

Everyone, especially the new guys, please go over the rules.

Collective Bargaining Agreement

This contract states all the rules and regulations of TUFHL. (The Ultimate Fantasy Hockey League)

Owner's Summary:

The Ultimate Fantasy Hockey League is a fantasy league that simulates the real world of hockey. General Manager's create and operate franchises just as one would in the National Hockey League. Each season they strive to win TUFHL's Stanley Cup.

SLACK Communication App- Mandatory for every GM. Link will be provided when a GM is accepted into the league.

BEHAVIOR:

This league is designed for entertainment purposes only. The goal of TUFHL is for every owner to thoroughly enjoy the experience of acting like a real NHL General Manager. However, if your idea of fun includes (but not limited to): team collusion, cheating, lying, running multiple teams or causing distress to any other GM via rude emails, message board postings, threats or by just not respecting another person's belief, you will promptly be removed from this league - no questions asked (**unless your name is Rodo**). Whenever the "fun quotient" of the majority is compromised by the inappropriate behavior of the minority, this league ceases to be entertaining. Please keep that in mind.

LEAGUE EXECUTIVE:

With the exception of the Commissioner and Deputy Commissioner, League Executive Positions are filled by acclamation or election. The Commissioner will publish job descriptions and a call for nominations/applications.

League Executive: Randy Blake

League Founders: Randy and Kirk Blake

Technical Advisor(s): Kirk Blake

Commissioner: Randy Blake

League Advisor(s): The all-knowing Steve White and partially knowledgeable but not afraid to ask questions Remi Rainville. Plus that Jake guy.

League Advisors provide Mentoring and advice regarding CBA interpretation, plus other duties as required.

The Commissioner may recruit other General Managers to assist with miscellaneous projects.

TUFHL EXECUTIVE RENUMERATION:

At season's end, The Directors and League Advisor(s) will be rewarded with an honorarium of \$1,000,000 TUFHL Dollars.

LEAGUE OPERATED TEAMS:

Should a team become vacant, the league will operate the team until a General Manager has been hired. The League will act in the best interest of the team. The League will conduct business (drafts, financial decisions and so on) for the team as though a General Manager were in place. **The team will not make trades until a new GM is appointed.**

PARTICIPATION PAY:

If a GM takes an active interest in making the league more entertaining they will be financially rewarded. Such rewards can be paid out to GM's who assist to run drafts, run All Star Game, mentoring of new GM's, writing league articles (ie. Trade Review, Spotlight, 5 minutes of fame...etc). An award to all GM's who we feel participated at a certain level will be awarded \$1,000,000.

GENERAL MANAGER RECRUITMENT:

The League maintains an official waiting list of prospective General Managers, however, referrals from existing General Managers will be considered first. If a current GM refers someone and they are successful in filling a vacant team, the referring GM will receive a "finder's fee" from the league in the amount of \$1 000,000 dollars. If referring someone, contact the Commissioner.

ROSTER RELATED:

1a) GM's are responsible for player management. Moving players between the pro and farm rosters is critical due to injuries and player improvement. Moving players between rosters must be done with the STHS client. GM's are able to set their game roster by submitting a .SHL file using the STHS client which can be found on the web page http://sths.simont.info/Download_En.php, as well as the instructions on how to install and use it.

1b) A team may only have a max of 25 players reside on their pro roster. **However, a GM may hold claim of up to 55 contracts.** Each team has a game roster, which is essentially the pro roster. The pro roster is made up of the game roster and the scratched roster. The game roster consists of 20 players. Players who do not play but are on the pro roster are assigned to the scratches roster. There are limitations to the players that compose the 20 man game roster. Exactly 2 goalies, 3 centers, 3 left wingers, 3 right wingers and 6 defensemen. Then you may select 3 more players at your discretion to put on the game roster. Typically 3 forwards of each position are selected so that your team has 4 lines. You are permitted to change the position of either defensemen or forwards, but you cannot change goalies. Changing a player's position may result in a negative effect on his ability.

1c) GM's are able to set their game roster by submitting an .SHL file using the STHS client which can be found on the web page http://sths.simont.info/Download_En.php, as well as the instructions on how install and use it.

SENDING PLAYERS TO THE FARM:

A player can only have played a max of 10 pro games before having to clear waivers to be sent to the farm. Once they have played their 11th game, they will have to clear waivers. Any player can be sent to the farm team after the start of the season, except those with contracts of more than **\$1,999,999 dollars**).

