

BOHL HANDBOOK VERSION 10

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1 - BOHL Introduction

1.1 - League Introduction

Welcome to the Billy Oyster Hockey League. This is a fast paced sim league focused on longevity and history tracking through decades of hockey.

GM's have loads of control over their team and development through player upgrades, high quality coaching staffs, and more. The future will be filled with powerhouse vs powerhouse playoff matchups along with high quality hockey at every step of the way. Custom draft classes include players of all styles and ensure consistency into future decades with a goal to go far into the future.

1.2 - League Layout

A. Professional Leagues: The main league is the Billy Oyster Hockey League (BOHL), which has the AHL farm league. With no ECHL, the AHL should be a competitive place for prospects and fringe BOHL'ers. The BOHL has a 6.25 goals per game frequency and operates on an 80 game schedule. There are 24 teams in the league with two conferences split into two divisions each. The four divisions are the Northeast, Metropolitan, Central, and Pacific.

B. Junior Leagues: There are TWO junior leagues that will need to be paid attention to, this is where our draft eligible players will come from. Both of the

junior leagues have a 6.25 goals per game frequency, mimicking the BOHL and should be a good point of consistency. All of them have 24 teams just like the BOHL. All junior leagues operate on a 60-game schedule.

- NCAA: This league is centered in North America and features four divisions of six teams each. In one conference you have six prestigious CHL teams and six current NCAA Division 1 programs that are considered to be powerhouses. In the other conference you have the SEC, with divisions split between the SEC West and SEC East.

- EHL: The European Junior League also has four divisions of six teams each and is spread over Europe and into Russia. In one conference there is a division centered on Russia and a division centered on Sweden. In the other conference there is a division centered on Finland and the fourth division is spread more around some of the bigger European cities and Eastern European hockey countries.

1.3 - BOHL Simple Calendar/Key Events (In-Game)

July 7.....New "Season" Begins, Free Agency Opens

July 7.....BOHL Entry Draft

August 1.....Hall of Fame Induction

September 20.....Preseason Begins

October 4.....Opening Night, BOHL Season Start

December 1.....Deadline to Sign Restricted Free Agents

March 1.....Trade Deadline

April 3.....Award Nominees

April 6.....Oyster Cup Playoff Begins

June 8.....World Championships/Olympic Games Begin

June 15.....BOHL Awards

June 23.....Prospect Signing Period Opens

June 30.....Last day of season

2 - League Rules and Info

2.1 - Team Staff

All human-controlled teams will have identical staff. 1 GM (you), 1 Head Coach (you, again), 4 Assistant Coaches, and 12 Scouts. All GM's have their standard attributes except for boosts for 16-Player Management, 16-Motivation, 18-Tactics, and 18-In-Game Tactics. Your assistant coaches are permanent, until they retire in which they will be replaced. Here's how their ratings look-

Goalie Coach: 16 Coaching Forwards, 16 Coaching Defensemen, 20 Coaching Goalies, 20 Coaching Prospects, 16 for skills, and 18 Physical Training.

Defensive Coach: 16 Coaching Forwards, 20 Coaching Defensemen, 16 Coaching Goalies, 18 Coaching Prospects, 20 for skills, and 16 Physical Training.

Offensive Coach: 20 Coaching Forwards, 16 Coaching Defensemen, 16 Coaching Goalies, 18 Coaching Prospects, 20 for skills, and 16 Physical Training.

Skill Coach: 16 Coaching G, D, and F, 20 Coaching Prospects, 18 for skills, and 20 Physical Training.

Trainer: 20 Training Rating

Scouts: 19 Abilities, 19 Potential (These will be worked on through the season, HC and AC are done), 12 Scouts

Please make sure to renew your staff, and if they retire or you need a hire just let me know. It's as equal as it can get, will provide fun development, and is easiest for me to manage. If you need staff replenished, one member will be processed per sim to get you caught up.

You can also hire a head coach to manage your lines for you if you want, they will not receive any ratings adjustments however.

2.2 - Goalie Starts

Your starting goaltender can only start 66 games throughout the BOHL season, so your backup goaltender must make at least 14 starts. If your goaltender is a

lab creation, they can start up to 72 games, and your backup goaltender must make at least 8 starts.

