



PROJECT LLAMA

CBA 2023

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1.0 ROSTERS	2
2.0 CONTRACTS	3
3.0 SALARY CAP	5
4.0 MINOR LEAGUES	6
5.0 WAIVER WIRE	6
6.0 TRADES	7
7.0 SALARY RETENTION	7
8.0 INJURED RESERVE	8
9.0 OFFER SHEETS	8
10.0 ENTRY LEVEL DRAFT AND FREE AGENT FRENZY	9
11.0 SCORING SYSTEM	10

1.0 ROSTERS

1.1 Active Roster Limits

A team must always meet the positional requirements outlined below.
Players must be earning an NHL salary to be eligible for the active roster.
Teams are limited to a maximum number of games played per season per position.
Maximum GP for skaters is calculated at 82 games per active roster slot per position.

Once a position has reached its maximum GP in a season, points will no longer be earned at that position. It is possible to exceed maximum GP if more players are playing on the night you will reach the maximum. In the event you go over the maximum games played, the commissioners will keep your best results from that day and zero out the extra.

Active roster minimum: 20 (18 skaters + 2 goalies)
Active roster maximum: 23 (18 skaters + 2 goalies + 3 reserve)

Active roster maximum may be exceeded the day of trade deadline for the remainder of the season.

ACTIVE ROSTER					
DRESSED ROSTER					Reserve
Centre	Winger	Defense	Goalie		
Players	4	8	6	2	0-3
Max GP	328	656	492	120	

1.2 Minor League

Minor league rosters may consist of a maximum of thirty (30) players on contract for the purpose of development or depth and may be called up to your active roster (*see section 5.0*).
Minor league rosters may also consist of players drafted at the entry level draft who do not yet have a contract. Since these players are not on a contract, they do not count towards your 50 contracts.
Combining your contract and non-contract players may not exceed 90 total players.

1.3 Injured Reserve

See section 8.0.

1.4 Lineup Lock Time

Players are locked individually each day 1 minute before the start of their game.

1.5 Age

Many rules or limitations in the league make a reference to the player's age.
The player's age is always calculated as of September 15th of the current season to prevent a player's age from changing during the season.
Fantrax will show the player's actual age so all player's ages will be tracked on the Project Llama website.

1.6 Free Agency

From the start of the season and up to the trade deadline, GMs may claim a player off Free Agency.
If a player is 28 or older and thus requiring a M-NMC (modified no-movement clause) you must have the appropriate cap space and roster spot on the active roster.
Once claimed, GMs must sign these players to a valid contract by submitting the details to a commissioner.
Players acquired on free agency may go directly to the minors if they do not have an active M-NMC.
Players signed on trade deadline day may ignore the 23-man roster limit.

2.0 CONTRACTS

2.1 Contract Types and RIGHTS

2.1.1 Entry Level Contract (ELC)

Max Length	1 – 3 years (age 18-21) 1 – 2 years (age 22-23) 1 year (age 24)
Max Contracts	Players may only ever have 1 ELC
Clauses	None
Buyout Eligible	No
Waivers Eligible	Exempt
Season Start	Active Roster or Minors

2.1.2 Standard Player Contract (SPC)

Max Length	7 years 8 years (if player ended prior season on roster)
Max Contracts	3 (if any SPC expires at age 28 or older, player is UFA) 1 (if acquired via Free Agency or Free Agent Frenzy)
Clauses	M-NMC (applied to contract years age 28 or older) NMC (offered during Free Agent Frenzy)
Buyout Eligible	Yes (<i>see section 3.3.3</i>)
Waivers Eligible	Yes Cap hit penalty if 28 or older (<i>see section 3.3.4</i>) Waiver exemption granted if 27 or younger
Season Start	Active Roster or Minors (age 27 or younger) Active Roster only (age 28 or older)

2.1.3 35+ Contract (35+)

Max Length	2 – 3 years (age 35 or older)
Max Contracts	1
Clauses	NMC
Buyout Eligible	Yes (no cap relief)
Waivers Eligible	No
Season Start	Active Roster

2.1.4 Player's Rights (RIGHTS)

Players drafted at the Entry Level Draft will have their rights retained for up to 4 years. These players are not eligible to play on an active roster until signed to an ELC.

