

## FACE-OFFS

### Colored Die

Even Vis	(1-3)
1 Man Adv	(1-4)
2 Man Adv	(1-5)

Even Home	(4-6)
1 Man short	(5-6)
2 Man short	6

### White Die

1-LW	2-RW
3-C	4-LD
5-RD	6-C

## REBOUNDS

White Die	1	2	3	4	5	6
Offense	LW	LW	RW	RW	C	C
Defense	LW	RW	C	LD	RD	PF*

## ICE ACTION

#Possible Penalty on player opposite man w/ puck

Colored Die	1	2	3	4	5	6
	LW	RW	C	LD	RD	#

White Die	WING	CENTER	DEFENSE
1	Other Wing	LW	LW
2	Man Opp Def Player	RW	RW
3	Center	Man Opp Def Player	Center
4	Other Wing	LW	Wing on Same Side
5	Center	RW	Other Defenseman
6	Def on Same Side	Man Opp Def Player	Other Defenseman

## INJURIES

shots=66	1	2	3	4	5	6
Colored Die	Vis-1g	Hom-2g	Vis-3g	Hom-4g	Vis-5g	Hom-6g
White Die	LW	RW	C	LD	RD	Goalie**

\*\*Roll 2 die,if colored die is higher the injury occurred. Roll again,if colored die is higher the injury occurred now. Otherwise injury starts after game.

## MINOR LEAGUE CALL-UP CHART

	SKATERS						GOALIES					
	6	5	4	3	2	1	1	0	-1	2	3	4
2	1	1	1	1	1	6	0	-1	1	4	2	3
3	1	1	1	1	6	5	0	-1	1	4	2	3
4	1	1	1	6	5	4	-1	1	1	4	4	2
5	1	1	6	5	4	3	0	1	-1	2	4	3
6	1	6	5	4	3	2	1	1	-1	2	4	4
7	6	5	4	3	2	1	1	0	-1	2	3	4
8	5	4	3	2	1	1	1	0	0	3	3	4
9	4	3	2	1	1	1	0	0	0	3	3	3
10	3	2	1	1	1	1	-1	-1	0	3	2	2
11	2	1	1	1	1	1	1	-1	1	4	2	4
12	6	5	4	3	2	1	0	-1	1	4	2	3

(3-10)

### 2 CROSSCHECK A

### 3 INTERFERENCE A

### 4 HIGH STICK A

### 5 BOARDING A

### 6 HOOKING A

### 7 ROUGHING A

### 8 HOLDING A

### 9 ELBOWING A

### 10 DELAYED PEN B

### 11 SLASHING A

### 12 TRIPPING A

2,11-12(\*6,8,9)

### 2 BRAWL LN\*

### 3 MAJOR EH\*

### 4 COIN MINOR D

### 5 FIGHT L

### 6 FIGHT M

### 7 COIN MAJOR E

### 8 FIGHT L

### 9 DOUBLE MINOR C

### 10 COIN MAJOR K

### 11 FIGHT M

### 12 PENALTY SHOT F

## PENALTIES

A 2 MINUTE MINOR

B PLAY STOPS WHEN DEF GETS PUCK

C TWO 2 MINUTE PENALTIES SERVED CONSEC

D DEF PLAYER & OPP SERVE MINOR PEN

E 5 MIN,SUBSTITUTION ALLOWED(DEF & OPP#)

F PLAYER w/ PUCK GETS FREE SHOT,ROLL 2

DICE,ADD,3\*,6 or 7=GOAL;FACEOFF-CENTERICE

G 2 MINUTE MINOR SERVED BY ANY DEF PLAYER

H 10 MINUTES,MAY SUBSTITUTE

K #PLAYER & OPP 5 MIN EACH at SAME TIME

L Def player gets double min&maj,Off player gets 2 min minor & major\*

M High Player gets min,maj & 10 min miscon.

Other Player gets min & maj

N DEF PLAYER EJECTED-MATCH PENALTY,OFF

PLAYER GETS 5 MIN MAJOR,3rd MAN IN GETS

EJECTED,USE HIGHEST RATED PLAYER

\* Use if 2nd pen to either player,1st maj=5 mn

2nd=15 min,3rd=ejection

# HIGHER PLAYER GETS 2 MIN ROUGHING PEN,IF

EQUAL NO MINOR PENALTY