2.3 - Injuries and Injuries During Sim

A. Regular Season: Our sims are longer, much longer. Injuries will happen. The injury setting is set to normal. When players recover on the IR they will be put back on your main roster. If a player is injured during a sim and a lineup change is needed, the player under them, by position and consensus star ability, will be inserted into their place in all situations. For example, if your third line center gets hurt, your fourth line center will take his place and your depth center/forward will be inserted into the fourth line center position. After each "week" of simming 7 days, I check back with every team that suffered a lineup-changing injury and see if that player(s) can be substituted back in. I will have a note of where they were in the lineup to replace them to where they were. There will be some mistakes here and there but I will try my best. If an injured player is still hurt but playable, they won't be subbed in unless told otherwise or during playoffs. You can always message me in your team channel about subbing a player in or out during a sim. I am here to help. I recommend having your depth players be "utility" type guys that can play multiple forward or defensive positions (LW/C/RW or LD/RD) because they will be thrown in the open spot wherever it may be.

2.4 - Suspensions

There are no suspensions in the BOHL.

2.5 - Salary Cap and Cap Policy

The salary cap is set at \$104,000,000. It will never go down. The salary cap will change when the salary cap changes in real life so that we see similar contract values to the NHL. If your team is over the salary cap after all options are exhausted to get under, your team will lose that amount of cap space for the next season after.**** You must also reach the salary floor at \$77,000,000. Player

contracts will be adjusted without your control if you stay under the \$77,000,000 salary floor.

2.6 - Tanking Policy

Deliberate tanking is not allowed. With the amount of time I spend on this league, I am trying to have it run pretty realistic to real life. Sitting 5 star players, purposely putting stars on bottom lines/pairs, purposely ruining your team tactics will not fly. If needed, I will fix the lines for you by using the AI set up organization button that resets your tactics and everything. If you have star players, play them. Signing one star players to huge deals to reach the salary floor will also not be tolerated as it wouldn't in real life either. Just keep it somewhat realistic. I have no problem with teams going for a rebuild, but cheesing the game will not be allowed.

2.7 - Player Roles and Positions

Forwards must play tactical roles made for forwards. Defensemen must play tactical roles made for defensemen. You cannot have your defensemen playing as a two way forward or a forward playing in a defenseman role, for example. I will change the roles back to how the game is supposed to be played if this is happening on your team. If you are converting a player from forward to defense, or defense to forward, you must change their position and put them in a proper role based on their new position.

2.8 - Salary Retention

Just like the NHL, you will only be allowed to hold three salary retention spots. So the most players you can retain a salary on at one time is three players. Salary cannot be retained on lab players and 1 year is the longest you can retain on a standard player for.

2.9 - Rosters and Playoff Cap

You need to sign a full roster. That requires 2 goalies, 6 defensemen, and 12

forwards to be under the \$104,000,000 salary cap and to be compliant. You can sign depth players to a deal with an average annual value of \$1,200,000 and send them down without it counting against the cap. Also just like the NHL, there will be a playoff cap to where your on-ice roster must be less than the \$104,000,000 salary cap.

2.10 - Lines/Pairs Minutes

The most minutes you can have a forward line set to is 25, and the most minutes you can have a defense pair set to is 30.

2.11 - NHL CBA

If something is not covered in this handbook, we will use the NHL CBA as the base rule for any issue.

3 - Lab Created Players

3.1 - Lab Creations for GM's

"Lab creations" are created-players. These are players made with a template (two way, sniper, etc) and then number ranges are thrown into a random number generator to build them. All lab creations start with two attributes rated 23, these are their special qualities. All created players have a long aging rating (18, so they will not regress until age 33-38ish at least, there are other ratings that can influence it, but you do not have to worry about them regressing early). They will all grow differently and some more than others even though they start out at the same "relative talent level" due to the hidden ratings being random except for injury proneness and aging. Every created player a GM makes will have the rating 8 for injury proneness, which is better than average. Every team has started with one "base" lab player that is the cornerstone of their franchise. These players can be traded, but you cannot create another player until they retire, you're tied to them. **I recommend never trading your lab players, they are 99.9% of the time NOT the problem if you are having one.** They will be the cornerstone of your

team and the league for this “generation”. Once your player retires whether they were on your team or another team, you can create your next generation player! You can have your next lab created player be the son of your former lab player, or not related at all, it's up to you.

