

OPEN ICE: THE GAME OF COLLEGE HOCKEY

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I. GAME COMPONENTS

A. TEAM CHARTS FOR ALL DIVISION 1 TEAMS

B. ACTION DECK (100 CARDS) (ZONE MARKERS APPENDED)

C. PENALTY CHART

D. SCORESHEET

E. SAVES AND ASSISTS CHART

F. THIS RULEBOOK

II. GAME SET UP

1. SELECT THE 2 TEAMS YOU WISH TO PLAY. COPY THE TEAM NAMES TO THE SCORE SHEET, AND ENTER THEIR RESPECTIVE CONTROL RATINGS (FOUND ON THE LEFT SIDE OF THE TEAM CHART).

2. SHUFFLE THE ACTION DECK THOROUGHLY.

3. PLACE THE PENALTY CHART, SAVE AND ASSISTS CHART AND ZONE MARKERS NEARBY FOR REFERENCE

III. THE TEAM CARDS

A. EACH DIVISION I TEAM IS REPRESENTED BY A SINGLE CARD. ALL PLAYERS ARE RATED ON A VARIETY OF STATISTICS. THE TEAM ITSELF IS ALSO RATED FOR THE CONTROL AND PENALTY FREQUENCY.

IV. THE ACTION CARDS

THERE ARE 100 ACTION CARDS, EACH WITH 4 READINGS:

A 1-100 NUMBER ON THE TOP, USED TO SELECT PLAYERS FOR SHOOTING, TO SEE IF A SHOT IS WITHIN THE SHOOTER'S PERCENTAGE, TO DETERMINE WHO ASSISTED A SCORER, TO DETERMINE WHO IS PENALIZED, AND, FOR GOALIES, WHO FACES A SHOT AND HIS SAVE PERCENTAGE.

THE ACTION DECK'S 3 LOWER ENTRIES REFER TO THE 3 ICE ZONES; ATTACKING (A), MIDDLE (M) AND DEFENDING (D). I NORMALLY KEEP TRACK OF PUCK POSITION MENTALLY, BUT 6 MARKERS ARE INCLUDED IN THE ACTION CARDS. YOU CAN PLACE ONE ON THE SCORESHEET OUT TO THE RIGHT OF THE CONTROLLING TEAM TO INDICATE POSSESSION. THE GAME STARTS WITH A FACE-OFF IN THE MIDDLE ZONE. FROM THERE THE PLAY PROGRESSES AS INDICATED BY THE ACTION DECK:

P1: THE PUCK IS PASSED AHEAD 1 ZONE

P0: THE PUCK IS PASSED TO A PLAYER WITHIN THE SAME ZONE

P-1: THE PUCK IS PASSED TO A PLAYER 1 ZONE BEHIND THE CURRENT ZONE

NOTE THAT A CONTROLLING TEAM'S ATTACKING ZONE IS THE NON-CONTROLLING TEAM'S DEFENDING ZONE, AND VICE-VERSA.

WHEN AN ACTION CARD CALLS FOR A CONTROL READING, USE THIS PROCEDURE:

DRAW 2 CARDS AND READ THE 1-100 ENTRY. ADD THE FIRST CARD'S NUMBER TO THE CONTROLLING TEAM'S CONTROL RATING. DO THE SAME WITH THE SECOND CARD'S NUMBER; ADD IT TO THE NON-CONTROLLING TEAM'S CONTROL RATING. THE HIGH NUMBER GETS CONTROL AND ADVANCES 1 ZONE IF THE DRAW ORIGINATED IN THE DEFENDING OR MIDDLE ZONE. IF THE DRAW ORIGINATED IN

THE ATTACKING ZONE AND THE TEAM ORIGINALLY IN CONTROL REGAINS CONTROL, THEY MAY IMMEDIATELY ATTEMPT A SHOT.

WHEN AN ACTION CARD CALLS FOR A FACE-OFF (OR WHEN STARTING A GAME, PERIOD, OR AFTER A GOAL), USE THIS PROCEDURE:

AS ABOVE, DRAW 2 1-100 NUMBERS. THE NUMBER WHICH IS CLOSER TO THE DRAWING TEAM'S CONTROL RATING WITHOUT GOING OVER WINS THE FACE-OFF. IF BOTH TEAMS DRAW NUMBERS WHICH ARE OVER THEIR RATING, THE TEAM WHICH DREW THE NUMBER CLOSEST TO THEIR CONTROL RATING WINS THE FACE OFF. TIES GO TO THE HOME TEAM.