If a GM decides to not sign a player by the RFA deadline and is in the 4th and final year of owning his rights, that player will become an Unrestricted Free Agent (UFA).

Russian born players will have their rights retained indefinitely.

2.2 Contract Limits

A team may not exceed 50 contracts at any time (including active roster, reserves, IR, LTIR, and minors).
Players drafted into RIGHTS do not have a contract and do not count towards this limit.

2.3 M-NMC and NMC

At the start of every season, contracts with an active M-NMC (modified no-movement clause) or NMC (full no-movement clause) must be on the active roster.

Contracts without a M-NMC or NMC may start on the active roster or in the minors.

Contracts with a NMC may not be put on waivers to be assigned to the minors.

Contracts with a M-NMC may be placed on waivers. If the player clears, they will be assigned to the minors and incur a Cap Hit Penalty.

M-NMC are automatically included on any contract years where the player is 28 or older.

NMC are automatically included on any 35+ contracts.

NMC may be offered to players at Free Agent Frenzy during the bidding process.

Players signing a 2-to-3-year contract at age 35 or older are considered veteran players. These players will receive a 35+ contract and a full NMC.

2.4 Contract Limitations

Players may only ever receive one ELC.

Players may sign up to a total of 3 SPCs. If an SPC expires at age 28 or older the player will expire as a UFA.

Players sign at Free Agency and Free Agent Frenzy may only receive 1 SPC and will expire as a UFA.

Contract extensions can be submitted to a commissioner any time starting in the final contract year.

2.5 Contract Buyouts

Non-ELC contracts can be bought out during the buy out window. The player must be earning an NHL salary.
If a contract has an unknown cap hit for a portion of the contract, the cap hit at the time of the buyout will be used to calculate the total penalty.

Players will be put on waivers upon initiating a buyout. If the player is claimed, no cap hit will be incurred.

2.6 Retired Players or Career Ending Injuries

If a player retires, moves to another professional league, or has a career ending injury that player may be moved to IR and his contract will remain intact.

After 10 weeks on IR, these players may then be placed on LTIR.

If the player returns to the NHL while on LTIR, GMs will choose to either continue the contract or sit the player out for the remainder of the season.

If by the following season the player has not resumed skating, the contract may be terminated.

2.7 Franchise Players

GMs may designate up to 2 players at a time as a Franchise Player. These players may sign an in-season extension even if their expiring contract ends as a UFA (Unrestricted Free Agent). Once this new extension expires, the Franchise Player will become a true UFA.

Tagging a player as a Franchise Player must adhere to the following rules:

- ❖ The maximum term on an extension is 3 years.
- ❖ GMs must not exceed 2 Franchise Players in any single season.
- ❖ GMs must sign this extension between trade deadline and the final day of the season.
- ❖ Players will receive a full NTC (No-Trade Clause) for the entire duration of their contract.
- ❖ An NTC also includes a full NMC (No-Movement Clause) and may not be placed on waivers.
- ❖ Players must be aged 28 or older during the first year of the extension.
- ❖ GMs may buyout a Franchise Player following regular buyout rules.

3.0 SALARY CAP

3.1 Limits

The salary cap will only be enforced during the season to allow GMs full flexibility during the off season. Salary cap limits will be calculated by using the NHL salary cap according to the table below:

	2023 Season	Modifier
Salary Cap	\$125,250,000	150% of NHL Cap
Salary Floor	\$92,550,000	150% of NHL Floor
Bury Cap Relief	\$1,150,000	Player's Cap Hit – (NHL minimum salary + \$375,000)

3.2 Salary Cap Contributors

The following will contribute towards your salary cap during the season:

- ❖ Active Roster
- ❖ Reserves
- ❖ Cap Hit Penalties (buyouts, buries and retentions)

3.3 Cap Hit

3.3.1 Details

The cap hit of a player is always equal to that player's NHL cap hit and is subject to change if the player signs a new contract in the NHL. GMs will be required to manage these changes throughout the duration of your contract with the player.

