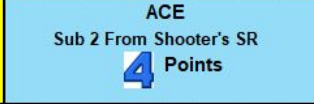


# ICEKETBALL CHEAT SHEET

			
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ATT = Attacking Team (Offense)  
DEF = Defending Team (Defense)

## GAME SETUP

1. Setup Scorecard (Game Roster, Lines and Determine each Team's Control Range)

2. Place Player's cards on the Game Board

## FIND HOME TEAM'S CONTROL RANGE

If HOME Team is: Minus 7 or More = 1 to 8      Minus 3 or 4 = 1 to 10      EVEN = 1 to 12      Plus 1 or 2 = 1 to 13      Plus 5 or 6 = 1 to 15  
Minus 5 or 6 = 1 to 9      Minus 1 or 2 = 1 to 11      Plus 3 or 4 = 1 to 14      Plus 7 or More = 1 to 16

## GAME FLOW

(1d20 to see who Controls Attack      1d12 to see Segment Time      1d10 to determine Line      2d10 determines the Action)

## SEVEN POSSIBLE ACTIONS

1. Points Attempted      2. Pass      3. Press      4. Penalty      5. Punish      6. Push      7. Drama Chart

If the Action Chart dictates a Zone, the two players in that Zone starts the Attack.

The only Actions on the Chart that does not dictate a Zone is PENALTY, PUSH and DRAMA CHART

For Penalty, go to the Penalty Chart      For Push, no Zone is necessary since there is nothing to record.      The Drama Chart tells you how to handle each.

## REBOUNDS:

If the ATT Team gets the Rebound, the Rebounder MUST Shoot!

If the DEF Team gets the Rebound, it's a Change of Possession. They become the ATT Team on the next Segment.

If the Rebound goes to a Zone with only one player in it die to a Penalty, the player in that Zone automatically gets the Rebound!

If the one player in the Zone is the ATT Team, that player shoots with no Defender (\*\*UNCON)

If the one player in the Zone is the DEF Team, that player gets the Rebound and it is a Change of Possession with DEF Team taking Control of the next Segment.

If Zone is completely empty due to Penalty, view it as the ball going out of bounds. Both Teams go to the Drop Zone to determine who gets Control.

**PUNISH** If Punish is rolled, Subtract the Attacking Player's Aggression Rating from the Defending Player's Aggression to determine to Total used in the roll.

One of the most unique rules of ICEKETBALL can occur during a Punish Action! Due to the aggression, the Referee has the right to stop the play and allow the two players to FIGHT IT OUT! This simply means that the two fight it out with the winner continuing on in the game and the loser is out for the rest of the game AND the loser's Team has to finish the game playing SHORTHANDED! Of course, you can ignore this rule if you like!

If you choose to use the Fight It Out rule, Roll 1d6: An Odd Number rolled = The Visiting Player won. An Even Number rolled = The Home Player won!

## PUSH

To say something is a "Push" means it has ended as EVEN or a TIE. If you Roll for a PUSH on the Action Chart, that means that you just mark off the time on the Game Clock and just view that Segment as nothing of great significance took place during that time. Then you will Proceed to the next segment at the Drop Zone to determine who controls the Attack.

## HOME ICE ADVANTAGE

Some Action Chart rolls have an {H} beside them. Find the Home Ice Advantage Chart and follow instructions.

## DRAMA CHART

When rolling on the Action Chart, there are eight Highlighted rolls where you can either accept and do what the Action Chart tells you to do or you can take a gamble and roll on the DRAMA Chart! A roll on the Drama Chart will add unique and exciting events to the game!

## **TYPES OF PENALTIES**

**Level 1:** If Offending team is the ATT team, there is a Change of Possession and DEF team gets 1 "Contested" 1 Point Shot.  
The Offended Team (DEF) will continue to maintain Control of the next Segment.  
If the Offending team is the DEF team, the ATT team gets 1 "Contested" 1 Point Shot AND maintains control.

**Level 2:** If Offending team is the ATT team, there is a Change of Possession and Defending team gets 2 "Uncontested" 1 Point Shots.  
The Offended Team (DEF) will continue to maintain Control of the next Segment.  
If Offending team is the DEF team, the ATT team gets 2 "Uncontested" 1 Point Shot AND maintains control.  
The player that committed the foul will be put in the Foul Cage for 2 Segments, beginning the next Segment!

**Level 3:** If Offending team is the ATT team, there is a Change of Possession and DEF team gets 3 "Uncontested" 1 Point Shots.  
If Offending team is the DEF team, the ATT team gets 3 "Uncontested" 1 Point Shots AND maintains control.  
The player that committed the foul will be put in the Foul Cage for 3 Segments, beginning the next Segment!

If the Action rolled on the chart takes you to an empty Zone due to Penalties, ignore that Zone and do the play from the next Zone closest to the net.  
If only one person is in that Zone, due to a Penalty, and that person is on the Attacking team, continue the play. If it is a shot and there is no defender, the shot is taken. Use the Shooter's Shooting Rating and the \*\*UNCON line on the Defenders Defensive Rating on the Points Attempted Chart. If the play is Press and there is no defender, the player automatically moves to the next Zone closest to the net.

If the only player in the Zone is a Defender, consider the Action play as a Change of Possession and the Defending team takes Control of the next Segment!

If a Penalty occurs that puts both ATT and DEF Team in the Foul Cage, NO SHOT IS TAKEN!

If time runs out in a Period and a player still has time in the Foul Cage, that time is carried over to the next Period.

## **SHORTHANDED??**

If ATT Team is Short Handed, decrease ATT player's Shooting Rating by 4 on a Point Attempt!

If DEF Team is Short Handed, decrease DEF Defending Rating by 4!

LINES DO NOT CHANGE AS LONG AS THERE IS A PLAYER IN THE FOUL CAGE UNLESS A PLAYER HAS BEEN EJECTED. THEN LINES CAN BE CHANGED, BUT THE SHORTHANDED TEAM NEEDS TO BE SHORTHANDED EVEN ON THE NEW LINE.

If another Penalty occurs in a Zone that is already missing a Player due to Penalty, move to the next Zone nearest the Net and proceed with the Penalty.

If another Penalty occurs while a player is already in the Foul Cage, that new Penalty Segment DOES Count toward the number of Segments needing to be missed by the already Penalized player.

A team CAN have more than one Player in the Foul Cage at one time. HOWEVER, IF AT ANY TIME, ANY ONE TEAM HAS THREE PLAYERS AT ONE TIME IN THE FOUL CAGE, THEY MUST FORFEIT THE GAME!

If a shot occurs in a Zone with one player missing due to a Penalty and the only player in the Zone is the ATT, shoot using the \*\*UNCON line on the Point Attempt Chart. If the only player in the Zone is the DEF, it is a Change of Possession.

It is the same with a PASS or Press. If ATT is the only player, the Pass or Press is successful. If it is the DEF, it is a Change of Possession.