contract expires.
- If a CHL Manager was Drafted and they graduated via games played in the first season of their three-season Draft contract, the player will retain DP status for the second season of the contract.

Section Three: Seasonal Transactions and Restrictions

3.1: Waiver Wire - Send-Downs

- The waiver wire is located in the LG Front Office Tools. The waiver wire is the location where Owners or Managers can place a claim on a player.
- Regular waivers (waiver wire) open after Week One and close at midnight of the Sunday of Week Eight, 00:00:00 ET).

3.1.1: Placing a Player On Waivers

- By accessing the Front Office tools, Owners and Management are eligible to place their players on waivers.
- When a team wishes to place a player on waivers that player will remain on waivers for a period of twelve-hours.
- At the end of the twelve-hours, one of two options can occur:
    1. **OPTION ONE**: If a player goes twelve-hours without being claimed, the player will report to the original team's affiliate. The player would then be assigned to an NCAA affiliate. In situations where players clear AHL waivers, the player will be assigned to the AHL training camp, as well as randomly assigned to a CHL team.
    2. **OPTION TWO**: If during the twelve-hour period the player receives a claim, once the twelve-hour period ends the player will be assigned to the team with the highest waiver priority.

Managers are able to retract a player from waivers within the first-hour the player is listed on waivers. After the one-hour period, or if the player has a claim, the team is no longer eligible to retract the player from waivers.

3.1.2: Claiming a Player off Waivers

- The winning claim will be awarded to the team with the highest waiver priority that placed a claim. Once a team has successfully won a player, they will be moved to the bottom of the waiver order.
- Teams are eligible to place a claim that will put their roster over the cap and or roster restrictions as long as a corrective transaction is made **PRIOR TO THE START** of the team's next scheduled game.
- Management is eligible to contact players on waivers to ensure the player is active prior to the team placing a claim.
- Management is to **ONLY** place a claim on a player they intend to schedule, use on their active roster or trade them. Therefore, a team(s) **MUST** show intent prior to waiving the player again!
- Failure to do so **SHALL** result in a said player being returned to his/her original team's training camp.

Recommended Best Practice (for managers)

- Ensure the player you are placing a claim on is, in fact, the player you wish to claim.

3.1.3: Waiver Wire Restrictions

- A team is only **ELIGIBLE** to place a **MAXIMUM** of two players at any given time on waivers.
- Teams are **ONLY ELIGIBLE** to place a claim on a player that the team intends to use as a member of their active roster.
- If a player who was taken off waivers is placed back on waivers to circumvent the roster limit — salary cap rule, this will result in a violation being issued to the manager who is involved in this action. The intent of this rule is to allow managers to correct a mistake if the wrong player is placed on waivers.
    - Reference Article IV, 5.11 for more information.
- Teams are **ONLY** able to place a claim on a player who is listed on waivers if the team has intentions to use the said player on their active roster!
    - When a player is claimed off waivers, that player is required to **PLAY A GAME** prior to being placed on waivers again!
    - If that player who was claimed off waivers is deemed "inactive" [Example: the player does not show up for his/her scheduled games] missed game strikes are to be issued, followed by a player removal request filed in the Action Centre to have the player removed.
- Teams are **NOT ELIGIBLE** to claim their own player off waivers.
- Player(s) claimed off waivers who are inactive do not result in compensation for the team who makes the claim.
- Player(s) on waivers **CANNOT** play in a game until he/she is claimed and won or the player clears waivers.
- Player(s) are **eligible** to be claimed off the waiver wire and then be traded.
- Player(s) are **eligible** to be traded for and then placed on the waiver wire.
- Player(s) are **ineligible** to be claimed off the waiver wire and then placed on the waiver wire without having played a game.
    - This will result in a violation. Reference Article IV, Section 6.11.1.
- Player(s) are **ineligible** to be called up from the training camp roster, then traded to a new team, and then placed on the waiver wire without having played a game. This is considered as circumventing the rule above.
    - This will result in a violation. Reference Article IV, Section 6.11.2.

