



At the end of the period, count the  and  marks to arrive at the total shots on goal for the team. Enter this figure in proper period box to the right of the other team's goalie.

Assists are indicated by an A in the proper period box for each player. Penalties are indicated by P and the number of minutes - P2, P5/10 etc.

If you want to keep the +/- figures for each player, this is only done for goals scored while the teams are at equal strength. Put a + in the proper period box for every player on the ice for the team that scored the goal. This is in addition to the goal and any assists. Put a "u" in the proper period box for every player on the ice for the other team when the goal was scored.

The sections at the bottom of the page are used for the detailed information for each period. These are marked 1, 2 & 3 for the three periods.

To show a penalty, enter the player's name and the number of minutes - Jones (2). To show scoring, enter the goal scorer's name and the names of those who received assists Brown (Johnson, Smith).

If you wish to indicate the exact time of penalties or goals, count 1 minute for each 10 cards and 6 seconds for each card over a multiple of 10. For example, 44 cards equals 4:24 (40 cards = 4 minutes, 4 cards x 6 seconds = 24 seconds).

If the random number cards are divided equally into two stacks, the first stack represents the first 10 minutes of the period and the other stack the last 10 minutes. If you have turned only a small part of the stack, count the cards turned to get the time. (Remember to add 10 minutes if it is the second stack.) If you have less cards left to turn, count these and subtract from 10 minutes for the first half of the period and from 20 minutes for the second half. That way you never have to count more than 50 cards.

Power play goals can be indicated by an X over the name of the goal scorer and the man in the penalty box at the time. Do this in the detailed part at the bottom of the page. Short-handed goals use an "0" instead of an X.

If you don't want to keep as complete a record of each game, use notebook paper or any paper that is convenient. Show the team names at the top. Divide the paper into three sections, one for each period. List the goalies' names on the same line with space in between. Write Penalties at the left of the next line and Scoring at the left, a line or two further down. Do this for each period.

Record the penalties and goals as suggested for the bottom section of the Game Record Sheets. Use hash-marks next to the goalie's name to record shots on goal. This gives you full information for any statistics that you wish to keep.

TM
THE WORLD'S GREATEST HOCKEY GAME

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Playing Rules

1. SETTING UP FOR PLAY - This first section covers setting up for play, including forward lines, defense men, goalies.
Note - Throughout the playing rules, certain optional rules have been included. These are indicated in (). Use of these optional rules can add to the realism of the game, but they are not necessary for playing the game.
- 1.1 TEAM SELECTION - Each coach selects a team. If you wish to follow normal procedure, each coach then selects the players to be available for playing the game - 17 skaters (forwards and defense) and 2 goalies.
- 1.2 GOALIE SELECTION - Each coach then selects the goalie who will start the game. This goalie card is placed on the playing board, facing the coach. The reserve goalie may be substituted for the starting goalie at the beginning of the second or third period, or at any stoppage of play.
Each goalie card has two sets of numbers, one under "HOME" and the other under "AWAY". Use a small piece of cardboard (from the strip at the bottom of the player card sheets) to cover one set of these numbers. The home goalie will cover the AWAY numbers and the visiting goalie will cover the HOME numbers.
- 1.3 HOME TEAM - The home team will start the game using the side of the playing board with the low numbers (1-50) in the space above the line counter column. The visiting team will use the side of the board with the high numbers (51-100) in this space.
If this is not a scheduled home game for either team, each coach will draw one random card. The coach with the lowest number on his card will become the home team.
- 1.4 FORWARD LINE SELECTION - Each coach next selects a forward line (Left Wing, Center, Right Wing) and places these three player cards in their proper positions on the playing board, facing the coach.
The players who normally play a forward line position are marked LW, RW, C, a combination of these or F. While any of these players can be used in any forward line position, the game is more realistic if they play in their normal positions. A player marked F can normally play in any of the three forward line positions.
- 1.5 DEFENSE PAIR SELECTION - Each coach then selects 2 defense men and places these two cards in their proper positions on the playing board, facing the coach. The defense cards are marked D.
While defense players can be placed in a forward line position, it is not advantageous to use them in this way. When forwards (LW, RW, C, F) are placed in a defense position, special rules apply. See rule 7-3
- 1.6 COMPLETING SET UP FOR PLAY - Place the LINE COUNTER and DEFENSE COUNTER on 1 in each column. Place the other counter (puck) between the two centers. Place the 4 blue cards with large numerals (1,2,3,4) in their proper slots in the Penalty Box.
The remaining players are placed at a convenient location, near the playing board. It makes things easier if these are grouped in the way they will be used. Set up the remaining forward lines by placing three player cards together, and the other defense pairs by putting two defense cards together. As you remove a forward line, move these groups of cards so you will know which line is to be used next.
Normally a team will use 3 forward lines and 2 defense pairs. The other players are used to replace some of these players or for special situations such as power plays or penalty killing.
Shuffle the deck of blue random number cards and divide the deck into two equal stacks, one for each coach. Because these cards have different numbers at each end, reverse some of the cards while shuffling so that all numbers have a chance of being read.
The home team will turn his cards for the first half of the period in the first and third periods. The visiting coach will turn first in the second period. The cards that are not being used are called the reserve stack. The coach with the reserve stack will turn his cards for the second half of the period. See rule 8.1
When a card is turned, the number at the top (furthest away from the coach turning the card) is the number read. It is sometimes easier if the coach turning the card calls out the number, which is face up to him. Ignore the "X" until you get to later rules.

