



FTP Sports Games

RINKSIDE HOCKEY

GAME INSTRUCTIONS

Feel The Pulse of the Game

RINKSIDE HOCKEY



OVERVIEW

RINKSIDE HOCKEY by FTP Sports Games is a simulation/re-creation of the fast paced game of hockey using individual player cards, reference charts and a deck of Play Result Cards to produce on-ice results. The game is designed to be a realistic representation of past, present and fictional hockey seasons in each facet of the sport. RINKSIDE HOCKEY produces exciting and fast action in all three zones of the rink: defensive, neutral and offensive. Every game of RINKSIDE HOCKEY flows seamlessly as the play moves from each end of the ice, and players either make or fail to make plays on both offense and defense. Strategy is important as each coach must decide whether to play a risky high pressure fore-checking game or drop back and prevent the other team from entering their offensive zone easily. Each coach must also determine how much emphasis will be placed on taking the body as each big hit helps gain momentum but can also lead to more penalties being called. As in any hockey game, the goalies for each team are of paramount importance. Good goalies will control more rebounds and make big saves in key situations while bad goalies will be a sieve that drains the life out of your team by coughing up more rebounds and becoming easily rattled. In RINKSIDE HOCKEY the action doesn't end with the whistle. Scrums and after whistle action can lead to an increase in chippy play and result in penalties or fights. Heated rivals will have more contentious games with dirty hits and cheap shots being answered with physical retribution. All of this plays an important part in determining who wins and loses in RINKSIDE HOCKEY. This set of game instructions provides detailed information on how to set up and play the game.

SECTIONS

- 1 - Game Setup
- 2 - The PLAY RESULT CARDS and THE RINKSIDE HOCKEY GAME CENTER
- 3 - The Pre-Game Skate
- 4 - Timing
- 5 - Faceoffs
- 6 - In Zone Play
- 7 - Shots on Goal, Blocked Shots, Screened/Deflected Shots and Posts/Crossbars
- 8 - Shot Difficulty, Scoring Chances, Goalie Saves, Net Scrambles and Goals
- 9 - Breakout/Forecheck
- 10 - The Neutral Zone
- 11 - Dump-Ins and Dump and Chase Play
- 12 - Rush and Transition Plays
- 13 - Penalties, Power Plays and Penalty Kills
- 14 - Scrums, Agitators, Dirty Plays and Fights
- 15 - Momentum
- 16 - Auxiliary Plays
- 17 - Empty Net Scenarios
- 18 - Last Second Neutral Zone Scenarios
- 19 - OPTIONAL - Goal Descriptions and Goalie Reactions

SECTION 1 - Game Setup

- Choose two opponents for a game
- The teams and players can be laid out in two different ways:

- 1) Full View
- 2) Stacked

FULL VIEW LAYOUT

This view lays out each team so that all four lines and each of the three defensive pairings are in view and one pawn is used to show which forward line is on the ice and another pawn is used to show which defensive pairing is on the ice.

VISITING TEAM							HOME TEAM						
D PAIRINGS			LINES				LINES				D PAIRINGS		
3	2	1	4	3	2	1	1	2	3	4	1	2	3
LD	LD	LD	LW	LW	LW	LW	RW	RW	RW	RW	RD	RD	RD
			C	C	C	C	C	C	C	C			
RD	RD	RD	RW	RW	RW	RW	LW	LW	LW	LW	LD	LD	LD
PAWN											PAWN		

GAME CENTER
CHART

SCOREBOARD

PLAY RESULT
DECK

In this example, the Visiting team has its 1st Forward Line and 2nd Defensemen Pairing on the ice against the Home Team's 3rd Forward Line and 1st Defensemen Pairing. Line changes are executed by moving the pawns to choose a different Forward Line or Defensemen Pairing to place on the ice.

STACKED VIEW LAYOUT

The Stacked View simply stacks each of the positions in order with the line placed on the ice showing on top. For example, the 1st Forward Line would have the 1st Center, 1st Left Wing and 1st Right Wing stacked on the 2nd, 3rd and 4th player for each position. The same format applies to the Defense Pairings. Line changes are executed by taking the top skater card off of the pile and moving it to the bottom.

MATCHING LINES

If you want to place a high focus on matching lines so that you get a good defensive or offensive matchup on the ice, the Full View Layout is more effective as you can easily move between the Forward Lines and Defense Pairings. As a rule, the Visiting Team must place their players on the ice first and the Home Team gets to match players accordingly.

GAME CHARTS

Place the Game Charts and the RINKSIDE HOCKEY Scoreboard in between the two teams for easy reference. Place the Auxiliary Chart and the Fight Card to the side for easy access.

SECTION 2 - The PLAY RESULT CARDS and the RINKSIDE HOCKEY GAME CENTER

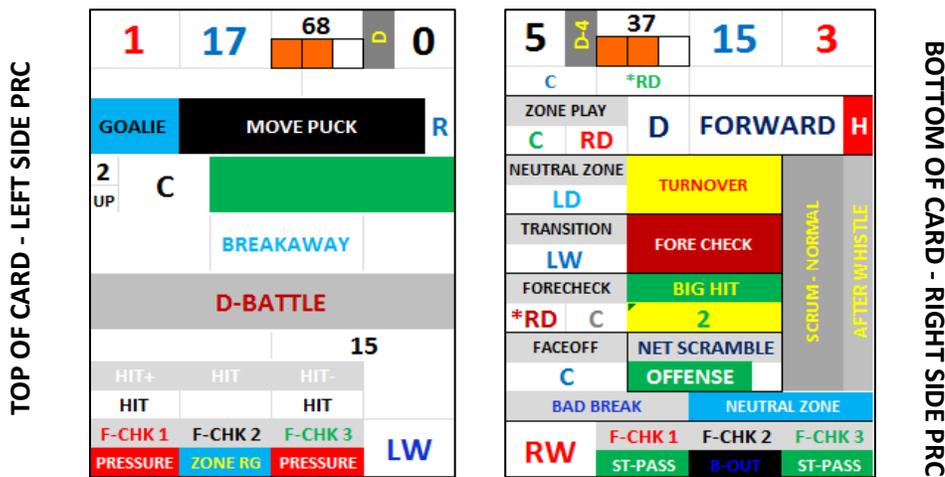
RINKSIDE HOCKEY uses a deck of cards, called the PLAY RESULT CARDS, PRCs for short, to draw 3 different types of random numbers. These random number ranges are 1-100, 1-20 and 1-10. These numbers correspond to a section of the RINKSIDE HOCKEY GAME CENTER, an individual player card or another chart. Other symbols and numbers are listed on the PRCs and are used to determine players involved in plays, penalties and the specific actions a player will take to attempt to make a play.

THE PLAY RESULT CARDS

There are 100 Play Result Cards. They are doubled-sided to work in conjunction with one another to provide extensive randomness to the types of numbers involved and play results. Each card is full of numbers, letters and symbols which will be explained throughout this instruction guide. Once familiar with the process of using these PRCs, you will find that each game of RINKSIDE HOCKEY flows smoothly as there are minimal chart references because most play results involve PRCs and individual player cards.

While playing the game, the deck of cards is placed in a stack. As a card is drawn, it is flipped over to reveal the other side and placed next to the main deck so that there is a Left Side and Right Side in view. Once all cards are drawn, they are re-shuffled and play is resumed. The game averages 2 shuffles per period.

The PLAY RESULT CARDS Double-Sided Deck



Each PLAY RESULT CARD has 4 different types of number:

RED NUMBER The Red Number on each card is a random number between 1 and 10, referred to as the **Red Number**.

BLUE NUMBER The Blue Number on each card is a random number between 1 and 20, referred to as the **Blue Number**.

BLACK 100 NUMBER The Black 100 Number (seen on the PRCs above the orange blocks) is a random number between 1 and 100 and when referred to will be listed in italics as *#100*.

BLACK NUMBER The Black Number on each card is a random number between 0 and 9. The Black Number on the Left PRC and the Black Number on the Right PRC are **combined together** to create a random number between 1 and 100. The random number from the PRCs above would be 05. The significance of the zero in front of the other digit is explained in detail below. If the two numbers are a double 0 (00), that is read as 100. It is referred to as the Black #100.

Each of the other sections on the PRCs are explained in detail throughout this Instructions File.

SECTION 3 - The Pre-Game Skate

After setting the teams up for the game you will play, a Pre-Game Skate takes place while each team warms up.

The Pre-Game Skate determines the following things:

Goalie Warm-Up A number check occurs to determine how a goalie warms up. The goalie will begin the game with a Normal Rating, Bad Game Rating or Good Game Rating.

Draw new cards and refer to the following:

BAD GAME: If the Right PRC *#100* is between 1 and 20 a Bad Game Check occurs. Use the Left PRC *#100* and compare that to the Goalie Rating. If the Left PRC *#100* is within the Goalie Rating, he does not start the contest with a Bad Game Rating. If the Left PRC *#100* is above the Goalie Rating he begins the contest with a Bad Game Rating. Place the Bad Game Goalie Backdrop from the game materials behind the goalie.

GOOD GAME: If the Right PRC *#100* is 21-100 there is a chance the goalie may begin the contest with a Good Game Rating. If the Left PRC *#100* is within the Goalie Rating he begins the contest with a Good Game Rating. Place the Good Game Goalie Backdrop from the game materials behind the goalie.

Officiating A number check occurs to determine how the officials will officiate the game. The officials will either Call The Game Tight, Normal or Let Them Play.

Draw a new card:

CALL IT TIGHT: If the *#100* is between 1-20 the Officials will Call It Tight meaning more penalties will be called.

NORMAL: If the *#100* is between 21-80 the Officials will blow the whistle at a Normal frequency.

LET THEM PLAY: If the *#100* is between 81-100 the Officials are going to Let Them Play meaning less penalties will be called.

Place either the CALL IT TIGHT, NORMAL or LET THEM PLAY game tile next to the Scoreboard.

Enforcers A number check occurs to determine if the Enforcers on each team may effect the game the first time they are on the ice.

Draw a new card:

ENFORCERS EYE EACH OTHER DURING PRE-GAME SKATE: If the #100 is between 1-25 the Enforcers are eyeing each other during the Pre-Game Skate.

ENFORCERS HAVE A SCORE TO SETTLE: If the #100 is between 26-30 the Enforcers have a score to settle

ENFORCERS CHIRPING AT EACH OTHER IN THE MEDIA: If the #100 is between 31-35 the Enforcers have been chirping at each other in the media.

If any of the above happen, the Enforcers will fight the first time they are on the ice together.

More information will be given regarding the specifics of the Goalie Warm-up, Officials and Enforcers in the game instructions below.

Hitting Strategy Each coach must determine a hitting strategy to start the game with.

HITTING: A coach will determine if the team will place emphasis on HIT+, HIT or HIT-.

HIT+: More emphasis will be placed on hitting leading to more momentum being gained when big hits take place, a more rough and physical game and, consequently, more penalties being called.

HIT: A balance between a strong hitting game and backing off.

HIT-: Less emphasis will be placed on hitting leading to players backing off instead of taking the body. Less momentum points will be gained and a smoother, less physical game will be called and, consequently, less penalties will be called.

After choosing the strategy, place the corresponding game tile next to the specific team.

Forecheck Strategy Each coach must determine a forechecking strategy to start the game with.

FORECHECK: A coach will determine if the team will use 1, 2 or 3 Forecheckers.

FORECHECK 1: A low risk, low reward Forechecking Strategy that will place little focus on pressuring the opposing team while trying to break out of their defensive zone. This will cause the opposing team to have to dump more pucks in and chase them down as it does not allow easy movement from the defensive zone, through the neutral zone and into the offensive zone. This strategy in hockey circles is known as a Trap or Left-Wing Lock.

FORECHECK 2: An even balance between dropping back in the neutral zone and pressuring the opponent trying to break out of their defensive zone. This is an even balance between risk and reward.

FORECHECK 3: A high risk, high reward Forecheck Strategy that will place a high level of focus on pressuring the opposing team while trying to break out of their defensive zone. This will focus on puck recovery and will lead to more turnovers being caused and a higher level of scoring chances.

However, the opposing team will be able to move more easily between zones.

PACE OF GAME: If you desire a low-paced, more defensive game, place both teams in a Forecheck 1 strategy, which is also helpful when trying to protect a lead late in the game. If you desire a high-paced, more offensive game, place both teams in a Forecheck 3 strategy, which is similar to early 80's Hockey where the teams skate back and forth with ease and look to create a high level of scoring chances. For a more moderate approach, place both teams in a Forecheck 2 strategy.

GAME PLAY

SECTION 4 - Timing

In RINKSIDE HOCKEY, the timing of the game is broken into :30 second increments. Throughout the instructions, directives will be given to when a time sequence occurs. These will be specified with a [T] symbol. When a timing sequence is called for, move the timing pawn one :30 second increment until there is no time left in the period. A period is not considered over until the defensive team clears the puck out of the defensive zone. If an action occurs that would call for the end of the period, those actions are ignored until the zone is cleared.

GAME TIMING OVERVIEW

Mark a timing sequence when the following occurs:

- EVEN STRENGTH PLAY** The team in possession of the puck enters the zone or dumps the puck in.
The puck is saved and covered by the goalie.
The puck is frozen by the goalie during a Loose Puck Scenario.

The puck is frozen during play.

The puck is put out of play either during Zone Play or a goalie save goes over the glass and out of play.

After a Delayed Penalty.

The puck goes out of play during Neutral Zone Play.

The puck goes out of play after hitting the crossbar or blocked by a player.

The puck is played with a high stick by the defensive team.

DO NOT MARK a timing sequence when the following occurs:

Icing is called.

The offensive team plays the puck with a high stick or makes a hand pass.

RUSH/TRANSITION PLAY Timing sequences are not marked during Rush/Transition Play and the following play that would normally require a timing sequence to be marked is **NOT** marked.

POWER PLAY Power Play timing procedures are covered below.

SECTION 5 - Faceoffs

Refer to the FACEOFF section of the PLAY RESULT CARD diagram sheet.

To determine the winner of a faceoff, compare the Faceoff Ratings for the two centers on the ice. Take the difference between the two and add that to 10. That new number will be the range for the higher rated faceoff player to win the draw. For example, if the Visitor Center has a Faceoff Rating of 7 and the Home Center has a Faceoff Rating of 5, the difference between the two players is 2; 2 is then added to 10 and the range is 12. The Visiting Center has a range of 1 to 12 for winning the faceoff. Draw a new card and refer to the FACEOFF SECTION. The number showing is a random number between 1 and 20. If that random number falls in the higher rated player's Faceoff Range, he wins the draw. If the number is above that range he loses the draw. The Right PRC FACEOFF SECTION will show a position and that is the player who controls the faceoff. If the position listed is the Center, he simply gains control of the puck after the two players facing off scum for the puck.

T When this symbol is showing instead of a number on the Left PRC, the Center in the defensive zone is tossed from the faceoff dot and another player must take the draw. If this occurs during a Neutral Zone faceoff, it denotes that the visiting team has won the faceoff and automatically dumps the puck into the zone.

T When this symbol is showing instead of a number on the Left PRC, the Center in the offensive zone is tossed from the faceoff dot and another player must take the draw. If this occurs during a Neutral Zone faceoff, it denotes that the home team has won the faceoff and automatically dumps the puck into the zone.

