

APBA HOCKEY - HOUSE RULES

LINES/SHIFTS

At the start of the game, and at the start of each period, players (coaches) fill out their line-up sheets with 3 normal lines (shifts), and 2 penalty killing lines. Line-ups may only be changed in between periods. A skater may only be listed on one normal line at a time (i.e. you may not use the same skater on 2 different normal lines), however he may be included in both a normal line and in a penalty killing line. Players may include or be required to include a 4th normal line (see Roster Limits).

ROSTER LIMITS

For each game, teams are limited to an active roster of no more than 20 skaters, 2 of which must be goalies (for games prior to the 82-83 NHL season, and for WHA games the limit is 17 skaters and 2 goalies). Additionally, a player may opt to use a 4th line comprised of the defensemen from the 3rd line and 3 "bench" forwards. If a player opts to use a 4th line, simply alternate between the 3rd and 4th shifts; (i.e. 1st line, then 2nd line, then 3rd line, then 1st, 2nd, 4th). When using a 4th line, extra care must be taken in filling out the penalty killing lines. If not using a 4th line, at least 2 of the bench skaters must be on penalty killing lines. Any injuries will force the removal of the 4th line skaters to fill the injured skater's position.

A 4th line is required if any of the other normal lines have a combined "Minutes" (total of all skaters on that line) of less than 90 minutes. A 4th line may need to be disbanded during a game due to injuries.

If the 3rd and 4th lines forwards remain essentially the same between periods (e.g. at least 4 forwards from the 3rd and 4th lines remain on the 3rd or 4th line), then the lines must be alternated between periods to provide for a more even distribution of playing minutes between the lines, i.e. the 3rd line from period 1 becomes the 4th line for period 2.

To provide a more realistic distribution between forward and defensemen pairings, apply the following roster restrictions for lineups between periods. For rosters with 2 defensemen pairings (i.e. 4 defensemen), the defensemen/forward lines pairings must be different for 2 of the 3 periods. For rosters with 3 defensemen pairings (i.e. 6 defensemen), the defensemen/forward lines pairings must be different for all 3 periods. Def/Fwd pairings are different if at least 1 of the defensemen is different, or if at least 2 of the 3 forwards are different.

When playing a skater out of position (for any reason), the regular rating reductions take precedence (1.B.1). Ignore the Power Play defense and clearing reductions mentioned on page 8 (11.B.3); forwards rarely have Clearing ratings, but for those that do, do not reduce them when playing defense. Similarly for a defenseman with a Fchk rating playing a forward position. Additionally, a skater's defense rating can never be reduced to less than 1 (exception – see Battle Cards). Do not use the Shot Range reductions for a forward playing a defense position in any situation, however he does lose his Fchk rating when playing defense.

LINES CHANGES

Line changes may be made at any time (per the normal rules; during a faceoff or "On The Fly") provided a line spends at least

1 minute on the ice (barring a penalty or injury). Penalty and/or injury considerations are explained below. Beginning with the 2005-06 season, a team cannot change it's line during a faceoff it created by icing the puck; that line must remain on the ice until the next line change opportunity.

When a player executes a "Change On The Fly" (COTF), the opposing team may also change lines and retain possession of the puck, but only if a Dump & Chase situation was not created from the "Change On The Fly" table. If a Dump & Chase situation occurs, the opposing team must resort to the normal methods of changing lines. If a Dump & Chase situation does not occur, the opposing team may simply change his line with the new line retaining possession of the puck based on the "Change On The Fly" table results.

If a "Change On The Fly" result indicates a position that is vacant, give the puck to either defenseman (defending team's choice) and an automatic Dump & Chase occurs (provided the COTF team is not using "Fchk=1"). A Dump & Chase situation can occur even when the dumping team is on a penalty kill (if they don't play "Forecheckers = 1"). If the Dump & Chase Charts indicate a ITCB opponent that is in the penalty box, then the defenseman takes possession of the puck with no ITCB.

Shifts must be played (brought onto the ice) in order; Line 1 followed by Line 2, then Line 3 (or 4) then back to Line 1. The only exceptions are after a Timeout (see below), and as a result of a penalty. At the start of any penalty, each coach may bring on any normal line he desires. Additionally, if the team is short-handed, the coach may insert a Penalty Kill line in place of a normal line at the start of, or during the short-handed situation. Fatigue reductions still apply (see Fatigue & Rest rules below).

