

APPENDIX - 1

SKATER'S CARD

Blocked Shots
Forechecking
Shooting Ranges:
Normal (Pwr-play) — N 2-7 (3-6)
Short-handed — S 1-10

Face-offs
Point Man (Forward)
Intimidation
Position {Performance}

NAME **A PP**
5 LW {10} T080

Team/
Games Played

Penalty Types

	1	2	3	4	5	6	P0
m	2	R	14	13	X	P+	Δ
2m	3	12	11	10	Xh	P	Δbr
dm	4	9	8	7	Xv	P1	Δbr
dM	5	6	5	4	Xc	P2	Δ *
M	6	3	2	R	X	P3	*
mM	7	*	*	*	I	P4	br
#	8	*h	*9	*8	I	P5	*
m	9	*7	*6	*5	I	P	
2m	10	R	14	13	X	P+	
dm	11	12	11	10	Xh	P1	
dM	12	9	8	7	Xv	P3	

Minor Retaliation
Major Retaliation
Game Misconduct
Misconduct

MI 5 AS 19
MA 9 PS +1
GM 0 OP -2
MC 1-6

Assists
Out-of-Position

Clearing
Defense

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KEY:

Blocked Shots (Sec. 22.0)
Forechecking (Sec. 21.0)
Normal/Short-handed Shooting Ranges (Sec. 10.0)
Penalty Types (Sec. 14.2)
Minor Retaliation (Sec. 14.2)
Major Retaliation (Sec. 14.2)
Game Misconduct (Sec. 14.2)
Misconduct (Sec. 14.2)
Face-offs (Sec. 6.1)
Point Man--Forward (Sec. 19.0)
Intimidation (Sec. 12.1)
Clearing (Sec. 10.1)

ACTION CODES:

R Automatic shot with rebound possibility. See Sec. 9.0; 10.1.

2,3,.....14 If opposing defense is equal to or less than the indicated number, then a shot results. If greater than, then an interception results. See Sec. 9.0.

*5,*6,...*9 If sum of defensive ratings of players in defense positions equals or is less than indicated figure, then it is a shot. Otherwise it is an interception. See Sec. 9.0.

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offensive-minded forwards are often less effective defensively. Their attacking pose often leaves them out of position.

When a player is out of position the following apply:

1. Consult his OP rating. Subtract the indicated number from any "n"-type shooting situation.
2. The following are considered as interceptions regardless of the defense: *9, *8, *7, *6, *5.

Note: The Out of Position rules *only* apply in 5 against 5 situations. This being the case players can be moved about freely on the power-play, etc.

26.0 INJURIES

This section allows for the incurrence of in-game injuries to both skaters and goalies. Both have card ratings for injury frequency, but skaters are additionally affected by the presence of opposing intimidators.

Goalies: All goalie injury possibilities will occur in F situations. See the Appendix for the injury symbol.

If such a situation is rolled, then roll the dice again and refer to the goalie's injury rating (INJ) on his card. If this roll is in, then the goalie is injured and is immediately removed from the nets. He remains out for the rest of the game. If the roll is out, then no injury occurs. Continue play with a defensive zone face-off.

If a team loses both goalies, either through penalties or injuries, then injuries are not considered game-ending. Any "injured" goalie can be returned to play. This will be an extremely rare occurrence.

Skaters: All skaters have injury ratings in their 6 (PO) column. See the Appendix for the symbol.

1. If an injury possibility is rolled in conjunction with an "*" or a "br", and either team is using the Pressure Offense module, then finish the sequence. Stop play at its conclusion and determine if an injury occurs. Play begins anew with a face-off.
2. If an injury possibility is rolled in an *infracion* situation, then play is halted anyway.

The procedure for determining injuries is as follows:

1. Determine the number of opposing intimidation point (OIP) and roll and sum two dice.
2. Refer to Injury Table (Step 1) on the Game Chart.

INJURY TABLE (STEP 1)

OIP	2	3	4	5	6	7	8	9	10	11	12
0					*	*	*				
1		*			*	*	*			*	
2		*		*	*	*	*			*	
3		*	*	*	*	*	*	*		*	
4	*	*	*	*	*	*	*	*	*	*	
5+	*	*	*	*	*	*	*	*	*	*	*

* = Injury

Cross-reference the sum in no.1 with the OIP column. Follow the results shown.

3. If an injury occurs proceed to Injury Table (Step 2) to determine the severity. Repeat no.1.

INJURY TABLE (STEP 2)

OIP	2	3	4	5	6	7	8	9	10	11	12
0	G	G	P	P	-1	-1	-1	-2	P	P	G
1	G	G	G	P	-1	-1	-2	P	P	P	G
2	G	G	G	P	-1	-2	-2	P	P	P	G
3	G	G	G	P	-2	-3	-2	P	P	G	G
4	G	G	G	P	-3	-2	-3	P	G	G	G
5+	G	G	G	P	-3	-3	-3	P	G	G	G

G = Player out rest of game

P = Player out rest of period

-1, -2, -3 = Subtract number shown from any "n"-type situation for rest of game

Reductions to a player's "n"-type shooting situations are *cumulative* if incurred more than once in the same game.

27.0 OPTIONAL SHOOTING RANGES

To reflect the fact that any shot on goal can result in a score make the following modification. When a shooting range (N or S) is "0", use a range of 1-2 instead. This provides for the small chance of a score on any shot.

Additionally, implement the following changes for short-handed shots. If a team on the power-play:

Employs 2 Defensemen on the Points: No effect. Use regular power-play rules.

Employs 1 Defenseman and 1 Forward on the Points: Anytime a player on the short-handed team rolls a "br" in the 6PO column, it is a breakaway. Use a shooting range of 3-6 for all players regardless of their range (even if zero). The goalie, however, has a chance to make a save. Follow results on goalie's card.

Employs 2 Forwards on the Points: Same as above, however the goalie does *not* have a chance to make the save. Basically, this situation is the same as that encountered in a Pressure Offense sequence.

28.0 EXACT TIME

To determine the exact time of goals and penalties roll two dice (one green and one white). Read the green die first and refer to the following tables:

EXACT TIME

GREEN	WHITE
1: +:04	1: -:01
2: +:08	2: -:02
3: +:12	3: -:03
4: +:16	4: -:04
5: +:20	5: -:00
6: +:24	6: Roll Again

Add the seconds shown in the green column to the end of the preceding time sequence. Subtract the seconds shown in the white column from this sum. The result is the exact time of the occurrence.