2. SKATER PLAY - This section covers plays involving skaters (forwards and defense). It covers the basic plays when a skater has the puck.
 - 2.1 FACING OFF - Turn a card. If the number is 01-50 (numbers less than 10 have a zero in front, 01, 02, etc.), the puck goes to the team which has the numbers 1-50 above the Line Counter. If the number is 51-100 (00=100), the puck goes to the team with the numbers 51-100 above the Line Counter.
The second digit of the number determines which player received the puck. Note the numbers next to each position, i.e. Left Wing 1/6, Right Wing 2/7, etc. The puck goes to whichever player has the second digit number next to his position. Thus, 61 would go to the high number team (61 is in the range 51-100) and to the Left Wing on that team (1 is one of the Left Wing numbers 1/6). And 39 would go to the Left Defense on the low number team (39 is in the 01-50 range and 9 is a Left Defense number 4/9).
With a little practice you will remember these numbers easily, without looking. The second digit is used to identify the player by position for almost all parts of the game. Later, in rule 7-4, under certain conditions skaters may shoot as soon as they receive the puck on a faceoff.
 - 2.2 SKATER CARD - When a player receives the puck, move the puck into the position name, above his card (i.e. Center). Turn the next card to see what he did with the puck. Read the number and check the numbers along the left side of the lower section of the player's card. When you find the number, or the group that contains that number, read the words directly to the right. This tells what the player does. These are:

SHOOT	F/OFF	PENALTY	INTER.	PASS
-------	-------	---------	--------	------

Note - Some number groups go past 100 (00) and start over. Thus, 75-03 includes the numbers 75-00 and 01-03; 87-32 includes the numbers 87-00 and 01-32.
 - 2.3 FACE OFF - If the result is F/OFF, there was an infraction (offside, frozen puck, etc.) that calls for a face off. MOVE THE LINE COUNTERS AND THE DEFENSE COUNTERS DOWN ONE NUMBER. Then return for another face off. See rule 8-3 for when to replace skaters. Each skater can only remain on the ice for a limited number of face offs.
 - 2.4 PASS - If the number is in the PASS group, it means that the player passed the puck to another player on his own team. Use the last digit from the number to determine which player received it, i.e. 1 or 6 is Left Wing, 3 or 8 is Center, etc. Move the puck to that player's position and turn another card.
If the last digit indicates that the puck was passed to the same player who was passing (Left Wing passes to player 1) it means that the player kept the puck and skated with it. Keep the puck in the same position and turn another card.
 - 2.5 INTERCEPTION - If the number is in INTER. it means that the player passed but a player on the opposing team intercepted the pass or stole the puck. Use the last digit from the number to determine which opposing player intercepted, in the same way as in PASS. The only difference is that the puck goes to the opposing team. Move the puck to that player and turn another card.
 - 2.6 SHOOT - If the number is in SHOOT, it means that the skater took a shot at the goal. Turn another card and refer to the opposing team's GOALIE card to see the results.
 3. GOALIE PLAY - This section covers the goalie and the rebounds after a shot at the goal.
 - 3.1 GOALIE CARD - The goalie card has numbers along both sides. One group of these numbers will be covered up. If he is the home team goalie, his AWAY numbers will be covered up. If he is the visiting goalie, his HOME side will be covered up.
Find the number or number group for the card turned after the SHOOT number, and read the words on that same line. These are:

GOAL	WIDE	HELD	DROPPED	SLAPPED AWAY
------	------	------	---------	--------------
 - 3.2 GOAL - If the number reads GOAL, it means that the puck went into the net. Credit the skater who shot it with a goal. See rule 3-9 for determining assists.
Move the Line and Defense markers down one number and have another face off.
- Note - GOAL appears in four different places on the goalie card, but all four mean the same thing. A goal was scored.

3.3 HELD - If the number reads HELD, it means that the goalie stopped the puck before it entered the net and he held on to it. Move the Line and Defense markers down one number and have another face off.

(An optional rule permits the offensive team to shoot on the face off after a held puck, if they capture the face off. See rule 7.4 for details of how to shoot on a face off.)