INJURY/PENALTY LINE CHANGES

If a skater on a line (normal or penalty kill) is unavailable for whatever reason (penalty/injury), then he may only be replaced (temporarily) with either a bench skater or by disbanding the 4th line and using one of the 4th line skaters. Note that out of position skater reductions (per standard rules) may apply in this situation. In any case, the established line-ups and shift order must be maintained as much as practical. Juggling line-ups must be minimal, however a coach is never required to maintain a fatigued or non-rested line on the ice to adhere to the letter of this rule. Line-ups may be changed in between periods so this "problem" can be solved during intermission.

A coach is never forced to play fatigued skaters or fill a defense or center position with an out-of-position skater if he cannot fill that position (or line) by inserting a bench player (or by disbanding the 4th line)

LINE CHANGES AFTER A PENALTY IS OVER

When a penalty is over, the skater coming out of the box fills the empty position until another line change is made or until his team gains possession of the puck. Once the skater's team takes possession of the puck, the skater may return to the bench and be replaced by a regular skater for the shift currently on the ice, even if he has possession of the puck. If the team was using a PK line, then after the penalty expires the coach may bring on whichever normal line he desires; the line/shift order may be reset at this point (note; fatigue reductions may apply if skaters coming on the ice have not been rested - see below).

FATIGUE

All skaters that remain on the ice for 2 minutes or more during a shift have their Defense, Forechecking and Intimidation ratings all reduced by 1 for each time segment past their fatigue limit (down to a minimum of rating of 1). Additionally, their Assist Rating and Shooting Range are decreased by 3 for each time segment they are on the ice past their fatigue limit.

Correspondingly, each skater's ITCB and ITSL ratings are also reduced typically as follows (check individual ratings for Match-Up results):

ITCB: -2*/-2 ITSL: -1/-2
(*minimum of -2, may be -3; check their reduced AR)

Tracking a line's time on the ice can be handled by using the colored markers on the Time Scoreboard. Place the appropriate colored marker 4 spaces beyond the current time marker whenever a new line comes on the ice. When the time marker is advanced to that colored marker, that line immediately starts incurring the reduction in ratings mentioned above.

OPTIONAL: skaters with a "Minutes" rating on their card of 20 minutes or more do not have their ratings reduced until they have been on the ice for more than 2 minutes (i.e. after the time marker moves *past* their shift change marker). Skaters with a "Minutes" rating of less than 15 minutes, suffer fatigue reductions when they have been on the ice for 1 minute 30 seconds or more (i.e. 1 time sequence earlier than the standard).

REST

A skater (or line) must remain off the ice for a minimum of 1 minute to avoid fatigue reductions when they return to the ice. A skater that returns to the ice without a minimum of 1 minute rest suffers fatigue reductions immediately upon his return to the ice. The 1 minute rest may be achieved either by 2 time sequences being marked off the clock, or 1 time segment and a break in the game action. A break in the game action is any resolved faceoff (i.e. only counts after the faceoff has been resolved), a penalty or injury (prior to the subsequent faceoff), a goal, and certain Rare Play results.

POWER PLAY LINE

Whenever a team is on a power play, they may replace one skater on their active line with a substitute skater for the duration of that shift only. Note however that fatigue and rest rules apply. A 4th line skater may be used, but the 4th line is not disbanded in such a case. Out of position skater reductions apply in this situation per the standard rules.

LAST SHIFT OF A PERIOD

Player's may forgo their regular line rotation and use any of their lines for the last shift of a period. Rest and fatigue rules still apply, however the last line used in a period may be considered fully rested after only 1 time segment (30 sec) of "off ice" (bench) time.

FORECHECKING STRATEGY

Instead of the visitor team revealing his forechecker strategy first, players can use the forechecking strategy cards and reveal their strategy for their active shift when that line comes on the ice. When shifts change simultaneously (e.g start of a period), these cards are selected and then revealed at the same time.

A coach may normally only change his forechecking strategy during a line change, however there are three exceptions. The coach may switch to the "SAFE" strategy ("Forechecker = 1") during a DZFO, and either coach may switch forechecking strategy at the start of a penalty (starting with the faceoff) even if he leaves his current line on the ice. The third exception is that either team may change strategy immediately after a goal is scored (by either team).

