

Simmers and Sinners Hockey League

League Info:

Commissioner: [Jasinner](#)

Format: 32 Teams, Custom NHL

In-Game Start Date: July 1, 2024

Discord Server: <https://discord.gg/R5UjW8tHNm>

Website: <https://jasinner.channel>

Philosophy: The SSHL aims to have a fun, competitive experience for GMs and fans. Remember that this league is run by a content creator, and will have content made on it, so there may occasionally be some fun twists (these will be communicated prior, no surprises), some custom players, legacy players, etc. in order to bring a mix of realism and fantasy!

Joining the League:

1. If you haven't already, join the [Simmers and Sinners Discord server](#) to keep in touch with the rest of the league, discuss trades with your fellow GMs, stay informed of league events, etc. This will be our only method of contact.
2. Read through this document. After that, fill out the interest form (<https://forms.gle/V6zDFNSEcQ8fnU8XA>) and submit. Links to these can also be found on the website: <https://jasinner.channel/sshl/>
3. When you are accepted into the league, you will be linked to the initial league zip folder download, an updated league folder download, a file called "accountsdata_gms.dat", and a temporary password for your GM profile (I will DM all of this to you on Discord).
4. Download and unzip the initial league file. Put this into your saved_games folder. (For Windows users, this is usually under C:\Users\
(account_name)\AppData\Local\Out of the Park Developments\Franchise Hockey Manager 11\saved_games)
5. Download and unzip the updated league file (yes, you need to download both). Put the contents of this folder (excluding the folder itself) into the initial league folder that you just downloaded, and overwrite the files when prompted.
6. Start up the game and load the league, then select your GM, and type in the temporary password you received. You can (and should) change it on the manager options screen.
7. Select File -> Online League -> Online League FTP Settings.
8. Select "Import Account Data File" and select the accountsdata_gms.dat file that was sent to you.

9. Next select "Check Account Data File" to verify the file. If the check fails, please notify Jasinner. (Ignore the optional connection settings below the Check Account Data File button.)

Finalizing Changes to Your Team:

1. Ensure the league file is up-to-date by going to File -> Setup/Options -> Online League -> Download and update league file.
2. Make the changes that you want to make.
3. After you are done, select File -> Online League -> Export your Team via FTP.
4. The game will now try to upload your team file to the FTP server. Wait for a message to confirm successful upload. It may take a few seconds. If it is successful, you can ignore the rest of this section.
 - a. Should it not be possible to upload your team file, you can send it via Discord private DMs to Jasinner.
 - i. To do this, go to your league game folder (It should be "SSHL-OnlineLeague.lg" or something similar) -> Go to the "import_export" folder, and then send the team file (should look something like "team_#.fhm")

Can only be done by the Commissioner:

- **Simulating:** The "Play" menu and "Continue" button are disabled for GMs in multiplayer leagues.
- **Executing trades:** To submit trades, please use the private negotiations text channel on Discord. If two human GMs are involved, both parties must have agreed to the trade in text. Trades with AI will need to be evaluated by Jasinner to ensure fairness for anyone who may take over the AI controlled team in the future.
- **Hiring/Firing staff:** GMs are unable to hire or fire free agent staff members in multiplayer leagues. Create a Discord forum post for firings, and start a thread for new staffers you would like to hire.
- **Entry Draft:** The draft will be conducted (live?) via Draft List submissions for each human-controlled team, while the AI-controlled teams will pick for themselves. If you do not submit a draft list before the submission deadline, your picks will be automated by the AI.

SSHL Rules (as of October 14th, 2025):

This section may be updated whenever deemed necessary.

These rules are in place to make for an enjoyable experience for everyone.

1. Adults Only

All members of the Simmers and Sinners Hockey League must be at least 18 years of age. By joining this league, you confirm that you meet this age requirement. If it is discovered that you are under the age of 18, you will promptly be removed from the league and related discussions. Absolutely no leeway will be given here.

2. Respect and Sportsmanship

Treat fellow GMs and community members with respect. The Simmers and Sinners Hockey League is a place for fun competition. Inappropriate, offensive, disturbing behavior, and/or poor sportsmanship will not be tolerated under any circumstances. This includes, but is not limited to:

- Hate speech, racism, sexism, or any form of discrimination.
- Excessive profanity, personal attacks, insults, or harassment of any kind.
- Threats, doxing, or anything that violates Discord's ToS.

3. Dispute Resolution

GMs should first attempt to resolve issues amongst themselves respectfully. I understand that not everyone will get along, but I expect any issues you have with someone to be handled with maturity. Making such drama public to the rest of the Discord server is not allowed. If you have a serious issue with someone who has violated the rules of the league and/or they refuse to communicate with you in a mature manner, please bring it up with me privately.

4. Communication and Participation

Our Discord server is the hub for all league communications and activities. Please ensure you are regularly checking and participating in the relevant channels.