Under this rule, if team A shoots and the goalie for team B holds the puck, if team A wins the face off they can shoot on the face off as in rule 7.4)

3.4 DROPPED - If the number reads DROPPED, it means that the goalie stopped the puck and he dropped it to a skater on his own team. Use the last digit of the number to determine which skater received the puck - i.e. Center 3/8, Right Defense 5/0, etc.

Note - The goalie has the option of holding the puck instead of dropping it to stop play. The coach of that team says "held" and it is treated as a HELD puck.

(An optional rule permits the opposing coach to challenge converting a DROPPED puck into a HELD puck, if the teams are at equal strength or the goalie's team has a power play. Turn a card from the reserve stack. If the turned number is 01-20, the goalie receives a two minute penalty for delay of the game.)

3.5 WIDE/SLAPPED AWAY - If the number reads WIDE, it means the puck missed the net. If the number reads SLAPPED AWAY, it means the goalie deflected the shot with his stick or body. Each must now be played as a REBOUND.

3.6 SAVES - If you are keeping a record of goalie saves, credit the goalie with a save for every DROPPED, HELD or SLAPPED AWAY. Do not credit a save for a shot that was WIDE.

3.7 REBOUND - When a shot is WIDE or SLAPPED AWAY, a REBOUND occurs. Turn another card to determine the results of the rebound. The team getting the puck is determined by the number turned. If it is 01-50, the shooting team gets the rebound. If it is 51-00 (100) the defensive team recovers the rebound. See the REBOUND CHART.

Use the last digit of the number to determine which player received the rebound.

Note - When one team has a power play (man advantage) from a penalty, these rebound numbers change. See section 5 for these changes.

3.8 REBOUND SHOOT - If the shooting team recovers the puck, check the REB. SHOOT numbers of the skater receiving the puck. These are found in the upper portion of the skater card. If the turned number is in this range - 1-5 (01-05), 1-20 (01-20), etc. - it means that the player receiving the puck took a shot at the goal as soon as he got the rebound. Treat it as a normal shot by turning another card and checking the goalie card to see what happened.

If the number turned is not within the REB. SHOOT range, proceed as though it were a pass to that player.

If the defensive team player receives the puck, proceed as though it were an interception by that player. Play continues with the defensive team in possession.

Note - The REB. SHOOT ratings for skaters are changed when the team is on a power play or short-handed. See section 5 for details.

(An optional rule does not permit REBOUND SHOOT on rebounds that come from WIDE, when the teams are at equal strength, or the shooting team is short-handed. The REBOUND SHOOT is only permitted on WIDE when the shooting team has a power play advantage.)

(An optional rule does not permit the defensive team to SHOOT on the first card turned after recovering a rebound in their own end of the ice. If the turned number is SHOOT, it is treated as though it were a PASS.)

3.9 ASSISTIS - Whenever a goal is scored, credit an assist to the last player on the same team to touch the puck. This could have been from a PASS or from a shot where the goal was scored on the rebound. If it was scored on a rebound, credit the skater who took the previous shot with an assist. If the goal was scored just after a face off, credit the center with an assist.

Up to 2 assists may be credited for each goal. Additional assists are obtained by turning one card from the reserve stack. If the goal came after an interception or an opposing team shot, both assists are obtained in this manner. (If you are using the optional rule that does not permit the defensive team to shoot on the first card turned after the rebound recovery, credit the goalie with an assist if the defensive player skates with the puck and then scores a goal.)

Turn a card for the additional assist or for both assists. Read the first digit. If it is 1, 2, 3, 4, or 5, it indicates the position of the player credited with the assist (1-LW, 2-RW, etc.). If it is the position of the player who scored the goal, do not count it. A player cannot get an assist on his own goal.

If the number is 6, 7, 8, 9 or 0 look opposite the word ASSIST in the upper half of each skater card on the ice at the time. Credit an assist to the skater who has that number showing on his card. Again, except for the player scoring the goal.

If two or more players have a 6, 7, 8, 9 or 0 resulting in three or more assists, select the player with the most numbers opposite ASSIST on his card on any odd numbered goal scored by his team (first, third, fifth, etc.) and the one with the least numbers opposite ASSIST for even numbered goals (second, fourth, etc.). If they are equal, select in the position sequence Center, then Wings, then Defense.

If an additional assist is still needed (less than two have been credited) use the second digit from the card turned. Use it in the same way. If still less than two assists, do not try again. Credit only as many assists as are found from the first card. Thus, a goal may have none, one or two assists credited.

PENALTIES - This section covers how penalties are called, how long the penalties are to be, timing of penalties and player removal or substitution.

PENALTY - When turning a card to see what a skater did with the puck, if the number reads PENALTY, it means that the skater with the puck committed an infraction of the rules. Play stops immediately. Note - If the penalty number is in brackets, [67], do not treat it as a penalty. The same number also appears in F/OFF. Call it a face off.