- Player(s) claimed off the waiver wire who are inactive do not result in compensation for the team who makes the waiver claim.
- Player(s) who are deemed inactive are **ineligible** to be placed on the waiver wire.
    - Failure to follow this rule will be deemed a "bad faith" transaction resulting in a violation.
- Player(s) who do not meet the minimum requirement of **5/9** availability are **INELIGIBLE** to be placed on waivers.
    - If a player is waived prior to the weekly availability deadline, the previous week's availability will be used to determine ineligibility.
    - If a player is waived after the weekly availability deadline, the current week's availability will be used to determine ineligibility.
    - Failure to follow this rule will be deemed a "bad faith" transaction resulting in a violation.
- Player(s) listed in a pending trade are deemed **ineligible** to be placed on the waiver wire.
- Player(s) on Injured Reserve are **ineligible** to be placed on the waiver wire.
- Player(s) serving a suspension are **ineligible** to be placed on the waiver wire
- Management is **ineligible** to be placed on the waiver wire.

3.2: Call Ups

- Players can be called up from the training camp to the active roster via the Front office tool.
    - CHL Training Camp players are assigned to a NCAA affiliate team roster
- All CHL players have their rights assigned to an AHL Organization and an NHL Organization and will also appear in both their training camps.

3.2.1: Full-Time Call Ups

- In the CHL, players from the CHL training camp can be called up to fill a full-time roster spot.
- In order to make a call-up from the CHL training camp, the Owner or Manager must access the CHL front office tools.
- If a player is on the CHL training camp, the red "send" button is used for a call-up.
- Once the player has been called up from the training camp, the player will have a call-up status icon next to their name on the NCAA Roster page.
- During the playoffs, the only time a full-time call-up is deemed acceptable is to fill in an open roster spot for a player who was removed during the playoffs.
- If a player is called up to an CHL roster from the CHL training camp, the player **must** play three games, prior to being placed on the waiver wire or being sent back down to the training camp.
    - This will result in a violation. Reference Article IV, Section 6.12.1.

3.2.2: Full Time Call Up Restrictions

NHL Restrictions

- In the NHL, Veteran and Amateur players are **only eligible** for full time to call up to the NHL.
- Prospects(P), Randomly Assigned Veterans (RA V), Randomly Assigned Amateurs (RA A), and Randomly Assigned Prospects (RA P) are **not eligible** for full time call up to the NHL
- Managers in the CHL CANNOT be called up to the NHL

AHL Restrictions:

- In the AHL, Veteran, Amateur and randomly assigned Amateur players are eligible for full time to call up.
- AHL rosters are NOT eligible to call up randomly assigned veterans (RA V).
- Prospects (P) and Randomly Assigned Prospects (RA P) are ineligible for full-time call up to the AHL.
- Managers in the CHL CANNOT be called up to the AHL

CHL Restrictions:

- A CHL training camp player who has a "call up" indicator is ineligible to be called up to the active CHL roster.
    - The call-up indicator looks like a small black and gray arrow next to the player's name on the roster page
    - The ONLY exception to this rule is that IF a player is in the AHL and is currently ON AHL WAIVERS, the player IS eligible to ECU for his CHL team WHILE on AHL WAIVERS
- CHL roster ARE eligible to call up randomly assigned amateurs (RA A).

3.2.3: Emergency Call Up (ECU)

Emergency Call Ups (ECUs) are Training Camp Players used to fill game lineups when a roster player cannot play or does not show up to a scheduled LG game. These players do not need to be scheduled or moved to the roster to play in an LG game, but will be identified by the API when stats are submitted.

When a player is traded, his or her ECU limits **DO NOT RESET**.

3.2.4: Emergency Call Up Restrictions

Teams do not need to call up a player to their active roster to use the said player as an ECU! Simply follow the scheduling procedures in the Management Office in regard to using an ECU player!

NHL Restrictions

- NHL players are **ineligible** to ECU for the AHL or CHL.
- Random Veterans are **ineligible** to ECU for the NHL during the playoffs.
- Random Amateurs are **ineligible** to ECU for the NHL during the playoffs.
- Prospects are **ineligible** to ECU for the NHL during the playoffs.
- Veterans, Amateurs, Drafted Players, Prospects, RA Veterans, and RA Amateurs are **eligible** to ECU for the NHL for a **maximum** of **four** times per season.
- In all cases, an ECU is **eligible** to play a **maximum** of **four** times in a week.
- NHL teams are **eligible** to apply for an ECU Exemption rule late in the season if the team is facing forfeit issues.
- ECU rights **do not** reset when a player is traded or claimed off the waiver wire.

AHL Restrictions

- AHL players CANNOT ECU for the CHL
- Random Veterans (RA V) CANNOT ECU to the AHL during the playoffs
- Prospects CANNOT ECU to the AHL during the playoffs

- Veterans, Amateurs, RA Veterans, and RA Amateurs are eligible to ECU for the AHL for a MAXIMUM of 4 times a week for a MAXIMUM of 6 times per season.
- Prospect players are eligible to ECU to the AHL for a maximum of four times a week for a MAXIMUM of four times per season.

