

STATIS PRO HOCKEY GAME INSTRUCTIONS (DDSP VERSION)-
BASED ON ORIGINAL 1973-74 VERSION

START OF GAME: Choose lineups. Place starting home lineup, left to right as follows:

LW,C,RW,LD,RD.

Directly across from these should be visitor starting lineup as follows:

RD,C,LD,RW,LW.

LINE CHANGES: You can do line changes any way you wish, either place the line change cards randomly throughout the deck, or at specific intervals. I use a 3 line rotation for offense and 2 for defense. So, I divide a period into 4-25 card segments and changes lines at the end of each segment.

FAST ACTION CARDS: Use one card per result

- Faceoff – lists either home or visitor team. Select next FAC and refer to ACTION:
- The action results will either be another faceoff, turnover, penalty check or shot attempt

PENALTIES: If a check penalty reading comes up, flip the next FAC for the random number. Locate the penalty index from the team cards for Home & Visitor. Cross reference to the "Penalty Chart" to determine the penalty range for the game.

Technically, it is probably better to do this before the game. ie. suppose the home team penalty index is a 2, and the visitor is a 3. The range would be as follows: 1-12 Home; 13-30 Visitor 31-100 no penalty. If there is a penalty, flip next FAC for the random number and reference the "Individual Penalty Chart" to find who committed the infraction. Be sure to check for the coincidental portion of the chart as that can greatly alter the game and final score as well. Note-no player may have more than one coincidental penalty called against him during the game.

Timing of the penalty: The "Individual Penalty Chart" will list the length of the penalty in minutes and cards. Once determined, count off the appropriate number of cards + 1 (for faceoff) from the FAC and use those cards to play out the Power Play. See POWER PLAY later in rules.

SHOTS: If ACTION lists a position followed by letter, ie RW-SOG-A this means that you may attempt a shot using the A rating of the RW. Any time a shot attempt possibility is listed for ACTION, you can choose to shoot or pass it up for the next FAC if you are attempting to get a better shot. All three letters A, B and C will show up under action, with A having the highest range and B usually higher than C. It is possible for C to be higher than B as C is based on game winning goals and B is based on % of goals scored by the whole team and there are times when that happens. (Tomas Tatar from the 2017-18 Vegas team is an example of this.)

If you choose to attempt a shot, first check the opponents defensive rating and add or subtract that from the shooters range. The individual defensive rating is located in the lower left hand corner of the card after the initials "DPS". Important Note: the defensive rating (DPS) is only subtracted or added from "A" shots only. Example, choose next FAC random number and compare to appropriate shooters range. Suppose the card reads "LW-SOG A". Check the Left Wings "A" shots. Let's assume it is the aforementioned Tomas Tatar, whose "A" range is 1-16. Check the opponent's DPS rating directly across from him, which is the RD. Assume the RD's DPS = -3, The adjusted shot range for Tatar will now be 1-13 ($1-16 + (-3 \text{ DPS})$). If the random number is within that range, it is considered "on goal". If on goal, choose next random number and check against opponent goalie save range. If within that range, the save is successful and a faceoff occurs. If outside his save range result is a GOAL! Check the FAC that called for the shot attempt. It

will read ie:

ACTION:	RW SOG-B, if goal, assist to 7 or C and RD
----------------	---

This is read as follows: if any player on ice has an assist rating of 7 or more, give the assist to that player, not to exceed two players. If no 7 rated players, give assist to C and RD.

If the shot is outside of the shooter's range, consult the "rebound" section of the next FAC to see who gets control of the puck. The possible readings are: offense, defense, home team or visitor team. This is ALWAYS followed by a selection of the next FAC card and then consult ACTION.

INTIMIDATION: (OPTIONAL)

If an "INTIMIDATION TIME" card comes up, the team that is behind can attempt to use intimidation. (Note* if game is tied, give the intimidation time chance to the Home team). Please see "Intimidation Time" chart. Intimidation is totally tied up to a player's penalty rating. The higher the rating, the better the chance to intimidate the opposing team, but also the greater the chance to receive a roughing penalty.

Example: Visitor is behind 3-1. Intimidation Time card comes up. By examining your line on ice, you find the LD has a penalty rating of 29. Checking the chart, you find that a 1-29 for the next FAC random number will be a successful intimidation. This means that there are no "A" shots for the opposing team for the remainder of the shift. However if the next FAC draw was 72-100 that same player would receive a 2 minute minor for roughing. So, there is a lot to be considered here. First would be to estimate how many FAC are remaining in that line's shift and also do you wish to take a chance to compound the problem by sustaining a penalty. Basically, is it worth it to try to intimidate. By the way, the highest penalty rating listed on the chart is 50. So, for any player rated higher than that, simply use 50, like Dave Schultz who is a 64 for the 73-74 season.

