

RWHA

Rules and Regulations



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GENERAL RULES

LEAGUE

Participation is a must. You need to show up for games, chat with the other GMs, send in lines, and generally slag each other at every opportunity. No one expects you to show up for all the games, but you are expected to make an attempt to show up for more than a couple. If you do not participate, you will lose your team. Guaranteed. Otherwise, here are some things to keep in mind:

- You can only make line changes, goaltender changes, etc. if you attend the games. Exceptions are those people in different countries or time zones—and only then, goalie rotations.
- We have an arbitration board. Use it for things like bad deals, player appeals and attempted coups on the current league management. It probably won't do you any good though. He who controls the flow of information controls the world.
- Punish each other on the Slag Heap but know your audience and the line you shouldn't cross. For some of you, this is easier than it is for others. While the RWHA is a democratic fellowship, the [Slag Heap](#) is not. The League Web Monkey decides what's appropriate and what's not. If you don't like that policy, don't post.
- Rules are voted on and amended, if necessary, each year at the draft, regardless of how many GMs are present. Show up (virtually or in-person) and you'll be able to complain all you want.

LINES

- All lines must be received by 10:00 AM on game days. Game days are every Sunday at 11:30 AM unless otherwise stated. If I

receive your lines after 10:00 AM on the day that games are run, they may not be entered into the sim.

- You can only make line changes, goaltender changes, etc. if you attend the games. Exceptions are those people in different countries or time zones—and only then, goalie rotations.

TRADES

- All trades must be posted in the Trades section of this site. Trades received by 10:00 AM on game days will be processed that day; otherwise, they may not be processed until after the day's games have been run. Trades made after 10:00 AM on game days can only be processed at the games.
- Any futures listed as collateral in a trade must be defined at the time of posting the original trade.
(RE: [#msg2290](http://rwba.net/slag_heap2/index.php?topic=815.msg2290))

PERSONAL PLAYER

Your personal player must not total more than 1110 between the categories CK and LD, inclusive.

The personal player category numbers must be set before the first set of games for each new season.

Things to keep in mind:

- You can change your player's position at any time during the season.
- Your personal player cannot be set as a goaltender.
- Forwards cannot exceed an 85 PA or an 80 SC.
- Defence cannot exceed a 70 PA or a 65 SC.
- PO is automatically set by the sim.
- MO is automatically set by the sim

In total, your personal player is allowed 1110 points across the categories between CK --> LD, inclusive:

CK - Checking
FG - Fighting

DI - Discipline
SK - Skate
ST - Strength
EN - Endurance
DU - Durability
PH - Puck Handling
FO - Face Offing
PA - Passing
SC - Scoring
DF - Defence
PS - Penalty Shot
EX - Experience
LD - Leadership

WAIVERS

Any player who is **25 years or older** or has played **greater than or equal to 120 games** (Forwards and Defencemen) or **60 games** (Goaltenders), is subject to waivers if you send that player to the farm roster at any point, or if you have started the player on the farm roster at the beginning of the regular season.

NOTE: If, during the course of the season, the computer or the league Web Monkey brings up a player due to injury, that player may be returned to the farm team without having to clear waivers.

Most waiver-eligible players will start the season on your pro roster and will count toward the cap until going through waivers or being released outright. For waiver-eligible players starting the season on your farm roster, you must declare those players to be on waivers for 24 hours for the purposes of remaining on the farm.

If a team does not make its waiver declarations at least 24 hours before the first set of games are run, all waiver-eligible players on that team's farm are assumed to be on waivers from 11:00 AM on the Saturday before the first set of games all the way through until the next set of games are run.

The calculation of a player's age and the number of games played is simple. The player's age and games played are taken from that player's real-life NHL stats as listed on the day he is placed on the waiver wire in the RWHA.

Players placed on waivers must remain on waivers for 24 hours. If no claims are made during that window, the player can be moved to the farm team.

Players that are waived less than 24-hours before the running of the week's games are still eligible to be claimed within the 24-hour period. That means that you can't waive a player at 1:00 AM with the hopes that the Web Monkey puts through the changes for the games before anyone notices, but your player remains on the waiver wire for 24 hours regardless. ***Don't confuse the 50-man roster limit deadline of game time Sunday with this one.***

If a team claims a player that is on waivers, that player must be sent to the claiming team's pro roster. In other words, players claimed off waivers should be sent to pro, but if they are sent to the farm they are waiver-eligible for a fresh 24-hour period.

Teams are subject to a limit of one waiver claim per 24-hour period. Claims are on a first-come, first-served basis.

Players who have been released outright are of course eligible to be claimed regardless of age or games played. Claiming teams are subject to a limit of one claim per 24-hour period. Claims are on a first-come, first-served basis.

NOTE: Waiver-eligible players who have been claimed from outright release are still subject to waivers, so should be sent to the pro roster.

Players who are waiver eligible but played in the KHL in the previous year and have no numbers can be put on the prospects list without being claimed on waivers. Submit these cases to the arbitration board to be adjudicated.

All demotions to the farm roster, outright releases, and player claims must be posted in the [Roster Moves & Changes](#) section of the Slag Heap.

SALARY CAP & ROSTER LIMITS

The RWHA salary cap is set at the beginning of each season using a weighted calculation of the current NHL salary cap

- *The 2018/2019 RWHA **Salary Cap** is set at **\$112.1 million**.*
- *The 2018/2019 RWHA **Salary Floor** is set at **\$82.9 million**.*

Each team's total player count consists of the players on the pro roster, farm roster, and prospects list. (Note that the **pro roster limit is 23**.) **The team roster limit is 50 players**. The only time this limit does not apply is from the time the Bohemian Cup winner is crowned through to midnight Sunday before the next season's first games, which also means that this limit doesn't apply during the yearly draft.

Each team roster must be at **50 players or fewer** by game time Sunday of the first week's games. Additionally, each team roster must be at **50 players or fewer** by game time Sunday before each game day during the regular season and playoffs.

Any team that is over the salary cap, under the salary floor, or over the 50-player roster limit at game time Sunday of the first week's games or any subsequent games in the regular season and playoffs (salary cap N/A in playoffs) will forfeit the following picks/players in the upcoming RWHA draft:

- First Violation: 3rd round pick
- Second Violation: 2nd round pick
- Third Violation: 1st round pick
- Fourth Violation: You will forfeit players to bring your team below the cap or to the roster limit. Decisions on penalties for a fourth violation will be made by the Arbitration Board. Any players selected will re-enter the draft for the following season. Grace periods are not granted

Example: if a team makes a trade on Thursday and are then over the cap, they must make the appropriate adjustments by game time Sunday before the start of games.

You can make trades or waiver claims mid-week that put you over the 50-player limit, but you must have your team roster at 50 or fewer by game time Sunday before the games.