



# OFFICIAL RULEBOOK

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## **Section 1- Franchise Ownership Rules and Responsibilities**

**1.1 - Ownership** – Any owner or ownership group will be required to follow the rules and regulations set forth in this document. Franchise governance will be determined by UFF Sports, Franchise Owners and the League Commissioner. The original sale of franchises and any expansion franchises is achieved by online auction. See Revenue Chart (Appendix A) for distribution of revenue for an original franchise sale.

**1.2 - Digital Assets** – A franchise is a ZRC-2 digital asset (NFT) that is stored in a wallet on the Zilliqa blockchain ensuring proof of ownership and authenticity. All players on the franchise are also digital assets owned by the owner. These assets are the sole property of the wallet/franchise owner, there are no duplications.

**1.3 - Branding** – Franchise owners are required to create a team name and logo. The franchise name and logo must be professional and must be something that would be accepted by a professional league. All brands and names will need to be approved by UFF Sports. UFF Sports has a few contacts that can help create a logo for a fee.

- Once a franchise is branded, it cannot be rebranded unless it is sold to a new owner (see next point)
- If a new owner wants to rebrand their franchise (logos, colour scheme), there will be a \$250 USD fee to do so. Franchise names are permanent and can NOT be changed. If you buy a franchise, you are also buying the branding and the name must stay the same.

**1.4 - Selling a Franchise** – An owner can sell a franchise if they wish. The sale of a franchise must be approved by the league in order to ensure all franchise requirements are met. This approval process is in place to protect the ability of the league to function in a professional manner. See Revenue Chart (Appendix A) for distribution of revenue for an already owned franchise sale. Franchises are technically always for sale, anyone can make an offer to a franchise owner at any time. (See Section 8 - Marketplaces on the UFHL platform.)

- Until the platform is up and running, the sale of a franchise must go through the commissioner. Both parties need to be involved in the email stating the sale price, the roster that is being sold, and confirmation of sale from both parties.
- ***If a franchise announces that their franchise is for sale, their roster will be put on a roster freeze until the franchise is sold.***

**1.5 - Disciplinary action** – in the event that an owner is not participating in the game or not following the wishes of the governing committee, they will be brought in front of the committee and action will be taken in the best interest of the league.

- If a franchise is seen as “selling off” their assets and putting the level of competitiveness of their franchise in jeopardy, the franchise will no longer be able to make trades with monetary value unless it is improving the competitiveness of their roster and/or their franchise may be put on a roster freeze. These actions will be decided upon by the Commissioner and the Competition Committee (See 8.13 Competition Committee)



**1.6 - Failure to participate** – in the event that a franchise owner is no longer responsive and is not participating in the league, UFF Sports retains the right to revoke that digital asset. A replacement ZRC-2 franchise will be created and sold at auction or privately to a new owner. There will never be more franchises created than what there is in the real world league.

- If a franchise owner does not pay the annual entry fee for the season before the deadline, the franchise will be revoked.
  - Franchise will be sold privately or auctioned off
  - Any Zilliqa/SCO coins owned by this franchise will be burnt
- If a franchise owner is no longer responsive during the season/playoffs and wins prize pool money, the following will take place:
  - the league will hold the winnings for 6 months from the day it was won
  - if no communication from the owner in that time and the next season starts, the winnings will be added to that season's prize pool

## **Section 2 - General Managers**

An owner of a franchise can hire a general manager to run their team.

**2.1 General Manager Approval** - A general manager hiring needs to be approved by the UFHL governing committee before it can be made official. Scouts can be both a scout and a GM.

**2.2 General Manager Contract** - This is negotiated between the franchise owner and the GM. The UFHL does not need to know the details of the contract that is signed between the two parties. The owner can also replace or release (fire) their GM whenever they see fit. Assistant GMs are also allowed to be hired by an owner.

**2.3 General Manager List** - the league will accumulate names, information, and resumes for interested GMs as they come in. This list will be visible for all owners to see and franchises can contact these GM candidates at any time. Currently the list is on the UFHL Spreadsheet (see Section 20 - UFHL Google Spreadsheet)

## **Section 3 - Scouts**

**Scouts** are a unique but integral part of the UFF Sports ecosystem. The patent pending process of registering Fantasy Sports Assets on the blockchain makes scouting possible. Scouts will be responsible for registering players on the blockchain.

**3.1 Registration** – a scout must register as a scout on our website. The one-time fee to register is \$20 USD. This one-time fee allows the scout to be a scout in multiple sports within UFF Sports.

**3.2 Ownership** – a scout that registers a player has full ownership of that player in the form of a unique token/digital asset that represents that player and will never be duplicated. The scout has the right to sell or trade that player at their discretion and franchises can also lease players from scouts for the minor and junior leagues. Scouts can operate as an independent but can also be affiliated with a franchise.



**3.3 Scouting Agencies** - Scouts are allowed and encouraged to start their own agency, with the potential for multiple scouts working under one agency. These scouts can also be scouts across all leagues that are associated with UFF Sports, they are not limited to one sport.

**3.4 Franchise Affiliation** - Scouts can be affiliated with a franchise(s). Terms and conditions of those affiliations are between the owner and scout and do not need to be disclosed to the UFHL.

**3.5 Registration of a Player** - Players on the Open Market can be registered by scouts for a flat rate of \$20 USD. Currently, scouts register players by emailing [scouting@uffsports.com](mailto:scouting@uffsports.com). Once we have our platform built, scouts will be able to register a player right on the site, as well as make their payment right on the site. The youngest players must be draft eligible within the next three NHL drafts. The birthdate cutoff is Sept. 15, 2005 for 2023 eligibles.

