

## **DC HOCKEY**

### *4 ON 4 OVERTIME, 3 ON 3 OVERTIME & SHOOTOUT RULES*

#### **4 ON 4 OVERTIME**

##### **SHOT RANGE**

When determining the SHOT RANGE for each team, do not use the INTIMIDATION CHART. Instead, just add +3 to the shot number for each team.

If team A had 13 shots and team B had 11 shots for the overtime, then team A has 16 for SHOT RANGE and team B has 14 of SHOT RANGE.

##### **# OF SHOTS**

After the overtime is resolved, you check the OVERTIME CORRESPONDING SHOT CHART to see the real number of shots each team has obtain. Do this by cross-referencing the # of shots each had before the OT began. If you only played 3 cards (3 minutes), for team A, cross-reference 13 and 3 : Team A had 2 shots. For team B, it's 11 shots and 3 minutes : Team B got also 2 shots.

##### **NO PLAY**

If a NO PLAY card occurs during the 4 on 4 overtime, this card does not count as 1 minute of play. Flip another card on top of this one. If again it's a NO PLAY, flip again on top until you have a card that is **NOT** a NO PLAY.

##### **PENALTY RATING**

Each PENALTY TEAM and PENALTY LINE rating has a modifier of -3 ; so a PENALTY rating of 10 becomes a 7.

##### **LONG DISTANCE SHOT**

If a LONG DISTANCE SHOT (same player passing and shooting), a goal is scored on a **1 to 3** on the D20.

##### **OVERVIEW**

SHOT RANGE : +3 modifier to shot gives Shot Range

PENALTY RATING : -3 (minimum rating is 1)

LONG DISTANCE SHOT : Goal on 1 to 3

*As in a 5 minutes 5 on 5 overtime, convert all Line 4 readings with Line 1. Also, ENFORCER rule cannot apply. On the game card, read instead the text to the right of ENFORCER written in ( ).*

#### **3 ON 3 OVERTIME** \*

**\* SUPPLEMENTARY RULES FOR 3 ON 3 MIGHT BE ADDED TO REFLECT MORE GOALS ON 3 ON 3.**

Same rule as on the 4 on 4 overtime except :

SHOT RANGE : +5 modifier instead of +3

PENALTY RATING : -5 modifier instead of -3 (minimum rating is 1)

LONG DISTANCE SHOT : Goal on 1 to 5

## SHOOTOUT

To know if the Home team is starting the shootout, roll the D6.

**1** : Visiting team start

**2-6** : Home team start

The player shooting will roll a D20. Then the goalie will make a normal save, a tough save, use his SO rating or the shot will be wide of the net.

Let's look at Anaheim Teemu Selanne : his rating are (2) 10 14

**1-2** : use the SO rating of the goalie on the shootout team sheet and roll 2D6. The save the goalie make are written in ( ). Atlanta Lethonen has a rating of 11/36 and he makes the save on 4 , 7 and 11 using 2D6.

**3-10** : Use the TOUGH save column of the opposing goalie (team sheet, not shootout sheet).

**11-14** : Use the NORMAL save column of the opposing goalie

**15-20** : The shot misses the net.

Follow the same procedure as the NHL for the Shootout. 3 Players shoots for each team then if it's still a tie, 1 player from each team gets an attempt.