The coach with the reserve stack of cards turns a card and reads the number at the top. Refer to the PENALTY CHART to determine the penalty.

If the penalized player has 1 or E in the PENALTY section at the top of his card, use the left hand column of the PENALTY CHART. If he has +1 or +2, use the middle column. If he has +3 or higher, use the right hand column. Notice these headings at the top of each of the three columns of the PENALTY CHART.

If the turned number is one of those listed in the column you are using, read the penalty at the far left of that number. If the number is not one of those listed in the column you are using, the penalty is a 2 minute minor penalty.

See rule 4.2 PENALTY TIMING and 4.3 PLAYER REMOVAL. Also see rule 6.1 (Slow Whistle) for another way penalties can be called while play is in progress.

PENALTY TIMING - The penalized player must be removed from the playing board and placed in one of the slots in the PENALTY BOX. Remove the number card from that slot - it has the same number as the slot - and hold it for placement in the deck of random number cards. This is called the PENALTY TIMER CARD.

Starting with the next card to turned, count 10 random number cards for each minute of the penalty. Thus, you would count 20 cards for a minor, 50 cards for a major and 100 cards for a misconduct penalty.

If a player has a combination of penalties (Double Minor, Minor & Misconduct, Major & Misconduct) count out each penalty separately. Use a different Penalty Timer Card (#2, #3, #4) for each portion of the multiple penalties. A minor must be served first, a major must be served before a misconduct.

Place the Penalty Timer Card, number side up, after the last counted card (i.e. 20th card, etc.) and replace all cards face down. The penalized player must remain in the Penalty Box until all of his Penalty Timer Cards have been reached in the deck of random number cards. When multiple Penalty Timer Cards are used, place the first card after the count for the first penalty. Start the count for the second penalty at this point and place the second Penalty Timer Card after the count for the second penalty.

Note - If a Penalty Timer Card is already in the stack from a previous penalty, do not count it as part of the 20, 50 or 100 cards for this penalty.

If there are not enough cards in the stack to complete the count, have the other coach shuffle the reserve stack and complete the count from his half of the deck. He then places the Penalty Timer Card in his deck.

If the count goes beyond the end of the period, note the number of cards still needed to complete the count and record this on the score sheet. Before starting the next period, complete the count and place the Penalty Timer Card in the deck used to start that period. Note - Penalties do not carry over to the next name

4.3 **PLAYER REMOVAL & SUBSTITUTION** - A penalized player must be placed in the Penalty Box. He cannot play during the time of his penalty. With some penalties, the penalized player's team must play without that player or a substitute for him. With other penalties, the team may use a substitute for the penalized player.

The substitution rule is as follows:

- NO SUBSTITUTE - Minor, Double Minor, Dual Minor, Single Major.
- IMMEDIATE SUBSTITUTION - Dual Majors, Game Misconduct, only Misconduct.
- DELAYED SUBSTITUTION - Misconduct portion of combined penalty.
- BENCH PENALTY - No substitution, but coach can select player to serve minor penalty.

Where a delayed substitution can be made for the Misconduct portion of a combination penalty, another player is selected by the coach and placed in the Penalty Box. He is released when the first portion (Minor or Major) is completed.

4.4 **ADDITIONAL PENALTIES** - If the Penalty Chart indicates a DUAL MAJOR PENALTY, the player on the opposing team (on the ice at that time) who has the most penalty numbers in the lower section of his player card also receives a 5 minute major penalty. Thus, one player on each team receives a major penalty. If 2 or more players have equal amounts of penalty numbers, select the one with the highest + figure opposite PENALTY in the upper portion of the player card. (+) is higher than E, and E is higher than (-). If they are still equal, turn another card from the reserve stack, using the last digit to identify the position of the player to be penalized - using only those positions where the players are equally highest.

Note - Minor & Dual Major means the originally penalized player receives a minor and a major penalty. Select the other player for the dual major as above. This second player does not receive a minor penalty. The second player may be substituted for at once. A substitute may be selected for the originally penalized player, but that substitute must serve the minor penalty in the Penalty Box.

If a Major Penalty is called, or the card turned to determine the kind of penalty has 1, 4 or 5 as the last digit; turn another card to determine if there was a penalty on any player on the opposing team. If the number turned is the same as the penalty number in the lower portion of the player card of any opposing player on the ice at that time, that player is charged with a penalty. Follow rule 4.1 to determine his penalty. Include any numbers that are in brackets, i.e. [23], in checking for these additional penalties. This is the only way players with penalty numbers in brackets can receive a penalty.

If the second player's penalty calls for an additional penalty check, continue as above until it is no longer necessary to check for additional penalties.