**3.6 Player Sale** - Scouts can sell their registered players to a franchise or another scout. The minimum sale price is \$25 USD. There is no maximum sale price. Scouts can sell their player in a private/direct sale or put their player up for auction. (See Appendix A - Revenue Chart for revenue breakdown of scout sales and Section 11 - Auctions) A scout can not sell a player to a franchise until they are NHL property (drafted or signed).

**3.7 Forced Player Sale** – scouts can own players as long as they are Calder eligible for the following season, providing they aren't selected in the Entry Draft Auction. Calder eligibility is defined as having played 26 career regular-season NHL games or turning 26 years old prior to Sept. 15 while under NHL contract. Once a player makes the NHL, that 25-game clock starts counting down. Upon playing their 26th game or turning 26 years old, that player is subject to a forced auction with a minimum bid of \$25 USD. (See Section 11 - Auctions)

**3.8 Players on the Blockchain** - All players are registered by scouts, so if a player that a franchise wants is not on the blockchain, the franchise needs to get a scout to register the player for them and then the franchise can purchase that player from the scout. Scouts are the only people that can register players onto the blockchain.

## **Section 4 - League Commissioner**

**4.1 Commissioner Role** - The league commissioner's role will look different now than it will when we have our platform fully built for each sport. Right now, the league commissioner oversees all league transactions, including approving/rejecting trades (with the help of a committee), and announces transactions via email and on social media. When we have our platform fully built, the commissioner role will be re-established.

**4.2 Hiring of a League Commissioner - TBD**

**4.3 Revenue for League Commissioner - TBD**

## **Section 5 - Ambassadors and Fans**

**5.1 Ambassadors** – are the UFF Sports community representatives that promote the ecosystem and host live events in their respective city. Their efforts in promoting the UFF Sports platform will be rewarded with profits from live events, merchandise sales and advertising revenue.



- **Registration** – an Ambassador must register as a potential Ambassador at UFFSports.com. If chosen, they will receive a start-up kit and access to the private Ambassador chat where they will receive support and tools to profit as a UFF Sports Ambassador.
- **Annual entry fee** – an annual fee will be paid to the league as a tool to ensure we have committed people signed up as UFF Sports official Ambassadors. The fee will be reviewed annually and will start at \$10 USD monthly.
- **Code of conduct** – Ambassadors are required to represent the UFFS and its franchises in a professional, respectful manner. UFF Sports has the right to remove any Ambassador that is not following the guidelines set out by UFF Sports.

**5.2 Fans** – are just that, they are fans of the 32 UFHL franchises. Fans will support their favourite franchise and attend live events. They will also be able to purchase Score Tokens (SCO) and participate in the UFF Sports betting platform.

- **Registration** – a fan must register as a fan at UFFSports.com, there is no fee.
- **Hodlers** – Fans will also purchase Score Token to hold in anticipation of positive growth for this worldwide Fantasy Sports Ecosystem.

## Section 6 - Events

### 6.1 One Time Start-up Events

- **Launch Franchise Auction** – One-time event where the League’s Franchises will be sold via online auction to the highest bidder. Each franchise will be auctioned with a Franchise Player attached. With the acquisition of a Franchise, you have the right to choose 22 (or amount specific to the league) players for free in the launch draft. After the draft, you will have 27 (or the specific amount to the league) spots open on your protected list that you will be able to fill by purchasing prospects from Scouts.
- **Launch Draft** – Also a one-time event, drafting all the current players from that real world league to the Franchises. This draft typically takes place the day after the Franchise Auction.
- **Already Drafted Auction** – this one-time event auctions off the top prospects whose rights are already owned within that real world league (drafted or signed). This auction is open to both Franchises and Scouts.

### 6.2 Annual Events

- **Playoff Draft** – (See Section 9 - Playoff Structure)
- **Futures Auction** – (scouts only) this auction takes place every offseason following the Entry Draft Auction to introduce the newest class of Future prospects. The Futures Auction is for prospects three years away from their NHL Draft. The top 2023 eligibles were auctioned in August 2020. The top 2024 eligibles will be auctioned in 2021, then 2025 in 2022 and so on. All registered scouts/agencies can bid on any prospect in the Futures Auction and the highest bidder will win the digital token representing that player in the auction. Any players that do not sell in the Future Auction will be eligible to be registered by any scout on the Open Market (first come, first serve).



- **Entry Draft Auction** – this auction is the UFHL’s version of the NHL Draft and takes place on the same weekend as the NHL Draft. In the UFHL, groupings of five Franchises bid on draft spots for the right to select their desired prospects from that NHL draft class. Prospects picked in the Entry Draft Auction must be NHL draft eligible for that year. The auction groupings are reverse order of the regular-season standings with a lottery system similar to the NHL. Franchises will be buying these players from Scouts and an algorithm will determine the minimum bid for each draft pick.
  - If the NHL changes any dates of their drafts or their lottery systems, the UFHL will continue to mirror the NHL.

### **Section 7 - Athlete Registrations**

- All athletes must be registered on the blockchain in order to be part of fantasy leagues in UFF Sports.
- Scouts are the ONLY people who can register athletes on the blockchain. Franchise owners can NOT register athletes on the blockchain.
- Franchises can contact a scout and request a player be registered on the blockchain and then buy that player from the scout.
- Once athletes are on the blockchain, they can not be duplicated.
- When athletes are registered, the platform will ask for their name, age, and date of birth.
- The youngest athletes are generally 15 years old, though some may be 14 turning 15 between the Futures Auction (held in June/July) and Sept. 15 of that year. Sept. 15 is the eligibility cutoff date for NHL draft classes.

### **Section 8 - Marketplaces on the UFHL Platform**

**Franchise Marketplace** — Every franchise is for sale at all times, available for offers/bids. Franchise owners can also list their franchise for a set asking price.