3.3.2 Cap Hit Penalty

The following rules apply to cap hit penalties:

- ❖ A cap hit penalty will be applied when buying out a contract.
- ❖ A cap hit penalty will be applied when assigning a player with an active M-NMC to the minors.
- ❖ A cap hit penalty will be applied when a team retains salary during a trade (*see section 7.0*).
- ❖ Penalties for minor league assignments are removed at the end of the season or if the player is called back up to the active roster during the season.
- ❖ Cap hit penalties will not apply if the player is claimed off waivers.

3.3.3 Buyout Cap Hit Penalty Values

Age	Buyout Penalty Per Year Remaining
18 - 27	1/3 of player's cap hit spread over twice the years remaining
28 - 34	2/3 of player's cap hit spread over twice the years remaining
35+	Full cap hit applied

Example: If a player is 28 with a \$6,000,000 cap and 3 years remaining on his contract. Buying out his contract will incur a cap hit penalty of 2/3 of his cap hit (\$4 M) for each year remaining (3 years) totaling \$12,000,000. This will be divided over 6 years with a cap hit penalty of \$2,000,000 a year.

3.3.4 Buried Contract Cap Hit Penalty Values

Assigning a 1WC to the minors will incur cap hit penalty while that player remains in the minors.

Buried Contract Cap Hit = Player's Cap Hit – (NHL minimum salary + \$375,000)

Example: If a player's cap hit is \$6,000,000, assigning him to your minors will incur cap hit penalty of \$4,850,000 based on the NHL minimum salary of \$775,000 for the 2024/2025 NHL season plus \$375,000.

4.0 MINOR LEAGUES

4.1 Minor League Eligibility

Active roster players on an SPC may be placed on waivers and assigned to the minors.

Players with a M-NMC will incur a cap hit penalty upon clearing waivers.

Players with a M-NMC can start the season in the minors if they pass through waivers prior to season start.

Players with a NMC are not eligible to go on waivers and cannot be assigned to the minors.

Players without an active clause (or an ELC) may start the season in the minors.

Players without a contract (RIGHTS) must start the season in the minors.

4.2 Waiver Wire Exemptions

Some players are waiver exempt or can gain waiver exemption throughout the season (*see section 5.2*).

4.3 Minor League Call Ups

A GM may call up a player on contract from the minor leagues to the active roster.

Any player returning to the minors who is not waiver exempt (*see section 5.3*) must pass through waivers.

4.4 Minor League Assignment

To assign a player to the minors a GM must drop the player from his team on Fantrax (unless exempt).

Once cleared a commissioner will place the player back in your minors and apply a cap hit penalty if applicable.

If the player is exempt from waivers a GM may move the player to their minors without dropping the player.

4.4.1 Minor League Assignment Resolution

4.4.1.a Player Claimed

If a player is claimed by another team, he will be transferred to the acquiring team's active roster and inherit his cap hit and contract.

4.4.1.b Player Cleared

If a player is not claimed by another team, the player will temporarily become a free agent and will be manually moved to the owner's minor league team by a commissioner and have a cap hit penalty applied if applicable.

5.0 WAIVER WIRE

5.1 Rules

Players who are dropped for assignment to the minors must first go through waivers unless exempt.

A player will remain on waivers for a minimum of 24 hours and processed at 3:00 PM following this minimum.

GMs will have an opportunity to put in claim for these players and inherit their contract.

The claiming team must have space on their 23-man roster, available cap space and compliant with roster limitations (position, maximum contracts, etc.).

GMs can choose to drop a player as part of the claim on Fantrax to create roster or cap space. This player will not be dropped if the waiver claim was unsuccessful.

Commissioners will have a zero-tolerance policy. If a successful waiver claim creates an illegal roster.

The claim will be reversed and awarded to the runner up, if applicable.

5.1.1 Waiver Wire Claim Resolution

5.1.1.a Claim Successful

If a claim was successful, the player will be added to the active roster.

If a player was dropped as part of the claim, they will be placed on waivers.

5.1.1.b Claim Unsuccessful

A claim may be unsuccessful if team with a higher waiver priority submitted their own claim or the claim would have caused an illegal roster.

Failed claims will be visible on Fantrax and announced.

5.2 Trading a Claimed Player

A player with multiple waiver bids must first be offered to the GMs (in reverse standings) with failed waiver claims before being eligible to be traded.