When changing strategy during a line change made "On the Fly", the team initiating the line change must pick its new strategy prior to rolling for the "Change on the Fly" Table results. That strategy does not have to be revealed until after the "Change On the Fly" Table results have been determined and (if applicable) after the opposing team makes his line change (and strategy selection). In this situation, both strategies are revealed at the same time. The only exception is if the original possession team has selected "Forecheckers =1" and that needs to be revealed to preclude a Dump & Chase situation.

You may not play a forechecking strategy that has more forecheckers than you have forwards on the ice. For example, if due to a penalty you have 2 defensemen and 2 forwards on the ice, you cannot play "Forecheckers = 3". Similarly, you may not play a "Forecheckers=1" strategy unless you have both defensemen's positions occupied. Having one of the positions occupied by a forward is acceptable. This is significant for playing "SAFE" or "Penalty Kill" (see below).

Additionally, 2 new "Forecheckers=3" strategy cards are provided; Physical and Aggressive. "Physical" increases the Forechecking, Clearing, Intimidation, and Defensive ratings of all skaters on the team by +1 (max 5 each), but at an increase risk of penalty. Whenever a "Penalty 2 min" result is obtained, roll for a Major Penalty; if the dice roll is greater than the skater's Maj rating, then re-roll for a Double Minor Penalty. If this dice roll is less than the skater's Min rating then he is assessed a double minor (4 minutes), otherwise it's a regular 2 minute penalty. "Aggressive" strategy increases the Forechecking and Intimidation ratings by +1 (max 5), the Shooting Frequency by +5 and the Assist Rating by +3, but decreases the Clearing, Defensive, and Block ratings by -1. "Potential Minor Penalty" conditions do not apply to a team playing "Physical" or "Aggressive" strategies (see below).

ODAI/SPECIAL TEAMS

Use the ODAI Ratings on all Special Team (ST) Charts, the Offensive/Defensive Zone Faceoff (ODZF) Chart, and the Goalie Pulled (GP) Charts as well as the normal Forechecking Charts. Apply the ODAI factor to results 1 - 7 and 10 - 19 only (not 10-20).

A team on a power play may only use the Special Teams "Man Advantage" Charts if he is playing a Forechecking Strategy that uses all of his forwards as forecheckers (normally 3). The same rule applies for using the Goalie Pulled Charts (i.e. must use maximum Forecheckers). The shot range modifier (SR+2 or SR+10) for using the Special Team Man Advantage Charts also only applies if using the maximum forecheckers. Man Advantage/Disadvantage SR modifiers (when applicable) apply to all Shots (except penalty shots/breakaways).

A team playing with their goalie pulled and an extra skater gets the Forechecking and Intimidation Factors increased due to the

extra skater but not his Defensive Rating (unless the extra skater fills in a regular position on the ice due to a penalty). The extra skater may be one of the forechecking forwards (based on his SF), but there may never be more than 3 forechecking forwards.

PLAYING IT "SAFE"

The following are additional rules in effect when one (or both) teams are "Playing it Safe":

1. ODAI of both teams is increased by 1
2. The Shot Range of each skater of the team playing "SAFE" is decreased by 3 (in addition to other modifiers in effect), e.g. if they are already under a -10 modifier for being down 2 men, then the total modifier would be -13; e.g. SR 33 - 13 = SR 16.
3. Clearing Ratings of the team playing "SAFE" are increased by 1 (per defenseman), maximum = 5
4. Forechecking Ratings of the team playing "SAFE" are decreased by 1 (per forward), minimum = 0
5. Blocked Shot Ratings of the team playing "SAFE" are increased by 1 (per defenseman), maximum = 3
6. Intimidation Ratings of the team playing "SAFE" are increased by 1 (per defenseman), maximum = 5

ITCB ratings are adjusted by -1 for forwards and +2 for defensemen, ITSL ratings are +1 for defensemen.

The defenseman related modifications (Clr, Blk, Int) do NOT apply to forwards playing a defenseman's position (unless also rated as a defenseman). "SAFE" strategy remains in effect for a team until the next strategy change opportunity.