4.5 **ADDITIONAL MISCONDUCT PENALTIES** - When checking for additional penalties after a dual major penalty, check the penalty numbers for other players of both teams who are on the ice at that time. If any player, other than the two previously penalized players from the dual majors, now draws a penalty, the penalty becomes an automatic Game Misconduct Penalty as third man in a fight. This player cannot play again during this game. His card is removed from the board and set aside. Check again for any additional misconduct or other penalties. However, only the third man gets the Game Misconduct. Determine any further penalties by using the Penalty Chart.

When checking for penalties on the opposing team after other penalties (rule 4.4), also check the penalty numbers of the penalized player's team (including the penalized player). If the turned number corresponds to any of these players' penalty numbers, that player receives a Misconduct Penalty.

4.6 **INJURY** - This is an optional rule that can add realism to the game if you so desire.

Whenever a major penalty is called (single major or dual majors), turn another card from the reserve stack to see if there was an injury. Use the DUAL MAJOR column if there were dual majors; use the SINGLE MAJOR column if there was only 1 major penalty.

	DUAL MAJOR	SINGLE MAJOR
No injury	14-38	88-02
Miss 1 playing turn	39-73	03-32
Miss rest of period	74-13	33-87

NO INJURY means that no one was injured. MISS 1 PLAYING TURN means that the injured player misses his next normal turn on the ice. MISS REST OF PERIOD means that the

injured player cannot play for the remainder of the period. You will have to check for any additional lost playing time after the period.

When an injury occurs, turn another card to identify the injured player by position. Use the chart below. If an extra skater has been placed over the goalie card, use the Goalie number to identify the extra skater.

01-09 LW (H)	33-41 RW (L)	69-73 GOALIE (H)
10-18 C (L)	42-50 LD (H)	74-82 RW (H)
19-27 LW (L)	51-59 RD (L)	83-91 LD (L)
28-32 GOALIE (L)	60-68 C (H)	92-00 RD (H)

H = High number team (51-00) L = Low number team (01-50)

If the injury came from the SINGLE MAJOR column, ignore the H and L. All injuries are to players on the opposing team of the player with the major.

If a goalie is injured and misses one turn, he must be removed for a minimum of 5 minutes of playing time (50 random number cards).

If the injured player has to serve a penalty other than a dual major or a misconduct, a substitute serves the penalty for him.

At the end of the period, turn a card to see if a player injured for the rest of the period can return to play in the next period or must sit out another period.

37-66 Out another period* 75-85 Out for rest of the game.

* An injured player must be checked at the end of each period he doesn't play.

If a player was injured in the third period or still injured in the third period, check again after the third period to see if he was out for the rest of the game.

If a player was "out for the rest of the game," turn a card after the game to see if he misses any additional games due to the injury. If he misses 1 or more games, turn another card and check again. If this shows more games missed, add these to the original total and turn a third card. Do not turn more than 3 cards. Stop turning cards as soon as you turn a number that is not in the ranges shown below.

01-03 6 games	44-52 2 games	68-74 3 games
19-28 1 game	56-59 5 games	93-99 4 games

Thus a player can miss up to 18 games due to an injury.

For those who want more brief injuries in the game, there is a second optional rule. Whenever the turned number used to check for a penalty ends in "4", turn another card to see if there was an injury. If the turned number on this card was 06-25 there a player injured who misses 1 turn. If the turned number is 49-68, there was a player injured who misses 2 turns (10 minutes for a goalie). And if the turned number is 82-86, there was a player injured for the rest of the period.

5.0 **POWER PLAYS/SHORT-HANDED PLAY** - This section covers the rules changes that occur when one or both teams have less than five skaters on the ice due to penalties.

5.1 **POWER PLAY** - After penalties have been called, play is begun again with a face off. However, if one team has a player in the Penalty Box who cannot be substituted for, that team is permitted to use only four skaters - leaving an open space on the board. This is called a power play for the team with 5 skaters.

The penalized team must use at least 2 defensemen, so the open space will be at one of the wings or the center position. The short-handed team places its skaters first.

The other team is permitted to replace 1 defenseman with a forward (LW-RW-C-F) without restriction. The coach is permitted to place this forward in either defense position, usually opposite the open space because this is advantageous.

Any Face Off, Pass, Interception or Rebound that would have normally gone to the player in the vacant space, automatically goes to the opposing team player opposite that vacant space. For example, the low number team (01-50) is short-handed and has no skater in the RW position. The Face Off is 37, normally to the RW on the low number team. Instead, the puck goes to the LD on the high number team, the skater opposite the low number RW.

Note - If the goalie of the short-handed team has a DROPPED puck that would go to the vacant space, the coach can say "held" and make it a HELD puck instead of losing it.

Several rules change during a power play. The team with 5 skaters uses the SHOOT numbers under 1, to the right of the word SHOOT. This includes some numbers that would normally be PASS or F/OFF, but are SHOOT during a power play. Be sure to check the SHOOT numbers under 1 before checking the regular numbers for PASS or F/OFF.