Also, I have included 8 Intimidation cards in the deck. You can use as many or as little as you wish. Please see following rule: If you use more than 1 intimidation card for a period- if you have already played a card and 2nd intimidation card comes up while the same line is on the ice, ignore. One card, per period, is all that is allowed.

SPECIAL ACTION CARD: (OPTIONAL)

There is one SPECIAL ACTION card in the deck. Please use the accompanying chart to determine what that action is. The chart is fairly self-explanatory. Simply refer to the random number on the next FAC and check up what results are on the chart.

POWER PLAY:

Select line(s) that you will use for the power play. Play as normal, except that any "A" shots for the team on the power play now read as the () immediately following his "A" reading.

William Karlsson

POS:		C
------	--	---

A: 1 - 43 (51)

See William Karlsson above. Any time an "A" shot chance shows up for him, instead of using 1-43, use 1-51. Before sure to check opponents defensive and adjust range according. Note- Opponent's defensive ratings are counted on the power play shots.

For shorthanded team: all "A" shots should be read as "B". There are no "A" shots allowed for a short handed team.

Any time a pass goes to the position that is currently in the penalty box, the puck is turned over to the team on the Power Play.

PULLING THE GOALIE: You may pull the goalie at the end of game if you wish. Select a player for the 6th man. When on offense, refer to the "6th MAN" portion of the FAC instead of ACTION. Remember, each card is approximately 12 seconds worth of action. So, 10 cards should be close to 2 minutes remaining.

NOTES: I currently do not have a way to play the game ending shootout. However, I do have an idea for the future. As I intend to create only great teams of the past, I didn't see much need to work on that at the moment.

Ty, Dave

VISITOR INDEX	HOME TEAM PENALTY INDEX							
	8	7	6	5	4	3	2	1
8	1-50 Home	1-43 Home	1-37 Home	1-31 Home	1-25 Home	1-18 Home	1-12 Home	1-6 Home
	51-100 Visitor	44-93 Visitor	38-87 Visitor	32-81 Visitor	26-75 Visitor	19-68 Visitor	13-62 Visitor	7-56 Visitor
		94-100 No Penalty	88-100 No Penalty	82-100 No Penalty	76-100 No Penalty	69-100 No Penalty	63-100 No Penalty	57-100 No Penalty
7	1-50 Home	1-43 Home	1-37 Home	1-31 Home	1-25 Home	1-18 Home	1-12 Home	1-6 Home
	51-93 Visitor	44-86 Visitor	38-80 Visitor	32-74 Visitor	26-68 Visitor	19-61 Visitor	13-55 Visitor	7-49 Visitor
	94-100 No Penalty	87-100 No Penalty	81-100 No Penalty	75-100 No Penalty	69-100 No Penalty	62-100 No Penalty	56-100 No Penalty	50-100 No Penalty
6	1-50 Home	1-43 Home	1-37 Home	1-31 Home	1-25 Home	1-18 Home	1-12 Home	1-6 Home
	51-87 Visitor	44-80 Visitor	38-74 Visitor	32-68 Visitor	26-62 Visitor	19-55 Visitor	13-49 Visitor	7-43 Visitor
	88-100 No Penalty	81-100 No Penalty	75-100 No Penalty	69-100 No Penalty	63-100 No Penalty	56-100 No Penalty	50-100 No Penalty	44-100 No Penalty
5	1-50 Home	1-43 Home	1-37 Home	1-31 Home	1-25 Home	1-18 Home	1-12 Home	1-6 Home
	51-81 Visitor	44-74 Visitor	38-68 Visitor	32-62 Visitor	26-56 Visitor	19-49 Visitor	13-43 Visitor	7-37 Visitor
	82-100 No Penalty	75-100 No Penalty	69-100 No Penalty	63-100 No Penalty	57-100 No Penalty	50-100 No Penalty	44-100 No Penalty	38-100 No Penalty
4	1-50 Home	1-43 Home	1-37 Home	1-31 Home	1-25 Home	1-18 Home	1-12 Home	1-6 Home
	51-75 Visitor	44-68 Visitor	38-62 Visitor	32-56 Visitor	26-50 Visitor	19-43 Visitor	13-37 Visitor	7-31 Visitor
	76-100 No Penalty	69-100 No Penalty	63-100 No Penalty	57-100 No Penalty	51-100 No Penalty	44-100 No Penalty	38-100 No Penalty	32-100 No Penalty
3	1-50 Home	1-43 Home	1-37 Home	1-31 Home	1-25 Home	1-18 Home	1-12 Home	1-6 Home
	51-69 Visitor	44-61 Visitor	38-55 Visitor	32-49 Visitor	26-43 Visitor	19-36 Visitor	13-30 Visitor	7-24 Visitor
	70-100 No Penalty	62-100 No Penalty	56-100 No Penalty	50-100 No Penalty	44-100 No Penalty	37-100 No Penalty	31-100 No Penalty	25-100 No Penalty
2	1-50 Home	1-43 Home	1-37 Home	1-31 Home	1-25 Home	1-18 Home	1-12 Home	1-6 Home
	51-63 Visitor	44-55 Visitor	38-49 Visitor	32-43 Visitor	26-37 Visitor	19-30 Visitor	13-24 Visitor	7-18 Visitor
	64-100 No Penalty	56-100 No Penalty	50-100 No Penalty	44-100 No Penalty	38-100 No Penalty	31-100 No Penalty	25-100 No Penalty	19-100 No Penalty
1	1-50 Home	1-43 Home	1-37 Home	1-31 Home	1-25 Home	1-18 Home	1-12 Home	1-6 Home
	51-57 Visitor	44-50 Visitor	38-43 Visitor	32-37 Visitor	26-31 Visitor	19-24 Visitor	13-18 Visitor	7-12 Visitor
	58-100 No Penalty	51-100 No Penalty	44-100 No Penalty	38-100 No Penalty	32-100 No Penalty	25-100 No Penalty	19-100 No Penalty	13-100 No Penalty