PENALTY KILL

A team may elect to use a "Penalty Kill" (PK) strategy when at a man (or 2) disadvantage. This strategy is played the same as "SAFE" and has the same effects, limitations and conditions as "SAFE" (see above), plus the following additional effects:

- the ODAI of the PK team is increased by an additional +1
- a "1" card result (modified by PP's ODAI) for the PK team is treated as a "NZFO (X)"
- a "2-7" card result (modified by PP's ODAI) for the PK team is treated as a "Change on the Fly (X)" result: i.e. a time sequence is marked off after the Power Play (PP) team takes possession. No "Dump & Chase" situation occurs and the PK team is not required to change their line, however either side may change lines. For an "icing" result, the PP team can give puck possession to any position/skater.

A player is not required to play "PK" or even "Safe" while in a penalty killing situation, but the Special Team Charts are used regardless of which strategy is used (with ODAIs modified accordingly).

The "Penalty Kill" strategy is immediately removed once the penalty kill (man or 2 disadvantage) is over and can be replaced with either "Forecheckers=1" or "SAFE" strategy (until the next available strategy change opportunity).

HOME ICE ADVANTAGE

Whenever the visiting team is eligible for a line change during a faceoff, they must exercise that option prior to the home team making a corresponding line change. The home team player should ask ahead of time if his opponent is going to make a line

change; if they do the home team may also make a line change (excluding the icing rule), even if the home team's current line has not been on the ice for the 1 minute minimum (however fatigue and rest rules still apply). Note that forechecking strategy is not revealed until both line changes have been completed.

VACANT POSITION RULES

Instead of using the standard procedure of re-rolling if the puck goes to a skater/position not on the ice, give the puck to the opposing skater/position per the following:

$$LW = RD \quad C = C \quad RW = LD$$

If the opposing position is also vacant, resolve the action using the Match-Up Charts with the last skater in possession of the puck as the offensive skater. If the situation resulted from a faceoff, re-roll as a Neutral Zone Faceoff. Note: this rule does not apply to Interception results (20-29) nor to the goalie "kicking" to a vacant position; in the latter case consider the goalie to have covered up, forcing a faceoff.

PASSING TO HSF TEAMMATES

For passes whose recipient needs to be resolved by a die roll, use the following (instead of the standard procedure):

$$HSF (dr=1-3) \quad 2HSF (dr=4,5) \quad 3HSF (dr=6)$$

If there is a tie between teammates with equal SF ratings, the skater opposed by the weaker defender is considered to have a higher SF than his teammate. If there is still a tie, the following tie breakers are used in order: highest Fchk, highest Int, highest AR, highest SR. Also see "Line Changes" for handling situations of COTF to vacant positions.

REPLACING THE GOALIE

Whenever a starting goalie gives up 4 goals in any one period, he must immediately be replaced by the backup goalie for the remainder of the game. This rule does not apply to the backup (non-starting) goalie. Additionally, this rule does not apply to goals scored by penalty shot. The starting goalie may return to the game if the backup goalie becomes injured.

BLOCKED SHOTS

For blocked shot ratings of defensemen that do not have a "Blk" rating on their card, use the following for the combined Blocked Shot rating of the two defensemen (based on their unmodified defensive ratings).

Combined Defense:	2-3	4-5	6-7	8+
Combined Blk Rating:	1	2	3	4

If both defensemen have a Shooting Frequency of less than 10, then add 1 to the "Blk" rating (from the table above). If the combined SF of both defensemen is greater than 25, then subtract 1 from the Blk rating. Additionally, treat a "SOG(Blk+X)" result as a "SOG(Blk+X - #Fchk)" result; i.e. subtract the shooting team's Forechecking strategy number from the "Blk+X" result and compare this number to the die roll.

MATCH-UPS

Don't use the standard "Match-Up" procedure/rules; new procedures for determining when the Match-Up Charts are used are integrated in the following new rules (Vacant Position, Shot Option and Potential Minor Penalties). If a Match-Up opponent

is not present, then the offensive skater takes possession of the puck. The Match-Up Charts are used regardless of the forechecking strategy being played (i.e. even when "Forecheckers = 1").

POTENTIAL MINOR PENALTIES

After a team's first penalty in a period (which is handled normally), any subsequent minor penalties against that team are treated as a "Potential Minor Penalty". Roll the dice and compare the results to the skater's Min rating to determine if the skater has actually committed a penalty. If the dice roll is less than or equal to his Min rating then there is a penalty. Otherwise use the Match-Up Charts to resolve the action.