The team with 4 skaters uses the PASS, SKATE and ICE numbers near the bottom of the card under "1". Check these numbers before checking the regular numbers for SHOOT, F/OFF, PENALTY and INTER. All PASS numbers are included here, plus some SHOOT numbers. SKATE means that the player with the puck skated around without passing, shooting or losing the puck. Turn another card and continue.

ICE means that the player shot the puck to the far end of the rink so the team with the power play would use up time going back to get it. Turn another card to represent the time that it took going down the ice. The number on this card is not used at all. Turn a second card to see which player on the power play team retrieved it, using the last digit of that number to identify the player by position. Play then continues with that player.

Under the new rules, if the penalized player completes his penalty during the icing, play continues without interruption.

Different columns are also used on the REBOUND CHART after every shot that is WIDE or SLAPPED AWAY. If the team shooting has the extra skater, use the column headed 1 Man Advantage. The shooting team has a greater chance to recover the puck (1-60 instead of 1-50) and the player recovering the puck has a greater chance of shooting the rebound immediately (+10). Add 10 to the player's REB-SHOOT numbers. Thus, if a player normally has REB. SHOOT of 1-15, it becomes 1-25 with the +10.

The defensive team has less chance to recover, and if the numbers 91-00 come up, it means that the short-handed team recovered the puck and iced it. Follow the same procedure for ICE as above.

If the short-handed team shoots, use the column headed 1 Man Short. In this column the shooting team has less chance to recover, and REB. SHOOT numbers are reduced by 10. Thus, any player with REB. SHOOT numbers of 1-5 or 1-10 cannot shoot a rebound when his team is short-handed. A player with REB. SHOOT 1-30 becomes 1-20 etc.

(If you are playing the optional rule that does not permit the REB. SHOOT when the teams are at equal strength on a WIDE shot, be sure to change this rule for the team on a power play.)

5.2 TWO MAN ADVANTAGE - Sometimes a team will have two players in the Penalty Box while the other team has all 5 skaters on the ice. This creates a 2-man advantage for the team with 5 skaters. The short-handed team must still use 2 defensemen, with only 1 forward. The team with 5 skaters is permitted to use 5 forwards without restriction.

The procedure is the same as for normal power play, except that the numbers under "2" on the player cards are used for SHOOT for the team with 5 skaters and for PASS, SKATE and ICE for the team with 3 skaters. On the REBOUND CHART use the columns 2 Man Advantage and 2 Men Short.

Note - A team must have 3 skaters on the ice. If penalties would reduce the number below 3, the additional penalties cannot start until the earlier ones are completed. But these players are placed in the PENALTY BOX until that time, too.

5.3 BOTH TEAMS SHORT-HANDED - Dual minor penalties or a combination of different penalties may result in both teams being short 1 or 2 players. Under these conditions, both teams must use 2 defensemen and 1 or 2 forwards to fill out the 3 or 4 skaters allowed.

The table below shows the SHOOT numbers, PASS, SKATE and ICE numbers, REBOUND CHART columns and REB. SHOOT adjustments to be used for each situation.

4 vs. 4	SHOOT	PASS	SKATE/ICE	REBOUND CHART	REBOUND SHOOT
Both Teams	1	Not Used	Even	Even	+10
3 vs. 3					
Both Teams	2	Not Used	Even	Even	+20
4 vs. 3					
4 Skater Team	1			1 Man Advant.	+20
3 Skater Team				1 Man Short	+10

6.0 ADDITIONAL PENALTY RULES - This section includes slow whistle penalties, penalty shots and termination of penalties by goals scored and time.

6.1 SLOW WHISTLE - A penalty can also be called on the defensive team while play is in progress. This is called a Slow Whistle.

Each skater card has a number in () near the bottom of the column on the left and to the right of the word PENALTY, under "1". This is the slow whistle number.

With rare 2-man advantage exceptions for some players, this number is always a PASS number. Whenever it turns up for the player with the puck, check the PENALTY section at the top of the opposing player card. If this reads -1, there is no penalty. If this reads "0" or +, there is a penalty on that player.

Note - A + number means that there is a penalty for that number and for as many additional numbers as the digit following the + indicates. Thus, +3 means a penalty on the opposing player if the player with the puck turns his () number or any of the next 3 successive numbers. For example, if (16) is the Slow Whistle number and he is opposite a player with +3 for PENALTY, his Slow Whistle numbers become 16, 17, 18 and 19 as long as he is opposite the player with +3.

If a Slow Whistle penalty occurs, slide the penalized player's card down so you will know who the penalty is on. Play continues until the penalized player's team gets possession of the puck. Then play stops immediately. Or there is a normal stoppage of play such as a Face Off or a HELD puck. Treat a DROPPED puck as HELD.

Because the penalized team cannot score - play stops as soon as they get the puck - the other team may safely remove the goalie and replace him with another skater. This is done by placing another skater's card over the goalie.