#### **Player Marketplaces**

- **Active Players** — owned by a franchise in a UFFS league (UFHL, UFAHL)
- **Free Agents** — owned by a UFFS league (UFHL, UFAHL) having previously been owned by a franchise and bought out or released as a pending free agent
- **Pro Players** — 26+ years old or 26+ career regular-season NHL games thus no longer considered an NHL rookie (no longer Calder eligible) for the following season but not yet owned by a franchise (scout owned)
- **Prospect Players** — drafted, signed or no longer NHL draft eligible due to birthdate/age (scout owned)
- **Draft Prospect Players** — draft eligible for the current NHL draft year, including overagers (scout owned)
- **Future Players** — prospects for future NHL drafts, 1-2 years away from being draft eligible (scout owned)
- **Retired Players** — former NHL players owned by franchises (scouts will also be able to register/own Retired Players in the future, following the initial Legends Auction)



- **Legend Players** — prominent retired players with value for future Legends Leagues (not currently available to be registered/owned by scouts)

**NOTE:** 35+ players can NOT be registered by scouts unless they are an active player in a UFFS league (NHL/AHL). They must be active, not retired/LTIR. This rule closes the loophole of owning future Legends that are no longer active but still technically under contract.

## **Section 9 - League Play (Ultimate Fantasy Hockey League – UFHL)**

**The league is set up on Fantrax. Fantrax will continue to be used until the UFFS platform can support gameplay (Date TBD).**

**9.1 Annual Entry Fee** - The annual entry fee will be decided at the midseason Owners' Meeting following the annual trade deadline when the prize pool is capped for that season. Different amounts based on percentages of the previous season's prize pool will be put to a vote for the Franchises. The entry fee for the 2021/22 season is \$1000 USD.

- If the annual entry fee is not paid on time, the franchise may be revoked or frozen by the league and the franchise will not accumulate any fantasy points until their fee is paid.
- Annual Entry Fee is to be paid 48 hours after the Stanley Cup/Klein Cup is awarded.

**9.2 Fantasy Points** – See Appendix B

**9.3 Roster During Regular Season** - Rosters need to be legal at all times during the regular season or no fantasy points will be accumulated and fines will be assessed.

- Roster Requirements:
  - 23 players on active roster
    - 12-14 Forwards
    - 6-8 Defenders
    - 2 Goaltenders
    - 19 active/4 bench
  - 27 Player Protected List
    - Up to 27 players/prospects of any position (no positional limits)
- Active Roster must remain under salary cap ceiling and above salary cap floor
- Minimum roster to accumulate fantasy points during the season is 12 F, 6 D, 2 G.

**9.4 Salary Cap** – UFHL will follow the same Salary Cap rules as the NHL. If the NHL changes their salary cap numbers, so will the UFHL. Salary caps play the same role in Fantasy Sports as they do in the real world, maintaining parity by ensuring no franchise can corner the market on talent.

**9.5 - Buried Contracts** – If a franchise puts a player on waivers (see 8.8 for waivers) during the season and they clear waivers, that player will go onto their protected list but may have a penalty applied to the franchise's salary cap. The penalty will be determined by using the contract



threshold set by the NHL. If the player that clear waivers has a salary lower than the contract threshold, there will be no penalty to the franchise's salary cap. The current threshold is \$1,075,000 for 2020-21.

## **9.6 Roster During Playoffs** - See Section 9 - Playoff Structure

**9.7 Roster During Offseason** - During the offseason, Franchises can be above or below the salary cap and can go over or under the positional requirements stated above but can not exceed 50 players (23+27). There are no waivers during the offseason. Players can be on the active roster or on the protected list during the offseason but must meet in-season roster requirements at the roster deadline. The UFHL roster deadline will mirror the NHL's roster deadline for declaring a legal opening-night roster. Any players not on the opening-night roster that require waivers in the NHL will also require waivers (auction) in the UFHL in order to start the season on a protected list.

**9.8 Buyouts** - Franchises will have to pay a buyout fee of \$10 in order to buy out a player. Buyouts will follow NHL (CapFriendly) buyout calculator to determine cap recapture penalties, counting towards the franchise's salary cap for future seasons.

- Buyout Window

- Starts the same time as NHL's 1st buyout period - 48 hours after Cup Final
- Ends the same time as NHL's 2nd buyout period

- Franchises can buy out a player from their activer roster or their protected list.

Commissioner will announce to the league via email that the player has been bought out and becomes UFHL property. UFHL will auction off those buyout players prior to next season. Those players will continue to honour their full NHL contract.

- If no one purchases the buyout players in that auction, they remain UFHL property and franchises and/or scouts can contact the commissioner and request to put the player back up for auction again at any time (minimum bid \$25 USD).

- If franchises have a player on their roster that has no NHL contract and did not have an NHL contract the previous season, they can release that player for free without a buyout. This must be communicated and then completed by the commissioner. Those players would also become UFHL property.

**9.9 Waivers** - If a franchise wants to move a player from their active roster to their protected list, they need to put the player through the waiver process UNLESS they are waiver exempt in the NHL. You can check if a player is waiver exempt on CapFriendly.com (waivers calculator tool)

- If the player is waiver exempt, you can move the player down to your protected list with no other actions required.

- If the player is not waiver exempt, the player needs to be put through the waiver process which is stated below.



- If the player clears waivers, the player will go onto the franchise's protected list and a buried threshold penalty may be applied to the franchise's salary cap. (see 8.4 for Buried Threshold)
- If the player is claimed off waivers by another franchise, the franchise who waived the player will get a percentage of the amount that the player was claimed for. (See Appendix A - Revenue Chart for percentage breakdown)

### ***Waiver Process:***

- To place a player on waivers, a franchise will need to email the Commissioner stating the player's name. The Commissioner will put the player up for auction as soon as they can and notify the owners and GMs as to when the player will be available via auction.
- All players placed on waivers go into a 24-hour auction for any franchise to bid on
- If a player is claimed off waivers, the winning bidder pays the franchise who put the player on waivers as well as the UFHL (See Appendix A - Revenue Chart for percentage breakdown)
- When a player is claimed off of waivers, they **MUST** go onto your active roster, you can not put them onto your protected list. If you want the player on your protected list, you would have to put them through waivers again. So you must have room for the waiver claim player on your active roster or immediately make a corresponding roster move.
- Once a player has cleared waivers, they become waiver exempt for 30 days or 10 NHL games played (whichever comes first, 30 days or 10 NHL games for that player). If a player who has cleared waivers is brought back up to the franchise's active roster, they do not have to clear waivers again if they get sent back down unless they have spent 30 days on the active roster or have played 10 NHL games within those 30 days.