CHL Restrictions

- CHL training camp players are eligible to ECU three times a week, for a maximum of nine times for a single team per season.
- CHL training camp players who are called up to the NHL or AHL, (have the call-up indicator) are INELIGIBLE to ECU in the CHL.
- RA Veteran (RA V) players are no longer given CHL rights.
- THE CHL will also have a **Protected Players** system
    - These players cannot be call-up to the NHL-AHL without written consent from the player themselves
    - The League Staff will have instructions on how to place players into the "protection" program
    - The maximum number of protections a team can have is 4.

Recommended Best Practice:

- Ensure that the player being used as an ECU has not already been used the maximum amount of time as an ECU.

3.2.5: CHL Protection List

In the CHL, teams are **eligible** to protect up to a **maximum** of four player(s) from a call-up to the NHL or AHL roster.

Any player(s) who has been protected at the CHL level will be issued a CHL Protected Player icon ("CHL Protected Player" in teal text) in both the NHL/AHL training camp and CHL active roster.

NHL | AHL Restrictions

- Any player(s) placed on the protection list is **ineligible** for a call-up unless the protection is removed via the player(s) being traded, waived, or an agreement to be called up made by the player(s).
- In order to process the call-up, the Management must create a Site PM with the League Staff, the Management, and the Player(s).
    - The player(s) must agree to the call-up in the Site PM, then the League Staff will adjust the status after the agreement is made.

CHL Restrictions

- The CHL teams are **only eligible** to place player(s) who were won in CHL bidding or resigned on the player protection list.
    - Any player(s) who was Drafted, won in a higher bidding session (NHL or AHL), or randomly assigned are **ineligible** to be protected.
    - All CHL teams are **only eligible** to place up to **four** player(s) protections on the list.
- Once a CHL protection has been made, it is **ineligible** to be changed.

- If the protected player(s) is traded or waived at the CHL level, the player protection will be removed at the NHL, AHL, and CHL levels.
- If the protected player(s) agrees to a call-up in the NHL or AHL, the player protection will be removed at the NHL, AHL, and CHL levels.

3.3: Random Assignment

- There are two different types of random assignments done in the LGHL.
- The first one is the random assignment of leftover players after bidding prior to the start of NHL bidding (20:45:00 ET on May 12th, 2023 (player assignment).
    - Players signed up prior to the start of NHL bidding and upon the conclusion of CHL bidding will be assigned to a NHL, AHL, and CHL training camp rosters.
    - All randomly assigned players are assigned to the AHL and CHL training camp rosters afterward **at his/her highest salary ever issued during their LGHL career!**
    - Brand new signups to Leaguegaming who have never played in the LGHL before shall be assigned a $750,000 salary contract.
    - All random assignments are issued a one-season contract.
- The second one is the random assignment of leftover players after bidding prior to the start of CHL bidding (20:45:00 ET on May 16th, 2023)(player assignment).
    - Players signed up prior to the start of CHL bidding and upon the conclusion of CHL bidding will be assigned to an AHL and CHL training camp rosters.
        - **Randomly Assigned Veterans will no longer be given CHL rights.**
    - All randomly assigned players are assigned to the AHL training camp rosters **at his/her highest salary ever issued during their LGHL career!**
        - Every Friday, there will be a script run to assign CHL Training Camp rights to all the Amateur and Prospect players that signed up during the play week.
    - Brand new signups to Leaguegaming who have never played in the LGHL before shall be assigned a $750,000 salary contract.
    - All random assignments are issued a one-season contract.
- Players in the CHL are eligible to be called up to the NHL and AHL based on their player status and the restrictions listed above.
- Players who are signed up and pass through a bidding session without receiving a bid are not considered randomly assigned players (RA).

3.3.1: Player Assignment

- After the conclusion of CHL bidding, any players leftover without any bids are randomly assigned.
- Random player assignment closes at the conclusion of games during Week Six of every season.
- "Free Agent Fridays" is the report that the League issues each week of the players randomly assigned during the player assignment phase as well as where those players' rights were assigned.
    - This is the process whereby any late Amateur or Prospect signup is issued CHL training team rights.
- All players are team rights and will carry their highest salary attained during their Leaguegaming career.