A player cannot have an OV of 70 or above and be sent down to the farm during the regular season. Goalies 75 and over cannot be sent to the farm. A full Farm roster, with the capability to set complete lines, without recourse to using "unknown player", must be maintained at all times.

Should a GM decide to place a player on waivers or buy him out the GM must notify the league.

RELEASING PLAYERS/BUY OUT:

Should a GM decide to place a player on waivers or buy him out the GM must notify the league.

You may wish to release a player in order to free up money and/or playing time for younger players. The team releasing a player (if he clear waivers) will be required to "buy out" the remaining life of the contract of the player. The team would be required to pay a player 50% of his salary owed. To release a player, send an email to the commissioner, listing the players' name that you want to release. If said player clears waivers, after 48 hours, he is bought out. He will then become a free agent and posted on the unrestricted free agent list with offers being accepted for a period of one week. Players may be called up from the farm team at any time. But if a player plays more than 10 pro games, he must then clear a 48-hour waiver before being eligible to return to the farm.

Each TUFHL team may perform 1 buyout per season of a player making \$2,000,000/per year or more on his contract. Contracts of \$1,999,999 or lower may be bought out as often as desired. The player being bought out is owed 50% of the remaining value of his contract.

TRADES AND CONFIRMATION:

As the General Manager of your team, you may freely trade any asset your team possesses to another team for something in return. You are able to trade players, money and draft picks (current year only). To complete a trade, both parties must confirm the trade on the trade page. Once both GM's confirm the deal, it is final. Trades will be reversed if the trade puts one of the teams over/under the salary cap (except during off season when a team may go 10% over the cap). The General Manager will have until 9pm EST the following night to correct this situation before the Commissioner/Sheriff levies fines. During the season, the Commissioner will process trades through the simmer on a nightly basis, otherwise on a need basis.

The maximum amount of cash that can be traded in any deal is 3 million dollars. **When a trade is submitted, it will not appear on the site until it has been approved by the Commisionner.**

TRADE REVIEW:

The **Commissioner** has the right to review a trade or reverse it if he feels the trade favors one team heavily.

FUTURE CONSIDERATIONS:

There will be no future considerations allowed in any trades as this will only cause problems if a new GM takes over the team.

TRADE DEADLINE:

The trade deadline will be around 80% to 85% of the season has been played. The trade deadline will usually be on a Saturday and will be at 12:00 midnight Eastern Standard Time. The official time is when both teams confirm it. Any trade-confirmed after 12:00 midnight will not be approved. No exceptions. **No UFA can be traded after the trade deadline.**

DRAFT PICKS:

Each team must have 1 pick from the current upcoming draft in its possession at all times (yours or another teams). Only draft picks from the current upcoming draft year can be dealt (this is to protect new GM's that come into the league).

RETIRING PLAYERS:

When a player retires in the NHL, he will retire in our league after the following year. Meaning, when there are no stats for us to re-rate him, he will be removed from the team and **will not** be placed on the prospect list. If a player dies during the season. He will be in our league until he has no stats for us to re-rate.

GM RESPONSIBILITIES:

Lines- I would like to have lines from every team at least once a week, the more the better. This is for one, to show me you are still active and secondly it will help the team. All lines should be uploaded through the website by 9:00pm each game night.

RESPONDING TO TRADE OFFERS/E-MAILS:

On trade offers, the other GM has to respond (within about 48 hours) no matter how one-sided it looks to you. Please do not respond with statements such as "I will look at it" or "I will get back to you". Out of courtesy, please provide an answer as soon as possible. This will allow the offering GM an opportunity to explore or finalize other trades in a timely manner. As well, if for any reason you are unable to respond to trade offers within 48 hours, please post your absence in Slack under the "Away" tab. If it is reported that you are habitually failing to fulfill these duties, this will be considered just cause for fines or at worst case, a GMs dismissal.

BEHAVIOR:

Basically we want no behavior problems. We have a great group of GM's so let's keep it that way. Be civil with each other or risk expulsion from the league. SEE * BEHAVIOR: The Commissioner and/or Executives will not hesitate to remove a GM from the league if he or she is not acting in the best interest of the league. Again, participation is a must, the Commissioner will review all GM's on a regular basis and fire any GM who is not acting or participating in the best interest of their team or the league.