**9.10 LTIR** - If a player is placed on LTIR in the NHL, UFHL franchises can request the same to get the LTIR Salary Cap Relief in the UFHL. Franchises can do so by notifying the Commissioner via Telegram or Email. The Commissioner will add in a Salary Cap Relief to the Franchise offsetting the players Salary Cap hit. The franchise is required to notify the Commissioner when the player's LTIR status is removed by the NHL, or if the UFHL Franchise no longer wants the Salary Cap Relief. Failure to remove the LTIR status within 24 hours of the status being removed in the NHL will result in fine and loss of fantasy points.

#### **9.10.1 - LTIR Fine**

- Fine will be applied to the faulting franchise based on their previous number of occurrences
- All periods where player is still under LTIR relief and in an Active roster position during his teams games will have those periods deemed illegal and all fantasy points for those periods will be removed

## **9.11 Free Agents/Free Agency**

### **9.11.1 Free Agents**



- Scouts/Franchises can request any player that is considered a Free Agent at any time (excluding playoffs)
- There are two ways that a player can become a Free Agent:
  - 1) They get bought out and no other franchise buys them in the Buyout Auction.
  - 2) When they are pending UFAs, the franchise releases them from their roster following players before the start of NHL free agency for UFAs or before the NHL qualifying offer deadline for RFAs. (See 8.8.2 - Free Agency)

Process of how to request a Free Agent:

- o Scout/Franchise emails Larry Fisher (scouting@uffsports.com) to request the free agent
  - o Then a 24-hour auction will take place. The scout/franchise that requested the player will have the minimum bid of \$25 USD, the next bidder will have to bid \$30 USD or more.
    - See Appendix A - Revenue Chart for revenue breakdown of free agent sale
- If a franchise buys a free agent during the season, the free agent must go onto their active roster

### **9.11.2 - Free Agency**

- UFHL Free Agency opening day will be the same day as the NHL Free Agency opening day.
- Franchises who have RFAs/UFAs on their roster need to decide if they want to keep their RFA/UFA and take on their new contract OR if they want to walk away from the player
  - RFAs need to be released 24 hours after the player signs their new NHL contract
  - UFAs need to be released 24 hours after the player signs their new NHL contract
  - To release a RFA/UFA, the franchise must communicate the release with the commissioner.
  - Franchises can walk away from/release their free agents (RFA/UFA) any time between the end of playoffs and the above deadlines.
  - When a franchise walks away from a player, they will be added to the UFHL Free Agent Auction, where all RFAs/UFAs who were released will be auctioned off to all 32 franchises.
  - A RFA/UFA who has been released from their franchise will go up for auction once they sign their new contract, NOT before that.
- If a player gets bought in the auction, they will go onto that franchise's roster. (See Appendix A - Revenue Chart for revenue breakdown)



- If a player does not get bought in the auction, they will go to the UFHL Free Agent list and can be claimed off that list by a franchise or scout at any time except during playoffs. (See 8.8.1 Free Agents)

## 9.12 Trades

- all trades must be approved by the league commissioner. If there is a trade that the commissioner is not comfortable approving and requires more input on whether to approve or reject, the commissioner will put the trade to the competition committee (See 8.10 Competition Committee)
- each franchise involved in the trade will have to pay a \$5 USD trade fee (See Appendix A - Revenue Chart for percentage distribution)
- Cash is allowed in trades - no cap (See Appendix A - Revenue Chart for percentage distribution)
- A hockey asset has to be involved on each side of a trade, a trade can not be made simply for cash
- A trade can not be made for “future considerations”
- There is a trade process in place, see below. This process will be changed once gameplay is on our platform.
- Trades can be made during playoffs but if the trade involves a playoff player(s), the trade will not be processed/announced until that player(s) is out of the playoffs.
- **Trade Deadline** – the trade deadline set by the NHL will also apply to the UFHL. The trade deadline will also be the cutoff line for when the prize pool will reset for the next season. The 2021 trade deadline is April 12.
- Trade Rule During Expansion Year ONLY
  - There will be a deadline that prevents a franchise from reacquiring previously traded/waived players. Starting Feb. 1 (for 2020-21 season) in both the NHL and UFHL, any player traded away or lost on waivers from Feb. 1 to July 21 cannot be reacquired until Jan. 31, 2022.
  - This rule is in place to prevent franchises from circumventing the expansion draft. In other words, flipping players to avoid losing them to Seattle/UFHL expansion franchise, then reacquiring them immediately after the expansion draft.

## 9.13 Retired Players

- Retired players remain with the franchise and will go on their Retired List. A franchise owns a player forever. This retired player can be used in the future to generate revenue for the franchise by being sold/auctioned to the Legends League (See Section 19 - Legends League)

## 9.14 Competition Committee

- The competition committee is put in place to assist the commissioner on approving trades when needed. Owners and/or GMs can be part of the competition committee.
- The committee is put in place to ensure that no trades involve collusion, no trades are significantly lopsided, and to ensure that a franchise isn't selling off their assets and making their team non-competitive just to make a profit.