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save regardless of whether or not the shot fell within the shooter's particular range. Roll and sum two dice. Refer to the Goalie Table on the Game Chart to determine which player on the shooting team picks up the rebound. This player takes an *automatic shot*. Do not check the defensemen to determine whether they prevent the 2nd shot. In this respect it differs from an "R"-type situation generated by a player's card.

Timing of Goalie Rebounds: 0 time sequences.

IMPORTANT: If a goalie gives up a 2nd consecutive "R", then there is no rebound. It is treated as an "F" situation instead. The puck is frozen and a defensive zone face-off occurs. If the goalie rolls an "R" on the 2nd shot of an "R"-type shooting situation (skater's card), then it is also treated as an "F". There can never be more than 2 shots in any one time sequence. If a skater rolls an "R"-type situation, and the goalie also rolls an "R" situation subsequently, then the goalie "R" rules take precedence.

20.0S SUPPLEMENTAL—ADDITIONS/ SUBTRACTIONS FROM "N"-TYPE SHOOTING SITUATIONS

The purpose of this section is to outline situations when players' "n"-type shooting situations can be affected either favorably or adversely.

Additions:

1. Defensive zone face-off (+2). See Section 6.2.
2. Player takes shot directly after receiving pass. See Section 12.3. *USE PASSER'S PS # AND ADD TO N SHOT.*
3. **NEW RULE:** When the teams are playing 3-3 or 4-4, then add two (+2) to any "n"-type shooting situation rolled by a player of either team. This is to allow for the additional skating room.
4. Forechecking. See optional rules.

Subtractions:

1. A checking game can affect both teams. See optional rules.
2. The use of players out of position. See optional rules.
3. Injury effects. See optional rules.
4. Fatigue. See optional rules.

OPTIONAL RULES

IMPORTANT NOTE: Section 21.0 (*Forechecking*) and Section 22.0 (*Blocked Shots*) should be combined and not used separately.

21.0 FORECHECKING

Certain players are very good at pressuring their opponents in said opponents defensive zone. These players are known as good *forecheckers*. See the Appendix for the location of the Forechecking symbol.

If the opposing *defensemen* roll an interception, and the interception goes to one of the *forwards*, then the forechecking ratings come into effect. For each player with a special forechecking rating on the ice, add one (+1) to any "n"-type shooting situation rolled by any of the forwards. This bonus lasts only for the one time sequence following the interception. *Forechecking rules are only effective when the teams are playing 5 skaters against 5*

skaters and at NO other time. Please note that if the opposing *forwards* roll an interception, then the forechecking rules do not apply.

22.0 BLOCKED SHOTS

All defensemen block shots to be sure, but some better than others. These defensemen (and only defensemen) have a Blocked Shot rating. See the Appendix for the location of this symbol.

When a player takes a shot (a shooting range is being checked), match the sum of the two white dice with the blocked shot rating (if any) of the defenseman *in the shooter's zone*. For *centers* use the defenseman with the highest rating. If the sum equals 4 or 5, and it matches the defenseman's blocked shot rating, then the shot has been blocked. Roll two dice and refer to the Pass Table. Treat the blocked shot as though it were a pass. All passing rules apply. Since the blocked shot never technically gets to the goaltender it is not a shot. The player should not be credited with same. *Blocked shot rules are only effective when the teams are playing 5 skaters against 5 skaters and at NO other time.* Additionally, no time elapses on blocked shots, unless it is the 2nd shot of an "R"-type shooting situation.

To repeat: Sections 21.0 and 22.0 only apply in 5 against 5 situations.

IMPORTANT NOTE: Section 23.0 (*Checking Game*) and 24.0 (*Pressure Offense*) should be used in combination and not separately. Additionally, if you are playing an extended replay, and your main concern is statistical reproduction, then **DO NOT** use either playing module. Both have a distinct effect when used. Since player cards are rated on average performance, use of these optional rules (23.0 and 24.0) extensively can have an effect on statistical accuracy. These play options exist primarily for use in either draft league or mere recreational play.

23.0 CHECKING GAME

When a team is ahead it will often go into a defensive posture in an attempt to protect said lead. In order for a team to employ a checking game, it must meet one of the following criteria:

Home Team:

1. The game must be in the 3rd period, and they must lead by 2 or more goals.
2. The game must be in the last 14 minutes of play, and they must have at least a one (1) goal lead.

Visiting Team:

The visiting team may employ a checking game anytime that the game is in the 3rd period and they are ahead or the score is tied.

If at any time during the 3rd period the above requirements are not met, then the team who is employing the checking game must revert to the regular method of play. At no time may a team use a checking game in the 1st or 2nd periods. A team which decides to play a checking game must continue to do so until either the game ends, or one

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ment of the penalty would cause the face-off to be held in a team's defensive zone, then begin play in this manner.

Goalie Penalties: When a goalie rolls an "X" on his card, then there is the possibility of a penalty. See the Appendix.

Roll the dice and check the goalie's PEN range. If in, then the goalie incurs a penalty. If not, then simply resume play with a defensive zone face-off.

Roll two dice and check the goalie's Penalty Type column. Delayed penalties cannot be called in goalie penalty situations. If the penalty indicated is a Game Misconduct, then the goalie is ejected from the game. If any other, then choose a player who is on ice to serve the penalty for the goalie.

Penalty Shot: Whenever a player takes a shot, and the roll for the goalie card produces a "PS", then there is the possibility of a penalty shot. Roll and sum two dice. If the sum is 2 or 3, then the player who took the shot is awarded a penalty shot.

The shooting range for any player taking a penalty shot is 3-6 regardless of his own range. Roll the dice again. If it is in the prescribed range, then a goal is scored. If not, then the penalty shot is unsuccessful. In this latter case the goalie is credited with a save. The goalie does not have any chance to make a save on a penalty shot. No assists are awarded, and no time elapses.

15.0 COLUMN 6(PO)—INFRACTIONS

The 6(PO) column serves a dual purpose in the game depending on whether one team or the other is using the Pressure Offense module. The Pressure Offense module is an optional rule, however, and for that reason will not be included under this section.