PENALTIES:

IF AN ACTION CARD READS "PEN", DRAW A CARD AND REFER TO BOTH TEAMS' PENALTY RATING. EACH TEAM HAS 2 PENALTY RATINGS, IN THE FORMAT ##. THE FIRST NUMBER IS THE RANGE FOR OFFENSIVE PENALTIES, THE SECOND IS FOR DEFENSIVE PENALTIES. FOR EXAMPLE, IF AN TEAM WITH THE PUCK HAS THE PAIR 11/89 AND A 9 IS DRAWN, THEY ARE WHISTLED FOR A PENALTY. (WITHIN THE 1-11 RANGE). IF THE DRAW WAS A 92, THE TEAM WITHOUT THE PUCK IS WHISTLED. (WITHIN THE 89-100 RANGE). IF THE NUMBER IS NOT IN EITHER RANGE, PLAY CONTINUES WITH THE CONTROLLING TEAM ADVANCING 1 ZONE. EXCEPTION: AS IN CONTROL DRAWS, IF THE CONTROLLING TEAM AVOIDS A PENALTY IN THE ATTACKING ZONE, THEY MAY ATTEMPT A SHOT ON THE NEXT DRAW. IF A PENALTY IS WHISTLED, REFER TO THE PENALTY CHART.

IF AN ACTION CARD CALLS FOR A SHOT TO BE TAKEN (SHT), USE THIS PROCEDURE:

DRAW A CARD, READING THE 1-100 NUMBER. FIND THIS NUMBER ON THE SHOOTING TEAM'S PLAYER SHOT COLUMN.

EXAMPLE:

PLAYER A	26
PLAYER B	35
PLAYER C	49

IF THESE WERE 3 PLAYERS ON THE TEAM SHEET, PLAYER B WOULD TAKE THE SHOT, AS HIS 35 (27-35) IS WITHIN THE 33 RANGE.

IF THE SHOT NUMBER DRAWN IS EVEN, USE THE PLAYER'S SHOT% TO DETERMINE IF THE GOAL IS SCORED. DRAW A 1-100 RESULT. IF IT IS WITHIN THE PLAYER'S SHOT% RANGE, HE SCORES.

IF THE SHOT NUMBER IS ODD, (AS IN OUR 33 EXAMPLE ABOVE), FIRST DRAW A 1-100 RESULT AND REFER TO THE GOALIE'S FACED COLUMN. THIS DETERMINES WHO THE GOALTENDER IS FOR THIS SEQUENCE. THEN DRAW ANOTHER 1-100 CARD AND REFER TO THE SAVE% COLUMN. IF THE NUMBER IS WITHIN THE RANGE, THE SAVE IS MADE. GO TO THE SAVES AND ASSISTS CHART FOR THE RESULT.

IF A GOAL IS SCORED, DRAW A 1-100 RESULT AND REFER TO THE ASSISTS CHART. FOR EACH ASSIST AWARDED, DRAW A 1-100 NUMBER, REFERRING TO THE SCORING TEAM'S ASST COLUMN.

ONE TRIP THROUGH THE ACTION DECK IS ONE PERIOD OF PLAY. RESHUFFLE AND GO THROUGH THE DECK AGAIN FOR THE 2ND & 3RD PERIODS. SEE 'OVERTIMES AND SHOOTOUTS' FOR DETAILS REGARDING GAMES TIED AT THE END OF REGULATION PLAY.

V. THE PENALTY CHART

THIS CHART IS CONSULTED WHENEVER AN ACTION RESULTS IN A PENALTY. FIND THE RESULT ON THE PENALTY CHART. THE RESULT WILL BE EITHER A MINOR, MAJOR OR A MISCONDUCT. SEE THE PENALTY CHART FOR EXPLANATIONS.

VI: MODIFIED SHOOTING PERCENTAGES

A TEAM WITH A 1 MAN ADVANTAGE HAS THEIR SHOOTING PERCENTAGES INCREASED BY 20. THE SHORT-HANDED TEAM HAS THEIR GOALIE SAVE PERCENTAGE DECREASED BY 20. IF BOTH TEAMS ARE AT EQUAL STRENGTH, BUT HAVE LESS THAN 5 PLAYERS EACH ON OFFENSE (I.E., 4 VS 4), ALL

SHOOTING PERCENTAGES ARE INCREASED BY 5, AND ALL GOALIE SAVE PERCENTAGES ARE DECREASED BY 5. FOR PENALTY SHOTS AND SHOTS ATTEMPTED IN A SHOOTOUT, ADD 25 TO THE SHOOTING PERCENTAGE AND SUBTRACT 25 FROM THE GOALIE SAVE PERCENTAGE. FOR SHOTS MADE AT AN EMPTY NET, THE SHOOTING PERCENTAGE IS 90 FOR ALL PLAYERS.

VII: THE SAVES AND ASSISTS CHART

THE SAVE CHART IS CONSULTED WHENEVER A SHOT IS MADE WHICH DOES NOT RESULT IN A GOAL BEING SCORED. JUST FOLLOW THE INSTRUCTIONS, BUT NOTE THAT THERE ARE 2 SAVE CHARTS, ONE FOR EVEN STRENGTH AND ONE FOR SHORT-HANDED SITUATIONS.