PRESS RELEASES:

These are not mandatory, but again, the success of the league is contingent on YOUR participation and activity. If you have articles/press releases, you can post on the front page (with pictures and so forth). It is my hope that each team will write a one-paragraph team update once per month. **New Gms to the league have to write a mandatory article to introduce themselves. All GMs must write one article per year minimum. These articles will be scheduled in advance to spread out participation throughout the season.**

DRAFTS:

The entry draft will be determined by a draft lottery performed in the off season. The only players eligible to be drafted in our league are A) a player that was taken in the current NHL entry Draft or B) a player that is currently not the property of a TUFHL team and is 21 years of age or older. These are called Diamonds in the Rough. When selecting said player state the players name and beside it put DITR. An example of a DITR would be an undrafted late bloomer or unsigned college kid.

PLAYER DEVELOPMENT:

Understanding Player Ratings

Player Con IJ CK FG DI SK ST DU PH FO PA SC DF EX LD MO PO OV

IJ - injuries	CK - Checking	FG - Fighting	DI - Discipline	SK -Skating
ST – Strength	DU - Durability	PH - Puck Handling	FO -Face offs	PA - Passing
SC - Scoring	DF - Defense	EX - Experience	LD - Leadership	MO - Morale
PO - Potential	OV - Overall			

RATINGS AND RE-RATES:

A player's rating will be based on the NHL stats. The coaches will be rated during the off season along with the players.

SUSPENSIONS:

The simulator will suspend players throughout the season on its own.

FRANCHISE INCOME:

Franchises generate revenue from ticket sales, concessions and through bonuses within the collective agreement. Ticket sales are based on the performance of the team and the ticket price. Teams make money by having some franchise players (players rated 80+) or by having a good win %. These things affect how the crowds will come to your games. Original amount used as a ticket price is \$25, if you raise your price up to much and do not have a good team, not as many people will come to see the games. Ticket prices will be capped at \$300.

The average ticket price generally runs from 35 to 200 dollars depending on what level they are in. After all, we still want a family to be able to come.

TEAM RESERVE FUND:

A very important caution again is that teams are expected to carry a positive cash flow of at least one million dollars. The Reserve Fund is because the simulator has problems with negative funds. So, if you are making trades that involve cash, the GM must keep a minimum of ONE million dollar balance in the finances line. Teams who access these funds to meet payroll will be expected to repay the league as revenues permit. We wish to encourage strong managerial and fiscal responsibility, as I am sure any team owner(s) would expect as well. If a team is in a deficit situation at seasons end the GM(s) could be expected to complete league related duties to repay these funds, or as a very last resort they will auction a player. The Commissioner/League Executive will choose the most appropriate course of action. **Teams with a higher payroll will likely incur financial losses throughout the regular season. Teams running at the cap ceiling will lose money all year. Your bank account can be depleted due to poor management.**

BANKRUPTCY:

If a team finishes the season with a negative cash flow or is unable to replenish the reserve fund of \$1 million, the team will be considered bankrupt. Bankrupt teams needs to raise cash immediately. That will be done by holding an auction. By "'selling' a player for cash". Effectively it means that the Commissioner decides on 3 'decent' players from the bankrupt teams' roster (one forward, one defenseman and one goaltender). Bidding will start at the exact amount that the team is in the red. If it is a significant deficit, then more than one player may be auctioned to meet the team's solvency. These 3 players will be put up on auction for 72 hours. When the 72 hours has passed the GM of the bankrupt team has to decide which player he wants to sell and which two he gets to keep. The team who wins the auction has to be able to afford the player within the salary cap limits. Otherwise, their offer is void.

PAYROLL RANGE - OR "THE SALARY CAP":

The payroll range for this season will be set at a low end of \$55 million and a high end of \$83.5 million. The payroll can exceed the max, BUT, must be brought under the cap by the first game of the preseason. During the regular season a team may exceed the cap ONLY if there are injuries on the pro roster; once the players are cleared to play the salary must be brought under the cap. Failure to do so will result in the executive committee or Sheriff stepping in to adjust the payroll as they see fit. The payroll range will be

adjusted for each season, usually close to the NHL salary scale. Max salary for an AHL player is \$1,999,999. Any amount over that and the player must remain on the pro roster.

