

## **FOUL CHART**

<b>1-69</b>	TECHNICAL FOUL: 30 SECOND PENALTY
<b>70-100</b>	PERSONAL FOUL: 1 MINUTE PENALTY
<b>98-100</b>	MISCONDUCT - 3 MINUTES AND EXPULSION

### **TECHNICAL FOULS**

<b>1-20</b>	HOLDING
<b>21-35</b>	INTERFERENCE
<b>36-50</b>	OFFSIDES
<b>51-70</b>	PUSHING
<b>71-90</b>	SCREENING
<b>91-100</b>	WARDING OFF

### **PERSONAL FOULS**

<b>1-30</b>	SLASHING
<b>31-60</b>	TRIPPING
<b>51-100</b>	CROSS-CHECKING

**ANY PLAYER COMMITTING 5 PERSONAL FOULS IS EJECTED. THE FOULED TEAM GETS 1 POSSESSION ON A TECHNICAL FOUL UNLESS A GOAL IS SCORED. BOTH TEAMS THEN RETURN TO EQUAL STRENGTH. THE FOULED TEAM GETS 2 POSSESSIONS ON A PERSONAL OR 6 POSSESSIONS MISCONDUCT FOUL. IF A GOAL IS SCORED, PLAY CONTINUES IN THE MAN-UP SITUATION. THE SHORT HANDED TEAM MUST WAIT UNTIL 2 (OR 6) POSSESSIONS HAVE BEEN USED BY THE FOULED TEAM BEFORE RETURNING TO EQUAL STRENGTH. IF MORE THAN 1 PLAYER COMMITS A FOUL DURING A MAN-UP SITUATION, WAIT UNTIL THE FIRST PENALTY EXPIRES BEFORE STARTING THE NEXT ONE.**

## **INJURIES**

**ON A DRAW OF "100", (NORMALLY A FOUL) THERE IS A CHANCE THAT AN INJURY WILL OCCUR. FIRST, RESOLVE THE PLAY NORMALLY, AND PLAY THROUGH THE MAN-UP SEQUENCES. AFTER THE TEAMS ARE BACK AT EQUAL STRENGTH, DRAW A CARD. A 1-50 MEANS THAT A HOME TEAM PLAYER MAY BE INJURED, A 51-100 A VISITING PLAYER. DRAW ANOTHER CARD, AND USE THIS SCHEME:**

<b>1-10</b>	NO INJURY
<b>11-20</b>	A PLAYER IS INJURED FOR THE REMAINDER OF THE QUARTER
<b>21-30</b>	A PLAYER IS INJURED FOR THE REMAINDER OF THE HALF
<b>31-40</b>	A PLAYER IS INJURED FOR THE REMAINDER OF THE GAME
<b>51-100</b>	A PLAYER IS INJURED FOR THE REMAINDER OF THE GAME, PLUS THE AMOUNT OF GAMES INDICATED BY THE LAST DIGIT OF THE CARD. EXAMPLE: ON A DRAW OF "63", A PLAYER WILL MISS THIS GAME AND 3 MORE. NOTE THAT A LAST DIGIT OF "0" MEANS THE PLAYER IS OUT FOR THE SEASON.

**IF A PLAYER IS INJURED OR EJECTED, AND AN ACTION CARD REFERS TO HIS NUMBER, USE THE BOTTOM NUMBER ON THE ACTION CARD INSTEAD.**