PENALTY When this symbol is showing on the Left PRC during a draw, a penalty may be called during or immediately after a faceoff. Instructions will be given below as to if and when a penalty is called. If a penalty is called, refer to the Home/Visitor Section of the Right PRC to determine which team will be called for the Penalty. Refer to the section below for determining who will be called for the penalty.

ENFORCERS When this symbol is showing on the Left PRC during a draw, the enforcers on the ice may initiate a fight. Refer to the FIGHT CARD Section to determine if a fight takes place and who the combatants will be.

SPECIFIC INSTRUCTIONS FOR ZONE FACEOFFS

OFFENSIVE ZONE WINS When the offensive team wins the faceoff, the controlling player may choose any offensive action. See the OFFENSE SECTION below.

DEFENSIVE ZONE WINS When the defensive team wins the faceoff, the defensive team immediately moves to either Breakout of the zone or clear the puck. See the BREAKOUT SECTION below.

NEUTRAL ZONE WINS Neutral Zone faceoffs have specific instructions. The controlling team after the faceoff will proceed according to the following.

T As stated above, if this symbol shows up, the Visiting Team wins the Neutral Zone faceoff and immediately dumps the puck into the zone. Proceed to the Forecheck Section below.

T As stated above, if this symbol shows up, the Home Team wins the Neutral Zone faceoff and immediately dumps the puck into the zone. Proceed to the Forecheck Section below.

When neither of the two symbols above are showing, the controlling team proceeds to Neutral Zone Play (See Below).

SECTION 6 - In-Zone Play

In-Zone Play occurs when one team has the puck and is considered in the offensive zone and the defending team is in the defensive zone. When neither team controls the puck it is considered a Loose Puck Scenario.

This section is broken into three sub-sections. The Offensive Zone, Defensive Zone Hitting and Loose Puck sections.

OFFENSIVE ZONE

A team is considered in the offensive zone when a player is in control of the puck after the following actions: controlling the faceoff, skating into the zone, passing into the zone, recovering the puck after a chip & chase is executed, recovering the puck after a successful forecheck/pressure, recovering the puck after winning an offensive battle or controlling the puck **ANYTIME** a defensive player fails to make a play on the puck.

OFFENSIVE ZONE PUCK LOCATION

The Zone Play section of the Left PRC shows the Offensive Zone Puck location to add flavor and description to where the play is taking place in the Offensive/Defensive Zone.

OFFENSIVE OPTIONS

When a player controls the puck in the offensive zone he has the following options available: create a quality scoring chance for himself, try to set up a teammate for a quality scoring chance, try a two man game, cycle the puck, simply shoot the puck on net or shoot the puck wide.

QUALITY SHOT

A player in control of the puck may try to execute a slick skating move, stick handle around a defender or power into the slot or to the net to create a scoring chance for himself. Draw a card and refer to the **Red Number** from the Left PRC.

IN RANGE

If the **Red Number** is within the player's Q-S Range, he executes the move and creates a Quality Scoring chance for himself. He Then takes a Shot on Goal (See Below).

OUT OF RANGE

If the **Red Number** is out of the player's Q-S Range, he fails to execute the move. If the **Red Number** is **ODD**, proceed to a Loose Puck Scenario (See Below). If the **Red Number** is **EVEN**, the defense automatically recovers the puck and may deliver a HIT, depending upon the hitting strategy of the defense (See Below).

SET UP PLAYER

A player in control of the puck may try to Set Up a teammate with a good pass that leads to a Quality Scoring chance.

IN RANGE

If the **Red Number** is within the player's S-U Range, he executes the pass and creates a Quality Scoring chance for his teammate, who then takes a Shot on Goal (See Below).

WHO TAKES THE SHOT - Refer to the Offensive Grade on the Right PRC. If a player on the ice has that offensive grade, he takes the shot. If more than one player has that grade, refer to the offensive position listed on the Right PRC to determine if it will be a forward or defenseman that takes the shot. If there are more than one forward or defenseman that shares the grade, refer to the Left or Right section on the Left PRC to determine whether the player on the left or right of the players sharing the grade will take the shot. When a defenseman sets up a teammate and the Offensive Grade is shared by all three forwards do the following: If the position on the Right PRC is Defense, the Center takes the shot; otherwise, use the left or right direction to determine which winger will take the shot.

OUT OF RANGE

If the **Red Number** is out of the player's S-U Range, he fails to execute the pass. If the **Red Number** is **ODD**, proceed to a Loose Puck Scenario (See Below). If the **Red Number** is **EVEN**, the defense automatically recovers the puck and may deliver a HIT, depending upon the hitting strategy of the defense (See Below).

TWO-MAN GAME

A player in control of the puck may try to work with a teammate on a Give and Go that leads to a High Quality Scoring chance. The Offensive Rating of both players are added together. Find the second player involved by referring to the offensive player listed on the Right PRC. Draw a new card and refer to the Black #100.

IN RANGE

If the Black #100 number is within the combined Offensive Rating of the two players involved, they work together on the Give and Go and a High Quality Scoring chance is created for the original player with the puck who then gets a Shot on Goal (See Below).

OUT OF RANGE

If the Black #100 is out of the combined Offensive Rating of the two players involved, they fail to execute the move. If the Black #100 is **ODD**, proceed to a Loose Puck Scenario (See Below). If Black #100 is **EVEN**, the defense automatically recovers the puck and may deliver a HIT, depending upon the hitting strategy of the defense.

CYCLE THE PUCK

At any time an offensive player in control of the puck may simply Cycle the Puck instead of trying to make an offensive play. This is a good option for players with low offensive numbers. The player will not be able to draw or commit a penalty. Proceed to a Loose Puck Scenario (See Below).

SHOOT THE PUCK ON NET At any time an offensive player in control of the puck may simply Shoot the Puck instead of trying to make an offensive play. Simply throwing the puck on net may lead to other good outcomes and is an effective strategy when a team has players with low offensive ratings or is having trouble generating offense. The player will not be able to draw or commit a penalty. The shot is considered a Low Quality Scoring chance. Proceed to a Shot on

Goal (See Below).

SHOOT THE PUCK WIDE At any time an offensive player may purposefully shoot the puck wide off of the backboard behind the goal to attempt to force a Net Scramble or force the defense into a clearing attempt. Draw a new card.

If the Black #100 is within the player's S-U Rating, the wide shot bounces back into a Dangerous situation. Proceed to a Net Scramble as outlined below.

If the Black #100 is within the player's Offense Rating, the wide shot bounces back into a Potentially Dangerous situation and the defense must attempt to clear the puck as outlined below.

If the Black #100 is above both of those ratings, a Loose Puck Scenario ensues (See Below).

IMPORTANT: Blocked Shots and Deflected/Tipped chances ARE IN PLAY (See Below).

PENALTIES For all of the above Offensive Options use the following to determine if a penalty is drawn or committed.

DRAW PENALTY - if #100 on the Right PRC is within the player's Draw Penalty number, he executes the move and draws a penalty. If the #100 is **ODD**, the play continues. If the #100 is **EVEN**, the play is whistled dead as the player is hauled down and unable to make the play. **An offensive player must successfully execute the move to Draw a Penalty.**

COMMIT PENALTY - if #100 on the Right PRC is within the original player's Commit Penalty number, he commits an offensive zone penalty after failing to execute the move. If the #100 is **ODD**, the play continues. If the #100 is **EVEN**, the play is whistled dead. These penalties occur **ONLY** when the Offensive Player fails to execute the move.

DEFENSIVE ZONE HITTING A team is considered in the defensive zone when an opponent controls the puck, shoots the puck into the zone or a Loose Puck is in the zone on the team's defensive side of the ice.

AUTOMATIC PUCK RECOVERY When the offense fails to make a move and the result number is **EVEN**, the defense automatically recovers the puck. This is where the hitting strategy comes into play. Refer to the hitting strategy employed by the team at the start of the game. It will either be HIT-, HIT or HIT+. Refer to the HITTING Section of the Left PRC matching the team's strategy. If HIT is there, the defensive player listed on the Right PRC will attempt to make a hit before the team attempts to break the puck out of the zone or clear the zone. If the section is blank, a hit will not be attempted. If P? is showing, the player will commit a hitting penalty if the result number is above his Hit Range and the Official chooses to call the penalty. If the Left PRC calls for a HIT or P?, draw a new card and refer to the Red Number on the Left PRC.

IN RANGE If the **Red Number** is within the defensive player's Defensive Hit Range, a HIT occurs. Tally a hit for the team. If the **Red Number** is within the Defensive Big Hit Range, a BIG HIT occurs. Tally a hit for the team and also refer to the Momentum Section below to determine the momentum bump associated with BIG HITS.

OUT OF RANGE If the **Red Number** is out of range of the defensive player's Defensive Hit Range, no hit occurs. Proceed to the breakout or clear zone for the defense.

P? If the HITTING Section on the Left PRC revealed a P? a penalty may be called if the defensive player fails to deliver a hit. If the **Red Number** is within the defensive player's Defensive Hit Range, a HIT occurs (See Above). If the **Red Number** is above the defensive player's Defensive Hit Range, he does not deliver the hit and will be called for a penalty if the Official chooses to call the penalty.

LOOSE PUCK SCENARIO A Loose Puck Scenario occurs whenever the offense fails to make a play and the result number is **ODD**, a goalie makes a save and the puck is played into the corner, the goalie makes a play on a puck dumped in from the neutral zone and clears the puck into a corner, after a blocked shot, after a missed shot on net or a shot hits the crossbar or post. Draw a new card and refer to the Zone Play section of the Left PRC. The Zone Play section on the Right PRC determines which offensive or defensive player is involved in the play.

OFFENSE NORMAL The Offensive Player listed on the Right PRC attempts to regain the puck. Use the offensive player's Offense Rating. If the player listed on the Right PRC is *LD or *RD, a play may be made, but the defenseman must determine if he will *activate* and pinch down into the zone to make the play. If he fails to make the play, the opposing team gets an automatic Rush/Transition. Only skilled defenseman should attempt to make these plays or any defenseman if the team is trailing or desperate for a score.

IN RANGE If the **Blue Number** is within the offensive player's Offense Range, he recovers the puck:

If the **Blue Number** is low enough to be within either the S-U Range or Q-S Range, the offensive player recovers the puck and either Sets-Up a teammate for a Quality Scoring chance (S-U) or creates a Quality Scoring chance for himself and takes a Shot On goal (Q-S). If the **Blue Number** is within both the S-U Range and Q-S Range, do the following: If the **Blue Number** is **ODD** - he Sets-Up a teammate; if the **Blue Number** is **EVEN** - he creates a

Quality Scoring chance for himself and takes a Shot On goal.

OUT OF RANGE If the **Blue Number** is out of the player's Offensive Range, he fails to recover the puck. The defense automatically recovers the puck and may deliver a hit, depending upon the hitting strategy, and then either clears the zone or attempts a breakout.

OFFENSE DANGEROUS The Offensive Player listed on the Right PRC attempts to regain the puck in a dangerous position. Use the offensive player's Offense Rating. If the player listed on the Right PRC is *LD or *RD, the defenseman must determine whether to *activate* and jump up into the play or not.

IN RANGE If the **Blue Number** is within the offensive player's Offense Range, he recovers the puck and attempts a Shot on Goal and it is considered a Quality chance. If the **Blue Number** is also within the offensive player's HQS Range, a Shot on Goal is attempted resulting in a High Quality chance.

OUT OF RANGE If the **Blue Number** is out of the player's Offensive Range, he fails to recover the puck. The defense automatically recovers the puck and may deliver a hit, depending upon the hitting strategy, and then either clears the zone or attempts a breakout.

DEFENSE PLAY PUCK The Defensive Player listed on the Right PRC attempts to make a play on the puck and regain possession. Use the defensive player's Defense Rating.

IN RANGE If the **Red Number** is within the defensive player's Defense Range, he makes the play on the puck and his team regains possession. If the **Red Number** is also within the defensive player's Hit Range, he makes the play and delivers a hit. Tally a hit for his team. If the **Red Number** is low enough to be within the defensive player's Big Hit Range, he makes the play and delivers a big hit. Tally a hit for his team and refer to the Momentum Section below to determine the momentum bump that will be given to his team.

OUT OF RANGE If the **Red Number** is out of the player's Defensive Range, he fails to make the play and the puck is recovered by the offensive player listed in the Zone Play section of the Right PRC. A hit or big hit may still be delivered, even if the defender does not make the play. If the **Red Number** is within the defender's Hit or Big Hit Range, follow the procedure outlined above, but the offense now has possession of the puck.

DEFENSE PLAY MAN The Defensive Player listed on the Right PRC attempts to separate the offensive player from the puck by delivering a hit. Use the defensive player's Hit and Big Hit Ratings.

IN RANGE If the **Red Number** is within the defensive player's Hit Range, he delivers the hit on the offensive player and his team regains possession. Tally a hit for his team. If the **Red Number** is low enough to be within the defensive player's Big Hit Range, he delivers a big hit. Tally a hit for his team and give his team a momentum bump.

OUT OF RANGE If the **Red Number** is out of the player's Hit Range, he fails to make the play and the puck is recovered by the offensive player listed in the Zone Play section of the Right PRC.

DEFENSE TAKEAWAY The Defensive Player listed on the Right PRC attempts to poke check the puck away from the offensive player resulting in his team regaining possession. Use the defensive player's T-A Rating.

IN RANGE If the **Red Number** is within the defensive player's Takeaway Range, he poke checks the puck away from the offensive player and his team regains possession.

OUT OF RANGE If the **Red Number** is out of the player's Takeaway Range, he fails to poke check the puck away from the offensive player and the puck is recovered by the offensive player listed in the Zone Play section of the Right PRC.

BATTLE OFFENSE BATTLE The Offensive Player listed on the Right PRC battles for the puck in the corner or along the half-wall. Use the offensive player's Offensive Battle Range.

IN RANGE If the **Red Number** is within the offensive player's Offensive Battle Range, he wins the battle and his team regains the puck with the offensive player listed on the Right PRC in control of the puck and may choose among the Offensive Options. If the PHYSICAL SECTION of the Right PRC shows an action that is within the offensive player's range for that action, he may also apply a hit while battling for the puck. If he makes a physical play or a hit, tally a hit for his team. If it calls for a Big Hit, tally a hit for his team and apply the momentum bump.

OUT OF RANGE If the **Red Number** is out of the player's Offensive Battle Range, he fails to win the battle and the defensive team regains control of the puck and may deliver a hit depending upon the defensive hitting strategy.

BATTLE DEFENSIVE BATTLE The Defensive Player listed on the Right PRC battles for the puck in the corner or along the half-wall. Use the Defensive player's Defensive Battle Range.

IN RANGE If the **Blue Number** is within the defensive player's Defensive Battle Range, he wins the battle and his team regains the puck and may either attempt to clear the zone or attempt a breakout. If the **Blue Number** is also within the Defender's PHY Rating, he delivers a hit during the battle. Tally a hit for his team and proceed with an attempt

to clear the zone or a breakout.

OUT OF RANGE If the **Blue Number** is out of the player's Defensive Battle Range, he fails to win the battle and the offensive team regains control of the puck, and the player listed on the Right PRC controls the puck with offensive options.