If a skater gets a penalty result while his team already has at least 1 skater in the penalty box, treat the new penalty as a "Potential Minor Penalty" using the same procedure. This condition only applies to Minor Penalties or Coincidental Penalties (not Major or Fighting Penalties).

Penalties resulting from Rare Plays or as a result of the opposing team getting called for a penalty (e.g. Coincidental Minors) are not subject to the "Potential Minor Penalty" rule/procedure.

DOUBLE MINOR PENALTIES

Do not use the "Penalty Fine Tuning" rules. Whenever a Coincidental Minor Penalty is called and the opposing team clears all dice rolls without being assessed a coincidental penalty, re-roll for the penalized skater; if the dice roll is less than or equal to his Maj rating then roll for an injury to the penalized skater's opposing skater/position. If the opposing skater is injured, the penalized skater is assessed a double minor and must serve 4 minutes. This rule is not applied when a coincidental penalty is checked as a result of a failed Fighting Penalty check.

BENCH MINOR

When Bench Minor ratings are not available, determine the Bench Minor Penalty rating for a team by using the lowest Minor Penalty rating from the group of skaters coming onto the ice in the next regularly scheduled shift; minimum of 11, maximum of 26. Roll the dice and compare to this rating to determine if a Bench Minor occurs.

PENALTY SHOT/BREAKAWAYS

Instead of the standard rule for Penalty Shots use the following procedure:

1. Roll for the skater taking the penalty shot using their normal SR plus 10 (maximum = 43)
2. If the result is a potential goal then determine the difference between the dice roll (DR) and the skater's modified SR (based on decimal 10, e.g. if the DR=23 and the modified SR=35, then the difference is 12, not 8)
3. Roll for the goalie result if the SOG is a potential goal, but add the difference between the SOG DR and the shooter's SR to the goalie's card result.
4. Use this new modified result on the Potential Goal Chart to determine the result of the penalty shot (Goal or Save). For example, using the difference of 12 from above, if the goalie rolls a red result that is a 9, add 12 to the 9 to get 21 ("GOAL").

For "breakaways" (which are an automatic SOG), use the same

procedure except the shot modifier is the difference in the Match-Up Offense/Defense result. No other shot modifiers are applied to a breakaway SOG (including fatigue, man advantage or disadvantage, etc). Add the difference between the shooter's modified SR and the SOG dice roll to the result from the Goalie Action Chart if the SOG is a potential goal. "Normal Saves" are treated per the standard rules (i.e. unmodified), and play continues from that result.

SHOT OPTION

The offensive team may improve their shot quality by foregoing any SOG type result and converting it to a "AR-SOG" result. This option must be exercised before rolling the dice for shot resolution (including block, assist, etc). SOG results that may be converted include a successful SOGA, a SOG as a result of a successful AR-SOG, a "SOG (Blk+x)" result (prior to rolling for the blocked shot), but excluding Wides Shots, and #9 Blocked Shots.

Only skaters with a Shooting Frequency less than 20, or any skater with a "Long Shot" situation, may use this option, and only on shot results from the Forechecking, Goalie Pulled, Special Teams and ODZF charts (not from Match-Ups, Dump & Chase, Goalie Actions charts or Wide/Blocked shot results). Use the standard procedure for the "AR-SOG" result, however a failed pass attempt results in the Match-Up Charts being used to resolve the action with the pass recipient as the Match-Up Offensive skater (i.e. the pass recipient doesn't automatically gain possession).

If the pass is successful, the recipient may make any immediate "SOG" with his range increased by 2 (i.e. SR+2). The pass recipient may also use this "Shot Option" rule (if eligible) and attempt a second pass. A second successful pass results in a shot modifier of +4. Subsequent passes beyond the second pass may be attempted, but the shot range does not increase more than +4. Regular "AR-SOG" results and regular passes are treated normally (i.e. no SR modifier).