If a "6" is rolled on the green die, then an infraction has occurred. Time is out and players may be changed. Begin play anew with a neutral face-off. The infraction can have two outcomes:

1. If the puck carrier is *killing a penalty*, or if he is *operating on the power-play*, then mark off one(1) time sequence.
2. In all other situations mark off two(2) time sequences. If the teams are playing 3-3 or 4-4, however, and there is only 1 time sequence left on any penalty, then mark off only one(1) time sequence. In other words a double time sequence can never "run through" the end of a penalty.

16.0 PLAYER POSITIONING

Following is a description of how to play the various manpower configurations:

Five Skaters Against Five Skaters: This is the normal occurrence. Position the players as shown on the playing board.

Playing With Four (4) Skaters: When playing with only 4 skaters always leave the *Center* position vacant. It makes no difference whether a team is short-handed or not.

There will never be a skater in *Center* position when playing with only four skaters. A team may have a *Center* on the ice, but he will occupy one of the *Wing* positions.

Playing With Three (3) Skaters: When playing with only 3 skaters always leave both the *LW* and the *RW* positions vacant. The positioning will be the same whether a team is short-handed or not. There will never be skaters in either *Wing* position when a team has only three skaters. They may have a *wing* on the ice, but he would occupy the *Center* position.

Pulling the Goalie With Five Skaters On Ice: If a team pulls its goalie giving them six (6) skaters, place the sixth skater in the goalie's position on the playing board.

Pulling the Goalie With Four Skaters On Ice: If a team pulls its goalie giving them five (5) skaters, rearrange the board in the regular five-man configuration, and leave the goalie's position vacant.

Pulling the Goalie With Three Skaters On Ice: If a team pulls its goalie giving them four (4) skaters, rearrange the board in the regular four-man configuration, and leave the *Center* and goalie's positions vacant.

17.0 PULLING THE GOALIE FOR AN EXTRA SKATER

If a team pulls its goalie, consult Section 16.0 for the proper method of positioning the extra skater. A few different rules apply to this situation:

1. The team who pulled its goalie now has an empty net.
2. The team with the extra skater is not considered to be on the power-play unless they were on the power-play when the goalie was pulled.

Shooting At An Empty Net: If a player takes a shot at an empty net, the result will either be 1) a goal, or 2) no shot. The shooting range of the player taking the shot (including short-handed shots) is 2-12 regardless of whether his own is higher or lower. A shot is taken in the normal manner. If the roll is in, then it is a goal. If it is out, then:

1. If the team who pulled their goalie has a 2 or 3-man *advantage*, it is treated as an interception. Use regular rules for interceptions. Determine which member of the defensive team takes the puck. If there is a 6th skater on the ice, then it automatically goes to him.
2. If the team who pulled their goalie has only a 1-man *advantage*, then roll the green die. If the roll is 1, 2, or 3, then icing is called on the offensive team. Normal icing rules apply. If the roll is 4, 5, or 6, then it is treated as an interception. If there is a 6th skater, then the puck goes automatically to him in the latter case (4,5, or 6).

If the shot misses the net, then the player does not receive credit for a shot.

Note: If a player rolls an "R"-type shooting situation on an empty net, then there is no 2nd shot. Treat it as above.

The Extra Man Advantage: When a team pulls its goalie for an extra skater, it enhances its offense. If an interception is

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as indicated.

- b. If the position to which the interception is to go is vacant, then stop play immediately. Mark off 1 time sequence.

If 2(a) is true, then the delayed sequence begins.

3. Roll the dice and refer to the puck carrier's card.

- a. If the result is a shot, then follow through with the shot procedure. "R"-type shots are handled in the normal manner. Whether or not the shot(s) results in a goal, stop play at the completion of the sequence. Mark off 1 time sequence.
- b. If the result is a pass, then use regular passing rules.
- c. If the result is anything other than (a) or (b), then stop play immediately. Mark off 1 time sequence. Please note that if a penalty is rolled in the delayed sequence, simply stop play. Do not assess a penalty. *Additionally, if the result is an interception, it is possible that the presence of the extra skater on the ice (See the "Extra-Man Advantage-Section 17.0) will cause the interception to be a pass to him instead.*

When play has stopped, assess all penalties.

14.1 TIMING OF PENALTIES

Penalties are timed per the following schedule:

- 2 minutes = 5 time sequences
- 5 minutes = 12 time sequences
- 10 minutes = 25 time sequences

14.2 PENALTY TYPES

Following is a description of the various penalties which can be incurred in the game:

Minor Penalty (m or 2m): The player must remain off the ice for 2 minutes unless the other team scores at which point he may return to play. His team must play short-handed as he may not be substituted for. If a player is assessed a "2m" penalty, he serves successive minor penalties.

Major Penalty (M): The player receives a 5 minute penalty. He must serve the entire 5 minutes regardless of the number of goals the opponents score. He may not be substituted for and his team must play short-handed.

Double Minors (dm): The player receives a 2 minute penalty. In addition a player on the opposing team receives a 2 minute penalty. Both players must remain off the ice for 2 minutes and may not be substituted for.

Retaliating players are determined by using the ARC. The entire Assist/Retaliation subject is addressed in the Appendix which follows the rules text.

Double Majors (dM): The player receives a 5 minute penalty. In addition an opponent receives a 5 minute

penalty. Immediate substitution is allowed.

The method of determining the retaliating players is described elsewhere. Please see the Appendix.

Minor/Major (mM): The player receives both a 2 minute and a 5 minute penalty. In addition an opponent receives a 5 minute penalty. This same opponent can also incur a 2 minute penalty. Refer to the mM Penalty Table on the Game Chart and roll the dice. This will indicate whether the retaliating player also receives the minor. If he does, then both players must serve 7 minutes, may be substituted for, and neither team plays short-handed. If not, then the player who originally rolled the penalty must sit for seven (7), his opponent for five(5), and someone would be designated to serve the minor penalty for his teammate. Any player, other than a goaltender, may serve the penalty. He may return to play when the penalty expires or the opponent scores.

Special Occurrence (#): Certain penalties are indicated with a "#". These are considered as a Special Occurrence. This is a form of "dM" penalty which involves more than two players.