BATTLE BOARD SCRUM A prolonged battle/scrum in the corner or along the half-wall develops between the offensive player listed after BOARD SCRUM and the defensive player indicated on the Right PRC. If the offensive player listed is a *D, use the Left PRC left or right indicator to determine the defensive player to be involved. As outlined above, the defenseman must choose whether to jump up into the play or not. If the defenseman does jump into the play, but fails to win the battle, the defensive team gets an automatic rush/transition. If the defenseman chooses not to enter the battle, the defensive team gains control of the puck and may either attempt to clear the zone or attempt a breakout. To determine the result of the play, subtract the offensive player's Offensive Battle Rating from the defensive player's Defensive Battle Rating to find the Range for the result between the two players. If the **Blue Number** is within that range, the defensive player wins the battle and may deliver a hit if the **Blue Number** is low enough to be within his PHY Range. If the **Blue Number** is above that range between the two players, the offensive player wins the battle. If the PHYSICAL SECTION of the Right PRC calls for an action that is within that player's given range, he may tally a hit or a big hit for his team. Penalties are only *committed* in Board Scrums. The player who fails to make the play will be checked for a penalty.

ZONE HOLD PUCK IN The Offensive Player listed on the Right PRC attempts to hold the puck in at the blue line and maintain possession for his team. Use the offensive player's Offense Rating. If the player listed on the Left PRC is a *LD or *RD, the defenseman must determine whether to risk activating and jump into the play as he will give up a rush transition if he fails to make the play.

IN RANGE If the **Blue Number** is within the offensive player's Offense Range, he maintains control of the puck and may choose from any of the Offensive Options.

OUT OF RANGE If the **Blue Number** is out of the offensive player's Offense Range, he does not hold the puck in the zone at the blue line and the play moves to the Neutral Zone (See below).

ZONE BAD BOUNCE The Offensive Player listed on the Right PRC attempts to control the puck after a bad bounce and maintain possession for his team. Use the offensive player's Offense Rating. If the player listed on the Left PRC is a *LD or *RD, the defenseman MUST attempt to play the puck.

IN RANGE If the **Blue Number** is within the offensive player's Offense Range, he maintains control of the puck and may choose from any of the Offensive Options.

OUT OF RANGE If the **Blue Number** is out of the offensive player's Offense Range, he does not hold the puck in the zone at the blue line, and the opposing team gets an automatic rush/transition.

PENALTIES For all of the above Loose Puck Scenarios use the following to determine if a penalty is drawn or committed:

DRAW PENALTY - if #100 on the Right PRC is within the player's Draw Penalty number, he makes the play and draws a penalty. If the #100 is **ODD**, the play continues. If the #100 is **EVEN**, the play is whistled dead as the player is hauled down and unable to make the play.

COMMIT PENALTY - if #100 on the Right PRC is within the original player's Commit Penalty number, he fails to make the play and is called for a penalty. If the #100 is **ODD**, the play continues. If the #100 is **EVEN**, the play is whistled dead.

GOALIE LOOSE PUCK SCENARIOS

GOALIE FREEZE PUCK The Goalie attempts to freeze the puck and slow down play. Use the Goalie's Rebound Control Number.

IN RANGE If the **Blue Number** is within the Goalie's Rebound Control Range, he covers and freezes the puck. [T]

OUT OF RANGE If the **Blue Number** is out of the Goalie's Rebound Control Range, he does not freeze the puck and the offensive player listed on the Right PRC is in control of the puck with all Offensive Options available.

GOALIE MOVE PUCK The Goalie attempts to move the puck into the corner or move the puck to a teammate. Use the Goalie's Play Puck Rating.

IN RANGE If the **Red Number** is within the Goalie's Play Puck Range, he moves the puck to the corner; proceed to a Loose Puck scenario. If the **Red Number** is low enough to be within the Goalie's Control Puck Range, he plays the puck to a teammate, and the team may either attempt to clear the zone or attempt a breakout.

OUT OF RANGE If the **Red Number** is out of the Goalie's Play Puck Range, he fails to play the puck and the offense gains control of the puck with the player listed on the Right PRC in control of the puck with all offensive options available.

PUCK	OUT OF PLAY	The Puck is played over the glass. The puck stays in the zone for a faceoff. [T]
BATTLE	PUCK FROZEN	The Puck is frozen along the boards. The puck stays in zone for a faceoff. [T]
BATTLE	BOARD SCRUM PUCK FROZEN	The Puck is frozen during a board scrum. The puck stays in zone for a faceoff. [T]

HAND PASS	OFFENSE NEUTRAL ZONE FACEOFF	The Offense makes a hand pass. The puck moves to the Neutral Zone for a faceoff. No timing sequence occurs.
-----------	------------------------------	---

HIGH STICK	DEFENSE DEFENSIVE ZONE FACEOFF	The Defense plays the puck with a high stick. The puck stays in zone for a faceoff. [T]
------------	--------------------------------	---

HIGH STICK	OFFENSE NEUTRAL ZONE FACEOFF	The Offense plays the puck with a high stick. The puck moves to the Neutral Zone for a faceoff. No timing sequence occurs.
------------	------------------------------	--

SPECIAL NOTE Whenever the defense or the goalie has a chance to make a play and fails to do so AND the Left PRC Zone Play section shows OFFENSE DANGEROUS, the player listed on the Right PRC gets an automatic Dangerous Play opportunity. See above.

SECTION 7 - Shots on Goal, Blocked Shots, Screened/Deflected Shots and Posts/Crossbars

Shots on Goal take the following into consideration. Is the shot on target or off target? Is the shot blocked by a defensive player? Is the shot re-directed by an offensive player, or does the offensive player screen the goalie to prevent him from effectively seeing the shot making the save opportunity harder? Is the shot easy to save for the goalie or does the shot challenge him?

SHOTS ON TARGET/OFF TARGET When a player attempts a Shot on Goal, use the Black #100 and refer to the player's Shot Target Range.

ON TARGET If the Black #100 is within the player's Shot Target Range, the shot is on net.

SNIPER RANGE If the Black #100 is low enough to be within the player's Sniper Range, the shot will significantly test the goalie as it is a High Quality Scoring chance (See Below).

OFF TARGET If the Black #100 is out of the player's Shot Target Range, the shot is missed wide or high. Proceed to a Loose Puck scenario.

SPECIFIC SHOT NUMBERS When the Black #100 is equal the following numbers, specific actions are triggered:

55 The player Can't Tee Up the Shot, proceed to a Loose Puck scenario.

66 The player Can't Control a Bouncing Puck, proceed to a Loose Puck scenario.

77 The player Fans on the Shot, proceed to a Loose Puck scenario.

88 The player's Stick Breaks while taking the shot, proceed to a Loose Puck scenario

97-100 The player shoots the puck wide and it rings around the boards and clears the zone. Proceed to the Neutral Zone.

BLOCKED SHOTS and DEFLECTED/SCREENED SHOTS Any Shot on Goal may be blocked by the defense, re-directed or tipped by an offensive player or screened by an offensive player.

BLOCKED SHOTS If the last Left PRC card used to determine that a Shot on Goal will take place shows a blocked symbol, check to determine if, in fact, a blocked shot occurs. This check occurs on the next Draw of the Cards to determine if a shot is on or off target.

BLOCKED SHOT The last Right PRC used, in the blocked shot section, shows which player will be called upon to block the shot. If the Left PRC **Red Number** is within the player's B-S rating, a blocked shot occurs. Proceed to a Loose Puck scenario.

BLOCKED SHOT OoP Use the same procedure above to determine if a blocked shot occurs. If it does, the puck flies over the glass and out of play. [T]

STICK BLOCK Use the same procedure above to determine if a blocked shot occurs. If it does, proceed to a Loose Puck scenario.

BLOCK SHOT CLEAR Use the same procedure above to determine if a blocked shot occurs. If it does, the defender listed in the Zone Play section of the Right PRC is called upon to clear the puck from the slot area. Use the defender's Defensive Rating. If the Left PRC **Red Number** is within the player's Defense Rating, he clears the puck to the corner. Proceed to a Loose Puck scenario. If the Left PRC **Red Number** is above the player's Defense Rating, he fails to clear the puck and the offense will get a rebound shot (See Below).

NUMBERS 1 and 3 - If the defender clears the puck with a result number of 1 or 3, the puck is cleared to the Neutral Zone and play proceeds from there.

BLOCKED/DEFLECTED ON NET

Use the same procedure above to determine if a blocked shot occurs. If it does, proceed to a Loose Puck scenario. If the block shot does not occur, it is instead deflected on net, and the goalie must save it or a goal is scored (See Below).

BLOCK/SCREEN

Use the same procedure above to determine if a blocked shot occurs. If it does, proceed to a Loose Puck scenario. If the block shot does not occur, it is instead a screened shot (provided the shot is on target from the offensive player), and the goalie must attempt to save a screened shot (See Below).

DEFLECTED/SCREENED SHOTS

If the last Left PRC used to determine that a Shot on Goal will take place shows a screen or deflection symbol, check to determine if a screen or deflection takes place. This check occurs on the next Draw of the Cards to determine if a shot is on or off target.

SCREEN

The Last Right PRC used, in the net action section, shows which player will be called upon to screen the goalie. If the Left PRC **Red Number** is within the screening player's NET rating, he screens the goalie IF the shot is on target. The goalie must attempt to save a screened shot (See Below).

DEFLECTION

Following the above procedure for a screen, if the last Left PRC instead calls for a deflection, use the offensive player listed in the net action section of the Right PRC to determine which offensive player will attempt to deflect the puck on net. If the Left PRC **Red Number** is within the offensive player's NET Rating, he deflects/tips the puck on net, whether the original shot was on target or not. The goalie must attempt to save a deflected shot (See Below).

SPECIAL NOTES - When the screening player is the same player who will attempt a shot, he instead attempts to power to the net and jam the puck in. If he is successful, the goalie must attempt to save a screened shot (See Below), as the player uses his body to shield the puck. Use the player's NET Rating and the **Red Number** to determine if he is successful. If the Left PRC calls for a deflection and the Right PRC shows that the player attempting to deflect the puck is the player who will attempt the shot, that player gets an automatic put back chance if the goalie saves the original shot. Use the player's NET Rating and the **Red Number** to determine if he is successful (if the goalie made the save on the original shot) and the goalie must attempt to save a deflected shot (See Below).

SPECIAL NOTE - When the offensive player has possession of the puck with Offensive Options available and the last Left PRC shows a screen/deflection opportunity, the player may choose to simply shoot the puck on net as this denotes that there is significant traffic in front of the net and it is an opportune time to put the puck on goal.

POSTS AND CROSSBARS

When a shot is on target and the Right PRC shows that either a Post or Crossbar is hit, that is the ultimate result of the play.

POST

The shot hits the post. Proceed to a Loose Puck scenario.

POST REBOUND

The shot hits the post. Draw a new card. The defensive player listed in the Zone Play section of the Right PRC must attempt to clear the puck. Use the same procedure for a Block Shot Clear.

DOUBLE POST

The shot hits one post and then ricochets off of the other post. Proceed to a Goalie Scramble scenario.

CROSSBAR

The shot hits the crossbar. Proceed to a Loose Puck scenario.

CROSSBAR OUT OF PLAY

The shot hits the crossbar and goes over the glass and out of play. **[T]**

CROSSBAR OFF GLASS

The shot hits the crossbar and ricochets off of the glass. Proceed to a Loose Puck scenario.

*If you like, before continuing play after a post or crossbar is hit, you can draw another card to see if the goalie would have made the save or if it would have been a goal had the shot not hit the post or crossbar.

SECTION 8 - Shot Difficulty, Scoring Chances, Goalie Saves, Net Scrambles and Goals

Once it is determined that the Shot taken by an offensive player is not missed, blocked by an opponent or hits either the post or crossbar, there are two things to consider:

- 1) The Difficulty Level of the Shot, which is used to determine how the goalie will make the save if a goal is not scored.
- 2) Whether the goalie makes the save or not.

DIFFICULTY LEVEL OF THE SHOT

The same number used to determine if the shot is on target or missed is the same number used here to determine if the Shot on Goal is Difficult or Easy for the Goalie to save.

DIFFICULT SHOT

If the Black #100 is 1-50, the shot is considered a Difficult Shot for the goalie to save.

EASY SHOT

If the Black #100 is 51 and Higher (Up to the number of the offensive player's Shot Target Range), the shot is still on net but Easy for the goalie to save.

If a goalie allows a goal on a difficult shot, it creates the visual in your mind that as the play developed, culminating with a shot on goal, the player challenged the goalie with a Difficult Shot that the goalie was not able to save. If a goalie allows a goal on an Easy Shot to save, it creates the visual in your mind that as the play developed and a shot on goal was taken, the player didn't challenge the goalie with a Difficult Shot, but the goalie still failed to make the save and let in a "soft" goal.

**The Difficulty Level of the Shot is independent from the Quality of the Scoring chance. In other words, High Quality Scoring chances can still have easy shots for the goalie to save and Low Quality Scoring chances can still have difficult shots for the goalie to save.*

SCORING CHANCES Each goalie has three Save Ratings: a Green Number (Lowest Save%), a Blue Number (Intermediate Save%) and a Black Number (Highest Save%). The color of the number to use is based on the level of Scoring chance the goalie is facing.

HIGH QUALITY SCORING CHANCES When the goalie faces a High Quality Scoring chance, use his Green Number to determine if he makes the save or a goal is allowed. If the Black #100 is higher than his Green Number, a goal is scored.

PLAYS THAT RESULT IN HIGH QUALITY SCORING CHANCES: Two-Man Game plays, Dangerous Offensive Loose Puck scenarios where the Offensive player recovers the puck and the Blue Number is within his SNP Range, any shot a player takes and the Black #100 Number is within his SNIPER Range, Rush/Transition plays, shots that occur after a goalie gives up a Rebound, shots that are screened by an offensive or defensive player, shots that are tipped/deflected by an offensive player and shots that are deflected on net when a defensive player attempts to block a shot but fails to do so deflecting it on net instead.

QUALITY SCORING CHANCES When the goalie faces a Quality Scoring chance, use his Blue Number to determine if he makes the save or a goal is allowed. If the Black #100 is higher than his Blue Number a goal is scored.

PLAYS THAT RESULT IN QUALITY SCORING CHANCES: When a player creates a Quality Shot for himself (Q-S), when a player sets up a teammate for a Quality Shot (S-U), and Dangerous Offensive Loose Puck scenarios where the Offensive player recovers the puck but the Blue Number is above his SNP Range.

LOW QUALITY SCORING CHANCES When the goalie faces a Low Quality Scoring chance, use his Black Number to determine if he makes the save or a goal is allowed. If the Black #100 is higher than his Black Number a goal is scored.

PLAYS THAT RESULT IN LOW QUALITY SCORING CHANCES: Whenever a player chooses to Shoot the Puck on net in the offensive zone instead of trying to make a play **AND** the Black #100 is above his SNIPER Range.

GOALIE GREAT SAVES, BIG SAVES and GOOD, VERY GOOD, GREAT GAMES and BAD GAMES

GREAT SAVES Each goalie has a GREAT SAVE Number. Whenever a goal is scored, draw another card. If the Blue Number is equal to or lower than the goalie's GREAT SAVE number he robs the offensive player of a goal and makes a GREAT SAVE. The team receives a momentum boost (See Below) and the goalie, if he wasn't already, is now having a Good Game. If he is having a Good Game, he bumps up to a Very Good game. If he is having a Very Good game, he bumps up to a Great Game.