REVENUE SHARING PROGRAMS:

Dependent on the financial health of franchises, the Commissioner may distribute "TV money". The league average payroll will be divided amongst all teams. 70% to the 14 non-playoff teams. The 16 playoff teams will each share the remaining 30%. Example: Avg. League team payroll: 34 million, Non-playoff teams receive (70%)=23 800 000 or 1 700 000 each. Playoff teams would share the remaining \$10, 200 000 or \$637 500 each.

To keep the league competitive and each team able to afford to put their best team on the ice, there will be a revenue sharing program. (If NECESSARY-DISCRETION OF THE COMMISSIONER) To qualify for the revenue sharing a team (1) must be in the bottom 15, and, (2) attendance must be 25% less than the league average. The amount will be determined so that it will allow all teams to afford competitive payrolls within the payroll range.

TEAM OPERATING EXPENSES:

The prime expense of a franchise is its payroll. Each player on the pro roster receives his full salary as listed on the player vitals page. Each player on the farm roster receives 10% of his listed salary.

FREE-AGENTS: (RESTRICTED AND UN-RESTRICTED)

Free Agency:

-All players not resigned during the resigning period will become a Free Agent. Players who are no longer considered "entry-level" but do not qualify as un-restricted free agents become restricted free agents when their contracts expire.

-Each team must place a qualifying offer to their player if they want to retain restricted Free-Agent status to them. If the team does not do that, then the player will become an Un-restricted free agent and the

team will lose all rights to the player.

-All players age increases on July 1, therefore resigning of rfa's must be completed before this date.

-All players of the age of 28 and over on expiring contract are UFA's.

-When the free agency period starts, each team can go ahead and bid on the player(s) that they wish. The three highest bidders on each player will go onto another round of bidding and the highest bid after that round will be considered to be the final one. If there is a tie, (same amount offered by several teams), the player will choose the offer with the longest contract. If still a tie, the player will choose the team with the worst regular season record last season.

-A player cannot be paid more than 20% of the salary cap or \$13,500,000.

Each GM will have the option of keeping and signing two (2) of their own teams "Un-restricted Free Agents" each season. The remaining unrestricted free-agents will be placed on the free agent list for other teams to bid on.

Free agents aged 35 and over can sign for a maximum of three seasons. All other free agents can sign for a maximum of four seasons.

The owning team can resign players before the signing deadline announced by the league, thus avoiding free agency for those players. Players signed using this method must be signed to a contract of 1 to 4 years in length and the players are given a raise based on their OV.

Rating 80-100 must receive a 30% raise.

Rating 75-79 must receive a 20% raise.

Rating 68-74 must receive a 15% raise.

Rating 0-67 must receive a 10% raise.

1) Star Power Players Contracts:

1a) Forwards / Defense

Players 28 and under that have a 78ov or above must be signed to a contract of \$6 000 000.

1b) Goalies

Goalies 28 and under that have a 80ov or above must be signed to a contract of \$5 000 000.

2) Max Salary:

No player can have a salary above 13,500,000\$. This number will fluctuate annually to reflect changes in the salary cap. Currently the salary cap is 82.5 million.

3) Salaries for expiring contracts.

-Players who make 2 000 000\$ or more in salary will follow the pay structure outlined above.

-Players with an OV of 69 or less and goalies with an OV of 74 or less follow the pay structure above.

-Players with an expiring contract of less than 2 000 000\$ per year will be assigned a contract based on the rerate values below.

3a) Forwards/ Defense

70ov to 73ov = 2m per year

74ov to 77ov = 3m per year

3b) Goalies

75ov to 76ov = 2m per year

77ov to 79ov = 3m per year

4) Off Season Cap:

TUFHL Teams are allowed to go over the cap during the off-season at a maximum of 10% of the league's salary cap (8.25mil). Any team over the maximum will not be able to sign free agents until they are back under the maximum cap allowance.

When a team signs any RFA(s) or one of their UFA(s) they've chosen to keep, those players will be paid a signing bonus of 20% of one year's salary for said player. This bonus is due at the time of signing.

Free agents aged 35 and over can sign for a maximum of three seasons. All other free agents can sign for a maximum of four seasons.

UNASSIGNED PLAYERS: Players who are not bid on in the free agency process described above can be signed at any time. Offers

If there is a tying bid, the player will choose the length of contract. If there is still a tie it will go to the team who was lowest in the standings the previous season.