5.3 Waiver Wire Exemptions

A player being assigned to the minors will be exempt from waivers under the following conditions:

- ❖ Players on an Entry Level Contract (ELC).
- ❖ Players called up for purpose of replacing an injured (IR) or suspended (Susp) player.
- ❖ GMs claiming back a player previously lost to another team via waivers earlier in the season.
- ❖ A player without an active clause who previously cleared waivers.

Players will lose their exemption after 10 additional games played or after 30 days, whichever comes first.

5.4 Waiver Wire Priority

Reverse standings from the previous season will be used until November 1.

6.0 TRADES

6.1 Rules

All trades must follow the guidelines below:

- ❖ Future draft picks can be traded up to 5 years and 7 rounds.
- ❖ Conditional draft pick stipulations must be noted in trade details window.
- ❖ Salary retention conditions must be noted in the trade details window.
- ❖ Players involved in a trade must be assigned to their original location (active roster or minors).
- ❖ Commissioners require adequate time to review and confirm the trade.
- ❖ Future considerations can be traded instead of including a player or draft picks.

6.2 Trade Deadline Day

Trade Deadline will occur at 10:00 PM on a day shortly after the NHL's Trade Deadline.

The 23-man roster limit will be removed the day of trade deadline.

After the deadline, trading and free agency will be locked for the remainder of the season.

7.0 SALARY RETENTION

7.1 Rules

A salary retention transaction must follow these guidelines:

- ❖ Players may not be retained upon by multiple teams.
- ❖ Players will become an Unrestricted Free Agent (UFA) upon expiry of their contract.
- ❖ Players signed after the start of the season are not eligible for retention.
- ❖ Teams cannot reacquire a player with retention for 1 calendar year **unless the contract expired**.
- ❖ Retention must extend the remaining term of the contract.
- ❖ **If a player has an extension signed, retentions must consider both contracts.**
- ❖ Salary retentions on contracts that are later bought out will be subject to a buyout penalty.

7.2 Limits

Teams may not exceed the following limitations:

- ❖ A maximum of 3 players with retention may be on a team at any given time.
- ❖ A maximum of 3 players may be traded away with retention per team at any given time.
- ❖ Total retained cap hit may not exceed 7% of the salary cap on the retaining team or receiving team.
- ❖ A maximum % of a player's cap hit may be retained according to the chart below:

Years Remaining	Maximum Retention
1	50%
2	30%
3	10%

8.0 INJURED RESERVE

8.1 Rules

GMs may move players designated on Fantrax as IR or Suspended into an IR position on their roster.

One call-up from the minors is allowed per player on IR.

IR call-ups must be made at the time the injured player is placed on IR.

Players on IR do not count towards a team's salary cap.

IR call-ups do count towards the salary cap and are exempt from waivers when returning to the minors.

Once an injured player is healthy, he must be moved back onto the active roster.

If an IR call-up was used when a player was moved to IR, one IR call-up must be returned to the minors without requiring waivers. This can be any current IR call-up if the roster is made legal.

8.2 Earning IR Eligibility

GMs may decide to place a player on IR after 1 missed game even if Fantrax has not designated the player as IR or Suspended.

Players being placed on IR this way, are locked from returning to an active roster for 7 days starting from the first missed game. This may be done retroactively.

8.3 LTIR (Long-Term Injured Reserve)

Once a player has missed a total of 10 weeks, a GM may designate the player as LTIR.

LTIR players do not count against the salary cap.

If a player returns from his absence, a GM may choose to move him back to their active roster (returning an IR call up if utilized) or sit him out for the remainder of the current season.

If a GM chose to sit a player out for the remainder of the season, the decision is irreversible.

If by the following season the player still has not returned, LTIR may continue to be utilized or the contract may be terminated.

9.0 OFFER SHEETS

9.1 Rules

Offer sheets can be submitted during the offer sheet window.

Once a player has received an offer sheet, that player may not receive a second offer sheet.

The player's current GM has until the offer sheet decision deadline to decide to match or exceed the offer.

GMs may avoid offer sheets if all pending RFAs are signed to extensions before the RFA signing freeze.

The picks required for compensation must follow these rules:

- ❖ Be the offering GM's original picks.
- ❖ Be from the next draft year following the upcoming draft.
- ❖ Be from up to an additional year away if multiple picks of the same round.
- ❖ Be the earliest available pick and not be chosen from specific years by the offering GM.

