

BOHL HANDBOOK VERSION 9

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1 - BOHL Introduction

1.1 - League Introduction

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

In this timeline, humans are slightly farther along technology wise and ice hockey sits as nations cultural epicenters. This universe puts an emphasis on best on best. 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. The only other professional league is the Russian Hockey League (RHL), which has the VHL as a farm affiliate. Professional players will be in these leagues, as the simplicity is for

file stability and long-term sustainability. Other professional leagues COULD and probably will be added as we go. At least one will be added, and two are likely. The RHL has a slightly lower goals per game frequency, so it will be harder for players over there to score, and goalies will perform better. The RHL and VHL operate on a 70-game schedule.

B. Junior Leagues: There are FOUR junior leagues that will need to be paid attention to, this is where our draft eligible players will come from. ALL 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 32 teams, besides the CHL (being counted as one league) that has more. All junior leagues operate on a 60-game schedule. Another developmental league and junior league is expected to be added.

- CHL: The standard CHL containing the WHL, OHL, and QMJHL.

- NCAA: This is the United States' junior league featuring the SEC and a makeshift Big Ten conference. These teams can hold players until they are 23 years old, so it could be a nice place for prospects to develop if they can get the ice time.

- EHL (European Junior League): Based in Sweden, this junior league is for Europe-at-large and has the same value as all other junior leagues.

- RHL (Russian Junior League): Same as the EHL, just based in Russia.

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

February 21.....Trade Deadline

April 3.....Award Nominees

April 4.....Oyster Cup Playoff Begins

June 8.....World Championship Begins

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 15 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), 15 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.

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 current setting is on "Fewer" as we are in an "advanced tech" league. 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.

B. Postseason: In the playoffs, if a player is playable, they will play and not be subbed out unless requested upon. 80% fitness is the key for making a player "playable" again. Yellow-crossed players can go below 80% and still play, however.

2.4 - Suspensions

There are no suspensions in the BOHL.

2.5 - Salary Cap and Cap Policy

The salary cap is set at \$100,000,000. It will never go down. It most likely will never go up rapidly, it will grow slowly for the most part and **not every year**. It could stay stabilized for a good bit depending on the league setup for the current time because changing this can throw things off in the game. Plan for it to remain at \$100,000,000 until further notice. The future salary cap for future seasons will be announced beforehand for GM's to plan ahead. 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 \$70,000,000. Player contracts will be adjusted without your control if you stay under the \$70,000,000 salary floor. As for right now, the salary cap will be staying at \$100,000,000 until announced in the future with time in advance for GM's to plan.

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 cheating 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. If you are retaining for multiple years, they will still hold one of these three spots.

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 \$100,000,000 salary cap and to be compliant. You can sign depth players to a deal with an average annual value of \$1,150,000 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 \$100,000,000 salary cap (just the 18 skaters and 2 goalies).

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 these world class players. All lab creations start with two

attributes rated 23, these are their special qualities. All creations have a long aging rating (18, so they will not regress until age 32-38ish 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". These players can be traded, but you cannot create another player until they retire, you're tied to them. You can acquire them, of course. 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.

New GM's can only create a player if the team they are taking over does not have a lab creation. If they take over a team that already has one, they will take ownership of that lab creation until they retire (similar to a created player).

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. 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. These do not count as your "created" player. Lab creations on the same team would be... interesting to say the least. You may acquire as many as you can.

4 - Finances

4.1 - Team Finances

I will always help teams with their finances. The in-game system isn't the best. If financial points are a recurring problem, relocation will be on the table. 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.

4.2 - Financial Difficulties

If your franchise is consistently struggling to make money, relocation could be on the table.

5 - Transactions

5.1 - Trade Deadline

The trade deadline will be on February 21 in-game every season. I usually give the entire day of that sim for people to get deals done.

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. Keep in mind if you are trading for a player on an expiring contract that you will have to renew them and that can enable you to pay a little bit less as you are just renting them for the season pending a contract renewal. 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

On special occasions, I will put a player from an AI team on the trade block for a specified price (ex: a 2nd round pick). If you want to be considered for that deal, let me know in your private channel and you will be put in a pool to have a chance at said player. After some time (I will try and give a time span on the trade block post), I will run a random number generator with each person interested

assigned to a number to see who will get that player for the specified price.

















5.4 - Free Agents to One Year Deals

If you sign a free agent to a one year contract worth more than \$1,500,000, 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, 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.

2030 DRAFT LOTTERY ODDS				
		1ST	2ND	
	1	25.0%	20.3%	
	2	12.5%	12.5%	(via VGK)
	3	11.0%	11.3%	
	4	9.0%	9.4%	(via TBL)
	5	8.0%	8.5%	
	6	7.0%	7.5%	
	7	6.0%	6.5%	
	8	5.5%	6.0%	
	9	5.0%	5.5%	
	10	3.7%	4.2%	
	11	2.5%	2.8%	
	12	1.6%	1.8%	
	13	1.2%	1.4%	(via CAR)
	14	0.9%	1.0%	(via WSH)
	15	0.7%	0.8%	(via LAK)
	16	0.5%	0.6%	

6 - BOHL Entry Draft

6.1 - Draft Info

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 3-7 will be by list. I create 64 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 16 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 10 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 1-224 in a random number generator and the 10 winners will be announced. This will create some chaos in the drafts and maybe make that extra 6th 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 February 21 (Trade Deadline Pt. 1)

Sim 6 - February 21 to March 10 (Trade Deadline Pt. 2)

Sim 7 - March 10 to April 6 (Sim to End of Reg. Season)

For the playoffs, sims are daily. The first three rounds are broken into two 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. 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 1

June 23 - June 28

*First chance to sign expiring prospects and/or trade for expiring UFA rights

*Player upgrades can be submitted for the offseason

Offseason Sim No. 3 - Prospect Signing Deadline: Advance to New Season and Free Agency

June 28 - July 7

*Free agency opens up, free agents can be offered contracts

*Annual finances will be equal for all teams, player development gets the max option

*Last chance to sign pending free agents, expiring prospects, qualify RFA's, and renew staff

*League amendments made, any lab creations made on July 1

Offseason Sim No. 4 - BOHL Draft Rounds 1-2 Processed In-Game and Free Agency Opens, Draft Rounds 3-7 are listed after the live draft.

July 7 - August 1

- *Free Agency continues
- *Draft boosts processed
- *Can offer extensions to current players with 1 year left

Offseason Sim No. 5 - Free Agency Sim 2

August 1 - September 1

- *Free Agency, player asks are lowered
- *Hall of Fame Induction

Offseason Sim No. 6 - Free Agency Sim 3

September 1 - September 10

- *Free Agency, player contract asks get even lower

Offseason Sim No. 7 - Free Agency Sim 4

September 10 - September 20

- *Last chance to sign free agents in the offseason at the CHEAPEST rates

Offseason Sim No. 8 - End of Offseason

September 20 - October 1

- *Preseason
- *Training camp development report

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.

D. Add two special abilities to one player or one special ability to two separate players. **If this option is selected twice, you will be allowed to either

apply three abilities to one player, or add one ability to three separate players (this would use up both upgrade slots).

E. 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.)(Starting 2037)

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 one of your players that you own their rights to sign in the Russian Hockey League, you can sign them to your team for 1.3x the AAV of the deal they signed, on a one year deal.

[] 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 \$100,000,000 salary cap and to be compliant. You can sign depth players to a deal with an average annual value of \$1,150,000 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 \$100,000,000 salary cap (just the 18 skaters and 2 goalies). (Section 2.9)