

Transactions

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4.1. Drop/Add

A drop/add is the simplest transaction. It involves adding a player from free agency to your roster and dropping a player from your roster onto waivers in order to make room for the player you are adding. You are limited to 6 claims per week via drop/add and waivers pickups.

4.2. Waiver Pickups

The League uses an Automated Priority Order system and places the priority order in reverse order of standings (non-serpentine). Waiver wire claim order is reset at 3:00AM ET on Mondays. Players remain on waivers for 1 day. Waiver Wire claim processing time is 48 hours.

4.3 Trades

4.2.1. Trade Guidelines

Owners may trade players at any time throughout the season as long as trading is not restricted. The only types of trades that are permitted are those that take place on Fantrax. For example, the owner of Team A cannot trade Nick Suzuki and a signed Guy Carbonneau jersey to the owner of Team B for Connor McDavid.

4.2.2. Trade Approval

Trades will be approved by the Commissioner and Co-Commissioners, with each having one equally weighted vote. Most trades will likely be approved unless the Commissioner and Co-Commissioners determine the trade to be severely imbalanced. Note that a trade will automatically be rejected if players and/or draft picks are only going in one direction. For example, if Team A trades Brady Tkachuk to Team B, but Team B does not trade anything in return, that trade will automatically be rejected.

4.2.3. Trading Draft Picks

In addition to players, owners may trade draft picks. At this time, you may only trade draft picks for the next draft. In other words, during the 2025-26 season, you may only trade picks for the 2026 Draft. Picks cannot be traded for the 2027 or 2028 Drafts. If this is an option that enough owners would like opened up in the future, we can discuss putting it into effect.

4.2.4. Trade Deadline

The trade deadline this season is February 22, 2026.