LONG SHOTS

Certain Shot on Goal results are considered "Long Shots" and have the shooter's range decreased by 3 (i.e. SR -3) based on the specific situation, as described below:

1. A pure shot on goal result (i.e. "SOG", "SOGFP") as the first result of the defensive team after winning a DZFO.
2. An assisted shot on goal (i.e. "SOGA") taken by a non-forechecking skater as the first result of the defensive team after winning a DZFO.
3. A pure shot on goal taken by the defensive team as the first result after gaining possession of the puck from a defensive zone rebound.
4. A pure shot on goal taken by either team by a non-forechecking skater at anytime that is not immediately preceded by a pass, interception, OZFO result or offensive zone rebound.

A defensive zone rebound is any change of possession by a team as a result of a pass from their goalie, or the recovery of a blocked shot on their goal. Similarly, an offensive zone rebound is possession of the puck gained by an interception of the opposing goalie's pass or recovery of a wide or blocked shot from the opposing goal.

Non-forechecking skaters are the defensemen and any forward not forechecking. Forechecking forwards are based on:

- Forechecking = 3 : all 3 forwards
- Forechecking = 2 : highest 2 SF forwards
- Forechecking = 1 : highest SF forward

NOTE: A change of possession due to an opponent's "Change on the Fly" dumping of the puck does not constitute an interception. See "Passing to HSF Teammates" for SF ties.

Long Shot DR results > 40 are resolved as follows (not as "Normal Saves" and no SOG), based on the "shooting" team:

- 41-46: COTF/D&C (line changes optional)
- 51-56: offsidies; NZFO(x)
- 61-66: icing(x)

CHECK CLEAR

Use the following procedure to resolve any ChkCLR result instead of the standard procedure: Roll both dice. If the Forechecking Strength of the Forechecking Forwards plus the red die result is greater than the Clear Strength of the 2 defensemen plus the white die result, then the given result is applied (Wide Shot Resolution Table or Goalie Action result). Otherwise, the puck has been cleared and the following results are applied:

2, 12 :	delay of game penalty* (2 minute minor) against one of the 2 defensemen (2= LD, 12 = RD)
3-5	Use the "Change-On-The-Fly"/"Dump & Chase" or
9-11	Charts to resolve the action. Clearing team may change line. Receiving team may change line if no Dump & Chase situation occurs.
6,8	Puck Frozen for a DZFO(X)
7	Icing**, DZFO(X)

** No Icing for PK team, treat as Puck Frozen * no penalty before 1970-71 season; DZFO(X)

INTERCEPTIONS

Any 20-29 result from the Forechecking, Special Teams, ODZF, or Goalie Pulled charts is only an interception if the indicated intercepting skater's defense rating is greater than or equal to the passer's A (assist) rating. If the result is not an interception, or if the intercepting position is vacant, then treat it as a PASS* with the receiving skater/position determined by the standard die roll method. In either case, a time sequence is marked off.

Interceptions from a "Pass*; Phy(##) Int" result are only interceptions if the defending team's INT rating is greater then or equal to ## AND if the defending team's overall INT rating (of all skaters on the ice) is greater than or equal to the attacking team's total INT rating.

CHANGE ON THE FLY/DUMP & CHASE LIMIT

If a defenseman on the defensive team gains the puck as a result of a DZFO, or receives a goalie pass from the Goalie Action board, they may not immediately execute a COTF/D&C play. They may attempt a ChkCLR to get a COTF/D&C, or they may roll for a standard result on the appropriate board (e.g. ODZF). If they attempt a ChkCLR and fail, the puck is given to the Opposing Skater with the Highest SF and an immediate ITSL Battle is resolved per standard procedures/results. In this situation only, if the goalie makes a normal save from a SOG from the HSF winning the ITSL battle (i.e. Goalie Action result 1-23, 35, 36), there is no pass to a teammate, instead the puck is smothered by the goalie for a DZFO(X). If the defensive team wins the ITSL Battle, they may then execute a standard COTF/D&C.

TIMEOUTS

Each coach gets 1 Timeout per game. A Timeout may only be called at the start of a Faceoff (break in the action), with the visiting coach getting the first option. The effect of a timeout is that all players (for both teams) become rested. Additionally, either side may place any of their regular lines on the ice after a timeout (barring an icing prohibition against a line change).

MISCELLANEOUS OPTIONAL RULES

Change a #8 result on Forechecking and Special Team Charts to "SOG (FchkFwd); WIDE/NZFO(X)"; meaning if the skater is a Forechecking Forward it is a SOG, otherwise it is the secondary result (WIDE or NZFO).