INDIVIDUAL PENALTY CHART

RANDOM PENALTY ON DESCRIPTION MINUTES CARDS COINCIDENTAL IF:

1-5	Highest Rated	Tripping	2	10	Opp is Penalty 13 up
6-10	Highest Rated	Spearing	5	25	Opp is Penalty 12 up
11-15	Highest Rated	Elbowing	2	11	Opp is Penalty 11 up
16-20	Highest Rated	Roughing	2	12	Opp is Penalty 10 up
21-25	Highest Rated	Slashing	2	10	Opp is Penalty 9 up
26-30	Highest Rated	High Stick	2	11	
31-35	Second High	Boarding	2	12	Opp is Penalty 12 up
36-40	Second High	High Stick	2	13	Opp is Penalty 11 up
41-45	Second High	High Stick	2	10	Opp is Penalty 10 up
46-50	Second High	Holding	2	11	Opp is Penalty 9 up
51-55	Second High	Spearing	5	26	
56-60	Third High	Charging	2	12	Opp is Penalty 11 up
61-65	Third High	Tripping	2	13	Opp is Penalty 10 up
66-70	Third High	Hooking	2	11	
71-75	Third High	Elbowing	2	12	
76-80	Fourth High	Hooking	2	12	Opp is Penalty 11 up
81-85	Fourth High	High Stick	2	11	
86-90	Fourth High	Boarding	2	12	
91-95	Lowest	Hooking	2	11	
96-100	Lowest	High Stick	2	12	

INTIMIDATION TIME!!!

PENALTY RATING	INTIMIDATION SUCCESSFUL		ROUGHING (2 MIN PENALTY) 12 CARDS		
1	1	1	100	-	100
2	1	2	99	-	100
3	1	3	98	-	100
4	1	4	97	-	100
5	1	5	96	-	100
6	1	6	95	-	100
7	1	7	94	-	100
8	1	8	93	-	100
9	1	9	92	-	100
10	1	10	91	-	100
11	1	11	90	-	100
12	1	12	89	-	100
13	1	13	88	-	100
14	1	14	87	-	100
15	1	15	86	-	100
16	1	16	85	-	100
17	1	17	84	-	100
18	1	18	83	-	100
19	1	19	82	-	100
20	1	20	81	-	100
21	1	21	80	-	100
22	1	22	79	-	100
23	1	23	78	-	100
24	1	24	77	-	100
25	1	25	76	-	100
26	1	26	75	-	100
27	1	27	74	-	100
28	1	28	73	-	100
29	1	29	72	-	100
30	1	30	71	-	100
31	1	31	70	-	100
32	1	32	69	-	100
33	1	33	68	-	100
34	1	34	67	-	100
35	1	35	66	-	100
36	1	36	65	-	100
37	1	37	64	-	100
38	1	38	63	-	100
39	1	39	62	-	100
40	1	40	61	-	100
41	1	41	60	-	100
42	1	42	59	-	100
43	1	43	58	-	100
44	1	44	57	-	100
45	1	45	56	-	100
46	1	46	55	-	100
47	1	47	54	-	100
48	1	48	53	-	100
49	1	49	52	-	100
50	1	50	51	-	100

