

The Gretzky Rules (2015)

The “Gretzky Rules” are presented in an attempt to provide more balance to APBA's hockey game for teams with players that have abnormally high Shooting Ranges (SR) and Assist Ratings (AR); e.g. Wayne Gretzky. These revised rules (replacing the 2013 version) represent a less convoluted and more realistic portrayal of the role of a team's enforcer in “protecting” their star players. These rules are equally applicable to “normal” APBA hockey teams and do not have to be reserved for those teams loaded with super-stars.

RULES

The basis of these “Gretzky Rules” is to place an upper limit on the maximum Shot Range (SR) and Assist Rating (AR) for all skaters. These limits are dependent on whether the skaters' team has an enforcer on the ice or not. If a skater's printed SR or AR is above the limit in effect, the limit value is used in place of the printed value on that skater's card.

The basic Shot Range (SR) limit is 26 and the basic Assist Rating (AR) limit is 36. These basic limits are in effect at all times unless an enforcer for that skater's team is on the ice (same line/shift).

NOTE: SR and AR may be increased beyond these basic limits due to particular game situations; specific board results, forechecking strategy, etc. For example, the SR of a Power Play team (1 man advantage) is increased by +2, therefore a skater with a printed SR of 33, normally limited to 26, would have a SR = 32 for a Power Play (26+2).

An enforcer is a skater with a high Major Penalty Rating (or Minor Penalty Rating) and a high Intimidation Rating. There are two levels of enforcers:

Level 1 Enforcer: Int = 5 Maj >30

Level 2 Enforcer: {Int = 4 or 5 Maj >20} or {Int = 5 Min >30 Maj >10}

When an enforcer for a team is on the ice, all other skaters on the enforcer's team (excluding the enforcer himself), have their basic SR and AR limits raised as follows:

Level 1 Enforcer: Normal Printed Card Value (no limit)

Level 2 Enforcer: SR Limit = 36 AR Limit = 46

An enforcer's effect is automatic, and any qualified skater is automatically assumed to be an enforcer while on the ice. Should a coach end up with 2 qualified enforcers on the ice at the same time (same shift), only one takes on the enforcer's roll; dictated by which one is a higher level, or if tied, the one that has the higher “Maj” rating. If there is still a tie, the coach must announce which skater represents the enforcer.

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SR \leq 26 AR \leq 36 (no enforcer)		SR \leq 26 AR \leq 36 (no enforcer)
SR \leq 36 AR \leq 46 (level 2 enforcer)		SR \leq 36 AR \leq 46 (level 2 enforcer)
SR, AR = card value (level 1 enforcer)		SR, AR = card value (level 1 enforcer)

Cut out enforcer markers, one for each team (red and blue). Fold at lines into a triangular marker with blank side tucked under level 1 enforcer side.