GOOD, VERY GOOD and GREAT GAMES

Once it is determined that the goalie is having a Good, Very Good or Great Game, he gets to use his secondary save numbers which are in his BIG SAVE Range at the top of his card. These numbers increase the goalie's chances of making a big save each time a goal is to be scored. The numbers in the BIG SAVE Range, from left to right correspond to the Good Game, Very Good Game and Great Game ratings a goalie uses. Each time a goal is scored, draw another card. If the Blue Number is within the goalie's BIG SAVE Range for the type of game he is having, he makes a BIG SAVE. The team receives a momentum boost (See Below) and, if the Blue Number is low enough to be within the goalie's BIG SAVE Number, he gets to bump up a level until he reaches a Great Game which is the highest level he can reach.

GOOD GAME A goalie has a Good Game when 1) the Pre-Game Skate determined that he had a good warm-up and starts out having a Good Game 2) makes a GREAT SAVE on a goal that would have scored or 3) He receives a CONFIDENCE check during an Auxiliary Play (See Below).

VERY GOOD GAME A goalie bumps up to a Very Good Game if a goal that would have scored is within his Rating for a Good Game and is also within his GREAT SAVE Number or during a CONFIDENCE check.

GREAT GAME A goalie bumps up to a Great Game if a goal that would have scored is within his Rating for a Very Good Game and is also within his GREAT SAVE Number or during a CONFIDENCE check.

SNIPER HIGH QUALITY SCORING CHANCES When an offensive player puts a shot on net that was within his

SNIPER Rating, P-P SNIPER Rating or S-H SNIPER Rating; a goalie can not stop the potential goal with a Big Save. It can only be stopped with a GREAT SAVE from the goalie.

CONFIDENCE CHECKS AND LEVELS

If the goalie lets in a "soft" goal from an easy shot to save, a CONFIDENCE check occurs. Repeat the same process which occurred during the Pre-Game Skate. This is a CONFIDENCE check. If the result is BAD GAME, he drops a level. If the Result is within his Goalie Rating, he raises a level. If neither occurs, he stays at the same level he is currently at.

BAD GAMES

If you determine, during the Pre-Game Skate, that a goalie is having a Bad Game or, if during a CONFIDENCE check, he drops from Normal to Bad Game level, you must do the following each time the goalie faces a shot on goal:

Use the Green Number on every shot on goal including shots coming from Quality Scoring chances and Low Quality Scoring chances. If the goalie makes a Big Save on a goal that was to be scored, he bumps up to Normal Level.

GOALIE SAVES

Whenever a Shot on Goal results in a Save instead of a Goal, use the following to determine what kind of save is made and the action that occurs after:

Each goalie has two save columns: an Easy Column for when he has faced a Shot on Goal that was Easy to stop and a Difficult Column for when he has faced a Difficult Shot on Goal. The Black #100 used to determine if a goal is scored or a save is made is then applied to either the Easy Column or Difficult Column. The first digit of the Black #100 is then distributed among the following play results: Cover, Corner, Rebound and Rebound Shot.

COVER

When the first digit of the Black #100 is within the goalie's Cover Range, he saves the puck and covers it for a Defensive Zone Faceoff. [T]

CORNER

When the first digit of the Black #100 is higher than the goalie's Cover Range but equal to or lesser than the goalie's Corner Range, he saves the puck and it is played into the corner and a Loose Play Scenario ensues.

REBOUND

When the first digit of the Black #100 is higher than the goalie's Corner Range but equal to or lesser than the goalie's Rebound Range, he saves the puck but gives up a Rebound that may be cleared by a defensive player. The defensive player listed in the Zone Play section on the Right PRC must now try and clear the puck. Draw a new card and refer to the **Red Number**.

REBOUND CLEAR

IN RANGE

If the **Red Number** is within the defensive player's DEFENSE Range, he clears the puck to the corner and a Loose Play Scenario ensues. If the **Red Number** is within the defensive player's DEFENSE Range **AND** is either 1 or 3, he clears the puck to center ice and Neutral Zone Play ensues.

OUT OF RANGE

If the **Red Number** is outside of the defensive player's DEFENSE Range, he fails to clear the puck and the offense will get a High Quality Scoring chance. Use the procedure listed above in determining who receives a scoring chance when a teammate is Set-Up. Follow the Shot on Goal and Save procedure for a High Quality Scoring chance.

PENALTIES

If the defensive player makes the play, he may draw a penalty. If he fails to make the play, he may commit a penalty. Follow the above procedures for drawing and committing penalties.

REBOUND SHOT

When the first digit of the Black #100 is equal to or greater than the goalie's Rebound Shot range, he saves the puck but gives up a Rebound that an offensive player will immediately attempt to shoot on goal for a High Quality Scoring chance. Use the same procedure in the Rebound Clear section just above to determine which offensive player will attempt the Shot on Goal. Follow the Shot on Goal and Save procedure for a High Quality Scoring chance.

When analyzing a goalie's card you will notice that when he faces Easy Shots to save he will more often be able to cover the puck or play it into the corner. When the goalie faces Difficult Shots to save he will give up more rebounds and rebound shots. Good goalies will not give up rebounds or rebound shots on Easy Shots to save but bad goalies will.

REBOUND CONTROL

Each goalie is rated for how well he is able to control rebounds, decreasing the amount of scoring chances he will give up to the offense after making a save.

ALL SCREENED, DEFLECTED AND ATTEMPTED BLOCKED SHOTS THAT ARE DEFLECTED ON NET - REBOUND CONTROL Any

time a goalie faces a screened, deflected or attempted blocked shot that is deflected on net **AND** makes the save, his Rebound Control is challenged.

EASY SHOTS - REBOUND CONTROL When the goalie makes a save and the Black #100 is *BETWEEN* 01 and 09, his Rebound Control is challenged.

DIFFICULT SHOTS - REBOUND CONTROL When the goalie makes a save and the Black #100 is *BETWEEN* 01 and 09 **OR** *BETWEEN* 11 and 19, his Rebound Control is challenged.

After each of the above scenarios Draw a new card and refer to the **Blue Number**:

If the Blue Number is less than 10, you must check the Goalie's Low Rebound Control Number.

COVER	1 up to the goalie's Low Rebound Control Number	The goalie makes the save and covers the puck for a Defensive Zone Faceoff. [T]
CORNER	Greater than the goalie's Low Rebound Control Number up to 10	The goalie makes the save and plays it into the corner, a Loose Puck Scenario ensues.

If the Blue Number is greater than 10, you must check the Goalie's Rebound Control Number.

REBOUND	11 up to the goalie's Rebound Control Number	The goalie makes the save but gives up a Rebound that may be cleared by a defensive player (See Above).
REBOUND SHOT	Greater than the goalie's Rebound Control Number up to 20	The goalie makes the save but gives up a Rebound Shot resulting in a High Quality Scoring chance for an offensive player.

LOW REBOUND CONTROL NUMBER - The goalie's Low Rebound Control number is his Rebound Control Number -10. For example, a goalie has a Rebound Control Number of 14. Therefore, his Low Rebound Control Number is 4.

TYPE OF SAVE Each goalie is rated for the type of saves he makes which are: glove save, pad save, blocker/stick save and skate saves. The second digit of the Black #100 used to determine if a goalie makes a save or gives up a goal is applied to his save type column. The second Black #100 digit is then distributed among:

GLOVE SAVE If the second Black #100 digit is within the goalie's glove save range, he makes a glove save.

PAD SAVE If the second Black #100 digit is greater than the goalie's glove save number but equal to or lesser than the goalie's pad save number, he makes a pad save.

BLOCKER/STICK SAVE If the second Black #100 digit is greater than the goalie's pad save number but equal to or lesser than the goalie's blocker/stick save number, he makes a blocker save if the digit is **ODD** and a stick save if the digit is **EVEN**.

SKATE SAVE If the second Black #100 digit is equal to or greater than the goalie's skate save number, he makes a skate save.

When analyzing and comparing goalie cards you will see that some goalies make more saves with their skates than their glove and other goalies make more saves with their glove than skates. This represents the different styles of goalies. Modern day goalies are "butterfly" style goalies that stick the tops of the pads together and frequently drop down to make saves. Goalies of generations past are "stand-up" goalies that prefer to stay standing while attempting to make saves and therefore make more saves with the skates, down low and blocker, up high.

The type of save has no bearing on any play results and is added into the game to provide visual flavor for a goalie's type of play. The determining of the type of save may simply be disregarded if desired.

NET SCRAMBLES Net Scrambles are plays where a save results in a Rebound right around the crease or the slot and a chaotic scramble takes place in front of the net. Net Scrambles occur in the following scenarios:

NET SCRAMBLES ON DIFFICULT SHOTS When the goalie faces a Difficult Shot and makes the save: if the Black #100 used to determine if the save is made is **DOUBLES** (i.e. 11, 22, 33, etc.), a Net Scramble Play ensues.

NET SCRAMBLES ON EASY SHOTS When the goalie faces an Easy Shot and makes the save: If the Black #100 used to determine if the save is made is **DOUBLES** (i.e. 11, 22, 33, etc.), a Net Scramble Plays ensues **IF** the Right PRC **Blue Number** is above the goalie's Rebound Control Number. If not, he makes the type of save indicated.

Draw a new card and refer to the **NET SCRAMBLE** Section and resolve the play according to the following:

GOALIE In this Net Scramble scenario, the goalie attempts to deal with the puck by scrambling it away from his crease. Draw another card and refer to the **Blue Number**.

IN RANGE If the **Blue Number** is within the goalie's Scramble Range he scrambles the puck away. Proceed to a Rebound Control Scenario as described above.

OUT OF RANGE If the **Blue Number** is out of the goalie's Scramble Range, he fails to scramble the puck away. An offensive player will then get a chance at an open net for a goal. Determine the offensive player in the same process as determining which player gets a shot on goal after being Set-Up by a teammate. That player then gets a shot on goal. Block Shots, Deflections, Posts and On/Off Target all apply on the shot. If the shot is on target and not blocked or stopped by the post/crossbar, the goalie must then use his Recover Rating. Draw another card and if the **Blue Number** is higher than the goalie's Recover Rating it is a goal. If the number is within the goalie's Recover Rating, he makes a save robbing the offensive player of a wide open net goal. Proceed to a Rebound Control Scenario as described above.

GOOD, VERY GOOD and GREAT GAMES - If the goalie is having one of these games use his BIG SAVES Range number instead of his Recover Number **IF** it is higher. Determine if he recovers to make the save.

GOALIE+++ This Net Scramble scenario is exactly the same as GOALIE above except that there is an immediate check of the goalie's Recover Rating. Draw another card. If the **Blue Number** is within the goalie's Recover Rating, he scrambles the puck away. Proceed with a Rebound Control Scenario. If the **Blue Number** is above the goalie's Recover Rating he knocks the puck into his own net for an unassisted goal.

GOOD, VERY GOOD and GREAT GAMES - If the goalie is having one of these games, use his BIG SAVES Range number instead of his Recover Number **IF** it is higher. Determine if he recovers to make the save.

OFFENSE This Net Scramble scenario finds an offensive player in prime position to recover the puck and bang it into the empty net if the goalie fails to recover. Use the offensive player's Offense Rating. Draw a new card and use the **Blue Number** to determine if the offensive player makes the play. The offensive player is found in the Zone Play section of the Right PRC.

IN RANGE If the **Blue Number** is within the offensive player's Offense Rating, he makes the play and gets to try and bang the puck in. Block Shots, Deflections, Posts and On/Off Target on net all apply on the shot. If the shot is on net the goalie may still recover. Use the procedure above to determine if the goalie recovers and makes the save.

OUT OF RANGE If the **Blue Number** is out of the offensive player's Offense Rating, he fails to recover the puck and the defensive team gains control and may either clear the zone or attempt a breakout.

O-BATTLE This Net Scramble scenario is the exact same as OFFENSE just above except that the offensive player tries to win a physical battle to recover the puck. Follow the exact same procedure as OFFENSE above, except when drawing a new card use the **Red Number** and compare that to the offensive player's Offensive Battle Rating to determine if he makes the play or not.

CLEAR This Net Scramble scenario finds a defensive player in position to attempt to clear the puck away from the chaos in front of the net. Use the defensive player's Defense Rating. Draw a new card and use the **Red Number** to determine if the defensive player makes the play. The defensive player is found in the Zone Play section of the Right PRC.

IN RANGE If the **Red Number** is within the defensive player's Defense Rating, he makes the play and clears the puck into the corner and a Loose Puck Scenario ensues. If the **Red Number** is within the player's Defense Rating, and is either 1 or 3, he clears the puck out to the Neutral Zone and play proceeds from there.

OUT OF RANGE If the **Red Number** is out of the defensive player's Defense Rating, he fails to clear the puck and an offensive player then gets a chance to bang the puck into the open net. Follow the same procedure for determining the offensive player as the GOALIE scramble scenario above.

D-BATTLE This Net Scramble scenario is the exact same as CLEAR just above except that the defensive player tries to win a physical battle to clear the puck. Follow the exact same procedure as CLEAR above, except when drawing a new card use the **Blue Number** and compare that to the defensive player's Defensive Battle Rating to determine if he makes the play or not.

If the **Blue Number** is 1 or 3, the puck is cleared to the Neutral Zone and play proceeds from there. If the **Blue Number** is within the PHY rating for the player, he makes a hit during the battle and a hit is credited to his team.

PUCKS SAVED OUT OF PLAY When the goalie makes the save and the Black #100 2nd digit is zero, he has made the save and the puck caroms over the glass and out of play. In this instance, use the Black #100 1st digit to determine if it was a glove save, pad save, blocker/stick save or a skate save. Mark a [T] sequence and play begins again with a Defensive Zone faceoff.

GOALS Whenever a goal is scored you must determine how many, if any, assists are credited.

UNASSISTED GOALS Unassisted goals occur when a player gains control of the puck whether in the Defensive, Neutral or Offensive Zones and never relinquishes control of the puck and scores a goal. Unassisted goals also occur if the puck is deflected into the net by a defensive player or the goalie.

ASSISTED GOALS If a goal occurs during any type of play you must determine how many assists to credit. If the goal occurs after a pass, you must determine if the passer is the only player receiving an assist on the play or if another player is involved.

After a goal is scored, draw another card. Refer to the Game Chart to determine if 1 or 2 players receive an assist. If only 1 player receives an assist, credit the passer who set up the goal with the assist. If there was not a passer on the play, 1 or 2 other players contributed to the goal and are given assists. Use the Left PRC #100 and refer to the Game Chart to determine if 1 or 2 players are involved in the play. Use the Right PRC #100 to determine if the Highest, 2nd Highest, etc. player is given the first assist. Then look at the Left PRC assist credit section. The number will be either 1, 2, 3 or 4. If the player indicated has a S-U Rating equal to or better than the assist credit number he receives the assist and you find the additional player by either going up or down S-U Ratings according to the assist credit section of the Left PRC. Complete this process until you find the assisting player(s). When there is not a player on the ice to meet the assist credit number of 1, 2, 3 or 4 no assist or additional assists are given.

SECTION - 9 Breakout/Forecheck

As soon as any play ends up with the defense in control of the puck in the Defensive Zone, they must attempt to move the puck out of the Defensive Zone-through the Neutral Zone-and into the Offensive Zone. This movement of the puck is called a breakout. While the defensive team in possession attempts to breakout of the Defensive Zone with the puck the opposing team attempts to counter that movement with a forecheck strategy that pressures the defensive team in an attempt to regain control of the puck.