1. The player who originally rolled the penalty and the retaliating player both receive 5 minute penalties as in a normal "dM" situation.
2. Roll and sum two dice. Follow the instructions printed on the Special Occurrences Table on the Game Chart.

SPECIAL OCCURRENCES

2 (Off Tm)

Player rolling penalty receives MATCH penalty instead of Major.

3 (Off Tm)

Non-combatant with highest MA Factor receives 7m

4, 5, 8, 9 (Off Tm)

Non-combatant with highest MI Factor receives 2m.

6, 7 (Off Tm/Def Tm)

Non-combatants with highest MI Factors receive 2m each.

10 (Off Tm/Def Tm)

Non-combatants with highest MA Factors receive 5m each.

11 (Off Tm/Def Tm)

Non-combatants with highest MA Factors receive 7m each

12 (Off Tm/Def Tm)

BENCH-CLEARING BRAWL!

Two non-combatants with highest MA Factors from both teams receive 5M.
See Sec. 14.0.

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possibility of a 2nd shot within this same time sequence.

"R"-type: Goal Scored on First Shot: No further action is required. Time sequence ends.

"R"-type: No Goal on First Shot: If the first shot was either out of the player's shooting range, or if the goalie made a save on a potential goal, then disregard the action (except R's) printed on the goalie's card. Roll and sum two dice.

1. Compare the dice roll with the Goalie Table on the Game Chart.

GOALIE

	2	3	4	5	6	7	8	9	10	11	12
Rebound	LD	RD	LW	LD	RW	C	LW	RD	RW	C	LD

This will indicate to which position on the *opposing* (the shooting) team the rebound goes. Place the puck there.

2. Add the Clearing factors of the 2 players in the defense positions for the defending team.
3. Consult the Clearing Table of the Game Chart. Roll the dice and compare the result with the printed range adjacent to the sum obtained in no.2 above.

CLEARING

10	5-7
9	4-12
8	4-7
7	3-12
6	3-7
5	2-12
4	2-7
3-0	1-12

If the roll is in the printed range, then the defenders have prevented a 2nd shot. The time sequence ends. Continue play with the skater who has the puck.

4. If the dice roll is out of the range described in no.3 above, then the player with the puck takes an automatic shot. Handle this as any other shot, but this time adhere to the action indicated on the goalie's card. The time sequence ends and play continues.

10.2 NO POSSIBILITY OF A GOAL

Roll the dice and follow the action printed on the goalie's card. No goal can be scored unless the shot falls within a player's range. "R"-type resolution is the same as described previously.

Timing of Shooting Situations: 1 time sequence. "R"-type are 1 time sequence in their entirety, not 2.

Basic Game Shots: "R"-type situations do not have a 2nd shot sequence. Treat as "" situations. Treat the following as automatic shots: *, *9, and *8. Treat the following as interceptions: *7, *6 and *5.

11.0 INTERCEPTIONS

If the offensive player is prevented from taking a shot by the opposing defense, then the result is an *interception*. Roll the dice and check the Interception Table of the Game Chart to determine to which opposing position the puck goes.

INTERCEPTION

LW	LD	C	RD	RW	
RD	* RW	RD	LD	RD	2
LD	* LW	LW	RD	LD	3
LD	* LW	LW	RD	LD	4
LW	* RW	LD	* C	LW	5
RD	* C	RD	* LW	RD	6
RW	RD	C	* RW	C	7
LD	* LW	RW	LD	LW	8
C	LD	LD	* C	RW	9
C	* C	LW	RD	LD	10
RW	* RW	RD	* RW	RD	11
RW	* RW	RW	* LW	C	12

* See Forechecking Rules

If an interception is indicated as going to a position in which there is no player card for the defensive team, then the offensive player *retains puck control*.

Timing on Interceptions and Puck Control: 1 time sequence

12.0 PASSES

When a "P" is rolled, then a pass is made. To provide proper statistical distribution, roll two dice and refer to the Pass Table of the Game Chart. Certain players have "P" symbols other than in the #5 column.

PASS

	LW	LD	C	RD	RW
2	RD	RW	RW	RW	LD
3	LD	RD	LW	C	LW
4	RD	LW	RD	LW	C
5	C	RW	RW	C	RD
6	RW	C	LD	RW	C
7	C	LW	LW	LD	LW
8	RW	C	RW	LW	C
9	LD	RW	LW	C	LD
10	C	RD	RD	RW	LW
11	RD	C	RW	C	RD
12	RW	RD	LD	LW	LD

Cross-reference this sum with the position from which the pass is being made. The position indicated is that to which the pass goes.

Timing of Passes: 0 time sequences

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7.0 CONTINUING PLAY AFTER A FACE-OFF

A face-off will always result in a player gaining puck control. Play continues with a roll of the dice. Compare this roll with the player's card as per Section 5.0. The resulting code on the player's card will trigger certain action. The possibilities are as follows:

1. A shot.
2. An interception (loss of puck control to the opponents).
3. A penalty.
4. Icing.
5. A pass.
6. An infraction (offsides, freezing the puck on the boards, etc.).

The puck will flow back and forth between teams until a stoppage in play occurs. A face-off is held, and play begins anew. This cycle repeats itself throughout the game.

The sections which follow deal with the skater/goalie cards, the codes contained thereon, and how to resolve the codes. A thorough grasp of the methodology is necessary for smooth play.

8.0 DEFENSE

Each player is assigned a defensive rating. By combining these individual ratings a *zone defense* is derived. Understanding the defensive calculations is fundamental to the play of the game.

Special Defensive Adjustments: Following are special defensive adjustments to be made to a player's defensive rating:

1. Forwards (including those designated "PP") playing the point on the power-play assume a defensive rating the lesser of 2 or their own.
2. Forwards used in the defense positions, other than on the power-play, assume a defensive rating of 0.
3. A 5-rated defenseman who is being utilized in a forward position assumes a defensive rating of 4.

8.1 ZONES

There are three (3) zones identified in FACE-OFF: *Right*, *Left*, and *Center*. By summing the individual defensive ratings of the players within the particular zone a value is determined.