NON DRAFTED FREE AGENTS: These players have played a minimum of one game in the NHL but are not in the TUFHL system. These players will be available to be picked in the upcoming draft.

GOALIES: (Rule Changes*)

Goalies will only be permitted to play a maximum of 4080 minutes per season. This number is subject to change should we play a shortened season. **Teams violating this rule will be required to forfeit a 2nd round pick and the goalie will be ineligible to play in the playoffs.** Should said team not have a 2nd round pick it will be taken from the following season. All teams will require a minimum of five roster goalies at all times. Two pro roster, two farm roster and one extra for injuries. Insufficient roster players/goalies causes issues when simming. Please update your roster and lines as much as possible to make life easier for those running the sim.

ROOKIES: (Rule Changes*)

A prospect can be created and join a farm/pro roster after playing 10 NHL games. Should we play a shortened season, this number may be lowered. If a prospect has a rating but has not yet played 10 NHL games he can be put back on the prospect list. Prospects will be created automatically during every off-season. A GM can request a prospect be created during the season if he's played 10 NHL games.

When a prospect is moved from the Prospect List to the Pro Roster, said player will be assigned an ELC (entry level contract). All rookies receive a three year deal @ 650K per season. Rookies drafted in the 1st round will receive the same three year deal @ 850K per season.

Older prospects (aged 23 and over) will receive a three year contract whose salary will follow the real NHL salary.

TUFHL RECORDS: The League maintains a record book-forum area of major awards, team and player records, and other vital statistics each season. See the forum section for this information.

AWARDS: Awards will be given out at the conclusion of each season's playoffs. Award nominees will be selected by the General Managers and then voted on by a representative from each team. The winner of the award is the player with the most votes. Representatives are not allowed to vote for their own players. All award prize money is awarded to the team at the end of the regular season or playoffs.

GM(S) of the Year:

A "GM of the Year" from each conference will be selected by his/her peers. The criterion for "GM of the Year" is that the GM must have exemplified the qualities of leadership and impacted the league in a positive way. The characteristics could include: involved in trade activity, writing posts on Slack, GM was courteous and responsive to others in league, and exemplified the qualities of a "stand-out" professional TUFHL GM.

The winner(s) will be determined by a poll, GM's will vote for their peer in their own respective conferences and can't vote for him/herself, the winners will receive \$5,000,000 in TUFHL Cash for their bank.

According to the current collective bargaining agreement, these are the awards and prize money for the regular season and playoffs.

All Awards voting and gathering will be handled by the Commissioner, League Executive or the Commissioner's Designate.

The following trophies/cash will be awarded:

*Regular Season

Division Winner: \$750 000
 Conference Winner: \$1 000 000
 Most Goals For: \$500 000
 President' Trophy (Best Team): \$3 000 000
 *Hart Trophy (League MVP): \$1 000 000
 Art Ross Trophy (Most Points): \$1 000 000
 Rocket Richard Trophy (Most Goals): \$1 000 000
 *Norris Trophy (Best Defenseman): \$1 000 000
 *Calder Trophy (Best Rookie): \$1 000 000
 *Vezina Trophy (Best Goaltender): \$1 000 000
 *Selke Trophy (Best Defensive Forward): \$500 000
 Jennings Trophy (Team with Fewest GA): \$500 000
 *Jack Adams Award (Best Coach): \$500 000
 TUFHL Plus-Minus Award (Highest +/-) \$500 000
 TUFHL Cup Winner: \$5 000 000
 TUFHL Cup Loser: \$2 000 000
 Series Won: \$500 000 for each series won
 Each Playoff Home Game: Depends on game revenue
 *Conn Smythe Trophy (MVP in Playoffs): \$1 000 000
 *GM of the Year: (1 per Conference-as voted by peers) Will be awarded \$5 000 000.
 Situations Not Covered: If a situation comes up that is not covered in the CBA the commissioner and the League Executive must agree on the appropriate decision and it will then be added to the CBA. If any rule or wording in the CBA is unclear, contact the commissioner or the League Advisors or Sheriff for it to be explained and/or changed. The CBA is a Three year deal, but, it shall be reviewed by the commissioners and Executive at the end of each season to determine if any amendments are required.

LEAGUE SHERRIF:

FINES – PENALTIES ENFORCED BY THE LEAGUE SHERRIF

The following fines/penalties have been approved by the Executive Committee:

Over Cap -- \$1 mil/day for 7 days.. If no significant attempts (each to be determined by the league exec.) to rectify situation then possible expulsion from league.