These created players can be upgraded with your annual GM upgrades, but the only option they cannot receive is an injury proneness upgrade.

New GM's taking over will take ownership of the franchise's base player until they retire, enabling them to create their own.

3.2 - Drafted Creations

There will be lab creations in the entry drafts. There's a 80% chance that a lab creation will be created on every July 1 at 15 years old and it will be announced to the league when they become visible. If a lab creation will be made, there's an additional 25% chance that there could be two in one draft class. Most draft classes will contain at least one lab creation. They can receive any upgrade except for the injury proneness option. Instead of being locked at an 8 level injury proneness like the “base” players above, it will be random just like how hidden ratings are random for these players.

4 - Finances

4.1 - Team Finances

I will always help teams with their finances. The in-game system isn't the best. I will try to have the financial aspect of the game as even as I can for everyone. Always let me know of any financial problems you are having and they will be addressed.

5 - Transactions

5.1 - Trade Deadline

The trade deadline will be on March 1 in-game every season.

5.2 - Trading with Human-GM's

When making trades, feel free to ask me for any input on trade values, etc (especially newer GM's). 1st round picks are extremely valuable in this league. Some ways a trade could not go through would be due to a money, salary cap/floor, or a trade clause issue. I recommend that new GM's hold off from making any trades early on to get a sense of the trade market. **You can add Top 3, Top 5, and Top 10 protection to your first round picks.**

5.3 - Trading with A.I. GM's

Trade offers to AI teams can be submitted via your private channels. There is a section in the discord in #ai-team-trade-offer-guidelines that goes into more detail how I look at them.

5.4 - Free Agents to One Year Deals

If you sign a free agent to a one year contract worth more than \$1,750,000, they will automatically be given a no-trade clause. The no-trade clause in this game gives you a ten team list of places they would be willing to be traded to.

5.5 - Offer Sheets

If a player signs an offer sheet, you will be given 48 hours to match the offer or take the specified compensation. If the GM that had the player does not respond within 48 hours or is an A.I. team, I will match it for them **IF** they have the cap space to add them back to their team. If they do not have the space, the offer

sheet will stand. You can manually take the compensation even if you have the cap space if you respond that you do not want to match the offer, however.

6 - BOHL Entry Draft

6.1 - Draft Info

2043 DRAFT LOTTERY ODDS			
		1ST	2ND
	1	15.0%	14.5%
	2	14.3%	14.0%
	3	13.6%	13.4%
	4	12.9%	12.9%
	5	12.1%	12.2%
	6	11.4%	11.6%
	7	10.7%	11.0%
	8	10.0%	10.3%

The BOHL Draft will begin at the start of the Oyster Cup Playoffs every season. The draft lottery will be run after the conclusion of the regular season. Rounds 1-2 will be the slow draft and will conclude with a live draft continuing from the current pick before/at the start of free agency if the first and second rounds still need to be completed. Rounds 3-5 will be by list. I create 48 players each draft to fill out the first two rounds at least, this is why 1st and 2nd round picks can be pretty valuable.

6.2 - Draft Lottery

The draft lottery is run at the conclusion of the regular season. It will be run on zengm.com. All 8 teams to miss the playoffs will have a chance at winning the 1st and 2nd overall selections (those team's own 1st round picks).

6.3 - Draft Boosts

Every draft there will be 8 players that receive a boost. Every boost is different, as no two players are the same. The boosts are mainly to potential and sometimes attributes depending on the player's situation. Each player selected in the draft will be numbered 1-120 in a random number generator and the 8 winners will be announced. This will create some chaos in the drafts and maybe make that extra 5th round pick you have a little more valuable. The most boosts one team can receive is two per draft. Some players will receive this boost and

still not end up making it to the BOHL, which will happen. There are many things that control development. Most will end up nicely but there is no guarantee of anything.

7 - BOHL Season and Tournaments

7.1 - Sim Schedule and Pace

For the regular season, the sims are broken down like this.