RIGHT ZONE: *Right Wing, Right Defenseman, and Center*

LEFT ZONE: *Left Wing, Left Defenseman, and Center*

CENTER ZONE: *Right Defenseman, Left Defenseman, and Center*

Puck carrier is: LW or LD He Works Against: *Right Zone*
C *Center Zone*
RW or RD *Left Zone*

8.2 DEFENSIVE SITUATIONS

In FACE-OFF a team can be confronted with 6 possible defensive situations:

1. Playing five skaters against five skaters.
2. Playing four skaters against four skaters.
3. Playing three skaters against three skaters.
4. Playing short-handed (killing a penalty).
5. Playing with a manpower advantage (power-play).
6. Playing in a situation where the goalie has been pulled.

Assume the following defensive arrangement. It will be used in the discussion of the various situations. Please refer to it as you read.

LW(2) LD(3) C(3) RD(4) RW(3) Sixth(3)

Five Skaters Against Five Skaters: Use the above formation, but ignore the sixth skater. If the opposing LW or LD were the puck carrier, then the defense he would work against is:

$$\text{Right Zone} = (RW + RD + C) = (3 + 4 + 3) = 10$$

If the opposing C were the puck carrier, then the defense would be:

$$\text{Center Zone} = (RD + LD + C) = (4 + 3 + 3) = 10$$

If the opposing RW or RD were the puck carrier, then the defense against which they would work is:

$$\text{Left Zone} = (LW + LD + C) = (2 + 3 + 3) = 8$$

This is the most prevalent defensive calculation which will be encountered simply because most time is spent playing five against five.

Four Skaters Against Four Skaters: When playing four skaters against four skaters, the zone concept is not used. Rather a *team defense* is calculated. This defense is used against any opposing puck carrier.

A team's defense is equal to the sum of the ratings of the 2 players in the *defense positions* plus the average of the 2 players in the *wing positions*. Assuming the previous arrangement, and ignoring both the Center and the sixth skater, the defense would be:

$$(LD + RD) + (LW + RW)/2 = (3 + 4) + (2 + 3)/2 = 9\frac{1}{2} = 10$$

All fractions are rounded in favor of the defense. Therefore, the defense would be adjusted to 10.

Three skaters Against Three Skaters: The zone concept is not used. Once again, a team defense is found and applied to all opposing puck carriers.

The defense when playing three skaters against three skaters is the *sum of the defensive ratings of the 3 skaters*. Assuming the previous arrangement, but ignoring the LW, RW, and the sixth skater, the defense would be:

$$(LD + RD + C) = (3 + 4 + 3) = 10$$

CONFRO, INC.—77; FACE-OFF

1.0 INTRODUCTION

The first rule for playing FACE-OFF is as follows: *Do not become overwhelmed by the length of the rules.* They are explanatory in nature for the most part. Since FACE-OFF is a comprehensive game, it requires a set of rules which are equally comprehensive. When you begin play, you will often find it necessary to refer back to the rules until all the various situations become established in your mind.

2.0 GAME PARTS

The game parts are as follows:

- 2 Game Charts
- 1 Playing Board (2 sections)
- 1 Set of Assist/Retaliation Cards (ARC)
- 1 Set of Team Cards
- 1 Fatigue Chart
- 1 Puck Marker
- 3 Dice
- 10 Scoresheets (printed both sides)
- Zip-Loc Bags
- These rules

3.0 SETTING UP THE GAME

Choose the two teams that will play. Each team is allowed to dress 17 skaters and 2 goalies. At least 5 defensemen should be included in the 17. Now choose your starting forwards (3), defensemen (2), and goalie. Place them in their appropriate positions on the playing board. Players who are not starting the game should be placed to the side. They are considered to be on the bench. Players who are on the playing board are considered to be on ice.

4.0 TIMING THE GAME

Hockey is played in three 20-minute periods. At the top of the scoresheets there are 3 horizontal grids each representing one 20-minute period. Each period is broken down into 50 *time sequences* of :24 duration. Certain occurrences in the game result in passage of time, whereas others do not. All action results in time consumption EXCEPT the following:

1. Face-offs
2. Passes
3. Automatic Icing
4. Blocked Shots
5. Action taken in conjunction with either the goalie cards or the Goalie Table on the Game Chart.
6. Determination of assists, penalty types, or injuries.

To repeat: The above situations do not result in the passage of time.

When time consuming action occurs, complete the play per game instructions. Then check off one box of the appropriate period. When all boxes of that period grid are checked, the period ends. When 3 periods are completed, the game is over.

5.0 MECHANICS OF PLAY

The player cards are printed in matrix format. There are 6 columns, excluding the Penalty Type (m, dm, etc.)

column, on each card. The numbers at the top of these columns, ie. 1, 2, 3, 4, 5, 6(PO), reflect a number on the *green* die. The column 2 through 12 corresponds with the possibilities which could occur when the two *white* dice are summed. By cross-referencing the columns and rows one obtains a specific *action code*, such as "P4", "X", "10", etc.. These codes dictate what action is taking place during the specific time sequence involved. The Face-off Table utilizes a similar matrix to determine the outcome of face-offs.

A single dice roll, as described previously, has two components: the single digit of the *green* die and the sum of the *white* dice. The cross-referencing of these two figures generates much of the action in the game.

Many ratings appear in the form of hyphenated expressions, ie. 2-7. Rather than representing an individual possibility such as, in this case, a "2" on the *green* die and a sum of "7" on the *white* dice, these hyphenated figures represent a *range of possibilities*, referred to hereafter as a *dice range*.

When discussing dice ranges terms such as "greater than", "equal to", or "less than" are used. The larger of two dice rolls is always that roll which has the greater number on the *green* die. A roll of 2-7 is greater than a roll of 1-12, the "2" on the *green* die being greater than the "1". Given two dice rolls with the same number on the *green* die, the larger of the two rolls will be that one with the greatest sum on the *white* dice. Therefore, a roll of 2-8 is greater than a roll of 2-6.

How, then, does the above fit into the game? Well, one will never be comparing two dice rolls, but rather the comparison will be between a dice roll and a range printed either on a player's card or a table. Assuming a dice roll of 2-7 all the following would be considered *in* the prescribed range:

1-2	1-8	2-3
1-3	1-9	2-4
1-4	1-10	2-5
1-5	1-11	2-6
1-6	1-12	2-7
1-7	2-2	

Any dice roll from 2-8 through 6-12 would be considered *out* of the prescribed range.