- The competition committee consists of seven members and will always include the Director of Communications, currently Larry Fisher.
- The rest of the committee will be determined by positions in the standings.
  - These positions in the standings will be offered a place on the competition committee:
    - 5th -10th -15th -20th -25th - 30th
    - Changes every year, except for the Director of Communications
    - If the franchise owner/GM turns down the option to be on the committee, the offer will go to the next lowest, then to the next highest (if 5 turns it down, it goes to 6, if they turn down, then it goes to 4)
    - Need to have a minimum of 3 votes asap
    - More controversial trades can wait for all 7 votes
    - Need to try to vote ASAP
    - Separate Telegram chat for competition committee is in place to discuss trades that have been brought to the committee

### **9.15 Prize Pool**

- The prize pool is progressive and will grow throughout each season.
- The prize pool accumulation runs from one Trade Deadline to the next, shifting to the next season immediately following that season's trade deadline.
- How the prize pool is distributed is determined by the Franchise Owners and GMs. For the 2021 season, the 16 playoff franchises (top four from each division) will receive the top 16 payouts from the regular season as reward for making the UFHL playoffs.
- Owners and GMs can propose changes to the prize pool distribution at the Annual Owners/GMs Meetings. (See Section 13 for Annual Owners/GMs Meeting)
- See Appendix C for 2021 Prize Pool Distribution.

**9.16 Founders' Trophy** - this is the UFHL equivalent of the Presidents' Trophy in the NHL. It is awarded to the regular season champion. There is no physical trophy for the winner, but the franchise will have a trophy icon added to their franchise page on the platform. The trophy was named after the 9 founders of UFF Sports.

### **Section 10 - Playoff Structure**

- The playoff format will always follow the NHL's playoff format.
- There will be a new league added to Fantrax for the playoffs, the playoff franchises will have their players that did not make the NHL playoffs removed from their roster.
- There will be a playoff draft held before the NHL playoffs begin
  - Playoff franchises will draft NHL playoff players from the non-playoff UFHL franchises to fill out their roster, replacing their non-playoff NHL players.
  - Franchises whose players get drafted will earn a percentage of the winnings if their player is on the franchise that wins the Klein Cup



- Klein Cup franchise owner/GM gets 50% of winnings, the other 50% is evenly distributed to the 23 players that are on the Klein Cup-winning franchise.
- The draft is a non-snaking, standard draft
- Draft order is determined by regular season standings, 1st place will get first pick in the draft.
- Point system is the same for the playoffs as it is for the regular season
- **Klein Cup Trophy** - The playoff champion will be crowned the Klein Cup champion. There is a physical cup that will be awarded to the Klein Cup champion, they will get their name engraved on the cup along with all the players on their playoff roster. The franchise will get to keep the cup until the start of the next season when it has to be returned to the founders.
- If the cup does not get returned or is damaged, the franchise owner will be responsible for paying for repairs or for a replacement of the cup. The cup is valued at \$800 USD.
- The trophy was named after the founders who donated the cup: Dave, Jason and Mark Kleinsasser.

### **Section 11 - Fines**

- Franchises will be fined if they do not follow the rules and regulations.
- 100% of the revenue from fines will go directly to a “Fines Prize Pool”. This is a pool that can only be won by franchises that have not received fines throughout the season.
- Here is a list of fines:
  - All franchises must be cap compliant — below the ceiling (\$81.5M), above the floor (\$60.2M) — or will be subject to a fine of \$100 USD. That fine will also be assessed to any franchises who fail to submit their active roster by the UFHL roster deadline in which case the commissioner will set that franchise’s active roster, including waiving players at their discretion.
  - All franchises are allowed 3 call-ups per week — promoting a player from protected list to active roster. All players sent down to the Protected List must clear waivers if waiver eligible (waivers auction must be declared to commissioner). Any violations of those two rules will result in a fine of \$25 USD for a first-time offence, rising to \$50 USD for a second offence and \$100 USD for three or more offences.

### **Section 12 - Auctions**

All auctions for the UFHL will be done on [airauctioneer.com](http://airauctioneer.com). It is free to sign up. This is subject to change, depending on the build of the platform.

- Franchises must use their franchise name or real name when bidding, no aliases allowed.
- Only ONE representative from each franchise can participate in the bidding



- All prices will show up in USD but will need to be paid in SCO on the UFFS platform.
- See Appendix A - Revenue Chart for distribution of revenues from all auctions.

**12.1 Already Drafted Auction** - This has already taken place for the UFHL (August 2020). Franchises had a chance to bid on the top prospects who had already been drafted/signed by NHL teams. This was a chance for franchises to get their protected lists started and to get these top prospects registered on the blockchain prior to scouts accessing the Open Market (Sept. 1). *This was a one-time event and will not happen again.*

**12.2 Buyout Auction** - All players that are bought out by franchises during the buyout window will go into a 24-hour auction. Bidding starts at \$25 USD. Auction will take place prior to the roster deadline for next season.

**12.3 Waivers Auction** - Any player that is put on waivers will be put into a 24-hour auction. Bidding starts at \$25 USD. The annual waiver auction will take place the day before the UFHL roster deadline. Any players put on waivers during the season will also be subject to a 24-hour auction that will start shortly after the franchise announces the player is going on waivers.

**12.4 Open Market/Scout Auction** - If a scout registers a Pro status player, that pro player needs to be sold to a franchise or auctioned to the UFHL within 24 hours. If not, a forced auction will take place with a minimum bid of \$25 USD. If the scout triggers the auction within 24 hours, the scout can set their own minimum bid/starting price. Also, a scout can trigger an auction for Prospect status players that are NHL property (drafted or signed) at any time and can set the minimum bid/starting price. All these auctions are 24 hours. If a scout sets the minimum bid for a Pro status player, that becomes the minimum sale price for that player, including to their affiliated franchise as a direct sale if there are no bids in that auction. That forces scouts to set realistic starting prices and prevents scouts from hoarding NHL players. That rule only applies to Pro status players, not to Prospects.