IF INTIMIDATION IS SUCESSFUL, NO
"A" SHOTS FOR OPPONENTS FOR
REMAINDER OF SHIFT

SPECIAL ACTION CHART

1-36 NO SPECIAL ACTION OCCURS

37-42 Step # 1: Fight breaks out between highest penalty rated players for both teams. Both players given 5 minute major for fighting.

Step # 2: Subtract higher penalty rated player from lower. Check next FAC. If random number is in range of the difference higher rated player is given 10-minute major misconduct and ejected from game.

example: opposing penalty ratings are 25 and 15. Subtract $25-15=10$. Turn over next FAC, if random number is within 1-10, player with 25 penalty rating is given 10 minute misconduct and ejected from game.

43 Defense interference. Penalty shot. Choice gets SOG-A, no save reaction from goalie. If within A range, goal is scored.

44-100 HOME TEAM ADVANTAGE COMES INTO PLAY: Home team has option of skipping ten cards immediately or getting choice player to take SOG-A on next possession.

* * * * *

OPTIONAL INJURIES

IF YOU WISH TO INCORPORATE INJURIES REPLACE 1-36 ABOVE WITH CHART BELOW.
IT IS THE INJURY CHART FROM ORIGINAL GAME

(In cases where neither team is on defense, to determine who is injured;
EVEN NUMBER is home team and ODD NUMBER is visiting team.)

- 1-3 Defense Center is shake up. Out rest of period only.
- 4-6 Defense Left Defense injured. Out for next three games.
- 7-9 Defense Left Defense is shake up. Out rest of period only.
- 10-12 Defense Right Defense is shake up. Out rest of period only.
- 13-15 Defense Center injured. Out for next eight games.
- 16-18 Defense Center is shake up. Out rest of period only.
- 19-21 Defense Goalie injured. Out next five games.
- 22-24 Defense Right Wing injured. Our next six games.
- 25-27 Defense Goalie injured. Our next three games.
- 28-30 Defense Right Defense injured. Out for next four games.
- 31-33 Defense Left Wing is shake up. Out rest of period only.
- 34-36 Defense Left Wing injured. Out for next ten games.

ACTION: Center SOG-A, If goal, assist to 2 or LW and RW RANDOM: 53 REBOUND: Home Team FACE OFF: Home Team 6th MAN: Checkout Penalty	ACTION: Center SOG-A, If goal, assist to 4 or RW and LW RANDOM: 30 REBOUND: Visiting Team FACE OFF: Visiting Team 6th MAN: Center SOG-A, If goal, assist to LW	ACTION: Center SOG-A, If goal, assist to 6 or LW and RD RANDOM: 48 REBOUND: Offense Team FACE OFF: Home Team 6th MAN: Steal By Defense
ACTION: Center SOG-A, if goal assist to LW and LD RANDOM: 76 REBOUND: Home Team FACE OFF: Visiting Team 6th MAN: Checkout Penalty	ACTION: Center SOG-A, If goal, assist to LW and RD RANDOM: 47 REBOUND: Offense FACE OFF: Home Team 6th MAN: LW SOG-C, if goal assist to RW	ACTION: Center SOG-B, if goal, assist to LW and LD RANDOM: 31 REBOUND: Frozen. Face Off FACE OFF: Visiting Team 6th MAN: RD, SOG-A, if goal assist to RW
ACTION: Center SOG-A, if goal assist to RW and RD RANDOM: 43 REBOUND: Offense FACE OFF: Home Team 6th MAN: TW SOG-B, if goal assist to 6th Man	ACTION: Center SOG-A, if goal, assist to RW and LW RANDOM: 46 REBOUND: Offense FACE OFF: Visiting Team 6th MAN: 6th Man SOG-A, if goal, assist to RW and C	ACTION: Center SOG-A, If goal, assist to RW and LW RANDOM: 77 REBOUND: Visiting Team FACE OFF: Home Team 6th MAN: Steal By Defense