6.0 FACE-OFFS

All play begins with a face-off. Face-offs are held at the beginning of each period and after all stoppages in play.

Roll the dice and consult the Face-Off Table on the Game Chart.

USE OF PREVIOUS CARD EDITIONS

Both the 1974-75 and 1975-76 seasons can be adapted to use with the present version as follows:

1. Add four(+4) to any shooting situation rolled in the 1976-77 player set when playing against the above mentioned sets.
2. Subtract four(-4) when a shooting situation is rolled using the 1974-75 or 1975-76 version.
3. The exception to the above would be in power-play situations. Leave both as is.

Soviet player set: Same as #2 and #3. Ignore the "2" next to the [2] on these cards. These are injury factors not compatible with the present game. Likewise, the IJ factor is obsolete.

Note: All tables on the playing board itself have either been moved to one of the two Game Charts, or have been rendered obsolete. Therefore, the board no longer has any function other than placement of player cards.

PLAYING THE GAME WITHOUT A BOARD

In line with the above the way is now paved for a "new" approach to playing FACE-OFF. Hockey presents an unusual factor not found in other sports which contributes to expanded playing time: Constant line changes. I have found that eliminating the playing board reduces my game time significantly. By ending the continual shuffling of player cards, I have also found play more enjoyable. I arrange the teams in the following manner:

Home	Visitors
LW,LW,LW,LW	RW,RW,RW,RW
LD,LD,LD	RD,RD,RD
C, C, C, C	C, C, C, C
RD,RD	LD,LD
RW,RW,RW,RW	LW,LW,LW,LW
R 3 2 1	1 2 3 R

The above format mimics the playing board. The exact number of players at each position will of course vary depending upon whom is dressed. I also place my most frequently used line near the center and work out to the reserves.

Now, make some small markers for each team labeled: LW,C,RW,LD,RD,6. These counters are used to indicate the player on ice at any given time for any given position. The 6 is used if the goalie is pulled for a sixth skater.

The next step is simply to play the game! Instead of moving player cards, move the markers. Line changes will become instantaneous and play will move right along. If a player incurs a penalty, then flip his card for the duration of same. You may encounter some conceptual problems initially, but continued play will alleviate those.

Robert F. Frost

A FEW THOUGHTS

One "problem" with FACE-OFF as viewed by some individuals is that of playing time. Now, this is only a problem if one's main criterion is that a hockey game must play in 30 minutes. Unfortunately, hockey games which fashion themselves in this manner have a greater resemblance to curling than ice hockey. There is more to hockey than just shooting. Depending on your experience with the game, and the degree to which you keep statistics, an average FACE-OFF game will take 1 1/4-1 3/4 hours. This is not inordinate when one considers the depth to which the game goes.

The above is not to say that one could not shorten his own playing time through various short-cuts. Play both forward lines and defensive pairings for 5 time sequences. The game is structured in this format. This, of course, assumes that a penalty does not interrupt the shift in question. Despite the fact that forwards do not normally take two minute shifts, you have nothing to gain (except increased playing time) by short-shifting your players. As stated before, FACE-OFF is a simulation of reality, not reality itself. Another method to cut playing time is to play lines for 10 time sequences. While this is, of course, unrealistic, it will not cause any distortion in statistics.

One question remains: "Should I worry about recording shifts?" This depends on how accurate you really want the statistics to be. The closer you can play a man to his actual ice time, the better his reproduction will be. Actually, the recording of shifts appears to be more of a hassle than it is. Taken in the context of total game time it may add only 5 minutes. You can develop the method which is best for you.

LEAGUE REGISTRATION

As a service to game owners we are launching a league registration program. All league directors are hereby invited to register their league with this office. Please provide your complete address, the name of your league, the number of members, and the type of league (draft or replay). The length of your schedule might be helpful, as well as any other pertinent information which you feel would be of value.

Any individual who wishes to obtain this list of available leagues may do so at no charge. However, a stamped self-addressed envelope must accompany a request to receive a reply. It is hoped that this system will provide a means for leagues to get together with prospective members.

NOTE: It is not the policy of this office to provide league directors with individual addresses for the purpose of soliciting members. This is too time consuming and has no guarantee of success.

GOALIE'S CARD

Goalie's Average

AVG 2.75

NAME

Injury

Penalty

Assists

- INJ 1-5

-PEN 1-6

-AS 1-2

GOALIE

T056

Position

- Team/Games Played

KEY :

Injury (Sec. 26.0)

Penalty (Sec. 14.2)

Assist (Appendix-3)

ACTION CODES:

Shot Out of Shooter's Range

Within Shooter's Range

F	Save; Puck Frozen; Have a Face-Off
FG	Save; " " " " "
0	Save; Pass to Goalie's Own Center
0G	Save; " " " " "
1	Save; " " " " RW
1G	Save; " " " " "
2	Save; " " " " LW
2G	Save; " " " " "
3	Save; " " " " RD
3G	Save; " " " " "
4	Save; " " " " LD
4G	Save; " " " " "
5	Save; Rebound to Opponent's Center
6	Save; " " " RW
7	Save; " " " LW
8	Save; " " " RD
9	Save; " " " LD
X	Same as F; possible Goalie Penalty
PS	Same as F; possible Penalty Shot
R	Save; Rebound (See Sec. 20.0G)
ΔF	Same as F; possible Injury

Same
GOAL
Same
GOAL
Same
GOAL
Same
GOAL
Same
GOAL
GOAL
GOAL
GOAL
GOAL
Same
Same
Same
Same

APPENDIX - 3

ASSIST/RETALIATION CARDS (ARC)

The game includes numbered cards (2-109) which are used in the following situations:

1. Determination of assists on goals.
2. Determination of retaliating players in certain minor and major penalty situations.
3. Determination of players receiving game misconducts.

The cards themselves are actually mini-tables which allow one to derive the above information in any situation.

Separate the cards. Place them in a single stack. Keep them in either descending or ascending order whichever is most convenient. Place them to the side. They will not be utilized in the actual flow of the game.