BREAKOUT If the final PRCs used to determine the defense is now in control of the puck show a Black #100 of 1-50, the defense attempts a Breakout.

FORECHECK If the final PRCs used to determine the defense is now in control of the puck show a Black #100 of 51-100, the opposing team attempts to pressure the puck with a Forecheck.

BREAKOUT During the Pre-Game skate the coach determines an overall Forecheck Strategy. The choices are Forecheck 1, Forecheck 2 and Forecheck 3. See the Pre-Game section above for a review of each of the Forecheck Strategies.

When you see that the cards reveal a Breakout will be attempted, look at the Breakout Section of the lower Right PRC. Next, refer to the section corresponding to the team's Forecheck Strategy (F-CHK 1, F-CHK 2 or F-CHK 3). The symbol showing in that section represents the action the team breaking out of its zone will try to complete. The player who will attempt the action is found on the Left PRC Breakout Player Section.

B-OUT This is a traditional Breakout maneuver where the player in possession attempts to make a pass or a move with the puck that results in the puck moving up to the Neutral Zone with either a teammate or himself in possession. Use the player's Breakout Rating B-O and draw a new card.

IN RANGE If the **Blue Number** is within that player's B-O Rating, the Breakout is successful and his team controls the puck in the Neutral Zone. If the **Blue Number** is low enough to be in the player's Head Man Rating H-M, the Breakout is successful AND he uses his skill to pick out a teammate in the Neutral Zone for a Rush/Transition (See Below).

OUT OF RANGE If the **Blue Number** is out of the player's B-O Rating, the Breakout fails. Draw a new card and refer to the Bad Break section on the Right PRC (Bad Breakouts explained below).

ST-PASS A Stretch Pass (also known as Head Man or Long Passes) is an aggressive Breakout maneuver where the player in possession of the puck looks up ice into the Neutral Zone and attempts to pick out a player to initiate a Rush/Transition.

IN RANGE If the **Blue Number** is within that player's B-O Rating (not his H-M Rating), the Stretch Pass is successful and he finds a teammate up ice and a Rush/Transition is started (See Below).

OUT OF RANGE If the **Blue Number** is out of the player's B-O Rating, the Stretch Pass fails. Draw a new card and refer to the Bad Break section on the Right PRC (Bad Breakouts explained below).

CARRY P The Carry Puck action calls on the player in possession of the puck to attempt to "carry" the puck and skate with it himself into the Neutral Zone. If he is successful, he maintains control of the puck in the Neutral Zone.

IN RANGE If the **Blue Number** is within that player's B-O Rating, he successfully carries the puck and has control of the puck in the Neutral Zone. If the **Blue Number** is low enough to be in the player's Head Man Rating H-M, the Breakout

is successful AND he uses his skill to initiate a Rush/Transition (See Below) himself.

OUT OF RANGE If the **Blue Number** is out of the player's B-O Rating the Puck Carry fails. Draw a new card and refer to the Bad Break section on the Right PRC (Bad Breakouts explained below).

THE BOBBY ORR MOVE Whenever a player is in possession of the puck and he is a highly skilled player, he may attempt to Rush with the puck out of his own end. Combine that player's Offense and B-O Ratings and draw a new card. If the Black #100 is within that combined total, he has succeeded in Breaking Out and now has possession in the Neutral Zone. If the Black #100 is low enough to be in his B-O Rating, during the Rush up the ice he finds a teammate for a Rush/Transition (See Below). If the Black #100 is within his H-M Rating, he creates a 1-Man Rush/Transition while he maintains control of the puck. If the Black #100 is above his combined total, he turns the puck over. If the last digit is **ODD**, it is a Turnover in his own zone and the opposition gets a Rush/Transition. If the last digit is **EVEN**, he loses control of the puck and the opposition has control of it in the Neutral Zone.

BAD BREAKOUTS Whenever a team fails on a Breakout, draw a new card and refer to the Bad Breakout Section of the Right PRC.

ZONE PLAY The puck stays in the defensive end of the ice and a Loose Puck Scenario takes place. Draw a new card and refer to the Zone Play Section to determine what action follows.

IF the attempted Breakout was a STRETCH PASS or CARRY PUCK, the opposing team automatically has possession.

NEUTRAL ZONE The puck is Loose in the Neutral Zone. Draw a new card. If the Right PRC shows H, the Home Team has possession of the puck in the Neutral Zone; if it shows V, the Visiting Team has possession of the puck in the Neutral Zone (See Below).

IF the attempted Breakout was a STRETCH PASS or CARRY PUCK, the opposing team automatically has possession.

TURNOVER The puck is turned over to the opposition who immediately gets a Rush/Transition.

D-CONTROL The puck is given away to the opposition who then has control of it in the Neutral Zone.

IF the attempted Breakout was a STRETCH PASS or CARRY PUCK, the opposing team automatically starts a Rush/Transition.

EXPOSE PLAYER The puck is Loose in the Neutral Zone and one of the players on the team attempting the Breakout is Exposed in the Neutral Zone. Draw a new card and find the defensive player on the Left PRC. Refer to the Physical Section of the Right PRC. The player indicated on the Left PRC gets to attempt to complete the Physical Action in the Neutral Zone. All Hits and Big Hits apply. Proceed with the play described in NEUTRAL ZONE just above.

ICING The puck is iced and a faceoff occurs in the defensive zone of the team attempting the Breakout.

ICING? The puck is iced **UNLESS**: Draw a new card. If the **Blue Number** on the Left PRC is within the Offensive Forecheck Rating of the player listed on the Right PRC, he beats the defensive player to the puck and a Loose Puck Scenario ensues on that end of the ice.

FORECHECK During the Pre-Game skate the coach determines an overall Forecheck Strategy. The choices are Forecheck 1, Forecheck 2 and Forecheck 3. See the Pre-Game section above for a review of each of the Forecheck Strategies.

When you see that the cards reveal a Forecheck will be attempted, look at the Forecheck Section of the lower Left PRC. Next, refer to the section corresponding to the team's Forecheck Strategy (F-CHK 1, F-CHK 2 or F-CHK 3). The symbol showing in that section represents the action the forechecking team will try to complete. The player who will try to apply Forecheck pressure is found on the Right PRC.

F-CHK This is the most common Forecheck Strategy where the Forechecking Team keeps players in the zone to try and pressure the puck to prevent an easy Breakout for the team in possession. Use the player's Defensive Forecheck Rating FCD and draw a new card.

IN RANGE If the **Blue Number** is within the Forechecking Player's FCD number, he applies Forecheck pressure and a Loose Puck Scenario ensues on that end of the ice.

***Some players have a FCD Rating higher than 20. When that is the case and the **Blue Number** is low enough to be within that player's number over 20, his forecheck is successful and HE has control of the puck. Example: Mario Lemieux is applying Forecheck Pressure. He has an FCD rating of 28. If the **Blue Number** is between 1 and 8, he creates the Forecheck Pressure and gains control of the puck with Offensive Options.

OUT OF RANGE If the **Blue Number** is out of the Forechecking Player's FCD number. the Forecheck Pressure fails and the opposition has control of the puck in the Neutral Zone.

PRESSURE This Forecheck Action finds the Forechecking Team attempting to place a high amount of pressure on the

team attempting to Breakout with the puck.

IN RANGE If the **Blue Number** is within the Forechecking Player's FCD number, he applies Forecheck pressure and his team gains control of the puck in the Offensive Zone and the Offensive Player listed on the Right PRC Zone Play section has control of the puck

***When players with a FCD Rating higher than 20 Pressure the puck AND the **Blue Number** is within the difference between their Rating and 20, the player forces a Turnover and his team gets a Rush/Transition Scenario.

OUT OF RANGE IF the **Blue Number** is out of the Forechecking Player's FCD number, the high level of pressure fails and the team Breaking the puck out gets to the Neutral Zone with a Neutral Zone Green Scenario (See Below).

ZONE RG This Forecheck Strategy actually calls for the Forechecking team to drop back to the Neutral Zone allowing the team Breaking out to easily leave their zone but face pressure in the Neutral Zone. This type of Forecheck Strategy is synonymous with the Left-Wing Lock or Trap.

The Breaking out team moves to the Neutral Zone. Draw a new card. The Defensive Player listed on the Left PRC stands up at their Blue Line and the Neutral Zone Offensive player listed on the Right PRC has control of the puck. A Neutral Zone Red Scenario takes place between those two players (See Below).

CLEAR THE ZONE Whenever a team gains control of the puck in their own end they may forego an attempted Breakout and may instead simply attempt to Clear the puck off of the boards/glass or flip it to center ice to alleviate defensive pressure. Draw a new card and compare the **Blue Number** to the Neutral Rating of the player in possession of the puck.

IN RANGE If the **Blue Number** is within that player's Neutral Rating, he clears the puck out of the zone. IF the Right PRC **Red Number** is above the defensive player's Defense Rating, he clears the puck BUT it travels too far and Icing is called.

OUT OF RANGE If the **Blue Number** is out of the player's Neutral Rating, he fails to clear the puck and a Loose Puck Scenario ensues on that end of the ice.

KNOW YOUR PLAYERS - If a player gains control of the puck in his own end and he has a poor B-O Rating, it may be best to simply attempt to clear the puck out of the zone.

PENALTIES For all of the above Forecheck/Breakout Scenarios use the standard procedure to determine if a penalty is drawn or committed. If a player fails on a Breakout attempt and commits a penalty, he does so in reaction to giving away the puck.

SECTION - 10 The Neutral Zone

In Hockey, Neutral Zone Play is critical in deciding the outcome of a game. In RINKSIDE HOCKEY, the Neutral Zone is equally important and adds excitement and flavor to the game. In RINKSIDE HOCKEY, Neutral Zone Play is divided into 3 sections that resemble a Stop Light which tells you what is taking place in the Neutral Zone at that time.

 The Defense has the advantage in the Neutral Zone making it difficult for the team with puck possession.

 Play is slowed down and players match up or execute moves to determine the result.

 The Offense has the advantage and proceeds through the Neutral Zone unimpeded.

NUETRAL ZONE PLAY

NEUTRAL ZONE RED Whenever a team is in possession of the puck in the Neutral Zone and RED is showing in the Neutral Zone Section of the Left PRC, the defensive team is set up effectively in the Neutral Zone and the team in possession of the puck must decide how to proceed. The Neutral Zone Red Scenario will show a position of a player in white. This is the player that is applying Neutral Zone Defensive Pressure. The offensive team has two options:

CHALLENGE THE PLAYER The offensive player in possession of the puck, found on the Right PRC Neutral Zone Section, attempts to skate around the defensive player. Use the Defensive Rating of the defensive player in RED and draw a new card.

IN RANGE If the **Red Number** is within the defensive player's Defense Rating, he makes the play. If the **Red Number** is low enough to be within either the defensive player's Neutral Zone Hit or Neutral Zone Big Hit Ratings, he makes the play AND gets either a Hit or Big Hit on the play, tally a hit for his team and a momentum bump if it is a big hit. Refer to the Failed Neutral Zone Play on the Right PRC for the ensuing action.

OUT OF RANGE If the **Red Number** is outside of the defensive player's Defense Rating, he fails to make the play and the offensive player skates around the defender and into the offensive zone. See the Neutral Zone Green section below to determine if a specific action is to follow.

DUMP THE PUCK IN The offensive player in possession of the puck may instead simply Dump the puck into the

offensive zone. See the Dump-In Section below.

NEUTRAL ZONE YELLOW Whenever a team is in possession of the puck in the Neutral Zone and YELLOW is showing in the Neutral Zone Section of the Left PRC, the play is slowed down and matchups occur between players or offensive players may be called on to complete specific actions to enter the Offensive Zone.

YELLOW WITH POSITION Whenever Yellow is showing with a position player listed, a matchup occurs. The player listed in the Yellow Neutral Zone Section on the Left PRC and the offensive player showing in the Neutral Zone Section on the Right PRC are the players matched up. Compare each player's Neutral Rating.

DEFENSIVE PLAYER ADVANTAGE If the defensive player has the advantage he wins the matchup. Draw a new card and refer to the Failed Neutral Zone Play of the Right PRC for the specific action to follow.

NO ADVANTAGE If both players have the exact same Neutral Rating neither wins the battle. Mark a time sequence [T] and draw another card. If H is showing on the Right PRC, the Home Team has the puck in the Neutral Zone. If V is showing on the Right PRC, the Visiting Team has the puck in the Neutral Zone. Play proceeds in the Neutral Zone with that team in possession of the puck and the Neutral Zone Red, Green or Yellow determines the play.

OFFENSIVE PLAYER ADVANTAGE If the offensive player has the advantage he wins the matchup and skates around the defender and into the Offensive Zone. See the Neutral Zone Green section below to determine if a specific action is to follow.

CHIP & CHASE The Chip & Chase calls for the offensive player to chip the puck around a Neutral Zone defender and recover the puck in the offensive zone. Most of the time the player chips the puck off of the boards around the half-way area. Use the offensive player's Offense Rating and draw a new card.

IN RANGE If the **Blue Number** is within the player's Offense Rating, the Chip & Chase is successful and he recovers the puck. See the Neutral Zone Green section below to determine if a specific action is to follow.

OUT OF RANGE If the **Blue Number** is out of the player's Offense Rating, the Chip & Chase fails. Draw a new card and refer to the Failed Neutral Zone Play of the Right PRC for the specific action to follow.

SKATE INTO ZONE Is the exact same as the Chip & Chase and the same procedure is followed. It simply gives the description of the player executing a slick skating move to gain the offensive zone.

PASS INTO ZONE This calls for the offensive player to attempt to try and find a player and complete a pass to him to gain the Offensive Zone. Use the offensive player's Pass Rating and draw a new card.

IN RANGE If the Black #100 is within the player's Pass Rating, the pass is complete and the offensive player listed in the Zone Play Section of the Right PRC has control of the puck with Offensive Options available.

OUT OF RANGE If the Black #100 is out of the player's Pass Rating, he fails to connect on the pass. Draw a new card and refer to the Failed Neutral Zone Play of the Right PRC for the specific action to follow.

NEUTRAL ZONE GREEN Whenever a team is in possession of the puck in the Neutral Zone and GREEN is showing in the Neutral Zone Section of the Left PRC, the team in possession moves through the Neutral Zone unchallenged by the defense. Draw a new card and refer to the player's S-U and Q-S Ratings.

IN RANGE If the **Blue Number** is within either of the player's S-U or Q-S Ratings, he either Sets Up a player for a Quality Scoring Chance S-U or makes a move to create a Quality Scoring Chance for himself Q-S. If the **Blue Number** is within both of the player's S-U and Q-S Ratings, do the following: If the **Blue Number** is **ODD** use the Set Up result; if the **Blue Number** is **EVEN** use the Quality Shot result.

OUT OF RANGE If the **Blue Number** is outside of both the S-U and Q-S Ratings, the offensive player **MAINTAINS** possession of the puck with all Offensive Options available.

INITIATE RUSH When a team is in possession of the puck with a Neutral Zone Green Scenario, the player with the puck may try to Initiate a Rush instead of skating into the Offensive Zone. Use the player's I-R Rating and draw another card.