ACTION: Center SOG-A, if goal assist to RW and LD RANDOM: 89 REBOUND: Offense FACE OFF: Visiting Team 6th MAN: LW SOG-B, if goal assist to two highest	ACTION: Center SOG-C, if goal assist to choice of two RANDOM: 40 REBOUND: Home Team FACE OFF: Home Team 6th MAN: LD SOG-A, if goals, assist to two highest	ACTION: Checkout Penalty RANDOM: 99 REBOUND: Frozen. Face Off FACE OFF: Visiting Team 6th MAN: LW SOG-B, if goal assist to RW
ACTION: Center SOG-C, if goal assist to choice of two RANDOM: 2 REBOUND: Defense FACE OFF: Home Team 6th MAN: RW SOG-A, if goal, assist to LD	ACTION: Checkout Penalty RANDOM: 3 REBOUND: Frozen. Face Off FACE OFF: Visiting Team 6th MAN: Center SOG-B, if goal assist to LW	ACTION: Center SOG-B, if goal, assist to RW and RD. RANDOM: 75 REBOUND: Offense FACE OFF: Home Team 6th MAN: Steal By Defense
ACTION: Checkout Penalty RANDOM: 18 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: LD SOG-B, if goal assist to C	ACTION: Center SOG-B, if goal assist to RW and LD RANDOM: 94 REBOUND: Offense FACE OFF: Home Team 6th MAN: LD SOG-B, if goal, assist to LW	ACTION: Checkout Penalty RANDOM: 81 REBOUND: Visiting Team FACE OFF: Visiting Team 6th MAN: Steal By Defense

ACTION: Center SOG-B, if goal assist to RD and LD RANDOM: 79 REBOUND: Offense FACE OFF: Home Team 6th MAN: RD SOG-B, if goal assist to C	ACTION: Center SOG-C, if goal, assist to two highest RANDOM: 55 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: Steal By Defense	ACTION: Choice- SOG-A, if goal assist to two highest RANDOM: 16 REBOUND: Offense FACE OFF: Home Team 6th MAN: Steal By Defense
ACTION: Frozen. Face Off RANDOM: 52 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: RW SOG-A, if goal assist to 6th man and LD	ACTION: Choice SOG-A, if goal, assist to choice of two RANDOM: 64 REBOUND: Offense FACE OFF: Home Team 6th MAN: RW SOG-C, if goal, assist to RD	ACTION: Frozen. Face Off RANDOM: 66 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: Steal By Defense
ACTION: Choice SOG-A, if goal, assist to choice of two RANDOM: 60 REBOUND: Frozen. Face Off FACE OFF: Home Team 6th MAN: 6th man SOG-B, if goal, assist to choice of two	ACTION: Choice SOG-B, if goal, assist to two highest RANDOM: 35 REBOUND: Offense FACE OFF: Visiting Team 6th MAN: RW- SOG-B, if goal, assist to LD	ACTION: Checkout Penalty RANDOM: 1 REBOUND: Defense FACE OFF: Home Team 6th MAN: 6th man SOG-B, if goal assist to LW and C

ACTION: Choice SOG-B, if goal, assist to choice of two RANDOM: 36 REBOUND: Home Team FACE OFF: Visiting Team 6th MAN: Steal By Defense	ACTION: Checkout Penalty RANDOM: 7 REBOUND: Defense FACE OFF: Home Team 6th MAN: LD SOG-C, if goal, assist to RD	ACTION: Choice SOG-B, if goal, assist to choice of two RANDOM: 71 REBOUND: Visiting Team FACE OFF: Visiting Team 6th MAN: Offside, Face Off
ACTION: LD SOG-A, if goal, assist to LW and C RANDOM: 23 REBOUND: Frozen. Face Off FACE OFF: Home Team 6th MAN: RW SOG-B, if goal, assist to 6th man and C	ACTION: LD SOG-B, if goal, assist to LW and C RANDOM: 84 REBOUND: Frozen. Face Off FACE OFF: Visiting Team 6th MAN: Frozen. Face Off	ACTION: LD SOG-A, if goal, assist to C and RD RANDOM: 96 REBOUND: Home Team FACE OFF: Home Team 6th MAN: LD SOG-B, if goal, assist to LW
ACTION: LD SOG-A, if goal, assist to RW and RD RANDOM: 44 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: Center SOG-B, if goal, assist to 6th man and choice	ACTION: Steal By Defense RANDOM: 97 REBOUND: Visiting Team FACE OFF: Home Team 6th MAN: RD SOG-A, if goal, unassisted	ACTION: LD SOG-A, if goal, assist to LW and RW RANDOM: 72 REBOUND: Frozen, Face Off FACE OFF: Visiting Team 6th MAN: RD SOG-B, if goal, assist to LW