For the first play after a defensive rebound (by the defending team) use the DZFO Chart instead of the Forechecking Chart (or Goalie Pulled Chart). Do not use the DZFO chart in place of Special Teams Charts.

Record a time sequence if there are 2 consecutive Blocked Shot Faceoff results (prior to the 2nd FO). A consecutive Blocked Shot FO occurs only if a Blocked Shot is the first result after the initial Blocked Shot FO. Do not invoke this rule for the last time sequence of a period.

FACEOFF - ALTERNATIVE SYSTEM

For a more realistic faceoff system, roll the dice and add the faceoff advantage amount to the red die result. If the red die result plus the advantage factor is greater than the white die result then the advantaged team wins the faceoff, if not then the disadvantaged team wins the faceoff. When there is no advantage consider the Visitors as the disadvantaged team and Home as advantaged.

If the results are equal (red die + advantage = white die), then one of the skaters is thrown out of the faceoff and a new dice roll is made. If the total dice roll (unmodified) is less than 8 then the disadvantaged/visitor is thrown out, otherwise the advantaged/home is thrown out. If a second "Thrown Out" result occurs, then the other center is thrown out (i.e. the one that was not thrown out the first time). If a third "Thrown Out" is rolled, then the advantaged/home team wins the faceoff.

If a skater is "thrown out" swap the faceoff results between the original Center and the non-Center taking the faceoff. For example; if the Center is replaced by the Right Wing, and the result shows the puck going to the RW, give it to the replaced Center instead.

Red + Advantage > White : Advantaged/Home
 Red + Advantage < White : Disadvantaged/Visitor
 Red + Advantage = White : Thrown Out *
 DR < 8 : DIS/VIS
 DR > 7 : ADV/HOME

To determine which skater receives the puck use the total of the faceoff dice roll (unmodified) and consult the following chart:

	Dice Roll Total					
	2,12	3,10	4,11	5,8	6,9	7
NFZO						
OZFO	HSF*	RD	LD	RW	LW	C
DZFO	HSF*	RW	LW	RD	LD	C

Use the OZFO results if the offensive team wins the faceoff in a

DZFO, and use the DZFO if the defensive team wins a DZFO. On a "2" or "12" result, the puck goes to the skater with the highest shot frequency excluding the skater taking the faceoff.

* Special: Center Ice Faceoffs (i.e. start of period, after a goal) do not result in either center being "thrown out"; ties go to the Home team in those situations.

NOTE: When playing with an extra skater due to the goalie being pulled, results for 2 and 12 go to the extra skater, regardless of which side wins the faceoff.

BATTLE CARDS – Optional

Battle Cards are used to modify a skater's various strengths for use during battle situations. At the start of each period the battle cards are shuffled and each coach is dealt 5 cards. Any time there is a battle called for by the results (e.g. "Dump & Chase", a Match-Up situation) either coach may play one of his battle cards on any skater involved in the battle as follows:

1. the coach whose team is in possession of the puck may play a battle card on his skater.
2. the opposing coach may then play a battle card either on his skater involved in the battle, or if the puck possession coach did not play a battle card on his own skater, he may play a card on the puck possessing skater.
3. if the puck possessing player did not initially play a battle card, and if the opposing player did not play a card on his own skater, the puck possessing player may play a battle card on the opposing skater involved in the battle.

Players may only play one battle card (either on their own skater or their opponent's) per battle. Played Battle Cards are discarded after played. Battle Cards modify an individual skater's abilities for that battle only, as indicated on the card. There are no limits on the modifications to a skater's rating changes (i.e. they may result in ratings <1 or >5). Battle Cards may only be played on a skater corresponding to the position listed on the card.

Battles typically involve one-on-one skaters, however some match-up battles may involve more than 1 skater for either side. In these cases a battle card may be played on any skater involved in that match-up situation (limited to 1 battle card per side per battle/match-up).

FIGHTS (for use with Battle Cards)

If a skater initiates a fight that results in a 5 minute major fighting penalty against that skater (and an opponent) the team that initiated the fight may immediately draw 2 extra battle cards for use in that period. ("Initiating" a fight means that skater rolled the Fight result - typically a 36-40). The opposing team (also subjected to the 5 minute penalty) does not receive this bonus. This rule may be invoked only one time per game, and only for the first fight of the game. This rule may not be invoked in the last 5 minutes of a game nor in overtime.