IN RANGE If the **Red Number** is within the player's I-R Rating, he Initiates the Rush. Proceed to a Rush/Transition Scenario below.

OUT OF RANGE If the **Red Number** is out of the player's I-R Rating, he fails to Initiate the Rush. Proceed to a failed Rush/Transition below.

CENTER ICE SHOT If a player has possession of the puck with a Neutral Zone Green Scenario, he may choose to try a Center Ice Shot from the neutral Zone. Draw a new card.

If the Black #100 is within the player's Sniper Rating, he challenges the goalie. Use the Goalie's Black Number to

determine if a goal is scored as this is a Low Quality Scoring Chance (See Above). If a goal is scored, the Goalie takes an automatic CONFIDENCE check. The scoring team gets a double Momentum Bump for goals scored (+4). If the Black #100 is above the player's Sniper Rating, it is either on goal and the Goalie saves it like an Easy Shot (See Above) or the puck is fired wide - proceed to a Loose Puck Scenario.

FAILED NEUTRAL ZONE PLAY Whenever an offensive player attempts a Neutral Zone play and fails, refer to the Right PRC Failed Neutral Zone Play Section and proceed with the following:

NEUTRAL ZONE The defensive team gains control of the puck in the Neutral Zone and then proceeds with Neutral Zone Play. Draw a new card and proceed with Neutral Zone Play.

TURNOVER The defensive team gains control of the puck and gets a Rush/Transition. Draw a new card and proceed with a Rush/Transition Play.

EXPOSE PLAYER An offensive player is exposed for a hit in the Neutral Zone after failing to make a play. Draw a new card and find the defensive player on the Left PRC. Refer to the Physical Section of the Right PRC. The player indicated on the Left PRC gets to attempt to complete the Physical Action in the Neutral Zone. All Hits and Big Hits apply. After a potential hit, the defensive team gains control of the puck. Draw a new card and proceed with Neutral Zone Play.

OFFSIDES The play ends up OFFSIDES. Mark a time sequence [T] and proceed with a Neutral Zone Faceoff.
OFFSIDES? The play may end up OFFSIDES. Find the Offensive Forechecking Player on the Right PRC and draw a new card. If the **Blue Number** is within that player's Offense Rating, he avoids being offsidess and play proceeds in the offensive zone with a Loose Puck Scenario. If the Blue Number is out of his Offense Rating, he is OFFSIDES (See Above).

PUCK OoP The Puck ends up Out of Play. Mark a time sequence [T] and proceed with a Neutral Zone Faceoff.

PENALTIES For all of the above Neutral Zone Scenarios use the standard procedure to determine if a penalty is drawn or committed.

SECTION - 11 Dump-Ins and Dump and Chase Play

Whenever a team in possession of the puck decides to not challenge a well set up defense in the Neutral Zone and Dumps the Puck In, a Dump and Chase Play Proceeds.

Draw a new card and refer to the Dump and Chase Play Section of the Left PRC and mark a time sequence [T].

FORECHECK When Forecheck is showing, find the Offensive Dump and Chase Player on the Right PRC. Use that player's Offensive Forecheck Rating FCO and draw a new card.

IN RANGE If the **Blue Number** is within the Forechecker's FCO Rating, he makes the play and his team is in control of the puck with the Offensive Player listed in the Zone Play Section of the Right PRC in control of the puck with Offensive Options available. One of the traits of a Dump and Chase Strategy is the Physical Nature of the play. When using the Left PRC to determine if the Offensive Forecheck is successful, look at the Physical Section of the Right PRC. If that action and number is within the Offensive Forecheck player's rating, he also gets either a Hit or Big Hit. Tally a hit for his team and apply a momentum bump on Big Hits.

***Some players have a FCO Rating higher than 20. When that is the case and the **Blue Number** is low enough to be within that player's number over 20, his forecheck is successful and HE has control of the puck. Example: Mario Lemieux is applying Forecheck Pressure. He has an FCO rating of 33. If the **Blue Number** is between 1 and 13, he creates the Forecheck Pressure and gains control of the puck with Offensive Options.

OUT OF RANGE If the **Blue Number** is outside of the Forechecker's FCO Rating, he fails to recover the puck and the defensive team gains control. The Defensive Team may get a hit as well, depending upon the Team's Hitting Strategy as outlined above. After determining if a Hit takes place, the Defensive Team then attempts a Clear or Breakout.

D-BATTLE When D-Battle is showing, find the Defensive Dump and Chase Player on the Right PRC and use his Defensive Battle Rating and follow all procedures above for a Defensive Battle. If the Defensive Player wins the battle, proceed to a Clear or Breakout with his team in possession.

O-BATTLE When the O-Battle is showing, find the Offensive Dump and Chase Player on the Right PRC and use his Offensive Battle Rating and follow all procedures above for an Offensive Battle. If the Offensive Player wins the battle, the Offensive Player listed in the Zone Play Section of the Right PRC is in control of the puck with Offensive Options available.

GOALIE When Goalie is showing, the goalie ranges behind his net to make a play on the Dump In. Use his Play Puck Rating and draw a new card.

IN RANGE If the **Red Number** is within the Goalie's Play Puck Range, he moves the puck to the corner, proceed to a Loose Puck scenario. If the **Red Number** is low enough to be within the Goalie's Control Puck Range, he plays the

puck to a teammate and the team may either attempt to clear the zone or attempt a Breakout.

OUT OF RANGE If the **Red Number** is out of the Goalie's Play Puck Range, he fails to play the puck and the offense gains control of the puck with the player listed on the Right PRC in control of the puck with all offensive options available.

GOALIE RISKY PLAY? When Goalie Risky Play? is showing, the Dump In occurs in a way that forces the goalie to decide whether to make a risky play to recover the puck or let the offensive team automatically gain possession of the puck and a potentially dangerous play. When the Left PRC shows Goalie Risky Play?, look at the Right PRC and locate the Offensive Player in the Zone Play Section. The goalie must determine if that player poses a significant enough threat to attempt to make a risky play. If the goalie decides to make the play, use his Play Puck Rating and draw a new card.

IN RANGE If the **Red Number** is within the Goalie's Play Puck Range, he plays the puck. If the **Red Number** is **ODD** he plays the puck to a teammate who then proceeds to a Clear or Breakout play. If the **Red Number** is **EVEN**, he plays the puck into the corner and a Loose Puck Scenario ensues. If the **Red Number** is within the Goalie's Control Puck Range, he picks out a player up-ice and Initiates a Rush. Proceed to the Rush/Transition section below.

OUT OF RANGE If the **Red Number** is out of the Goalie's Play Puck Range, he fails to play the puck and the offensive player listed in the Zone Play Section on the Right PRC gets an automatic Offense Dangerous Play (See Above).

GOALIE DOES NOT TRY TO MAKE RISKY PLAY The offensive player listed on the Right PRC gains control of the puck. Draw a new card. If the Zone Play Section on the Left PRC is Offense Dangerous, that player gets to attempt a Dangerous Play (See Above). If the Left PRC shows any other action, including defensive actions, the offensive player maintains possession of the puck in the Offensive Zone with all Offensive Options available.

ICING The puck is iced and a faceoff occurs in the defensive zone of the team attempting the Breakout.

ICING? The puck is iced **UNLESS**: Draw a new card. If the **Blue Number** on the Left PRC is within the Offensive Forecheck Rating of the player listed on the Right PRC, he beats the defensive player to the puck and a Loose Puck Scenario ensues on that end of the ice.

PENALTIES For all of the above Dump and Chase Scenarios use the standard procedure to determine if a penalty is drawn or committed.

SECTION - 12 Rush and Transition Plays

Whenever a team gets a Rush/Transition Play you must determine what type of play occurs. Draw a new card and refer to the Rush/Transition Section. There are 3 types of plays:

TRANSITION A fast paced play where there are as many defensive players as offensive players.

ODD MAN RUSH A fast paced play where the offensive team has at least 1 more player than the defense.

BREAKAWAY The offense finds a player who skates in on the goalie for a 1 on 1 Shot Chance against the goalie.

TRANSITION PLAYS When the Left PRC reveals that a Transition Play takes place, look for which defensive player will be called on to attempt to break up the Transition Play. Refer to that defensive player's Defense Rating and draw a new card. Because Transition Plays are an even number scenario, you will use the **Red Number (1-10)** for the result.

IN RANGE If the **Red Number** is within the defensive player's Defense Rating, he breaks up the Transition Play. Refer to the Failed Rush/Transition Section on the Right PRC for the next action.

OUT OF RANGE If the **Red Number** is above the defensive player's Defense Rating, the Transitioning Offensive team will get a Shot on Goal. On those same PRCs look at the Black #100 and do the following:

1-47 SHOT If the Black #100 is between 1-47, the Offensive Player listed on the Rush/Transition Section of the Right PRC takes a Shot on Goal. It is a High Quality Scoring Chance. Everything outlined for Shots on Goals and Scoring Chances above occur except: No Block Shots Occur.

48-94 PASS If the Black #100 is between 47-94, the Offensive Player listed on the Rush/Transition Section of the Right PRC Sets-Up a teammate for a Shot on Goal. Draw a new card. If the Black #100 is within the offensive player's Pass Rating, he connects on the Set-Up pass. Refer to the Right PRC Section to determine whether an A, B, C or D graded player will get the Shot on Goal and use the Forward/Defense - Left/Right mechanism to separate out which player receives the Scoring Chance if more than one teammate shares the offensive grade required. Follow the same criteria for a Shot just above.

95-100 DROP If the Black #100 is between 95-100, the Offensive Player listed on the Rush/Transition Section of the Right PRC Sets-Up a teammate with a Drop Pass for a Shot on Goal. Determine which player is Set-Up for the Scoring Chance using the same procedure as the Pass Section just above. Follow the same criteria for a Shot

just above.

PENALTIES

Penalties on Rush/Transition Plays only occur when a defensive player fails to break up the Rush/Transition Play and the Official calls the penalty.

ODD-MAN RUSH PLAYS

When the Left PRC reveals that an Odd-Man Rush Play takes place, look for which defensive player will be called on to attempt to break up the Odd-Man Rush Play. Refer to that defensive player's Defense Rating and draw a new card. Because Odd-Man Rush Plays find the offense with an advantage of 1 or more players, you will use the **Blue Number (1-20)** for the result.

IN RANGE

If the **Blue Number** is within the defensive player's Defense Rating, he breaks up the Transition Play. Refer to the Failed Rush/Transition Section on the Right PRC for the next action.

OUT OF RANGE

If the **Blue Number** is above the defensive player's Defense Rating, the Transitioning Offensive team will get a Shot on Goal. On those same PRCs look at the Black #100 and follow the above procedures for a SHOT, PASS or DROP PASS.

BREAKAWAY PLAYS

When the Left PRC reveals that a Breakaway Play takes place, look at the Rush/Transition Section of the Right PRC to determine which offensive player receives the Breakaway Scoring Chance. The offensive player skates in alone on the goalie. Add 15 to the offensive player's Shot Target Range. On/Off Target applies to the Shot on Goal and the Shot may hit the Post/Crossbar as well as the player losing control on Black #100 results of 55, 66, 77 or 88. Use the Goalie's Shootout Rating S-O to determine if he makes the save. All Goalie Save Results are in play including Great Saves **AND** Good, Very Good and Great Game save chances. IF the goalie makes the save on a Breakaway Play, it is an immediate Rebound Control Check.

BREAKAWAYS*** When a Breakaway Play occurs with *** behind it, more than 1 player is in on goal. Draw another card. If the Black #100 is between 1-50, the player with the puck takes the Breakaway Shot. If the Black #100 is between 51-100, the player dishes off to a teammate for the Breakaway Shot. Use the above procedure to determine which player will take the Breakaway Shot.

OFFSIDES

2 LINE PASS

When Offsides or 2 Line Pass is showing on the Left PRC Rush/Transition section, the play is whistled Offsides or a 2 Line Pass is called. If it is Offsides, a Neutral Zone Faceoff occurs. If it is a 2 Line Pass, a Defensive Zone Faceoff occurs.

Cbc, RWbc and LWbc

When these symbols are showing on the Left PRC in the Rush/Transition defensive player section, a C, RW or LW is called upon to break up a TRANSITION play with effective back checking. Follow the same procedures as above for determining if a defensive player is able to break up a Transition Play.

TIMING SEQUENCES

Timing Sequences are not marked or counted during Rush/Transition plays which denotes the fast-paced play associated with Rush and Transition Play.

FAILED RUSH/TRANSITION PLAYS

When a defensive player successfully breaks up a Rush or Transition Play, refer to the Right PRC Failed Rush/Transition Section and proceed with the following:

ZONE PLAY

Play continues in the zone where the Rush/Transition Play was broken up with a Loose Puck Scenario.

<PUCK CHASE>

The puck ends up back in the Defensive Zone of the team on the Rush/Transition Play and play proceeds with a Dump and Chase Play as outlined above.

TURNOVER

The defensive team breaking up the Rush/Transition Play counters with a Rush/Transition Play of it's own.

D-CONTROL

The defensive team breaking up the Rush/Transition Play gains control of the puck and play continues with that team in possession of the puck and a Neutral Zone Play.

PUCK OoP

The defensive team breaks up the play and the puck ends up out of play for a Neutral Zone Faceoff.

Power Plays and Penalty Kills

When an offensive player draws a penalty or a defensive player commits a penalty, you still check with the Official to determine if he is going to make the call or not. During the Pre-Game Skate you determined how the Officials were going to blow the whistle during that game. Officials will either Call It Tight, Call It Normal or Let Them Play. To determine if an Official calls a penalty when an offensive player or defensive player completes an action that could lead to a penalty being called, you look at the opposite side PRC from the PRC you used to determine a penalty could be called. Look at the Official Call Penalty area of the PRC and determine the following:

When the Official Call Penalty area shows either of the three below:

CALL IT TIGHT				CALL IT TIGHT	A Penalty is called
				NORMAL	No Penalty is called
NORMAL				CALL IT TIGHT	A Penalty is called
				NORMAL	No Penalty is called
LET THEM PLAY				CALL IT TIGHT	A Penalty is called
				NORMAL	A Penalty is called
				LET THEM PLAY	No Penalty is called

As you see above in the Call It Tight mode, any time at least one box is filled a Penalty will be called. In the Let Them Play mode, all boxes must be filled for a penalty to be called.

WHISTLED DEAD OR DELAYED PENALTY?

WHISTLED DEAD - If the Black #100 used to determine a Penalty is being drawn/committed is **EVEN AND** the Official calls the Penalty, the player is hauled down or impeded and the play is whistled dead. Proceed to the administration of the Penalty.

DELAYED PENALTY - If the Black #100 used to determine a Penalty is being drawn/committed is **ODD AND** the Official calls the Penalty, the player or team in control of the puck continues with the play until the other team touches the puck by completing a defensive action during a Loose Puck Scenario or the goalie makes a save. If the team in possession of the puck loses possession, play is whistled dead. Mark a time sequence [T] and proceed to the administration of the penalty.

ADMINISTRATION OF THE PENALTY

DEFENSIVE PLAYERS When a defensive player commits a penalty, you already know who the call is going against. Determine the infraction being called by referring to the Penalty Section of the Game Charts and look at the type of play being made when the penalty was called: Zone (Defensive or Neutral), Hit/Battle, Offensive, Scramble/Clear or Faceoff. Draw a new card. Use the Black #100 and refer to the chart and find which penalty call the Black #100 is assigned to. That is the Penalty Call.