Under Cap -- \$1 mil/day for 7 days. If no significant attempts (each to be determined by the league exec.) to rectify situation then possible expulsion from league.

Player on farm team with Salary over \$1,500,000 -- \$500,000/day left on farm team

Player with rating of 67 OV + on farm team -- \$500,000/day left on farm team

Inactivity (sending in lines weekly) -- \$100,000/week after 4 consecutive weeks then possible expulsion (to be determined by League Exec.)

Non-response from emails (3 e-mails -- if it can be proven) -- \$500,000/time or dismissal by Commissioner.

Failure to have at least 1 player per position on farm team (goalies may be exempt) -- \$100,000/week

Making an offer on RFA and unable to pay compensation -- \$3 million/offer After 4 offences, face possible expulsion. (To be determined by the League Exec.)

Behavior fines/punishment to be set out by League Exec.

OTHER: As outlined in CBA or approved by the Executive. *All fines will be reflection on a GM at the end of year report card. **Further situations may arise where a punishment is to be considered. This will be done by the League Exec as a whole. The Sheriff has no power to create fines/punishments alone, just to

enforce said punishments. ***All funds gathered by the Sheriff are to be kept in trust. At the conclusion of the TUFHL playoffs, and prior to the start of Free Agency, all money gathered through the previous season will be equally divided amongst the teams that DID NOT receive a punishment in that season. If all teams received a punishment then the money in trust is to be carried over to the next season and no team will receive the bonus.

Expansion Draft: (NEW*)

League Expansion: *Should the league choose to expand again in the future, the league will be notified one season in advance.

The off season order for expansion is as follows:

1. Resign Free Agents – RFA(s) and two UFA per team
2. Send in list of protected players for the expansion draft. You may choose to protect your recently signed UFA or expose them.
3. Expansion draft
4. Entry draft

*Please take notice that all trading will be frozen from the trade deadline until the end of the expansion draft. The only exception is for the expansion team and any club he/she chooses to deal with.

Protecting Players:

Each team will be allowed to choose one of two options.

Option A - Protect seven (7) forwards, three (3) defenders, and one (1) goalie

Option B – Protect eight (8) skaters and one (1) goalie

-All unsigned free agents (restricted and unrestricted) are exempt from the draft. You can choose to protect your recently resigned free agents or expose them. That includes your two loyalty signings.

-All players under age 22 before July 1st and all players considered prospects in the year of expansion cannot be exposed in the draft. All rookies are exempt.

- Any Forward/ Dman that has played 10 (REAL NHL) pro games in each of the last 2 season must be protected or be exposed to the expansion draft.

Player Exposure Requirements:

Each team must leave unprotected at least:

- a. One (1) defenseman who has played 40 NHL games in the season prior to expansion.
- b. Two (2) forwards who have played 40 NHL games in the season prior expansion.
- c. One (1) goaltender under contract for the season following expansion. No minimum NHL games required but cannot be retiring.

Regulations for the Expansion Franchise: Seattle

The expansion franchise must select one (1) player from every team.

The expansion franchise must exceed the salary cap floor for their Pro Team roster at the end of the draft.

The expansion franchise must not exceed the salary cap for their Pro Team roster after the draft.

The expansion franchise must select a minimum of sixteen (16) forwards, nine (9) defensemen, and three (3) goalies.

The expansion franchise cannot buy out any player selected in the expansion draft until after the first season has concluded. If any player is traded during the first season, the acquiring team must adhere to the same regulation and will not be permitted to buy out said player.

The expansion franchise cannot trade a player back to the team he was drafted from until the first season has concluded. If a player is traded during the first season, the acquiring team must adhere to the same regulation and will not be permitted to trade the player to the team from which he was originally drafted until the conclusion of the first season.

The expansion franchise will be given seven (7) days to complete their expansion selections once they receive all protected player lists.

Expansion Draft Selections:

The expansion franchise will be guaranteed no lower than the sixth (6th) overall selection. Should they place higher than sixth, they will take the 6th pick and the other remaining clubs will move back one pick. (6th becomes 7th and so on)

The expansion franchise will then own the third (3rd) selection in each subsequent round of the draft with all other clubs moving back one space except for the #1 and #2 picks for each round starting in the second round.