

In The Corner Battle (ITCB) Ratings

OFFENSE

Assist Rating	Forechecking + Intimidation									
	1	2	3	4	5	6	7	8	9	10
11-14	2	3	4	5	6	7	8	9	10	11
15-25	3	4	5	6	7	8	9	10	11	12
26-36	4	5	6	7	8	9	10	11	12	13
41-51	5	6	7	8	9	10	11	12	13	14
52-62	6	7	8	9	10	11	12	13	14	15
63-66	7	8	9	10	11	12	13	14	15	16

DEFENSE

Defense Rating	Clearing + Intimidation									
	1	2	3	4	5	6	7	8	9	10
1	2	3	4	5	6	7	8	9	10	11
2	3	4	5	6	7	8	9	10	11	12
3	4	5	6	7	8	9	10	11	12	13
4	5	6	7	8	9	10	11	12	13	14
5	6	7	8	9	10	11	12	13	14	15



In The Slot Battle (ITSL) Ratings

OFFENSE

Shot Frequency	Intimidation					
	0	1	2	3	4	5
0-5	1	2	3	4	5	6
6-12	2	3	4	5	6	7
13-19	3	4	5	6	7	8
20-26	4	5	6	7	8	9
27-34	5	6	7	8	9	10
35+	6	7	8	9	10	11

DEFENSE

Defense Rating	Intimidation					
	0	1	2	3	4	5
1	1	2	3	4	5	6
2	2	3	4	5	6	7
3	3	4	5	6	7	8
4	4	5	6	7	8	9
5	5	6	7	8	9	10

Check Clear (ChkCLR)

Fchk Fwds' FCHK + red die > CLR + white die; "result"	
CLR + white die ≥ Fchk Fwds' FCHK + red die; {re-roll}:	
2,12	= delay of game penalty [LD(2), RD(12)]
3-5, 9-11	= COTF/D&C (optional line change)
6-8	= DZFO(X) [6,8 = Puck Frozen, 7=Icing]

Vacant/Opposing Position

LW = RD C = C RW = LD
Both Positions Vacant; Match-Up
HSF Pass
1-3: HSF 4,5: 2HSF 6: 3HSF tiebreaker: weaker def OP = higher SF

SAFE/Penalty Kill Summary

SAFE:	ODAI (both teams): +1
SR: -3 Fchk: -1 CLR: +1 BLK+1	
ITCB [def]: (+2/+2) [fwd]: (-1/-1)	
Def Only: INT: +1 ITSL: (+1/+1)	
Penalty Kill ("SAFE" + the following):	
ODAI (PK team): +1	
1 = NZFO(X) 2-7 = Change on the Fly(X)	

Long Shot Summary

- "SOG" after def team wins DZFO	41-46; COTF/D&C
- "SOGA" by def non-fchk after a DZFO	51-56; NZFO(X)
- "SOG"/"SOGFP" by def team after a Defensive Rebound	61-66; Icing(X)
- "SOG"/"SOGFP" by non-fchk w/o Pass, Int, OZFO or Off Reb	
Forecheckers: "Fchk=3": all 3 Forwards	
"Fchk=2": highest 2 SF Forwards	
"Fchk=1": HSF Forward	
L/S = SR - 3	

Blocked Shot Ratings

Combined Defense	2-3	4-5	6-7	8+
Combined Block Rating	1	2	3	4
(Both Defensemen SF < 10 : +1)				
(Combined Defensemen SF (modified) > 25: -1)				
"SOG(Blk+X)" = "SOG(Blk+X - #Fchk)"				

Fatigue Summary

Def: -1 / time seq	SR: -3 / time seq
Fchk: -1 / time seq	AR: -3 / time seq
Int: -1 / time seq	ITCB: -2/-2 ITSL: -1/-2
(* "-2" or "-3", based on AR)	

Shot Option Summary

Fchk, Goalie Pulled, Special Teams, ODZF Charts
SOG* = "AR-SOG" (if SF<20, or Long Shot):
- Pass Complete: SOG SR+2
- Back-to-Back Shot Options: SOG SR+4
- Pass Incomplete : Match-Up
(pass recipient = Offensive Match-Up Position)

Penalty Shot/Breakaway Summary

Shot Modifier (Mod SR):
- Penalty Shot: SR+10
- Breakaway: SR+Match-Up Difference
- Goal Modifier = Mod SR - SOG DR
- Potential Goal (SOG DR ≤ Mod SR):
Result = Goalie Result + Goal Modifier