**12.5 Free Agent Frenzy Auction** - This auction will take place on the same day as opening day of NHL free agency — also known as the Free Agent Frenzy. UFA players who franchises have walked away from will be auctioned for a minimum bid of \$25 USD upon signing their new NHL contract. This auction will be 24 hours.

**12.6 Expansion Franchise Auction** - This is an auction that will take place if the UFHL/NHL add a franchise to the league. The minimum bid will be the average value from the previous 10 franchise sales within that league.

**12.7 Futures Auction** - This annual auction will take place every offseason and feature the projected top 64 prospects from future NHL draft classes — always three years out, so 2024 eligibles in 2021, 2025 in 2022, etc. These prospects are mostly 15 years old, which is the WHL Bantam Draft age group (cutoff date is Sept. 15 of that year, must turn 15 by Sept. 15). This auction is for SCOUTS ONLY and all scouts can bid on every prospect with no minimum or maximum amount of prospects that a scout can purchase. Scouts working for the same agency can pool their resources for the Futures Auction. Starting price for the players will be \$20 USD with minimum increments of \$5 USD (no maximum increment).



## 12.8 Entry Draft Auction

***This auction will take place following the conclusion of the NHL Entry Draft — typically on a Saturday afternoon/evening as a live event.***

- Groupings of five Franchises will be bidding on each draft spot. If a franchise wins a bid on the first overall pick, they will immediately have to announce their player selection before the next grouping of five bids on the second overall pick. That process continues for the top 64 draft spots (first- and second-round picks).
- The minimum bids are set by an algorithm, factoring in NHL draft position for the top 64 prospects and scout spending from the Futures Auction for that draft class.
- Each draft spot will be up for auction for 1 minute, extended by 1 minute every time a franchise makes a bid. There are no limits on the number of extensions.
- ***Revenue Breakdown: - See Appendix A - Revenue Chart***

***Process:*** Franchises are grouped in 5s, the 5 franchises that have picks 1-5 will be in the draft room for the 1st overall pick. The 1st pick will go up for bidding, only the franchises holding the 1-5 draft positions can bid on this pick. After the 1st pick is gone, the 2nd pick goes up for auction and the franchise that purchased the 1st pick is removed from the draft room, while the remaining four are joined by the franchise with draft position 6 to bid on the 2nd overall pick. This process will repeat right through to the 64th draft spot. A franchise does not have to bid on any picks if they do not want to and they can trade their draft picks at any time, including during this auction. (See if a pick is passed below)

### ***Breakdown:***

Picks 1-60 will be bid on by groups of 5

Pick 61 will have 4 franchises bidding

Pick 62 will have 3 franchises bidding

Pick 63 will have 2 franchises bidding

Pick 64 will go to the remaining franchise in the draft room for the minimum bid

***If a pick is passed on:*** If there are no bids on a draft spot, the franchise with the highest draft position among that grouping will be removed from the draft room. That franchise will have 1 hour following the completion of this auction to select a player for the minimum bid at that draft spot. If the franchise passes on that draft spot or the 1-hour time period expires, the pick will be forfeited.

- o If the 10th pick is up for auction, and teams 2, 7, 10, 11, 14 are in the draft room, the franchise with the number 2 draft position will be removed from the draft room with the option to select a prospect for the minimum bid at that



draft spot according to the algorithm. If they pass on selecting a prospect at that minimum bid, they will forfeit their draft pick.

**Trades:** Trades WILL be allowed during the Entry Draft Auction. All trades must be submitted in a timely manner before the draft picks being traded are up for auction. Trades must be agreed upon by both parties and then announced in the Trade Talk chat on Telegram to be approved and processed. Trade fees do not have to be paid until after the auction. Your trade fees will be added to the price of the players you purchased in the auction.

**Payment:** Done on platform in SCO.

### **Section 13 - Changes to Rules/Owners' Meetings**

- There can be no rule changes or new rules added during the season.
- Any rule changes or additions need to be tabled at the annual Owners/GMs Meetings in the offseason.
- Rule changes or additions will be voted on and require 2/3 of the Franchises to vote in favour of the change/addition for it to be implemented in the UFHL.
- Each franchise only gets one vote. If a franchise has an owner and a GM, they can only vote once.
- There may be some rules or regulations that the founders will decide on and will not be put to a vote. This is to prevent proposed changes that may inhibit the growth of the league and platform — the founders will always maintain and uphold the best interests of the league and platform when rule changes or additions are presented.
- There will be annual Owners/GMs Meetings held over multiple weeks in the offseason, depending on the amount of agenda items to be discussed (5 items per meeting).
- There will also be a midseason Owners/GMs Meeting following the annual trade deadline. That meeting will discuss the current season and lay the groundwork for potential topics at the offseason meetings. No changes will occur at the midseason meetings.
- The midseason meeting will discuss the annual entry fee for the next season, which will be voted on following that midseason meeting. The result of that vote will provide franchises with months to prepare for their next entry fee.
- All franchises are expected to be in attendance for these meetings.
- Meetings will be conducted online through video conferences but may be in-person events in the future.
- League executives will take meeting notes for franchises that are unable to attend.

### **Section 14 - Merchandise**

UFF Sports has an online store where you can purchase merchandise for all 32 UFHL franchises and all scouting agencies, plus UFF Sports branded merchandise.

- You can pay by credit card or ZIL on the store website (eventually SCO)



- Each franchise is responsible for advertising their apparel and merchandise — franchises get a percentage of merchandise sales with their franchise logo on it
- See Appendix A - Revenue Chart for the revenue breakdown for merchandise sales
- This is the link to the online store:
  - <https://ufhl-shop.myshopify.com>

## **Section 15 - Social Media**

**14.1 UFF Sports Social Media** - UFF Sports has official accounts on Twitter, Facebook, Instagram, LinkedIn and Parler. There will be a Twitter account for each league, the UFHL has a Twitter account (@ufhleague).