If a qualifying fight occurs in the last 2 minutes of a period, the coach may opt to draw 2 extra battle cards at the start of the next period instead of immediately drawing 2 cards.

If the skater that initiated the fight also rolls a Misconduct Penalty, his team may keep any leftover battle cards at the end of the current period for the next period (in addition to drawing 5 new battle cards at the start of the next period).

CLARIFICATIONS

1. A team can never have more than 2 skaters in the penalty box (excluding Misconduct Penalties) at the same time, or less than 4 skaters on the ice (typically 3 skaters and a goalie). This effects substitutions only, penalized skaters must always serve their penalties. Stacked penalties (more than 2 in effect at the same time) are served after the expiration of current penalties.
2. A skater may be replaced if he has been assessed a Misconduct or Game Misconduct (ejected) Penalty, but any major or minor penalties associated with that Misconduct penalty must be served.
3. If skaters from each team are assessed 5 minute fighting penalties at the same time, both teams may substitute for the penalized skaters (i.e. they both may be replaced).
4. A Game Misconduct is only rolled for from a Major Penalty, not a 5 minute fighting penalty (even though fighting is a major penalty).
5. Players assessed Coincidental Minor Penalties may not be replaced unless one team is currently short-handed.
6. If a goalie is pulled for an extra attacker, the goalie may only return to the ice after a stoppage in play; e.g. a faceoff, penalty, etc. The "extra" skater is considered a forechecking forward.
7. A skater only comes out of the penalty box if a goal is scored while that skater's team had a man disadvantage when the goal was scored. When teams are at even strength, skaters in the penalty box must serve their full penalty. A skater may never come out of the penalty box if his team currently has 5 skaters on the ice; he must wait until the next stoppage in play.
8. Shot Range modifiers of +/- 10 is a base-6 numbering system (SR 23 + 10 = SR 33). All SR modifiers are cumulative in all cases (except penalty shots and breakaways), however a skater's SR may never be greater than 43 even if modified. For SR modifiers applied to a SR = 0, add the modifier to 11 and subtract 1 (e.g. a SR+10 modifies a SR=0 to SR=16).
9. "SOGFP" means "Shot on Goal" if result is from one of the Forwards Positions (i.e. RW, C, LW). If result is from a defenseman then it's a Neutral Zone Faceoff. For these House Rules, assume this means a Forechecking Forward only.
10. A "SOG SOG" result means the shooter must roll twice for a SOG attempt; both rolls must be less than or equal to the shooters SR for it to be a potential goal.
11. A "Pass" (AR(X)) result is a pass to any teammate with a time sequence being marked off if a DR is less than the passers AR.
12. It's impractical to have the ITSL challenger be the same defensive skater that just lost the ITCB, therefore if the ITSL challenger result is the same defenseman position that just lost the ITCB, use the other defenseman instead.
13. The faceoff after a penalty is in the penalized team defensive zone.
14. A goal scored into an empty net counts as a time sequence.
15. A Bench Minor Penalty always counts as a time sequence.
16. Icing never applies against a penalty killing team; instead give the puck to the other team, skater of his choice (line changes allowed).
17. The Goalie Pulled rule about results not being altered by ODAI only applies to the "extra" skater's results. Team that does not have the goalie pulled uses whichever board (chart) is applicable for his situation (special team or forechecking); he is not constrained to only use the forechecking = 1 chart).
18. Goalie Pulled Charts takes precedence over ODZF for Offensive Zone faceoff wins only; for ODZF wins by the defending team, use the ODZF Chart (or Special Teams Chart – whichever applies).
19. Special Teams Charts always take precedence over ODZF Charts, but do not take precedence over Goalie Pulled Charts.
20. Match-Up results only count as a time sequence for DZFO, Take away, or INT (without SOG or Pass) results.
21. DZFO results from Match-Up Boards are resolved in the Match-Up defender's zone.
22. A period may never end on a penalty; do not mark off a time sequence for the penalty in such cases.
23. Coaches may use any skater for a faceoff; he's not constrained to using a "Center"; just swap positions for faceoff resolution (only).