The team with the extra skater will now use the SHOOT numbers under "1" and the 1 Man Advantage REBOUND CHART column. If they already had a man advantage, they will use the SHOOT numbers under "2" and the 2 Man Advantage on the REBOUND CHART.

The additional skater (on top of the goalie card) does not have a position number to identify him for passes, rebounds, etc. Therefore, any turned number with "x" under it is a PASS to this player if it would have been a PASS, INTERCEPTION or F/OFF. Move the puck to the extra skater and proceed. The extra skater retains the puck if he turns a number with "x" under it if it would have been a PASS, INTER. or F/OFF.

The extra skater also gets all rebounds of shots when the card is turned for rebound if it has an "x" under it - no matter which team would normally have recovered the puck.

If the team with the extra skater scores a goal before the penalized team gets possession of the puck, no penalty is called. If they do not score, the penalty is determined in the usual manner after play stops. The time elapsed before play was stopped does not count as part of the penalty time. This is figured from the stoppage of play.

6.2 PENALTY SHOT - This is an optional rule to permit penalty shots to occur.

When a slow whistle penalty occurs, check the opposite number (upside down) of the turned card. If this is a SHOOT number for the player with the puck at the time of the penalty, turn a card from the reserve stack. If either number on the turned card matches this same SHOOT number, a Penalty Shot is awarded. For example, the Slow Whistle number is (85) and this number is turned. The upside down number on the card with 85 is 27. This is a SHOOT number for the player with the puck. If either number on the card turned from the reserve stack is 27, a Penalty Shot is awarded.

The Penalty Shot is taken by turning a card from the reserve stack. A goal is scored on any of the goalies normal goal numbers or his SLAPPED AWAY numbers.

When a Penalty Shot is taken, no other penalty is charged.

6.3 PENALTY TERMINATION/GOAL SCORED - If a goal is scored by the team on the power play, a player with a minor penalty (2 minutes) is released from the Penalty Box at that point. If the player is serving a double minor penalty, his second minor penalty begins right after the goal is scored. The same conditions apply for a minor and a major, or a minor and a misconduct penalty - the second penalty begins right after the goal is scored.

The penalty time on a major is not affected by any goals scored.

If both teams are short-handed and have equal numbers of skaters, no change is made in the penalty time.

If the short-handed team has two players serving penalties other than Misconduct or Majors at the time a goal is scored, the player who made them short-handed is released. The remaining penalty time for the other player is unchanged. For example, if one player went in on a Dual Minor penalty and the other on a single minor, the single minor is the player who made them short-handed. He is released, whether his penalty was first or after the dual minors.

6.4 PENALTY TERMINATION/TIME - When the penalty time is completed for a Misconduct or Dual Majors (where the players have been substituted for), the penalized players remain in the Penalty Box until the next stoppage of play.

On all minor penalties, and major penalties where there was no substitution, the player returns to the ice into a vacant space when the Penalty Timer Card appears. If play continues, the returning player must remain for the turning of at least one number card. After that, he may be replaced without stopping play by substituting another player in that same space. Other players cannot change positions until there is a stoppage of play.

When the penalized player returns, the other team must remove the extra forward and replace him with a defenseman immediately. This is done in the same manner by substituting one player card for the other in the same space, without stopping play.

Note - A player cannot be replaced while he has the puck. Wait until he gets rid of the puck to replace him.

(An optional rule permits charging the team with the extra forward with a 2-minute bench penalty if the coach fails to remove the extra forward as soon as possible.)

7. STRATEGY - This section covers some special strategies such as pulling the goalie late in a game for an extra forward, different playing styles to protect a lead or try to catch up, use of forwards in defense positions and some optional face-off/shoot rules.

7.1 PULLING THE GOALIE LATE IN THE GAME - In the last few minutes of a game a team that is one goal behind may choose to pull their goalie for an extra skater in an effort to score the tying goal.

This is done in the same way as pulling the goalie on a slow whistle (rule 6.1). A skater card is placed over the goalie card without stopping play. The team is now permitted to use the skate numbers under "1". The extra skater gets the puck when an "X" appears under the number on a Pass, Interception, Face Off or Rebound - just as in a slow whistle situation.

The one difference is when the other team obtains possession of the puck. Play doesn't stop. The team with the extra skater removes his card from the goalie card as soon as they lose possession of the puck. If the team that now has the puck shoots on either the first or second card turned after getting possession, use the original goalie card, but consider all numbers as GOAL except WIDE. Thus, SLAPPED AWAY, HELD and DROPPED are now goals because the goalie wasn't there to make the save. Any goal scored is considered an empty net goal.

If the team shoots after the second card has been turned, the goalie is considered to be back in position.

The team may pull their goalie again in subsequent play.

