

## GAME AID

### DUMP & CHASE CHART

D6 ROLL		
1 - 2	3 - 4	5 - 6
D PAIR 1	D PAIR 2	D PAIR 3

### 5 MIN PENALTY

D20 = 1. Roll again D20.
Only applies for LINE # - PENALTY CHECK

### GOALIE CHANGE

Difference of 5 goals
At 7 goal against
No change in last 5 min of period
No change in last 10 min of game

### ENFORCER

<b>BASIC</b> : Compare Enforcer
<b>ADVANCED</b> : VIS Enforcer + D6 Versus HOME Enforcer + D6
Highest win (tie = HOME win)

### DUO PLAY

Only 1 D20 roll for assist
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## OVERTIME GAME AID

### 5 ON 5 (5 MIN. OT)

NO ENFORCER RULE
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### 3 ON 3

NO ENFORCER RULE
NO USE OF INTIMIDATION CHART
(TEAMS GETS <b>+5</b> TO SHOT FOR SHOT RANGE)
LONG DIST. SHOT : GOAL ON <b>1 TO 5</b>
NO PLAY : DO NOT ADD 1 MIN. OF PLAY

### 4 ON 4

NO ENFORCER RULE
NO USE OF INTIMIDATION CHART
(TEAMS GETS <b>+3</b> TO SHOT FOR SHOT RANGE)
LONG DIST. SHOT : GOAL ON <b>1 TO 3</b>
NO PLAY : DO NOT ADD 1 MIN. OF PLAY

### SHOOTOUT

1 : VISITOR STARTS
2-6 : HOME STARTS