40			AS	1	2	AS	1	2
			11	2-8	4-6	26	4-10	A
			12	2-9	4-8	27	5-3	A
			13	2-11	4-10	28	5-5	A
			14	3-4	5-5	29	5-6	A
AS	1	2	15	3-5	5-7	30	5-7	A
1	1-4	1-6	16	3-6	5-9	31	5-8	A
2	1-6	1-8	17	3-7	6-4	32	5-9	A
3	1-7	1-10	18	3-8	6-6	33	5-11	A
4	1-8	2-5	19	3-9	6-8	34	6-4	A
5	1-9	2-7	20	3-12	A	35	6-5	A
6	1-10	2-9	21	4-4	A	36	6-6	A
7	2-3	3-4	22	4-6	A	37	6-7	A
8	2-5	3-6	23	4-7	A	38	6-8	A
9	2-6	3-8	24	4-8	A	39	6-9	A
10	2-7	3-12	25	4-9	A	40	A	

ASSIST DETERMINATION

There are four(4) steps taken in allocating assists on goals. They are as follows:

1. Determine if the goalie receives an assist.
2. Determine how many assists are to be given on the goal.
3. Determine the appropriate ARC to be used.
4. Using this ARC, determine the skaters to receive assists.

When a player scores a goal flip his card. He obviously cannot assist on his own goal. In addition flip the card of any player with a "0" AS factor.

Goalie Assists: Goalie assists are determined independently of skater assists. Roll the dice and check the goalie's AS range (goalies have a range; skaters have a single factor). If it is within the range, then the goalie receives an assist. The goalie is now eliminated from assist consideration.

Total Assists to be Given: The gamer has 2 options for determining total assists. The Assist Table on the Game Chart was designed for draft league play and it is based on league averages. For those engaged in replays, the Assist Tables on the various Team Cards should be used. This discussion will assume that the latter condition exists.

Roll the dice and check the Assist Table. The symbols are as follows: 2(two assists), 1(one assist), -(unassisted). From this number subtract any goalie assist. The remainder is the number of skater assists. If the goalie receives an assist, and an unassisted goal is indicated, then the goalie receives the assist nonetheless.

ARC Selection: Sum the AS factors of all on-ice skaters exclusive of the goalscorer. Pull the ARC which corresponds to this sum. The ARC is divided into three columns as follows:

AS - Refers to the individual AS factor of the player under consideration.

1 - Column to be used when one assist to be given.

2 - Column to be used when two assists are to be given.

Selection Process: Individual assists are determined by the interaction of dice rolls, individual AS factors, and the ARC which is being utilized. The dice will be rolled once, but never more than once, for each player. It is often possible for a player to receive an automatic assist, however. In this case no dice roll is necessary.

Players are considered for assists in ascending order of AS factors. In other words the player with the lowest AS factor is considered first, the next highest second, etc.. This ranking system MUST be adhered to in order to insure proper results. It might be helpful to jot down the AS factors of all eligible players to avoid the necessity of searching each card on every dice roll. If two or more players have the same factor it does not matter in which order you consider these individuals.

Roll the dice and cross-reference the first player's AS factor with the appropriate column(1 or 2) on the ARC. If the dice roll falls within the indicated range, then the player receives an assist. If the roll falls out of the indicated range, then the player receives no assist and he is eliminated from assist consideration. Follow this procedure for each player.

Players can receive automatic assists.

1. If the number of assists still to be awarded equals the number of skaters still to be considered, then these skaters receive automatic assists.

Example: Two(2) assists to be given; four(4) skaters to be considered. Assume that the first two dice rolls produce nothing thereby eliminating those players from assist consideration. This leaves two assists still to be given, and only two individuals still to be considered. These players would receive the assists automatically. There would be no need to continue dice rolling.

2. If a player is under consideration for an assist, and he has an "A" in the appropriate column, then he automatically receives an assist.

In determining assists stop when the appropriate number of assists are realized. If other players are left to be considered, then they are simply ignored.

As a final note, if a situation is encountered wherein the sum of all AS factors exceeds 109, then use the #109 ARC regardless.

RETALIATION/GAME MISCONDUCTS

The method for determining retaliating players and/or those to receive game misconducts parallels that for determining assists. Any deviations are outlined in the following paragraphs.

Minor/Major Retaliation: In retaliation situations the MI and MA factors are used in the same manner as the AS factors. Use the MI factor in minor situations; the MA in major.

Flip all players without the appropriate retaliation factor. Sum the factors of the remaining players and pull the corresponding ARC. Column #1 is used in all retaliation situations. Although multiple retaliation can occur in "#" situations, it is handled by the Special Occurrence Table.

Using the same ranking feature employed in assist determination, roll the dice once for each player. The retaliating player receives either the appropriate minor or major penalty.

* If, perchance, there is no player with the appropriate retaliation factor, then the player who originally rolled the penalty serves it by himself.

Game Misconducts: Section 14.2 of the rules discusses Game Misconducts. Briefly, pull the ARC which corresponds to the TGM Index. Rank the players by GM factors. This includes players on the ice, on the bench, or in the penalty box. Use the general assist procedure until the correct number of game misconducts are generated.

"A" SITUATIONS

The assist section outlined the possibility of players receiving automatic assists because of the presence of an "A" on the ARC. The same rules apply in retaliation and game misconduct situations.

To avoid possible error, however, it should be stated that this only applies when, and if, the player comes under consideration. An example would best illustrate this principle.

Example: Assume assist factors of 1, 2, 3, and 34 for a total of 40. Two assists are to be awarded. Does the player with the assist factor of 34 automatically receive an assist? No, not necessarily!! He must be considered according to his ranking, in this case last. If during the first 3 dice rolls preceding both assists are given, then this player does not receive an assist despite the presence of the "A" on the ARC.

The above will not occur that often, but it can happen.

SUMMATION

The Assist/Retaliation system is both quick and accurate. Although designed exclusively for FACE-OFF, its flexibility is such that there may be other uses in non-related sports games. Possible uses would only be limited by your imagination.

Previous owners of FACE-OFF should be alerted to the fact that, although the previous Assist/Retaliation system instructed one to subtract the AS factor of an assisting player from the on-ice total factors and obtain a new sum, this is no longer the case. Once a sum is determined, and the ARC is pulled, there are no further adjustments.

Do you have questions, comments, or ideas? If so, please write:

CONFRO, INC.
PO BOX 345
BLOOMINGTON, IL 61701

A stamped, self-addressed envelope must accompany all correspondence.