ACTION: Icing. Face Off RANDOM: 61 REBOUND: Frozen. Face Off FACE OFF: Home Team 6th MAN: 6th Man SOG-A, if goal, assist to LW	ACTION: LD SOG-A, if goal, assist to LW and RW RANDOM: 33 REBOUND: Offense FACE OFF: Visiting Team 6th MAN: LD SOG-B, if goal assist to C and RD	ACTION: Icing. Face Off RANDOM: 59 REBOUND: Frozen. Face Off FACE OFF: Home Team 6th MAN: LD SOG-A. If goal, assist to LW
ACTION: LD SOG-A. If goal, assist to LW and RD RANDOM: 19 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: Offside. Face Off	ACTION: LW SOG-A. If Goal, assist to C and LD RANDOM: 22 REBOUND: Frozen. Face Off FACE OFF: Home Team 6th MAN: Icing. Face Off	ACTION: LW SOG-A. If goal, assist to RW and LD RANDOM: 56 REBOUND: Offense FACE OFF: Visiting Team 6th MAN: LD SOG-C, if goal, assist to RW
ACTION: LW SOG-A, if Goal, assist to 5 or RW and RD RANDOM: 85 REBOUND: Defense FACE OFF: Home Team 6th MAN: RD SOG-B, if goal, assist to 6th man	ACTION: LW SOG-A. If Goal, assist to RW and LD. RANDOM: 65 REBOUND: Offense FACE OFF: Visiting Team 6th MAN: Steal By Defense	ACTION: LW SOG-A, if goal assist to 5 or C and RD RANDOM: 39 REBOUND: Offense FACE OFF: Home Team 6th MAN: Steal By Defense

ACTION: LW SOG-A, if goal, assist to RW and C RANDOM: 90 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: Frozen. Face Off	ACTION: LD SOG-C. If Goal, assist to two lowest RANDOM: 34 REBOUND: Home Team FACE OFF: Home Team 6th MAN: Steal By Defense LW who scores unassisted goal	ACTION: LW SOG-A, if goal, assist to RW and C RANDOM: 58 REBOUND: Frozen. Face Off FACE OFF: Visiting Team 6th MAN: LD SOG-A, if goal, assist to 6th man on ice.
ACTION: LD SOG-B, if goal, assist to RD and C RANDOM: 42 REBOUND: Offense FACE OFF: Home Team 6th MAN: Center SOG-C, if goal, assist to RW	ACTION: LW SOG-A, if goal, assist to RD and LD RANDOM: 92 REBOUND: Offense FACE OFF: Visiting Team 6th MAN: Steal By Defense	ACTION: LW SOG-B, if goal, assist to C and RD RANDOM: 37 REBOUND: Visiting Team FACE OFF: Home Team 6th MAN: RD SOG-B, if goal, assist to RW and LW
ACTION: Offside. Face Off. RANDOM: 5 REBOUND: Home Team FACE OFF: Visiting Team 6th MAN: Steal By Defense	ACTION: LW SOG-B, if goal, assist to C and LD RANDOM: 73 REBOUND: Out Of Rink FACE OFF: Home Team 6th MAN: 6th Man SOG-B, if goal assist to RD	ACTION: LW SOG-C, if goal, assist to two highest. RANDOM: 12 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: Steal By Defense

