

## **Scoring / Assists / Intimidation**

These three have a scale of 2-10. They are pro-rated for 82 games as follows:

Goals/Assists/Intimidation

0 – 9 = 2

10 – 19 = 3

20 – 29 = 4

30 – 39 = 5

40 – 49 = 6

50 – 59 = 7

60 – 69 = 8

70 – 79 = 9

80+ = 10

Intimidation is based on total penalty minutes. However, the eventual rating is divided by 2. Thus, a player with 144 total penalty minutes would be assumed to have received 72 penalties resulting in a rating of 9.

**+/-**

These are based on the actual +/- numbers. For seasons or short tournaments where these are not available I use a +1 - +5 rating based on total points. I use the highest number and lowest number (always 0) and allocate the 5 different ratings brackets equally. If using the latter only roll 1d6 per team to resolve the play instead of 2d6 with the regular numbers.

## **Faceoff, Forecheck, Defensemen Clear Ratings**

Faceoff and Forecheck ratings have a scale of 1 – 4.

Defensemen Clear ratings have a scale of 2 – 6.

These are subjective ratings. The game designer used ratings from other games but everyone may come up with their own system here.

### Goalie Saves

There is an actual probability formula for 2d6 roll numbers which is as follows:

	Dice	gaa
6%	2,12	5.67 - 5.99+
9%	2,3    11,12	5.34 - 5.66
11%	10,12   2,4	5.00 - 5.33
12%	3,11	4.67 - 4.99
14%	3,4    10,11	4.34 - 4.66
16%	4,10	4.00 - 4.33
17%	2,6    6,12	3.67 - 3.99
19%	4,5    9,10	3.34 - 3.66
20%	3,6    6,11	3.00 - 3.33
22%	5,9	2.67 - 2.99
23%	3,7    7,11	2.34 - 2.66
25%	5,6    8,9	2.00 - 2.33
28%	6,8	- 1.99
31%	6,7    7,8	- 1.99

### Goalie Rebound

This rating goes from 2-10 and is again subjective. The game designer used ratings from other games but everyone may come up with their own formula (e.g. total shots faced, etc.).

### Team Ratings

For these you need the league/tournament average ratings and then apply the individual team ratings in comparison to the league/tournament averages.

The scales are:

Team Penalty: 2 – 10 (higher rating = more likely to get a penalty)

Team Powerplay: 2 – 6 (higher rating = more likely to score)

Penalty Kill: 8 – 12 (higher number = less likely to concede a power play goal)

Shorthanded Goals: 8 – 12 (lower number = more likely to score a SH goal)

If the stats are not available you need to come up with your own subjective method for these.