We expect regular participation and communication from all GMs. This means responding to trade offers and improving your team, engaging in discussions, and being present for league updates.

To help maintain league activity, GMs will be required to export their team files at least once per real life month. Having inactive GMs can cause issues with competitive fairness, trade activity, and team stagnation.

I will give 3 warnings throughout each season to those who have not exported their team files for a while (or at all). If we reach June 23rd in the simulation (one week left to sign upcoming FAs) and you have not exported a team file since prior to your first warning or otherwise expressed interest in remaining in the league, then you will be removed from your GM position.

If you anticipate an extended absence, please notify the commissioner. Also, make sure your Discord notification settings are configured so you don't miss important updates or pings.

5. League Integrity

GMs may only control one team at a time. Collusive behavior such as (un)secretly working together with GMs of other teams goes against the nature of competitive fairness, and is prohibited.

Additionally, you are encouraged to report any bugs/glitches that you happen to find that could potentially be exploited and result in unfair play.

6. Voting System

Whenever a major change to the league is proposed (such as an increase to the cap ceiling, league expansion, etc.) all GMs will have the opportunity to vote within the designated voting period on whether or not the change should happen. The result must be in favor of the majority (greater than 50% of those who participated in the vote) for the change to take effect. Proposed changes that result in ties will be rejected.

7. No Real Betting and/or Monetary Gain

Real monetary gain is prohibited within the SSHL. This includes and is not limited to: real money and/or asset wagers on game outcomes, using real money and/or assets in trades with other GMs, or any form of unauthorized profiting off of any league-related events, discussions, and/or content.

8. YouTube/Social Media Content

We'll be uploading videos that cover league simulations, events, highlights, etc. to YouTube and potentially other social media outlets. By participating in the league, you acknowledge that your team's performance, roster moves, and potentially your Discord username/profile picture/public server messages may appear in these videos.

9. Leaving the League

You can leave the league at any time, no questions asked. I only ask that you please let me know via private message. You don't need to give a reason if you don't want to (although if it's related to the league's operations, then I would appreciate your feedback so that we can make the SSHL the best it can be). If you leave the Discord server without messaging me, I will assume that you are either not interested/not able to participate in the league, and will be removed from your GM position.

Additionally, if you leave the league and then re-join sometime within the same or following season, you will automatically be re-assigned to your original team (unless another human GM has already been hired for that team's vacancy).

10. New GM Applications

Following the in-game cut-off date of February 1st, new GM applicants will not be instated until after the playoffs for the current season have concluded.

Gameplay Rules

Simulations

- During the regular season, we will advance the sim approximately 1 in-game week once every 2-4 real life days. We will always stop on the 1st of every month to allow for budget adjustments.
- During the playoffs, we will advance the sim 2 in-game days at a time (unless there are no human controlled teams remaining).
- During the off-season, we will stop the sim on important dates like the awards ceremony, the draft lottery, the entry draft, etc. After the draft concludes, we will sim 1 week at a time until August 1st to allow for a few rounds of FA signings. After August 1st, we will sim straight to the prospects tournament, and then through to September 1st.

Trading

- No cap dump trades with AI teams.
- Trade offers for AI teams should have an in-game scout appraisal of "It's very likely that they will accept" or "I'm sure they will accept" (exceptions may occasionally be made depending on the circumstances), and must also be approved by the commissioner.
- For convenience, the In-game Trade Deadline is set for March 1st.

Draft

- The draft will be conducted via Draft List submissions for each human-controlled team. Make sure you rank your choices starting from 1, which would be the player you would want most if they are still available at your first pick. If you do not submit your draft list before the submission deadline, your picks will be automated by the AI.
- The 1st round will be done live (might be live-streamed, or might be just via the Discord chat) with a maximum 3 minute timer on each pick, so that all GMs who are able to participate can make trades throughout the 1st round. If you are unable to make it to a draft event, I will use your draft list to make your picks.
- The commissioner will create 5 new fictional youth (15-16 yr old) players (one for each skater position) on each July 1st to make future drafts more interesting.

Waivers

- Players on waivers can remain there for up to 7 in-game days, matching our simulation schedule.

Salary Cap

Ceiling: \$95.5m

Floor: \$70.6m

Staff

- Hiring: All GMs start with \$5,000 (fake) dollars in their Auction Bot budget. To hire a staff member, create a thread in the sshl-forums discord channel with the 'Staff Bid' tag, and list out the names and roles of each staff member you want to hire. Each staff role has a preset price to hire:
 - Head Coaches: \$1,000
 - Assistant Coaches/Scouts: \$500
 - Trainers: \$250

\$5,000 should be enough to hire a head coach, a trainer, and a mix of 7 assistant coaches/scouts throughout the season (assuming my math is right). You might also want to consider hiring AHL coaches. Account balances will be reloaded to \$5,000 every July 1st.