ACTION: LW SOG-B, if goal, assist to 4 or RW and RD RANDOM: 82 REBOUND: Defense FACE OFF: Home Team 6th MAN: Steal By Defense	ACTION: LW SOG-C, if goal, assist to RW and C RANDOM: 87 REBOUND: Offense FACE OFF: Visiting Team 6th MAN: RW SOG-C, if goal, assist to 6th Man	ACTION: LW SOG-A, if goal, assist to two highest RANDOM: 14 REBOUND: Visiting Team FACE OFF: Home Team 6th MAN: Frozen. Face Off
ACTION: LW SOG-B, if goal, assist to two highest RANDOM: 28 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: LW SOG-A, if goal, assist to LD and RD	ACTION: LW SOG-A, if goal, assist to two highest RANDOM: 8 REBOUND: Defense FACE OFF: Home Team 6th MAN: RD SOG-C, if goal, assist to C	ACTION: LW SOG-B, if goal, assist to choice of two RANDOM: 24 REBOUND: Frozen. Face Off FACE OFF: Visiting Team 6th MAN: RW SOG-B, if goal, assist to RD
ACTION: RD SOG-A, if goal, assist to LW and RW RANDOM: 38 REBOUND: Offense FACE OFF: Home Team 6th MAN: RW SOG-B, if goal, assist to two highest	ACTION: RD SOG-B, if goal, assist to choice of two RANDOM: 63 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: Steal By Defense	ACTION: RD SOG-A, if goal, assist to LW and LD RANDOM: 67 REBOUND: Offense FACE OFF: Home Team 6th MAN: 6th Man SOG-A, if goal, assist to C and RD

ACTION: RD SOG-A, if goal, assist to two lowest RANDOM: 27 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: Center SOG-B, if goal, assist to choice of two	ACTION: RW SOG-A, if goal, assist to C and Choice RANDOM: 86 REBOUND: Home Team FACE OFF: Home Team 6th MAN: LW SOG-B, if goal, assist to LD and RD	ACTION: RW SOG-A, if goal, assist to LW and C RANDOM: 95 REBOUND: Visiting Team FACE OFF: Visiting Team 6th MAN: Offside. Face Off.
ACTION: RD SOG-A, if goal, assist to 8 or RW and LD RANDOM: 78 REBOUND: Offense FACE OFF: Home Team 6th MAN: LW SOG-B, if goal, assist to 8 or RW and LD	ACTION: RD SOG-A, if goal, assist to RW and C RANDOM: 74 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: RD SOG-B, if goal, assist to LW	ACTION: Offside. Face Off. RANDOM: 83 REBOUND: Defense FACE OFF: Home Team 6th MAN: 6th Man SOG-A, if goal, assist to LW and RW
ACTION: RD ROG-A, if goal, assist to RW and C RANDOM: 25 REBOUND: Home Team FACE OFF: Visiting Team 6th MAN: Steal By Defense LD who scores unassisted goal	ACTION: Offside. Face Off RANDOM: 6 REBOUND: Defense FACE OFF: Home Team 6th MAN: RW SOG-B, if goal, assist to LW	ACTION: RD SOG-A, if goal, assist to LW and RW RANDOM: 10 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: Steal By Defense

ACTION: RW SOG-A, if goal, assist to 9 or LW and LD RANDOM: 98 REBOUND: Defense FACE OFF: Home Team 6th MAN: Steal By Defense	ACTION: RW SOG-A, if goal, assist to LW and C RANDOM: 50 REBOUND: Frozen. Face Off FACE OFF: Visiting Team 6th MAN: LW SOG-B, if goal, assist to RW	ACTION: RW SOG-A, if goal, assist to 6 or C and LD RANDOM: 45 REBOUND: Frozen. Face Off. FACE OFF: Home Team 6th MAN: Icing. Face Off.
ACTION: RW SOG-A, if goal, assist to LD and RD RANDOM: 54 REBOUND: Visiting Team FACE OFF: Visiting Team 6th MAN: Center SOG-C, if goal, assist to two lowest	ACTION: RD SOG-C, if goal, assist to two highest RANDOM: 21 REBOUND: Defense FACE OFF: Home Team 6th MAN: Steal by defense RW who scores unassisted goal	ACTION: RW SOG-A, assist to choice of two RANDOM: 13 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: LW SOG-A, if goal, assist to two highest
ACTION: RD SOG-B, if goal, assist to LW and C RANDOM: 41 REBOUND: Defense FACE OFF: Home Team 6th MAN: LD SOG-C, if goal, unassisted	ACTION: RW SOG-A, if goal, assist to C and RD RANDOM: 80 REBOUND: Offense FACE OFF: Visiting Team 6th MAN: Steal by defense	ACTION: RW SOG-B, if goal, assist to C and LD RANDOM: 32 REBOUND: Offense FACE OFF: Home Team 6th MAN: Steal By Defense