**14.2 UFHL Franchise Social Media** - All franchises in the UFHL are encouraged to have an active Twitter account. It is not mandatory but highly recommended for increasing the value of each franchise by growing their following. Franchises will receive rewards (game tokens) for having an active social media presence, specifically Twitter, and for promoting their franchise and the league.

**Section 16 - Expansion of UFHL** - The UFHL will only expand the number of franchises in the league if the NHL further expands their league. UFHL expansion will always mirror the NHL expansion process.

- For the 2021-22 season, a 32nd franchise (Seattle Kraken) will be added to the NHL, therefore a 32nd franchise will be added to the UFHL.
- An auction will take place for any expansion franchise, with that auction ending on or around the same date that the NHL expansion franchise makes their final payment to officially join the league. The winning bidder will be awarded the UFHL franchise.
- Expansion Draft in the UFHL will work exactly the same as the NHL expansion draft. All the dates will also correspond with the NHL. All this information can be found on the CapFriendly website (reference Expansion FAQ and Seattle Simulator Tool).
- See Appendix A - Revenue Chart for the breakdown of revenue distribution from the Expansion Franchise Auction.

## **Section 17 - UFHL Google Sheets**

The UFHL Google Sheets is where all the league information will be tracked and archived until the UFFS platform is launched and fully functional. Gameplay is hosted on Fantrax.com.

Link to UFHL Google Sheets:

[https://docs.google.com/spreadsheets/d/132rBMluPxJNXHdzFEzgh8DvjxDeOGccWP6OSTKp\\_aec/edit#gid=1625868872](https://docs.google.com/spreadsheets/d/132rBMluPxJNXHdzFEzgh8DvjxDeOGccWP6OSTKp_aec/edit#gid=1625868872)

Tabs included in the spreadsheet: Division Alignment, Franchise Contact Information, GM Contact Information, Scout Information, Rosters/Protected Lists (both UFHL & UFAHL),



Draft Pick Chart, Scout Owned Prospects, UFHL Free Agents, Trades, Trade Bait Board, UFHL Power Rankings, 2021 Draft Rankings, Entry Auction Algorithm, Auctions History, Revenue Chart, UFHL Prize Pool, UFHL Transaction Log, UFAHL Transaction Log, Callups, Waivers Tracker, NHL Stars of Week/Month

**Section 18 - Staking/Betting - Coming Soon**

**Section 19 - Zilliqa, SCO - Coming Soon**

**Section 20 - In-game Token - Coming Soon**

**Section 21 - Legends League - Coming in the Future**





# Appendices



### Appendix A - Revenue Chart

Transaction Type	Transaction Description	Minimum	Example \$	Revenue Splitting Percentages				Revenue Amounts Based on Example \$				Notes
				UFHL	Prize Pool	Scout	Franchise	UFHL	Prize Pool	Scout	Franchise	
Player to Scout	Player Registration	\$ 20.00	\$ 20.00	90%	10%			\$ 18.00	\$ 2.00	\$ -	\$ -	
Player to Scout	Annual Futures Auction	\$ 20.00	\$ 300.00	100%				\$ 300.00	\$ -	\$ -	\$ -	
Player to Scout	Scout to Scout Sale of Prospect	\$ 20.00	\$ 20.00	10%		90%		\$ 2.00	\$ -	\$ 18.00	\$ -	
Player to Scout	Scout Trade of Prospect (each Scout)	\$ 5.00	\$ 10.00	100%				\$ 10.00	\$ -	\$ -	\$ -	
Player to Scout	Scout Trade - \$\$ Involved	No Minimum	5,000	10%		90%		500	0	4,500	0	
Player to Franchise	Annual Entry Auction	Algorithm	\$ 300.00	5%	5%	90%		\$ 15.00	\$ 15.00	\$ 270.00		
Player to Franchise	Scout triggered Auction of Prospect	\$ 25.00	\$ 300.00	5%	5%	90%		\$ 15.00	\$ 15.00	\$ 270.00	\$ -	Scout can set to any value above minimum
Player to Franchise	Scout Direct Sale to Franchise	\$ 25.00	\$ 25.00	10%	10%	80%		\$ 2.50	\$ 2.50	\$ 20.00	\$ -	
Franchise Transaction	Trade Fee (each Franchise)	\$ 5.00	\$ 10.00		100%			\$ -	\$ 10.00	\$ -	\$ -	
Franchise Transaction	Trade - SCO Coin Involved (SCO)	No Minimum	5,000	5%	15%		80%	250	750	0	4,000	
Franchise Transaction	Free Agent Signing	\$ 25.00	\$ 25.00	10%	90%			\$ 2.50	\$ 22.50	\$ -	\$ -	Players from Buyout etc.
Franchise Transaction	Waiver Claim	\$ 25.00	\$ 25.00	10%	30%		60%	\$ 2.50	\$ 7.50	\$ -	\$ 15.00	
Franchise Transaction	Player Buyout	\$ 10.00	\$ 10.00	10%	90%			\$ 1.00	\$ 9.00	\$ -	\$ -	Salary Cap Implications Apply
Franchise Transaction	Retire Player - return to Active Roster	\$ 10.00	\$ 10.00	10%	90%			\$ 1.00	\$ 9.00	\$ -	\$ -	No fee to retire player
Retire Player	Auction of Retired Player	No Minimum	\$ 100.00	5%	5%	90%		\$ 5.00	\$ 5.00	\$ -	\$ 90.00	
Retire Player	Direct Sale of Retired Player	No Minimum	\$ 100.00	10%	10%	80%		\$ 10.00	\$ 10.00	\$ -	\$ 80.00	
Franchise Sale	Franchise Sale to new Owner	TBD	\$ 200.00	10%		90%		\$ 20.00	\$ -	\$ -	\$ 180.00	
Franchise Sale	Franchise Sales (Expansion)	TBD	\$ 2,000.00	\$ 200.00		Remainder		\$ 200.00	\$ -	\$ -	\$ 1,800.00	SPLIT to Pre-Expansion Franchises
Franchise Sale	Franchise Auction - defunct Ownership	TBD	\$ 1,000.00	\$ 200.00		Remainder		\$ 200.00	\$ 800.00	\$ -	\$ -	
Merchandise Sales	Franchise Merch - Profit	TBD	\$ 40.00	20%		80%		\$ 8.00	\$ -	\$ -	\$ 32.00	
Merchandise Sales	UFFS/UFHL Merch - Profit	TBD	\$ 40.00	100%				\$ 40.00	\$ -	\$ -	\$ -	
FUTURE - Staking	FUTURE - Staking Total Return (SCO)	TBD	20,000	10%		10%		2,000	0	0	2,000	Remaining 80% back to staker on a win
Fees	Scout Registration Fee	\$ 20.00	\$ 20.00	100%				\$ 20.00	\$ -	\$ -	\$ -	One Time Fee
Fees	Annual League Fee	\$ 200.00	\$ 200.00	10%	90%			\$ 20.00	\$ 180.00	\$ -	\$ -	Annual Fee
<b>No Longer Applicable</b>												
Player to Scout	Already Drafted Auction	\$ 25.00	\$ 300.00	\$25	Remainder			\$ 25.00	\$ 275.00	\$ -	\$ -	
Player to Franchise	Already Drafted Auction	\$ 25.00	\$ 300.00	\$25	Remainder			\$ 25.00	\$ 275.00	\$ -	\$ -	
Player to Franchise	Entry Auction - 2020	\$ 25.00	\$ 300.00	\$25	Remainder			\$ 25.00	\$ 275.00	\$ -	\$ -	