OFFENSIVE PLAYERS When an offensive player draws a penalty you must determine, after the play is whistled dead, which defensive player will be assessed the penalty. Draw a new card. Use the Black #100 and refer to the Game Chart for Penalized Player. It will determine if the Penalty is called on the Lowest, 2nd Lowest, 3rd Lowest, 4th Lowest or Highest rated player. Use the player's Commit Penalty Rating to determine which player meets the criteria. If two or more players share the same rating, use the Forward/Defense and Left/Right sections of the PRCs to find the player. Use the same procedure as above to determine what infraction will be called.

All Penalties from offensive or defensive play are 2:00 Minor Penalties **UNLESS** :

DOUBLE MINOR/MAJOR PENALTIES When you draw the numbers to determine what the infraction will be, IF the Right PRC #100 is equal to or greater than the player's Secondary Penalty Number, you check the Double Minor/Major Penalties chart to determine if the player receives a more severe penalty. Draw a new card and use the Black #100 to refer to the DOUBLE MINOR/MAJOR PENALTIES Section of the Game Charts and assign the penalty listed there to that player.

DOUBLE MINORS	The opposing team receives 2 separate Power Play Opportunities.
MAJORS	The opposing team receives a 5 minute Power Play and will continue on the Power Play until the 5 minutes are over, regardless of how many goals are scored.
MATCH PENALTY	The player is disqualified from the game and may face disciplinary action.
MINOR + 10:00	The player receives a 10:00 misconduct penalty in addition to the Minor Penalty.
MAJOR + GM MIS	The player may receives a 5:00 Major AND is ejected from the game.
10:00 GAME MISCONDUCT	The player is ejected from the game.

DRAW RETALIATION When drawing the cards to determine what type of infraction will be called **AND** the Right PRC **Blue Number** is 1-6, the player being called for the penalty attempts to draw a retaliation from an opponent. If the Left PRC #100 is equal to or greater than the players Secondary Penalty Number, he draws a retaliation from an opponent. Follow the same procedure above for determining which player will be called for the penalty and assign him a 2:00 Roughing Penalty. Both players

are removed to the Penalty Box and the teams skate 4 on 4 unless specific era of play rules dictate differently.

POWER PLAY/PENALTY KILL

When a team has a Power Play man advantage over the other, additional rules apply:

TIMING SEQUENCES Minor Penalties last for four :30 second time sequences unless the team on the Power Play scores, at which time the Power Play is over and you assign that team with a Power Play Goal. Major Penalties last for ten :30 second time sequences and the penalty continues until the full time is elapsed.

Mark a Timing Sequence when AND ONLY WHEN the following occur:

ANY TIME the puck clears the Zone through any type of action.

The goalie saves the puck and covers it slowing down play.

A Loose Puck Scenario calls for the goalie to freeze the puck and he is successful.

The Power Play team makes a hand pass or plays the puck with a high stick.

The team on the Penalty Kill is able to create a Short-Handed Scoring Chance.

During a Neutral Zone Faceoff the Penalty Kill wins the faceoff and dumps the puck into the far zone.

The team on the Penalty Kill wins a faceoff in the defensive zone of the Power Play team and makes an offensive play like shooting the puck on net or recovering a Loose Puck.

When a team commits a defensive zone or an offensive zone penalty, the Power Play starts in their own end next to their goalie. Neutral Zone Penalties begin with a Neutral Zone Faceoff.

POWER PLAY/PENALTY KILL RULES.

PENALTY KILL DEFENSIVE ZONE FACEOFFS

Whenever the team on the Penalty Kill wins a Faceoff in it's own Defensive Zone, it immediately has a chance to clear the zone. The player listed on the Faceoff Control Section of the Right PRC attempts to clear the zone. If the player listed is not on the ice, the Left or Right defenseman attempts to clear the zone depending upon whether Left or Right is listed on the Left PRC. Draw a new card. If either the **Blue Number** is within the player's Neutral Rating **OR** the **Red Number** is within the player's Defense Rating, he clears the puck out of the zone and a Timing Sequence is marked [T]. If he fails to clear the puck, the Power Play Team has possession of the puck with the Offensive Player listed in the Zone Play Section of the Right PRC with the puck.

OFFENSIVE ZONE

When the Power Play Team has possession of the puck in the Offensive Zone:

OFFENSIVE OPTIONS Are the same as Even Strength Play.

P-P Number For Shots on Goal you use the player's P-P Number instead of his SNIPER Number.

FAILED MOVES

Whenever a Power Play player attempts to Set-Up another player S-U, create a Quality Scoring Chance for himself Q-S or tries a Two-Man Game AND FAILS do the following:

LOCATE THE DEFENSIVE PLAYER LISTED IN THE ZONE PLAY SECTION OF THE RIGHT PRC:

That player immediately tries to clear the puck out of the zone. Use the defensive player's Defense Rating and draw a new card.

IN RANGE If the **Red Number** is within the defensive player's Defense Rating, he clears the Defensive Zone. Mark a Time Sequence [T].

OUT OF RANGE If the **Red Number** is out of the defensive player's Defense Rating, he fails to clear the Defensive Zone. The Offensive Player listed on the Right PRC in the Zone Play section now has the puck. If the Left PRC shows an Offensive Dangerous situation - that applies.

PLAYER NOT ON ICE If the defensive player listed is not on the ice, that same position offensive player automatically gains possession of the puck.

LOOSE PUCK SCENARIOS

Whenever a team on the Penalty Kill makes a play on the puck during a Loose Puck Scenario, the puck is cleared out of the Defensive Zone and a Timing Sequence is marked [T]. Make sure to tally any Hits or Big Hits and momentum bumps associated with them.

PLAYER NOT ON ICE If the defensive player listed is not on the ice, that same position offensive player automatically gains possession of the puck.

POWER PLAY SETUP

The Power Play Team must set up their Power Play Offense after the following:

-The Power Play Team wins a Neutral Zone Faceoff

-The Power Play wins a Defensive Zone Faceoff

-After the Penalty Kill has cleared their Defensive Zone

When the Power Play Team attempts to Set Up the Power Play, draw a new card. Look for the defensive player

listed on the Left PRC. He will attempt to disrupt the Power Play Set Up in Neutral Ice. Draw a new card and refer to the defensive player's Defense Rating.

IN RANGE If the **Blue Number** is within the defensive player's Defense Range, he prevents the Power Play team from gaining the zone and clears the puck down the ice. Mark a Timing Sequence [T].

OUT OF RANGE If the **Blue Number** is out of the defensive player's Defense Range, he fails to disrupt the Power Play Set Up and the Power Play Team now has the puck in the offensive zone with the offensive player listed in the Zone Play Section of the Right PRC on the puck with all Offensive Options available.

When the player listed on the Left PRC is not on the Penalty Kill, you instead refer to the Power Play Quarterback to see if he is able to Set Up the Power Play attack for his team.

POWER PLAY QUARTERBACK - The Power Play Team must designate 1 of its Defensemen as the PP Quarterback. It can be a Forward if desired.

When the Power Play Quarterback is called upon to Set Up the attack, draw a new card. If the **Blue Number** is within his Offense Rating, he is able to set the Power Play up in the Offensive Zone. If the **Blue Number** is low enough to be within either of his S-U or Q-S Ranges, he sets the Power Play up and either finds a teammate for a Quality Scoring Chance or creates a Quality Scoring Chance for himself. If the **Blue Number** is out of his Offense Range, he fails to set the Power Play up and the puck is cleared back into the other end of the ice and a Timing Sequence is marked [T].

SHORTHANDED/RUSH CHANCES In the Pre-Game Skate, each coach decided a Forecheck Strategy for his team. Either Forecheck 1, Forecheck 2 or Forecheck 3 are chosen. This Forecheck Strategy plays into the Shorthanded Teams' aggressiveness on attempting to create Shorthanded Scoring Chances.

FORECHECK 1 When the Penalty Kill Team has a Forecheck 1 Strategy, any clearing attempt after a failed offensive play by the Power Play unit that has a **Red Number** result of 1 turns into a Shorthanded Chance. When the Penalty Kill Team attempts to prevent the Power Play unit from setting up in the zone and the **Blue Number** result is 20, the Power Play unit gets a Rush/Transition opportunity.

FORECHECK 2 When the Penalty Kill Team has a Forecheck 2 Strategy, any clearing attempt after a failed offensive play by the Power Play unit that has a **Red Number** result of 1 or 2 turns into a Shorthanded Chance. When the Penalty Kill Team attempts to prevent the Power Play unit from setting up in the zone and the **Blue Number** result is 19 or 20, the Power Play unit gets a Rush/Transition opportunity.

FORECHECK 3 When the Penalty Kill Team has a Forecheck 3 Strategy, any clearing attempt after a failed offensive play by the Power Play unit that has a **Red Number** result of 1, 2 or 3 turns into a Shorthanded Chance. When the Penalty Kill Team attempts to prevent the Power Play unit from setting up in the zone and the **Blue Number** result is 18, 19 or 20, the Power Play unit gets a Rush/Transition opportunity.

As you see, the more aggressive the Forecheck Strategy is, the more Shorthanded opportunities are created. However, this is a risk/reward scenario as more Rush/Transition opportunities are given up to the Power Play team.

SHORTHANDED RUSHES Shorthanded chances are Rush/Transition Scenarios. Follow all procedures outlined above for Rush/Transition Scenarios. However, unless it is a Breakaway, all Shots on Goal require the goalie to use his SHT Rating to determine if a save is made or a Shorthanded goal is scored.

TIMING SEQUENCES If the Shorthanded opportunity ends up with a Shot on Goal, mark a Timing Sequence as this has taken valuable time away from the Power Play. Once the puck ends up with the Power Play team, proceed with a Power Play Setup.

FAILED SHORTHANDED RUSHES If the Power Play unit is able to break up the Rush/Transition of the Shorthanded team, it gets an automatic Rush/Transition counter attack and no Timing Sequence is marked.

POWER PLAY RUSH/TRANSITION PLAYS If during a Power Play Setup a Rush/Transition Play occurs because the **Blue Number** used to determine if the Penalty Kill player is able to disrupt the setup is high enough to initiate a Rush/Transition Play, follow all above procedures above for Rush/Transition Plays.

PENALTIES During a Power Play, Penalties may still be committed or drawn. However, when looking at the #100 to determine if a penalty is committed or drawn, use only **ODD** numbers to determine if a penalty is committed or drawn AND check with the Official to see if the Penalty is in fact called. If a Penalty is called, the play is immediately whistled dead and either the Power Play will have a 2-man advantage if the Penalty Kill team committed the penalty or the Power Play will be over if the Power Play team committed the penalty. **EVEN #100** Penalty checks are ignored.

5 ON 3 POWER PLAYS Whenever a Power Play has a two-man advantage, follow all rules above except that each player on the Power Play team receives a +3 bonus to each of his offensive ratings.

4 ON 4 EVEN STRENGTH PLAY Whenever both teams are missing a player due to matching penalties, etc. all rules are the same except: each offensive player receives a +3 bonus to each of his offensive ratings AND both teams move freely through the Neutral Zone and gain the Offensive Zone without any opposition. This represents the open-ice nature of 4 on 4 Even Strength Play.

SECTION - 14 Scrums, Agitators, Dirty Plays and Fights

Anybody who has ever been to a hockey game knows that some of the best action occurs after the whistle. Anytime players bunch together in a scrum and words or dirty looks are exchanged, fans know something exciting just might happen. Nothing gets an old hockey barn buzzing like a good scrum where players get their sticks up and exchange face washes with old smelly hockey gloves. And if it gets too heated those gloves just might come off and the joint will start rockin' as the players settle scores on the ice with their fists. RINKSIDE HOCKEY contains all of this exciting play.

CHIPPINESS METER RINKSIDE HOCKEY contains a CHIPPINESS METER that keeps track of the extracurricular activities between the two teams. This meter starts to fill up with After Whistle Scrums, Dirty Plays and Fights. As the teams engage in chippy play, the meter fills up and the Game Intensity increases, starting with Normal and moving through Agitated and Hot until the Game Intensity reaches the Boiling point. At several points throughout this process, a fight may break out that calms things down and lets off the pressure.

Start the game with the NORMAL GAME INTENSITY tile next to the scoreboard then:

AFTER WHISTLE Whenever play is stopped on the ice, check the Right PRC. If the Right PRC shows SCRUM in the After Whistle Section, a Scrum may occur. During NORMAL GAME INTENSITY, Scrums only occur when Scrum-Normal is showing on the Right PRC. Once the game gets to AGITATED, HOT or BOILING Game Intensities, Scrums occur when either the Scrum-Normal is showing on the Right PRC or Scrum - Agitated, Hot and Boiling are showing on the Right PRC.

SCRUMS When a Scrum occurs, refer to the Scrums and Agitators Section of the Game Chart and draw a new card. Use the Black #100 to determine what type of Scrum takes place. Use the column associated with the current Game Intensity: NORMAL, AGITATED, HOT or BOILING. Read the action associated with the Scrum and adjust the Chippiness Meter accordingly. If the Right PRC **Blue Number** is within the Coincidental Penalty Range associated with the current Game Intensity, the Official takes two players off the ice with Coincidental Penalties. Follow the above procedure for determining which players receive the Penalties.

FIGHTS Once the Chippiness Meter accumulates enough points to reach 8, 9 or 10, a fight may occur as the Chippiness Meter is now full. When determining what type of Scrum takes place **AND** the Black #100 second digit is **ODD AND** the Chippiness Meter is FULL, a fight occurs. See the section on fights below.

INCREASING LEVELS If the Chippiness Meter accumulates more than 10 points, you increase the Game Intensity. Place the new Game Intensity indicator next to the scoreboard. IF no fights occur while the Chippiness Meter is FULL and you increase levels, make note that the meter is still considered FULL for fighting purposes. In other words, the Chippiness Meter remains full until a fight takes place and the result of the fight calls for the meter to be emptied. The Game Intensity will remain the same, but new points must accumulate until the meter is full again for a fight to occur.

AGITATORS Agitators attempt to get under the skin of opponents by running their mouth or taking cheap shots after play is whistled dead in an effort to draw a penalty on an opponent and give his team a Power Play opportunity or even goad an opponent into a fight. Agitators give their team a Momentum Boost when they are able to Agitate an opponent and that opponent doesn't respond.

When the Right PRC After Whistle Section shows Agitator, refer to the Scrums and Agitators Section of the Game Chart and: draw a new card. Use the Black #100 to determine what type of Agitator Scenario takes place.

Draw a new card - Use the Black #100 to determine the type of Agitator Scenario that takes place.

Draw a new card - Use the Left PRC #100 to determine which Agitating player is involved and use the Right PRC #100 to determine which Retaliating player is involved.

IF the player indicated is AGI instead of a position, the player with the lowest Agitator/Enforcer number is the agitator involved and his opponent will be a positional player from the other team.

Draw a new card - Use the Left PRC #100 to determine what [#] Agitator Number is needed for the Agitator to be able to draw the penalty or goad an opponent into a fight and use the Right PRC #100 to check against the opponents' Secondary Penalty Number.

If the Agitator has an Agitator/Enforcer Rating equal to or lower than the number required, his efforts are

successful. If the opponent has a number equal to or greater than the number required, he retaliates against the Agitator and either a Penalty is called or a fight takes place.