ACTION: Steal By Defense RANDOM: 100 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: Steal By Defense	ACTION: RW SOG-B, if goal, assist to 7 or C and RD RANDOM: 57 REBOUND: Home Team FACE OFF: Home Team 6th MAN: Steal By Defense	ACTION: Steal By Defense RANDOM: 15 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: LW SOG-B, if goal, assist to 6th Man
ACTION: RW SOG-A, if goal, assist to two lowest RANDOM: 70 REBOUND: Defense FACE OFF: Home Team 6th MAN: Steal By Defense	ACTION: RW SOG-C, if goal, assist to LD and RD RANDOM: 17 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: Center SOG-B, if goal, assist to RD and LD	ACTION: RW SOG-A, if goal, assist to LW and RD RANDOM: 68 REBOUND: Offense FACE OFF: Home Team 6th MAN: Center SOG-C, if goal, assist to LW
ACTION: RW SOG-B, if goal, assist to two highest RANDOM: 62 REBOUND: Frozen. Face Off FACE OFF: Visiting Team 6th MAN: LW SOG-B, if goal, assist to two highest	ACTION: RW SOG-A, if goal, assist to LW and LD RANDOM: 91 REBOUND: Defense FACE OFF: Home Team 6th MAN: 6th Man SOG-A, if goal, assist to LD and RD	ACTION: RW SOG-B, if goal, assist to choice of two RANDOM: 29 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: Center SOG-A, if goal, assist to RW

ACTION: Steal By Defense RANDOM: 69 REBOUND: Defense FACE OFF: Home Team 6th MAN: 6th Man SOG-A, if goal, assist to LD and RD	ACTION: Steal By Defense anf Checkout Penalty RANDOM: 88 REBOUND: Frozen. Face Off FACE OFF: Visiting Team 6th MAN: RW SOG-B. If goal, assist to C and Choice	ACTION: Steal By Defense RANDOM: 20 REBOUND: Defense FACE OFF: Home Team 6th MAN: Steal By Defense RD who scores unassisted goal
ACTION: Steal By Defense and Checkout Penalty RANDOM: 93 REBOUND: Visiting Team FACE OFF: Visiting Team 6th MAN: 6th Man SOG-A, if goal, assist to two highest	ACTION: Steal By Defense RANDOM: 11 REBOUND: Defense FACE OFF: Home Team 6th MAN: Steal By Defense	ACTION: Steal By Defense and Checkout Penalty RANDOM: 4 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: Center SOG-A, if goal, assist to RD and LW
ACTION: Steal By Defense RANDOM: 26 REBOUND: Offense FACE OFF: Home Team 6th MAN: Steal By Defense	ACTION: Steal By Defense RANDOM: 51 REBOUND: Defense FACE OFF: Visiting Team 6th MAN: Steal By Defense LD who scores unassisted goal	ACTION: Steal By Defense RANDOM: 9 REBOUND: Defense FACE OFF: Home Team 6th MAN: RD SOG-A, if goal, assist to LD

<div><div>ACTION:</div><div>Steal By Defense</div></div> <div><div>RANDOM:</div><div>49</div></div> <div><div>REBOUND:</div><div>Defense</div></div> <div><div>FACE OFF:</div><div>Visiting Team</div></div> <div><div>6th MAN:</div><div>Steal By Defense</div></div>	<div>LINE CHANGE</div>	<div>LINE CHANGE</div>
<div>LINE CHANGE</div>	<div>LINE CHANGE</div>	<div>LINE CHANGE</div>
<div><div>ACTION:</div><div></div></div> <div><div>RANDOM:</div><div></div></div> <div><div>REBOUND:</div><div></div></div> <div><div>FACE OFF:</div><div></div></div> <div><div>6th MAN:</div><div></div></div>	<div><div>ACTION:</div><div></div></div> <div><div>RANDOM:</div><div></div></div> <div><div>REBOUND:</div><div></div></div> <div><div>FACE OFF:</div><div></div></div> <div><div>6th MAN:</div><div></div></div>	<div><div>ACTION:</div><div></div></div> <div><div>RANDOM:</div><div></div></div> <div><div>REBOUND:</div><div></div></div> <div><div>FACE OFF:</div><div></div></div> <div><div>6th MAN:</div><div></div></div>

**SPECIAL
ACTION
CARD**

**INTIMIDATION
TIME !!!**

**INTIMIDATION
TIME !!!**

**INTIMIDATION
TIME !!!**

**INTIMIDATION
TIME !!!**

**INTIMIDATION
TIME !!!**

**INTIMIDATION
TIME !!!**

**INTIMIDATION
TIME !!!**

**INTIMIDATION
TIME !!!**