### Appendix B - Fantasy Points Structure/Scoring System for the UFHL

Group	Category		Assign Points
SkT	Plus/Minus	+/-	0.5
SkT	Assists	A	2.5
SkT	Goals	G	2.5
SkT	Game-winning Goals	GWG	1
SkT	Giveaways	Gv	-0.1
SkT	Hits	Hit	0.25
SkT	Penalty Minutes	PIM	0.5
SkT	Power Play Points	PPP	0.5
SkT	Shots on Goal	SOG	0.2
SkT	Short-Handed Points	SHP	1
SkT	Takeaways	Tk	0.1
Goal	Assists	A	2.5
Goal	Goals Against	GA	-1
Goal	Goals	G	2.5
Goal	Losses	L	-1
Goal	Overtime Losses + Shootout Losses	OL+ShL	-0.5
Goal	Overtime Wins	OW	2.5
Goal	Penalty Minutes	PIM	0.5
Goal	Shutouts	SHO	2
Goal	Shootout Wins	ShW 🏆	2.5
Goal	Saves	SV	0.2
Goal	Wins	W	2.5



**Appendix C- 2021 Prize Pool Distribution**

<b>Founders' Trophy Winner</b>	<b>24.80%</b>
Regular Season 2nd	10.75%
Regular Season 3rd	8.15%
Regular Season 4th	6.65%
Regular Season 5th	5.40%
Regular Season 6th	4.45%
Regular Season 7th	3.75%
Regular Season 8th	3.15%
Regular Season 9th	2.70%
Regular Season 10th	2.35%
Regular Season 11th	2.10%
Regular Season 12th	1.90%
Regular Season 13th	1.75%
Regular Season 14th	1.65%
Regular Season 15th	1.55%
Regular Season 16th	1.50%
Regular Season 17th	0.75%
Regular Season 18th	0.70%
Regular Season 19th	0.65%
Regular Season 20th	0.60%
Regular Season 21st	0.30%
Regular Season 22nd	0.28%
Regular Season 23rd	0.26%
Regular Season 24th	0.24%
Regular Season 25th	0.22%
Regular Season 26th	0.20%
Regular Season 27th	0.18%
Regular Season 28th	0.16%
Regular Season 29th	0.14%
Regular Season 30th	0.12%
Regular Season 31st	0.10%
Gretzky Divison Winner	0.25%
Lemieux Divison Winner	0.25%
Orr Division Winner	0.25%
Howe Divison Winner	0.25%
GM of Year	Set Amount
Hart	Set Amount
Ted Lindsay	Set Amount



Art Ross	Set Amount
Rocket Richard	Set Amount
Norris	Set Amount
Vezina	Set Amount
Calder	Set Amount
Selke	Set Amount
Jennings	Set Amount
Lady Byng	Set Amount
Conn Smythe Winner	Set Amount
<b>Klein Cup Champion</b>	<b>5.50%</b>
Legends Conference Champion	1.00%
Allan Conference Champion	1.00%
Conference Semifinal Playoff Round Win	0.50%
Conference Semifinal Playoff Round Win	0.50%
Conference Semifinal Playoff Round Win	0.50%
Conference Semifinal Playoff Round Win	0.50%
Conference Quarterfinal Playoff Round Win	0.25%
Conference Quarterfinal Playoff Round Win	0.25%
Conference Quarterfinal Playoff Round Win	0.25%
Conference Quarterfinal Playoff Round Win	0.25%
Conference Quarterfinal Playoff Round Win	0.25%
Conference Quarterfinal Playoff Round Win	0.25%
Conference Quarterfinal Playoff Round Win	0.25%
NHL Weekly 3 Stars	Set Amount
NHL Monthly 3 Stars	Set Amount
NHL Monthly Rookie	Set Amount
NHL First Team All-Stars	Set Amount
NHL Second Team All-Stars	Set Amount
NHL All Rookie Team	Set Amount