Sim 1 - October 1 to November 1

Sim 2 - November 1 to December 1

Sim 3 - December 1 to January 1

Sim 4 - January 1 to February 1

Sim 5 - February 1 to March 1 (Trade Deadline)

Sim 6 - March 1 to April 1 (End of Reg. Season)

Sim 7 - Oyster Cup Playoffs Begin

For the playoffs, sims are daily. The first three rounds are broken into two sims each with the first sim including Games 1-4 and the second sim including Games 5-7. The Oyster Cup Final is played at the GM's choice together in a private chat with me. Most of the time, Game 7's will be live if I have the time. Especially in the 2nd round and beyond. Any elimination game with the Oyster Cup on the line will be done live assuming I have the time. We could potentially sim faster than daily in the playoffs, but that is only if all GM's still in are good to go and it is convenient to sim.

7.2 - Offseason Sim Segments

The offseason will contain the same number of sims every season and hold the same events in each sim. Here's how the offseasons will look:

Offseason Sim No. 1 - End of Oyster Cup Final → Prospect Signing Period Opens

TBD - June 23

- *Oyster Cup Champion is Crowned
- *BOHL Awards
- *World Championships/Olympics End

Offseason Sim No. 2 - Prospect Signing Period

June 23 - July 7

- *This is a key sim. You need to sign any expiring players and prospects you want to keep, or turn auto-qualify to ON if you want to hold their rights as an RFA. Unsigned players (drafted players) can expire as well, you can go to the transactions tab, then the unsigned tab to view when you need to sign them by. Re-sign your staff as well here.
- *Player upgrades can be submitted for the offseason
- *Free agency will open up on the July 7 file and is the date of the entry draft in-game.
- *Training programs can be set on July 7.

Offseason Sim No. 3 - BOHL Live Draft + Free Agency

July 7 - July 10

- *The entry draft will be held live to finish Rounds 1 and 2.
- *Rounds 3-5 will be list drafted immediately after.
- *Draft boost winners will be processed.
- *Free agents will begin to sign.

Offseason Sim No. 4 - Free Agency Sim 1

July 10 - August 1

- *Free agents will continue to sign.
- *Get upgrades in.

Offseason Sim No. 5 - Free Agency Sim 2

August 1 - September 1

- *Free agents will continue to sign.

*I recommend trying to sign your RFA's on the September 1 or September 10 file to get the cheapest contracts on them you can. (Offer sheets are a risk though)

*Player asks continue to shrink.

Offseason Sim No. 6 - Free Agency Sim 3

September 1 - September 10

*Free agents continue to sign.

*Player asks continue to shrink more

Offseason Sim No. 7 - Free Agency Sim 4

September 10 - September 20

*Last chance to sign free agents at a huge discount.

*Sim to the start of preseason.

Offseason Sim No. 8 - Preseason

September 20 - October 1

*Preseason is simmed.

*Training programs conclude and the development report is in.

7.3 - World Championship and Olympics

The World Championship or Olympics will begin after the Oyster Cup Playoffs every year.

8 - Rewards/Upgrades

8.1 - Player Upgrades

JUST BECAUSE A PLAYER RECEIVES THESE UPGRADES DO NOT GUARANTEE ANYTHING

During the offseason you have the chance to submit your choices for player

upgrades. GM's can choose **TWO** options:

*Must choose different players for each upgrade, cannot apply both to one player

*The same upgrade can be chosen twice, but the second time will have a limited effect.

A. Add 100 Hidden Potential points to one player. **If this option is used as the second upgrade choice, the second player will be capped at 65 hidden potential points added instead of 100.

Can be split up between offensive and defensive potential. (Ex: Increase Lucas Raymond's offensive potential from 700 to 750 and his defensive potential from 700 to 750... OR Increase Lucas Raymond's offensive potential from 700 to 800.)

B. Add +1 to an attribute of your choice on two different players. (Ex: Increase Player A's speed by +1 and Increase Player B's checking by +1.) **If this option is selected twice, you will only be able to use the +1 attribute boost to one player for the second upgrade (so three total).

C. Spend five hidden rating points on two players that you own rights to, limited to five points per player. (Ex: Increase Player A's aging attributes by 5 and Player B's consistency by 5.) All of the following hidden ratings operate on a scale of 1-20 (can go over 20) and can be chosen: **Injury Proneness, Big Games, Consistency, Adaptability, Greed, Loyalty, Ambition, Sportsmanship, Aging, Development Rate, Pass/Shoot Tendency, Coachability, Likeability, Intelligence, Controversy. Handle Failure, Handle Success, Handle Critics.** **If this option is selected twice, you will only be able to use the five hidden rating points on one more player (so three total). The manual has the information on what each of these hidden ratings do.