Length	Compensation
1	4th Round
2	3rd Round
3	2nd Round
4	1st and 3rd Round
5	1st, 2nd and 3rd Round
6	1st (x 2), 2nd and 3rd Round (1st rounders can be from next 3 years)
7	1st (x 4) (1st rounders can be from next 5 years)

10.0 ENTRY LEVEL DRAFT AND FREE AGENT FRENZY

10.1 Entry Level Draft

10.1.1 Details

Takes place shortly after the NHL Entry Draft.

Reverse standings, 7 rounds, non-serpentine, 2 minutes per pick, two 2-minute time outs

10.1.2 Rules

GMs will draft 7 rounds using their own and acquired draft picks.

GMs retain the rights to players for up to four years (indefinite for Russian born players).

Players can be drafted from the previous 3 NHL Entry Drafts.

10.2 Free Agent Frenzy

10.2.1 Details

Takes place just prior to the start of the NHL season.

10.2.2 Rules

GMs will take turns nominating a player with an initial contract offer.

GMs may match or beat a contract offer.

Once bidding has concluded, the GM with the best offer will sign the player to the winning contract.

If GMs opt to match a contract offer and bidding has concluded, a separate DKP auction will begin.

DKP is earned each year based on the previous year's standings and nominations.

Players eligible for an ELC must receive an ELC. GMs may not increase the bid to an SPC.

Players receiving an SPC or 35+ will expire as a UFA at the end of their contract.

A M-NMC automatically applies to any contract years where the player 28 or older.

A full NMC may be offered starting with the final year, working backwards, of a contract and supersedes any M-NMC.

The best contract offer will be determined according to the following tie breakers (in order):

- ❖ Length of contract
- ❖ Number of NMC years

***Example:** A GM offers a player a 4-year contract. A second GM does not want to offer a 5-year contract so instead offer a 4-year contract with a full NMC in the final year of the contract. The first GM decides to offer a 4-year contract with a full NMC in the final 2 years of the contract.*

10.2.3 DKP

GMs earn 1 DKP for every player they nominate at Free Agent Frenzy.

DKP is also earned at the end of each season according to the chart below:

Standings	DKP
Top 3	20
Middle 5	25
Bottom 3	30

11.0 SCORING SYSTEM

11.1 Details

Points will be earned daily for your dressed roster. Players on your reserve or minors will not earn points.

Goalies have a few unique scoring attributes. Certain stats have positive or negative values to add or subtract from their point total. Goalies can also score points for goals and assists just as a skater would.

Wins (3 points) and losses (0 points) are modified if the game goes to OT or shootout.

Goals against are tiered based on number of goals conceded. Once a goalie crosses a goals against threshold, all goals against on that night will be calculated at the same tier.

Goalie saves accumulate throughout the game. For each save up to 20, he will receive 0.1 points each. Saves 21 to 35 are worth 0.2 points each and saves 36 or more are worth 0.3 points each.

2.2 Skater Stat Value Breakdown

Stat	Value	Notes
G	3	Goals
A	2	Assists
PPG	+1	Power Play Goals
PPA	+0.5	Power Play Assists
SHG	+2	Short Handed Goals
SHA	+1	Short Handed Assists
GWG	+1	Game Winning Goals
+/-	0	Tier 1 +/- (-1 to +1)
	+/- 1	Tier 2 +/- (-3 to -2, +2 to +3)
	+/- 2	Tier 3 +/- (-4 or worse, +4 or better)

2.3 Goalie Stat Value Breakdown

Stat	Value	Notes
W	3	Regulation Wins
OW	-0.5	Overtime Wins
ShW	-1	Shootout Wins
L	0	Regulation Losses
OL	+0.5	Overtime Losses
ShL	+1	Shootout Losses
SHO	2	Shutouts
GA	-0.6	Tier 1 Goals Against Per Goal (0-2 Goals Against)
	-0.8	Tier 2 Goals Against Per Goal (3 Goals Against)
	-1.0	Tier 3 Goals Against Per Goal (4-5 Goals Against)
	-1.2	Tier 4 Goals Against Per Goal (6+ Goals Against)
SV	0.1	Saves 1 to 20
	0.2	Saves 21 to 35
	0.3	Saves 36+