VIII. DUPLICATE NUMBERS ON THE PLAYER RATINGS

ON SOME INDIVIDUAL PLAYER RATINGS, MORE THAN ONE PLAYER WILL HAVE THE SAME NUMBER LISTED. EXAMPLE:

PEN

97

97

97

97

IN THIS CASE, THERE ARE 4 PLAYERS SHARING THE ACTION DECK NUMBER "97". IN A SITUATION LIKE THIS, WE NEED TO DETERMINE WHICH OF THE 4 PLAYERS IS USED. DRAW ANOTHER ACTION DECK NUMBER. DIVIDE 100 BY THE NUMBER OF PLAYERS, AND APPLY THE NEW ACTION DECK NUMBER TO THE RESULTING RANGE. IN OUR EXAMPLE: 1-25 26-50 51-75 76-100 IF THE ACTION DECK NUMBER WAS "16", THE FIRST OF THE 4 PLAYERS WOULD BE CHARGED WITH THE PENALTY. NOTE THAT A FEW PLAYERS HAVE A DASH (-) UNDER THE PCT COLUMN. THIS MEANS THAT THE PLAYER SHOULD NEVER ATTEMPT A SHOT.

IX. TIMING PENALTIES

A MINOR PENALTY EXPIRES AS SOON AS THE TEAM ON THE POWER PLAY SCORES, OR AS SOON AS THEY MAKE THEIR 4TH CONTROL ATTEMPT. A MAJOR PENALTY EXPIRES AFTER THE TEAM ON THE POWER PLAY MAKES THEIR 10TH CONTROL ATTEMPT. IF THE TEAM ON A POWER PLAY SUFFERS A PENALTY, BOTH TEAMS PLAY AT EQUAL STRENGTH (4 VS.4), WITH THE FOLLOWING MODIFICATIONS. CONTROL NUMBERS AND SHOOTING PERCENTAGES ARE INCREASED BY 5. IF A TEAM HAS A 2 MAN ADVANTAGE, ADD 40 TO BOTH THE CONTROL AND SHOOTING PERCENTAGES. NOTE: THE HIGHEST A CONTROL LIMIT OR SHOOTING PERCENTAGE CAN BE IS 95.

X: OVERTIME AND SHOOTOUTS

IF THE SCORE IS TIED AT THE END OF 3 PERIODS, SHUFFLE THE DECK AND COUNT OUT 25 CARDS FOR A SUDDEN DEATH OVERTIME. IF THE SCORE IS STILL TIED AFTER OVERTIME, WE GO TO A SHOOTOUT IF THE GAME IS A TOURNAMENT OR CHAMPIONSHIP MATCH. EACH TEAM GETS TO SELECT 3 PLAYERS FOR THE SHOOTOUT. YOU MAY EITHER SELECT THEM YOURSELF, OR DRAW NUMBERS. FOR THE SHOOTOUT, ADD 25 TO ALL SHOOTING PERCENTAGES AND SUBTRACT 25 FROM GOALIE SAVE PERCENTAGES. THE HOME TEAM SHOOT FIRST, THEN THE VISITOR. EACH OF THE 3 PLAYERS SHOOT ONCE. FOR MISSED SHOTS, USE THE FOLLOWING SCHEME:

NUMBER IS HIGHER THAN THE SHOOTING PERCENTAGE BUT LOWER THAN 80: SAVED BY GOALIE

NUMBER IS FROM 80-100: SHOT IS WIDE OF THE NET

XI: INJURIES: ON ALL ACTION DRAWS WHICH RESULT IN THE TOP NUMBER BEING A 100 (A CONTROL DRAW), AN INJURY MAY OCCUR. RESOLVE THE PLAY NORMALLY THEN DRAW A CARD, READ THE NUMBER AND USE THIS SCHEME:

1-20 NO INJURY OCCURS

21-50 PLAYER IS OUT FOR REMAINDER OF PERIOD

51-75 PLAYER IS OUT FOR REST OF GAME

76-100 PLAYER IS OUT FOR NUMBER OF GAMES EQUAL TO THE LAST DIGIT OF THE CARD. (I.E., A DRAW OF 84 = PLAYER OUT FOR 4 GAMES (IN ADDITION TO THE CURRENT ONE) TO DETERMINE THE PLAYER INJURED, DRAW A CARD AND USE THIS SCHEME: IF THE NUMBER IS EVEN, A HOME TEAM PLAYER IS INJURED. IF ODD, A VISITING TEAM PLAYER IS INJURED. DRAW AGAIN, AND USE THE HIT COLUMN TO DETERMINE WHICH PLAYER IS AFFECTED.

XI: PULLING THE GOALIE

WHEN TRAILING BY A GOAL LATE IN THE GAME, IT IS OFTEN WISE TO PULL THE GOALIE FOR AN EXTRA ATTACKER. IN THIS SITUATION, ADD 15 TO THE 6 ATTACKER TEAM'S CONTROL RATING. ADD 15 TO THE SHOOTING PERCENTAGE, AND SUBTRACT 15 FROM THE GOALIE SAVE PERCENTAGE. IF THE SHORT-HANDED TEAM GETS POSSESSION, THEY MAY SHOOT AT AN EMPTY NET. RESOLVE NORMALLY, BUT THE SHOOTING PERCENTAGE IS 1-90.

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