Lab players cannot receive the injury proneness upgrade

D. Send a player to mental camp. Have a player that isn't a good teammate or isn't strong mentally? They will receive 8 **random** attribute points to their Mentals category. You can only do this upgrade on a player ONCE for their career. ****This option CANNOT be selected twice in one offseason.** The attributes that are randomly selected will not include aggression unless requested upon, so the six attributes that a player could randomly receive bonuses to are bravery, determination, team player, leadership, professionalism, and temperament. If you want aggression to be included, you need to tell me.

8.2 - Individual Trophy Rewards

If one of your players wins an individual trophy (Hart, Ted Lindsay, Vezina, Rocket Richard, Selke, Norris, Conn Smythe, Calder, Art Ross only) they will be rewarded with a random +1 to an attribute, this is limited to one per season even if the player wins multiple trophies. If they do win multiple trophies, they will get a +1 boost to **Leadership** along with the random one gained.

8.3 - Oyster Cup Rewards

The team that wins the Oyster cup will have each of its cup winning players receive a +1 boost to their **Big Games** attribute and the team's market size + loyalty will be increased by 2 levels. The team that loses in the Oyster Cup Final will receive a one level boost to fan loyalty and market size.

8.4 - AHL Cup Reward

The team that wins the Calder Cup in the AHL will receive a +1 to their GM's negotiating rating. (This will reset if a new GM takes over.)

9 - League Rules Log

LEAGUE RULES LOG:

Here is a list of the main league rules all in one place. I recommend reading the

entire handbook because I can't fit everything here, this is just rules regarding gameplay/league that directly impact you.

[] If you have a prospect not getting ice time somewhere, you can relocate or loan them to a junior team of your choice. You can do this with one player and they must be unsigned (not a pro yet).

[] Backup goaltender must start in 14 games in the season. If you have a lab created goalie, your backup must make 8 starts. Going forward, I will be managing this.

[] The max faceoff rating a player can hold is 22.

[] There is a tanking policy in Section 2.6.

[] Forwards must play tactical roles made for forwards. Defensemen must play tactical roles made for defensemen. You cannot have your defensemen playing as a two way forward or a forward playing in a defenseman role, for example. I will change the roles back to how the game is supposed to be played if this is happening on your team. If you are converting a player from forward to defense, or defense to forward, you must change their position and put them in a proper role based on their new position. (Section 2.7)

[] Just like the NHL, you will only be allowed to hold three salary retention spots. So the most players you can retain a salary on at one time is three players. If you are retaining for multiple years, they will still hold one of these three spots. (Section 2.8)

[] If you sign a free agent to a one year contract worth more than \$1,750,000, they will automatically be given a no-trade clause. The no-trade clause in this game gives you a ten team list of places they would be willing to be traded to.

(Section 5.4)

[] If a player signs an offer sheet, you will be given 48 hours to match the offer or take the specified compensation. If the GM that had the player does not respond within 48 hours, I will match it for them **IF** they have the cap space to add them back to their team. If they do not have the space, the offer sheet will stand. You can manually take the compensation even if you have the cap space if you respond that you do not want to match the offer, however. (Section 5.5)

[] The most minutes you can have a forward line set to is 25, and the most minutes you can have a defense pair set to is 30. (Section 2.10)

[] You need to sign a full roster. That requires 2 goalies, 6 defensemen, and 12 forwards to be under the \$104,000,000 salary cap and to be compliant. You can sign depth players to a deal with an average annual value of \$1,200,000 and send them down without it counting against the cap. Also just like the NHL, there will be a playoff cap to where your roster must be less than the \$104,000,000 salary cap. (Section 2.9)

[] Any trade involving a lab player will be looked over by the commissioner not to stop deals but to ensure the dealing team is compensated well enough. Lab players affect the sim engine more than standard players.

[] Lab players cannot have salary retained and standard players can only be retained if they have 1 year remaining. (Section 2.8)

[] Lab players cannot receive an upgrade to injury proneness. (3.1)