Recommended Best Practice:

- Always keep an eye on your training camp to ensure you always have a large amount of eligible call ups.
- Communication between management and training camp players is important to keep training camp players active.
- Ensure that your players on your CHL training camp understand that they will show up on up to seven rosters; the NHL active roster or NHL training camp, the AHL active roster or AHL training camp, and the CHL active roster or CHL training camp, or the NCAA roster.

3.3.2: Player Assignment Restrictions

- Aside from the restrictions related to call-ups, it is important that players who are assigned to a training camp roster understand their role.
- Training camp players are **not required** to be scheduled the same as full-time roster players. The training camp roster is more like a tool for emergency call-ups, or as a replacement full-time call-up if players are removed from the active roster.
- The League has come up with a system to ensure training camp players remain active in the League as well as are eligible to show off their skill set to the rest of the League. This system is often referred to as "Training Camp Games" or the LGNCAA league.

3.3.3: Player Rights Assignment

- As stated above, all Players in the LGCHL have issued rights to NHL Organizations and AHL Organizations. These rights are issued for the purpose of emergency call ups, as well as replacement full-time call ups.
- This system is completely random, and the League Staff holds no ability to influence this system at all.
- Once players are assigned rights, they will show up in the NHL, AHL, or CHL training camp roster.

3.3.4: Player Rights Assignment Restrictions

Reference 3.2.2: Full Time Call Up Restrictions.

3.4: Trading

- Trading is a major part of the League. There are several rules, procedures, and restrictions in regards to trading. Below are the sections that Managers and Owners should reference when making trades.
- At the CHL level, all auto-trades are off, as Staff will review and push trades.

3.4.1: Trade Deadline

- The seasonal trade deadline closes the Sunday of Week Seven at 17:59:59 ET. The League week starts on a Sunday and ends on Tuesday.
- For the off-season trade window reference Section 4.5.

3.4.2: Trade Deadline Extension

Once the trade deadline occurs each weekend, there will be a small extended period of time to allow for trades to go through where League Staff may have been rejected.

The extended period of time is to give teams the chance to correct their mistakes such as multi-team deals not being sent in on time. This is to not be abused to give teams more time to send additional trades. Anything not disclosed in the trade notes **will not** be allowed.

Any trade that is sent between 17:45:00 through 17:59:59 ET and has been rejected by League Staff due to errors, the teams involved will be given a 10-minute extension to fix/work out the trade. The deadline for this will be 18:09:59 ET. If the reworked trade has not been re-sent in time, the trade will remain rejected.

Any trade that is sent between 18:00:00 through 18:09:59 ET and has been rejected by League Staff due to errors again, the teams involved will be given an additional 5-minute extension again to fix/work out the trade. The final deadline for this will be 18:14:59 ET. There will be no other extensions allowed.

3.4.3: Submitting Trades

- Each week from Sunday 18:00:00 ET, until Tuesday 23:59:59 ET, Owners and Managers are able to submit trades for the week. During that time frame, assets involved in a trade will remain in a "pending" status. These trades are reviewed and approved by the League Staff.

3.4.4: Trade Restrictions

- **Players on waivers are not eligible to be traded.** Players in a pending trade cannot be waived.
- Once a player is confirmed to be traded, the player is not eligible to have a player removal request filed against them until the trade is processed.
- Any special agreement or circumstance must be outlined in either a PM or in the "Trade Note Box " It is up to the League's BOG discretion to disregard any "condition" they deem not in the best interest of the League.
- Trades involving Players who have a pending removal complaint will be rejected or reversed.
- Any Manager or Owner who steps down will have every transaction they made prior to them stepping down reviewed. The period of review will be within 14 days prior to an Owner or Manager resigning.
    - It is up to the League to determine if the transactions were made in bad faith and or are considered lopsided and unfair.
- Members of Management are not eligible to be traded.
- Teams are only eligible to make a maximum trade ratio of three players for one player
- All trades made for "nothing" are reviewed and can be reversed or rejected at the BOG's discretion.
- Players who are retired CANNOT be traded until they have unretired.
- Players on Injured Reserve are ineligible to be traded.
- Players that are suspended are ineligible to be traded.
- Trades MUST be sent via the LG trading system to be official!

3.4.5: Trade Compensation Criteria

All compensation requests have been moved to a system whereby **both** teams are required to have an agreement to be willing to compensate one another **prior** to the trade being submitted into the official trade system in order for compensation to be required.

All trades submitted in the official trade system that **are not** accompanied by a trade note that states "compensation has been agreed on by both sides" will not require compensation!

