

PENALTIES CHART Roll 1d6 under the Level to find the Penalty

LEVEL 1	LEVEL 2	LEVEL 3
1 - Pushing	1 - Roughing	1 - Head Check
2 - Holding	2 - Boarding	2 - Back Check
3 - Tripping	3 - Clipping	3 - Fighting
4 - Charging	4 - Obstructing	4 - Blading
5 - Blocking	5 - Interference	5 - Spearing
6 - Hacking	6 - Elbow/Knee	6 - Disobey Ref

Roll 1d6 for the ZONE of the Offender

1,4 = BLUE 2,6 = YELLOW 3,5 = GREEN

Roll 1d6 to find the Offender 1, 6 - ATT 2-5 - DEF

++ If Level 3, Using Offending Player's AGG Rating, Roll 1d10 to see if it is Unsportsman Like Conduct (U.C.)

1-3 Do not check for U.C.

If AGG: 4-6 A Roll of 6 is U.C.

7-9 A Roll of 5 or 6 is U.C.

10 A Roll of 4, 5, 6 is U.C.

REBOUNDS Roll 1d6 to know the Zone the Rebound occurs

1, 2, 3 Yellow Zone 4, 5, 6 Green Zone

When determining who Battles for the REB, players from different Positions and Zones can Battle each other!

Roll 1d20 to know who Battles For The Reb in the Zone!

If In The Yellow Zone

Roll	Players That Battle
1-14	Anchor ATT vs Anchor DEF
15-16	Anchor ATT vs Netter DEF
17-18	Anchor DEF vs Netter ATT
19	Ace ATT vs Anchor DEF
20	Anchor ATT vs Ace DEF

(IE: Ace DEF = The Defending team's Ace)

(IE: Ace ATT = The Attacking team's Ace)

If In The Green Zone

Roll	Players That Battle
1-14	Netter ATT vs Netter DEF
15-16	Netter ATT vs Anchor DEF
17-18	Netter DEF vs Anchor ATT
19-20	Anchor ATT vs Anchor DEF

* = If DEF Team gets the REB, it is a Change of Possession

PRESSING CHART Cross Check both Player's Skating Rating. Roll 1d20. If the number roll is equal to or less, the Player advances.

DEF SKA Rating	ATTACKER'S SKATING RATING Roll 1d20									
	1	2	3	4	5	6	7	8	9	10
1	10	11	12	13	14	15	16	17	18	19
2	9	10	11	12	13	14	15	16	17	18
3	8	9	10	11	12	13	14	15	16	17
4	7	8	9	10	11	12	13	14	15	16
5	6	7	8	9	10	11	12	13	14	15
6	5	6	7	8	9	10	11	12	13	14
7	4	5	6	7	8	9	10	11	12	13
8	3	4	5	6	7	8	9	10	11	12
9	2	3	4	5	6	7	8	9	10	11
10	1	2	3	4	5	6	7	8	9	10

**If Roll is not in Range, the Attacking Player is stopped! Roll 2d6

2, 12 Defender Checks Attacker into Boards #

3, 6, 8, 11 Defender steals Ball and passes to their ACE who Scores!

4, 10 Defender Knocks Ball loose, goes out of Bounds^

5, 7, 9 Defender stops Attacker. Ref send them to the Drop Zone!

Change of Possessio ^ Go to Drop Zone to see who gains Control

When Pressing, you can continue to roll for each new Zone to continue moving forward or shoot after a successful Press!

Cross Check The Two Player's REB Rating. Roll 1d20. If the number rolled is in Range, the Attacker gets the Rebound! If not, the Defense gets the REB *

DEF REB Rating	ATTACKER'S REBOUND RATING Roll 1d20									
	1	2	3	4	5	6	7	8	9	10
1	9	10	11	12	13	14	15	16	17	18
2	8	9	10	11	12	13	14	15	16	17
3	7	8	9	10	11	12	13	14	15	16
4	6	7	8	9	10	11	12	13	14	15
5	5	6	7	8	9	10	11	12	13	14
6	4	5	6	7	8	9	10	11	12	13
7	3	4	5	6	7	8	9	10	11	12
8	2	3	4	5	6	7	8	9	10	11
9	1	2	3	4	5	6	7	8	9	10
10	1	1	2	3	4	5	6	7	8	9

HOME ICE ADVANTAGE

This occurs if a {H} is rolled on the Action Chart

If the Roll was Penalty {H} and the Home Team is the one Penalized, ignore the Penalty and Reroll!

If the roll was Push {H}, the Home Team gets 1 Defended shot from the Yellow Zone!

If the roll was Punish {H} and the Home Team gets Penalized, ignore the Penalty and roll as a Successful Punish for the Home Team!