

## Rare Plays Chart

dice roll	action	result
2	Puck takes a strange bounce off the end boards, goalie out of position	PPP = Defenseman; Interception by Opp HSF gets SOG (SR+3) PPP = Forward; SOG (SR+3)
3	Puck Possession Player loses or breaks his stick	Puck stolen by OP. Stickless player ratings modified: DEF=1, INT=1, CLR=0, Fchk=1, additionally stickless player immediately loses all future possessions to OP (or Opp HSF if no OP). Restrictions are lifted once his team regains control of the puck, or at the next Faceoff.
4	Puck Possession Player has violent collision with Opposing Player	Check for injury to PPP using new Single Game Injury Table. If no injury occurs, roll for possible injury of OP. If that result is also "no injury" then resolve action via Match Up. If a player is injured, play resumes with NZFO(X).
5	FIGHT!	Determine opposing fight partner using standard procedure. If no fight partner found, opposing team rolls for a possible injury (use new Single Game Injury Table) for each player on the ice (in any order, excl GKs). If an injury occurs, puck possession player is given a 5 min Major Penalty; check for Misconduct Penalty. If no injury occurs, puck possession player is assessed a 2 minute Minor Penalty. Play resumes with DZFO(X).
6	Major Battle In The Corner (multiple players)	PPP(C) + 2HSF(C)* vs OP(C) + 2HSF(C)*; winner = Pass to HSF ** * excluding PPP and OP (i.e. second player involved ITCB) ** Pass to HSF for SOG (SR+2) if PPP = def and OP Team wins ITCB PPP = fwd and PPP Team wins ITCB If ITCB is a tie; Puck Frozen along the boards, NZFO(X) If no OP; pass to a wide open HSF for SOG (SR+2)
7	Delayed Penalty	Roll for each player on ice from both teams (incl GKs), starting with highest Min Rating (use highest Maj Rating as tiebreaker), to determine which player is being assessed a penalty. If penalty is assessed, non-penalized team may give puck possession to any player and immediately replace GK with a regular skater. Use Goalie Pulled charts until penalized team gains possession, next stoppage of play, or until non-penalized team scores a goal. As soon as penalized team touches the puck (incl SOG), or at the next faceoff (stoppage of play) play is immediately stopped and penalty enforced. If non-penalized team scores before penalized team touches puck, the penalty is wiped out.  If no penalty is assessed; play is simply an "offsides"; NZFO(X)
8	Defensive breakdown	If OP Def < 4 (or no OP); PPP breakaway with SR+3 if OP Def > 3; Interception by OP and Pass* AR-SOG
9	Puck Possession Player excessively aggressive	Check for injury to OP (use new Single Game Injury Table). If OP injured, PPP is assessed a 5 min Major Penalty (check for Misconduct). If OP is not injured, PPP is assessed a 2 min Minor Penalty for Roughing and roll for Minor Penalty on OP (retaliation after play stops). Play continues with NZFO(X).  If no OP, resolve via Match Up with PPP INT+1.
10	Major Scrum	Starting with PPP, roll for Minor Penalty; if no Minor Penalty assessed, roll for Major Penalty. Proceed to roll for both Minor and Major Penalties for all players on both sides (incl GKs). Max penalties = 2 players per team. Roll for Misconduct Penalties on all players assessed a Major penalty. Play resumes with NZFO(X).
11	Game delay due to rink technical difficulties (e.g. broken glass, scoreboard malfunction, etc)	All players rested, both sides may reset their lines. Injury Recovery: ROS Injuries = fully recovered ROP Injuries = recovered if DR +J# < 7 Play resumes with NZFO(X).
12	Possible Bench Minor or Goal Keeper Injury	Re-Roll: 2-3: Home Goal Keeper possible injury (roll on new Single Game Injury Table) 4-6: Home Team Bench Minor Penalty 7: Puck Deflects out of play - NZFO(X) 8-10: Visiting Team Bench Minor Penalty 11-12: Visitors Goal Keeper possible injury (roll on new Single Game Injury Table)

PPP = Puck Possession Player (player that rolled the RP)

OP = Opposing Player/Position (LW=RD, C=C, RW=LD)

GK = Goal Keeper (Goalie)