3.4.6: Trade Compensation Procedures

All compensation requests have been moved to a system whereby BOTH teams are required to have an agreement to be willing to compensate one another PRIOR to the trade being submitted into the official trade system in order for compensation to be required.

All trades submitted in the official trade system that ARE NOT accompanied by a trade note that states "compensation has been agreed on by both sides" will not require compensation!

The BOG will determine what compensation is required IF both sides have officially agreed to compensate one another but cannot agree on what asset will be sent.

- Once compensation is requested via the action center, the two teams involved in the compensation will receive a message to work it out among each other until Saturday 11:59 PM EST (of the current week, or the next week if compensation is requested on a Saturday).
- Once a compensation request is made in the action center, the League BOG will inform both teams involved there is a request for compensation which will require the pieces from the original trade to be frozen if they are NOT yet traded.
- If teams do not agree to a compensation trade, the trade that had the player move to his new team will be reversed. With all the players moved back to their old team.

Deadlines

- **Saturday 23:59:59 ET**: The deadline when the Board of Governors will let teams figure out compensation between the two teams.
- **After Sunday 00:00:00 ET**: The deadline where compensation will be dealt with as soon as it is possible.
- **Sunday 12:00:00 ET**: The deadline when the Board of Governors will handle new compensation requests.

3.4.7: League Trade Reversal - Rejection

- If at any point in the season or off-season an Owner/Manager steps down the League reserves the right to review any transaction made prior to that member's departure. If a determination is made that some transactions were made in bad faith, those transactions will be reversed.
- In the interest of the competitiveness of the league, any trade deemed to be "fire sale", "one-sided, without justification" can be reversed or rejected by the League's staff.

3.4.8: Player Trade Request

Formal trade requests do not exist in the CHL as multi-season contracts no longer exist.

Players may ask management to be traded but must understand that management DOES NOT have to move them.

3.5: Management Seasonal Promotions

Any player promoted to a Management role during the season will have their salary reduced to zero. The only exception is the AGM role. Any player promoted to a Management role during the season, whether it be a no contract or contract role, is locked to the role for the remainder of the season.

Section Four: Off-Season Transactions and Restrictions

4.1: Management Selections

Reference Article I, for full details on Management selections

4.2: Re-signs

- Each team gets 4 re-signs per season.
    - Owners who are in their 3rd consecutive season as Owner get a 5th re-sign, as an incentive to return.
    - Owners who are in their 4th consecutive season as Owner get a 5th re-sign at no contract increase, as an incentive to return.
- CHL managers send their re-sign requests via the Front Office. They will post in the appropriate Resign threads, as instructed to do by the League's Staff.
    - Staff will also manually add the re-signed players to rosters after the rosters have been wiped.
- A player must accept the official re-sign offer in order to be considered resigned, whether by Site PM or Discord DM.
- A Player who accepts a re-sign will have their current salary increased by predetermined amounts outlined within the contract system.
- Additional contract years will NOT be given back & There is no compensation to be granted to organizations for players who retire, banned or drafted AFTER accepting their re-sign & before the resign window closes.
- Amateur & Veterans will have a resign period at the start of the off-season
- Prospects will be eligible for re-signs at the conclusion of the NHL Draft
- Players are only allowed to be under the same contract for a total of 2 seasons (1st Season won in Bidding, and 1 season resigning).
- **Eligible resign criteria are outlined by Commissioner and BOGs during the off-season.**

Current re-sign amounts

- First re-sign contract (1.1): The player's contract will be increased by 10-percent and rounded **up** to the nearest $250,000 based on the first re-sign contract.

Example of re-sign structure

- Using a player with a $2,500,000 contract from bidding.
    - First re-sign contract (1.1): (2500000) ✕ (1.1) = $2,750,000

4.3: Retirement

- During the off-season, players who wish to retire from the League may do so by filing a request in the Action Centre.
    - Players are reminded to retire from the LGHL, regardless of what League the player is currently in.
- During the off-season, players who wish to unretire **MAY** do so by contacting the League Staff.
    - The deadline for players (who are under a contract) to unretire will be 17:59:59 ET, three days prior to off-season trades opening.
    - A player who is a free agent and wishes to unretire can do so at any time during the season if the signup window is open.
- The system will place the player on the Organization training camp by design, but based on the rules, the said player in question **SHALL** be returned to his/her position either on the NHL or AHL active roster.

4.4: Off-Season Trades

Reference Section 3.4: Trading for all information relating to trading.