

APBA HOCKEY - PENALTY FINE TUNING

Whenever a Minor Penalty is a result (including coincidental penalties and “potential” minor penalties resolved as penalties), re-roll the dice and find the penalty type from the chart below. Injuries may be sustained by the penalized player's opposing player (based on the asterisks – see below). Also, for Unsportsmanlike Conduct, re-roll for the penalized player to determine if a 10 minute misconduct penalty is also being assessed. Fights may also occur in Pre-2005 (see below).

Dice Roll	Post-2004 Penalties	Pre-2005 Penalties
11	Delay of Game	Delay of Game
12	Hooking	Hooking
13	Tripping	Tripping
14	Holding	Elbowing
15	Slashing	Slashing
16	Roughing	Roughing
21	Cross Checking	Cross Checking
22	Interference	Slashing !!
23	Boarding	Boarding
24	Tripping	Tripping
25	Charging	Charging
26	Elbowing	Elbowing
31	Kicking ***	Kicking ***
32	High Sticking	High Sticking !!
33	Spearing **	Spearing **
34	Kneeing *	Kneeing *
35	Hooking	Hooking
36	Tripping ***	Tripping !!
41	Slashing ***	Slashing !!
42	Roughing **	Roughing !!
43	High Sticking **	High Sticking !!
44	Interference	Hooking
45	Holding	Holding
46	Cross Checking *	Cross Checking *
51	Charging **	Charging **
52	Boarding *	Boarding *
53	Hooking	Hooking
54	Tripping ***	Tripping ***
55	Slashing ***	Slashing ***
56	Roughing **	Roughing **
61	High Sticking **	High Sticking **
62	Interference	Interference
63	Holding	Roughing !!
64	Clipping **	Clipping **
65	Goaltender Interference	Goaltender Interference
66	Unsportmanlike Conduct #	Unsportmanlike Conduct #

* Roll for Injury to Opposing Player (new Injury Table): -10 to dice roll (e.g. 43 becomes a 33)

** Roll for Injury to Opposing Player (new Injury Table): -20 to dice roll

*** Roll for Injury to Opposing Player (new Injury Table): -30 to dice roll

Roll for Misconduct Penalty

!! Opposing player rolls for Fight using his Maj rating; if the DR is \leq OP Maj then a fight occurs both players receive a 5 min Major Penalty (in addition to the 2 minute Minor Penalty on original skater – Maj Penalty served first). For Coincidental Penalties, only roll for Fights if opposing team clears all coincidental penalty dice rolls.