A team may also pull the goalie prior to a Face Off, with the Face Off going to the extra skater if an "X" appears under the number, no matter which team would have received the Face Off.

7.2 PLAYING STYLES - This is an optional rule that can only be used in the third period to permit teams with a lead to play safely, or to permit teams that are behind to take chances to try and catch up. The decisions are independent of each other. One team may play defensively while the other plays normally; one may play wide open while the other plays normally; or one may play wide open while the other plays defensively.

Defensive Play - Use the PASS, SKATE and ICE numbers under "1", except that ICE becomes a PASS. If the turned number is in the INTER. range, add 5 to the number. If this moves it into the PASS range, treat it as a PASS. Subtract 10 from the REB. SHOOT numbers of all players, but count offensive rebounds as 01-60. Defensive play cannot be used if the team is short-handed.

Wide Open Play - Use the SHOOT numbers under "1" (with a man advantage use the SHOOT numbers under "2"). Add 10 to the REB. SHOOT numbers for all players, but reduce the offense rebound recovery to 01-40 (with a man advantage, +20 on REB. SHOOT and 01-50 for offense rebound recovery). If a turned number is PASS or SHOOT, subtract 10 from

7.3 FORWARDS IN DEFENSE POSITION - If a forward is placed in a defense position when the teams are at equal strength, the opposing team is permitted to use increased SHOOT numbers and increased recovery of rebounds and REB. SHOOT.

If a team uses 4 forwards and 1 defenseman, the opposing team is permitted to use the SHOOT numbers under "1" and a +10 on rebounds and REB. SHOOT.

If a team uses 5 forwards and no defensemen, the opposing team is permitted to use the SHOOT numbers under "2" and a +20 on rebounds and REB. SHOOT.

7.4 SHOOTING FROM A FACE OFF - When the last card in a period is a Face Off, conduct the Face Off in the normal manner. Move the puck to the player who received the Face Off. Then read the number at the opposite end (upside down) of the number card used for the Face Off. If it is a SHOOT number for that player, treat it as a normal shot. Turn a card from the reserve stack and check the Goalie to see if he scored.

If one team was on a power play, be sure to use the extra SHOOT numbers for the power play team and the PASS/SKATE/ICE numbers for the short-handed team.

(An optional rule treats a Face Off like the last card of a period if the team who originally shot the puck gets the Face Off. For example, if team A shoots and the goalie for team B holds the puck, there is a Face Off. If team A wins the Face Off, move the puck to the player who got it and check the number at the opposite end to see if it is that player's SHOOT number group. If so, turn the next card and check the goalie for the result. If team B wins the Face Off, treat it as a normal Face Off.)

8. MISCELLANEOUS - This section contains some additional information and the rules for the time a skater can be on the ice at one turn.

8.1 RESERVE STACK - When the coach turning cards for the first half of the period has used up all his cards, he shuffles them and sets them aside to use as the reserve stack for the second half of the period.

The coach who had the reserve stack in the first half of the period reinserts all turned cards back into the deck, shuffles the deck and turns these cards for the second half.

8.2 SWITCHING SIDES - At the end of each period the playing board is reversed. Thus, the home team has the low numbers (01-50) in the first and third periods and the high numbers (51-100) in the second period. Reverse again if there is overtime.

8.3 LINE & DEFENSE MARKERS - When a line or a defense pair comes on the ice, the marker is set at 1. After each stoppage of play (before each subsequent Face Off) the marker is moved down one number.

When the Line Counter reaches 5, forwards must leave the ice and be replaced before the next Face Off.

When the Defense Counter reaches 6, defense pairs must be replaced.

During a power play, skaters may stay on the ice for 1 additional turn. This applies to both teams - the power play team and the short-handed team. However, a forward in a defense position is still a forward and must be replaced when the Defense Counter is 6.

Forwards must remain off the ice for at least 5 turns and defensemen for at least 3 turns to provide rest time. These may be reduced to 3 turns for forwards and 2 turns for defensemen at the start of a power play.

If, due to a penalty, a forward or defenseman has come on to the ice later than the other players on the ice at the time, his turns are figured the same as the rest of the line (for a forward) or the other defenseman.

8.4 RECORD KEEPING - The record keeping can be as simple or as complex as you choose to make it.

The game includes samples of the Game Record Sheets (score sheets) that can be used to record every shot for every member of each team.

To use the Game Record Sheet, enter each player's name in one of the boxes. It usually works out better if you list the forwards from the top and the defensemen from the bottom. With a standard 17-skater team this leaves one line blank between them. The goalie's name goes in the bottom box, under the double line.

To record shots, put a check mark (✓) in the box for the proper period to the right of the shooter's name. If the shot is WIDE, leave the check mark as it was. If the puck is HELD, DROPPED or SLAPPED AWAY, cross the check mark (X). If a goal is scored, put a circle around the check mark (○).