If the Agitator meets the number requirement but the opponent does not retaliate, his team gets a Momentum Bump of +2

If the Agitator draws a Penalty, his team gets a Momentum Bump of +3

If the Agitator is able to goad his opponent into a fight **AND** he wins the fight, he gets double the Momentum Bump from the result of the fight.

DIRTY PLAYS

Each time hockey players take the ice there is a chance for some Dirty Plays and Cheap Shots to occur. RINKSIDE HOCKEY takes this into account and nothing gets teams more upset at each other than a couple of Dirty Plays.

There are 7 Levels of Dirty Play in RINKSIDE HOCKEY. Each hockey game starts at 0 Dirty Plays unless the Pre-Game Skate requires that you bump the Dirty Play level up to 1, 2 or 3 because the teams are Rivals, Heated Rivals or are playing the 2nd game of a back-to-back and the first game reached a Game Intensity Level of Boiling. If so, fill in the circles up to the level noted on the RINKSIDE HOCKEY Score sheet.

WHEN DO DIRTY PLAYS OCCUR? Dirty Plays occur when a player attempts to make any type of Defensive Play, Hit, Battle, Forecheck or Clear. IF the PRC used to get the number used for the result shows D, D1, D2, D3, D4, D5, D6 or D7 in the Dirty Play Chance section of the PRC, a Dirty Play occurs WHEN the level indicated in the Dirty Play Chance of the PRC matches the current Dirty Play level of the game. For example, if a player makes a defensive play AND the PRC shows D5 or anything less (D4, D3, D2 etc.) and the current Dirty Play Level is 5, he makes a Dirty Play or delivers a Cheap Shot. Each Dirty Play leads to an increased chance of more Dirty Plays until the teams relieve the pressure and intensity of the game with a fight.

ALL DIRTY PLAYS add +3 to the Chippiness Meter.

Dirty Plays lead to an Automatic Scrum taking place after the whistle regardless if one is showing on the Right PRC at the time of the whistle. Do not move the meter again as you have already added +3 to the Chippiness Meter when the Dirty Play took place.

Fights occur if the Dirty Play leads to the Chippiness Meter being Full after the Dirty Play and whistle that stops the action.

Whenever a Dirty Play Chance shows on the PRC used to get the result of the play is above the current Dirty Play Level of the game it is simply disregarded.

RE-SET DIRTY PLAYS

Each time there is a fight, the possibility exists that cooler heads will prevail which leads to a re-set of both the Chippiness Meter and the Dirty Plays. The hotter the Game Intensity the greater the chance a re-set will occur.

FIGHTS

Once you determine a fight is going to take place, you refer to the FIGHT CARD Chart.

DETERMINING FIGHTERS

The FIGHT CARD has a section which shows the players involved according to their Agitator/Enforcer Rating. If the player involved is a 3, locate a player on the ice with an Agitator/Enforcer Rating of 3. If more than one player shares the rating, choose the player according to Forward/Defense and Left/Right as outlined above. If a number is showing with [L] along side it, use the player with the lowest Agitator/Enforcer Rating AND the lowest Secondary Penalty Number for the fight.

START THE FIGHT

Draw a new card and use the Left PRC #100 to find the fighter for the Visiting Team and the Right PRC #100 to find the fighter of the Home Team.

ADVANTAGE

Compare the two fighters and determine which player has the advantage. Subtract the lower rated fighter from the higher rated fighter. Take that difference and add it to 10 to create a range for determining the advantage in the fight. For example, if the Visiting Team fighter has an Agitator/Enforcer Rating of 4 and the Home Team fighter has an Agitator/Enforcer Rating of 1, the difference is 3. Add 3 to 10 for a total range of 1-13. Draw a new card. Use the Left PRC **Blue Number** and compare it to the Advantage Range. If the **Blue Number** is within that Range, the lower rated fighter has the advantage. If the **Blue Number** is above that range, the higher rated fighter has the advantage. IF both players share the same rating, the Home Team fighter has the range of 1-10 and is considered the Lower Rated fighter.

*For fighting purposes, the Lower Rated Fighter, according to the Agitator/Enforcer ratings, is the better fighter. Therefore, the Home Team Fighter is considered the Lower Rated Fighter if the players share the same rating.

RESULT

Use the Right PRC **Blue Number** of the last card drawn to determine the result.

Remember to look at the Higher or Lower Advantage section of the Fight Card to determine the result. Move the Momentum Meter and Chippines Meter according to the result.

INSTIGATORS AND BRAWLS

When the Black #100 on the last draw of the cards is within the Range showing on the Instigator and Other Fight Results Section of the Fight Card, additional activity takes place during the fight.

INSTIGATOR

If the Black #100 is within the Instigator Range, either the Visiting Team Fighter or the Home Team Fighter Instigated the Fight. That player receives a 2:00 Instigator Penalty, which another player on this team must serve which gives the opponent a Power play AND the Instigating Player receives a 5:00 Fighting Major and a 10:00 Game Misconduct (unless you are playing in an era when the Instigator Penalty was not called). **ODD** Visitor **EVEN** Home.

3rd MAN IN?

If the Black #100 is within the 3rd MAN IN Range, a 3rd Man enters the fight and receives a 10:00 Game Misconduct Penalty. Use the chart to determine which player jumps in, according to his Penalty Rating AND if he is on the **ODD** Visitor or **EVEN** Home team.

BRAWLS

If the Black #100 is within the BRAWLS Range, a BRAWL occurs with either 2 or 3 additional fights in addition to the primary fight taking place. Duplicate the same process for determining which players are involved and who won the fight, etc. IF it falls in the FULL BRAWL Range, all players on the ice fight INCLUDING the goalies. Draw a new number, if the Black #100 is between 1 and 20, a bench clearing brawl occurs. Draw a new card and use the **Red Number** to determine how many Visiting Team Players leave the bench. Do the same for the Home team. Draw a new card and use the **Blue Number** to count back, starting with the 1st Line Center to the player indicated by number. That player receives a Misconduct Penalty. Use the goalie's penalty number as his Agitator/Enforcer Rating in comparison to the other goalie.

MISCONDUCT

After a fight is over, you must check to determine if each fighter receives a Misconduct Penalty along with the 5:00 Fighting Major. Draw a new card. Use the Left PRC #100 to check against the Visiting Team Fighter's Secondary Penalty Number and the Right PRC #100 to check against the Home Team Fighter's Secondary Penalty Number. When the #100 is equal to or higher than the fighter's Secondary Penalty Rating, he receives the additional 10:00 Misconduct Penalty.

EFFECT OF THE FIGHT ON THE GAME

When drawing the cards to determine if the fighters receive Misconduct Penalties, refer to the Black #100 and compare it to the Effect of the Fight on the Game Section of the FIGHT CARD. Reference the current Game Intensity. If the Black #100 is within the Range for the current Game Intensity: Cooler Heads Prevail. You will re-set both the Chippiness Meter to Normal and 0 and the Dirty Plays to 0 as the fight released the pressure and the intensity of the game.

LEAGUE DISCIPLINE OFFICE Whenever a player receives any of the following during the game, refer to the League Discipline Office to determine if a Suspension Takes Place:

- Match Penalty
- Game Misconduct
- Major + Game Misconduct
- Participation in a Brawl

Use the player's Agitator/Enforcer Rating and refer to the League Discipline Office Chart to determine if there is a player suspension.

SECTION - 15 Momentum

Momentum plays an important part in RINKSIDE HOCKEY. As teams Hit, Agitate, Win Fights, Score Goals and Kill Penalties, they accrue Momentum Points which are valuable when attempting to clear the defensive zone.

MOMENTUM LEVELS

When a team has the following Momentum Points, they are considered to be in the Momentum Level according to total points:

1 to 2	MOMENTUM	
3 to 4	MOMENTUM LEVEL 1	MO 1 on Left PRC
5 to 8	MOMENTUM LEVEL 2	MO 2 on Left PRC
9 to 12	MOMENTUM LEVEL 3	MO 3 on Left PRC
13 and UP	MOMENTUM LEVEL 4	MO 4 on Left PRC

As a team gains Momentum Points, place the Momentum Tile for the current Momentum Total next to that team.

MOMENTUM POINTS	These plays have the following Momentum Points assigned to them:	
BIG HIT	+1	Each time a team makes a Momentum play, either add to that team's Momentum Total or Subtract from the other team's Momentum Total if they are playing with Momentum.
MOMENTUM BUMP	+1	
PENALTY KILL	+2	
GOAL	+2	
AGITATOR NO RETALIATION	+2	
GREAT SAVE	+3	
BREAKAWAY SAVE	+3	
AGITATOR DRAWS PENALTY	+3	
5 on 3 PENALTY KILL	+4	
MOMENTUM SHIFTS	Momentum Shifts occur when one of the following plays is made WHILE the other team has Momentum:	

WIN FIGHT

Take all of the Momentum from the other team and place the team gaining the

GO AHEAD GOAL IN 3rd PERIOD

Momentum Shift in MOMENTUM LEVEL 2

GAME TYING GOAL WITH LESS THEN 10:00 in the 3rd PERIOD

USING MOMENTUM POINTS

The value in gaining Momentum Points is revealed in the following way:

BREAKOUT

When a team attempts to Break Out of its Defensive Zone and the card drawn to get the result of the Breakout shows a MO LEVEL on the Left PRC, the Breakout is successful no matter the result of the play. The team must be at the MO LEVEL showing on the Left PRC. For example, if the Home Team is attempting to Breakout of the Defensive Zone and is playing with a Momentum Level 3; MO 1, MO 2 and MO 3 showing on the Left PRC allows the Breakout the reach the Neutral Zone, no matter the result of the play. Momentum does not influence Stretch Passes or Puck Carries. No Momentum points are used, the Momentum is simply with that team.

ZONE CLEAR

When a team gains control of the puck in the Defensive Zone and wishes to simply clear the puck while playing with Momentum (no matter the level), they simply choose to clear the puck to the Neutral Zone. Play proceeds by determining which team gains control of the puck in the Neutral Zone. The team clearing the puck must deduct 1 Momentum Point from the total and the other team is credited with a hit. This is valuable at the end of the game when players with low Defensive and Neutral Zone Ratings just want to get the puck out of the Defensive Zone. Using Momentum Points guarantees a clear.

SECTION - 16 Auxiliary Plays

Auxiliary Plays add spice and flavor to a game.

10

You will notice that the Red and Blue Numbers on both the Left and Right PRCs are colored in yellow when the number is 10. This signifies that an Auxiliary Play is possible. Whenever the Blue or Red Number is 10 (yellow) and the opposite side PRC #100 ends in zero, an Auxiliary Play happens. Refer to the Auxiliary Section of the Game Charts.

Most Auxiliary Plays are self-explanatory and contain the result of the play. Draw a new card and refer to the chart.

Use the Left PRC #100 to determine which Auxiliary Play takes place.

If the Right PRC #100 is between 1 and 10 a player is INJURED during play - refer to the Injury Section of the Game Carts.

FURTHER EXPLANATIONS

Too Many Men on the Ice Penalty

The team making the line change receives a 2:00 Bench Minor. If both teams are making a line change: **ODD** - Visitor **EVEN** - Home.

Players Bump at Bench During Line Change - Misconduct on Bench Player

Use the penalty locator system to determine the player.

If Opposing Team Has Empty Net - Check Goalie For Scoring EN Goal

Draw a new card. If the Black #100 is 01, a goal is scored. If not, ICING is called unless his team is on the Penalty Kill.

Goalie CONFIDENCE Check

Repeat the same process which occurred during the Pre-Game Skate to determine if the goalie drops a level or gains a level (See Above).

the result of the play.

SECTION - 17 Empty Net Scenarios

When a team is behind at the end of the game, it may become necessary to pull the goalie and replace him with a skater. When a team chooses to do so, treat the play at that time EXACTLY like a 2-Man Advantage Power Play. In other words, +3 is added to each Offensive Player's Offensive Ratings. IF the Defense is able to gain possession of the puck, the player in control may attempt to simply clear the zone (See Above) or use Momentum if available to clear the zone. If the player breaks the puck out of the zone or the offensive team fails to pressure the puck with the forecheck and the puck is moved to Neutral Ice, an EMPTY NET Scenario may take place. If the team gains control of the puck with an Empty Net to shoot at, do the following:

Draw a new Card, if the Left PRC **Blue Number** is within the player's Neutral Zone Rating, he gains the puck and moves toward the Empty Net AND if the Right PRC **Blue Number** is within the player's Offensive Rating, he now may shoot on goal.

Draw a new Card, if the Black #100 is within the player's Target Rating, the shot is on goal and will be an Empty Net Goal UNLESS the Right PRC **Blue Number** is between 1 and 5. If that is the case, use the Neutral Zone Defender listed on the Left PRC and Draw a new card. If the Left PRC **Red Number** is within that player's Defensive Rating, he is able to keep the puck out of the open net and a Loose Play Scenario Ensues in that zone. Mark a Time Sequence [T]. Continue play from there as normal UNLESS the team going against an Empty Net gains control of the puck back through a Loose Play Scenario or Forecheck THEN Repeat the same process above for an Empty Net Goal.

SECTION - 18 Last Second Neutral Zone Scenarios

When a team has possession of the puck in the Neutral Zone after the clearing of the puck from the Defensive Zone indicates that the period is over, an attempt on goal may still be possible.

When the team in possession in the Neutral Zone faces the following:

GREEN NEUTRAL ZONE Draw a new card, if the Left PRC **Red Number** is between 1 and 3, the player in possession of the puck may attempt to Initiate a Rush or take a Center Ice Shot. If the Rush is successful, any shot that occurs is at the end of the period/game. If a goal is scored, draw a new card and use the Left and Right PRCs #100. If the scoring team has a #100 higher than the defensive team, the goal is good right at the buzzer; if not, the goal is determined to happen after the buzzer.

If a Center Ice Shot is taken and a goal is scored, it counts. If a Rebound happens, only 1 follow up shot may occur if the offense is able to get a Rebound. If a Rebound goal is scored, use the procedure outlined just above to determine if the goal is good or takes place after the buzzer.

YELLOW NEUTRAL ZONE When drawing a new card, everything is the same as above EXCEPT that the Left PRC **Red Number** must be between 1 and 2.

RED NEUTRAL ZONE When drawing a new card, everything is the same as above EXCEPT that the Left PRC **Red Number** must be 1.

SECTION - 19 OPTIONAL - Goal Descriptions and Goalie Reactions

Included with RINKSIDE HOCKEY are a few charts that provide descriptions of goals scored by type. After a goal is scored, take account of the situation: Rebound, Set-Up, Breakaway, etc. and refer to the chart. Draw a new card. Use the Left PRC #100 to determine the Goal Description and the Right PRC #100 to determine how the goalie reacts. This will provide added flavor for how goals are scored. Tipped/Re-Direct Goals and Screened Goals may have secondary actions occur like Goal Reviews.

If you are playing in an era without video goal review, the Officials meet and determine if the goal is scored. Draw a new card and use the Left and Right PRCs #100. IF the scoring team has a higher #100 than the team scored upon, the goal counts. If not, it is disallowed.

If you are playing in an era with video review, repeat the same process BUT video review determines the outcome.

Goal Descriptions are OPTIONAL and do not need to take place, however, you will not have any disallowed goals.