DESIGNER'S NOTES

While it is not the purpose of this essay to discuss every aspect of the game, the following sections will provide a general explanation of the "whys" and "wherefores" of the player ratings.

SHOOTING RANGES

The regular and power-play ranges are based upon actual performance from the season being rated. If a player has a power-play range, his regular range will be adjusted downward. There are, however, rigid parameters in which these adjustments are operative.

Short-handed(S) ranges are a function of short-handed goals scored and relative time spent penalty-killing. Therefore, one should check actual SHG totals for an individual before deciding whether to use him as a penalty-killer. Expectedly, if one uses a player regularly to kill penalties, whereas in reality he was used infrequently, the result could be excess short-handed goals. No records are kept for short-handed shots taken by an individual, therefore a straight shooting percentage rating is not possible.

PENALTIES

Any hockey fan will tell you that most penalties are whistled against the defensive team, not the offensive team. Is FACE-OFF, then, inconsistent with reality? Not at all. Although the text makes reference to the "player with the puck", this is merely semantics. Using this phraseology makes rules interpretation and explanation simpler. The location of the puck marker denotes one thing: During any :24 interval the key action is determined by the player card upon which the puck marker rests. Whether the player is truly on the "offensive" is determined by the Action Code and the result it entails. When FACE-OFF was in the development stage it was discovered that having the "defensive" team incur penalties required the use of extra charts, lengthened game time, created a giant mess, and above all was totally unnecessary.

The penalty types are a reflection of the exact penalties which each individual incurred during the season in question. These figures are also in their correct proportions. Although some simplification is made regarding the incidence of "strange" penalties, ie. triple minors, your experience in the game will be as it happened both for type and frequency.

ACTION CODES

The codes are a matrix designed to produce actual shooting and penalty incidence figures, as well as other miscellaneous action. A player's Performance Rating is of paramount importance in this regard, because the specific ratings are on a per shift basis. No other table hockey game begins to approach this mathematical precision. Included in this complex design are adjustments for shots likely to be taken because of rebound situations. This adjustment will vary depending on whether the player is a defenseman or a forward.

The passing ability of each player is treated both in the number of P's he is given, as well as his PS rating(if any). Also, defensemen are rated for their ability to get the puck out of their defensive zone.

DEFENSIVE AND OTHER SUBJECTIVE RATINGS

Any board game with substance will necessarily have a certain amount of subjectivity involved. This allows for the designer to inject many non-statistical facets of the sport into the game. While this adds flavor, it can also add fantasy, if the designer's concept of reality is incorrect. Hockey is a difficult sport to simulate because of the paucity of statistics, especially concerning defensive skills or the lack thereof. The only "measure" presently available is the nebulous plus-minus system. Since these figures demonstrate little in the way of usable information, they are not utilized to any great degree in the rating of FACE-OFF player cards. It is safe to assume that most things being equal, an astute observer on the scene will provide a more accurate account than one half a continent removed. Additionally, the "two heads are better than one" axiom is certainly applicable in this instance. Therefore, a network of "scouts" is utilized in the rating of many subjective aspects of the game. At this time I wish to acknowledge these individuals and the fine work that they do.

Glenn Cook	Atlanta, GA
Jack Harra	Tampa, FL
Steve Lorenz	Clinton, NY
Len Matlock	Maple Heights, OH
Jerry Winchell	Maple Heights, OH
Larry Hirsh	(at this writing the Cleveland Barons play-by-play announcer)

Rich Curtis	Denver, CO
Pete Krupsky	Lincoln Park, MI
Joaquin Lopez	Glendale, CA
Karl Witbeck	Minneapolis, MN
Robert Thee	Flushing, NY
Avi Ossip	Far Rockaway, NY
Bob Keeley	Philadelphia, PA
Don MacAlister	Surrey, B.C., CANADA

The subjective observations of the above are molded into an objective format needed for accurate statistical reproduction. The end result is player ratings which are true reflections of a player's ability.

ERRATA

The rules (Section 30) state that a team's Fatigue factor is located on the specific Team Card. This is incorrect. The Fatigue factors are located on the Fatigue Chart.

ACTION CODES(cont.):

*	Automatic shot. See Sec. 9.0.
*h	Automatic shot only if member of the home team. This is the home ice advantage. If the player is on the visiting team, then result is an interception.
X	Penalty. See Sec. 14.0.
Xh, Xv	Penalty if a member of the home team(h) or the visiting team(v). If no penalty, then interception instead. See Sec. 14.0.
Xc	Penalty unless player is a member of team which initiates a Checking Game. In this case it is an interception. See Sec. 14.0; 23.0. Optional rule.
I	Icing. See Sec. 13.0.
P	Pass. See Sec. 12.0.
P+	Player maintains puck control if killing penalty.
P1,P2,...P5	Intimidation. See Sec. 12.1.
Δ	Injury possibility. See Sec. 26.0. Optional rule.
br	Breakaway. See Sec. 24.0. Optional rule.
t	Automatic shot only if taken on power-play. In all other situations it is an interception. Treat as an "n"-type situation.
y	(Defenseemen only) Automatic interception, but Fore-checking rules do not come into effect. The player has cleared his zone.

NOTE: If a player has an "I" in his 6PO column, then the timing (1 or 2 sequences) is the same as for infractions. The "I" is ignored in Pressure Offense situations, and the PO portion of the column, ie. a blank, br, or * is utilized.

Performance Rating: Each skater is given a number which reflects the average number of shifts per game which he should be utilized to achieve accurate statistical results. He may play more in one game, less in another, but his average ice time should not exceed his Performance Rating. A shift is defined as 5 time sequences. This includes both power-play and penalty-killing situations.

Team Code: Each team receives a 2-letter code, ie. T0, which indicates the squad to which the player cards belong. This code appears after the team name on the appropriate Team Card.

Defensive Rating: Forwards have step ratings of 4, 3, 2, and 0 (blank). Defenseemen have step ratings of 5, 4, 3, and 2. In addition each defenseman has a Clearing Rating to be used only in "R" situations and at no other time. Forwards are 0's for clearing rebounds unless on the power-play at which time they are 2's.

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For example, if a goal were scored in the 12:00-12:24 time sequence, then 12:00 would be the starting point. Assume a roll of 4 on the green die; a 3 on the white. The calculation would be:

$$12:00 + :16 - :03 = 12:13$$

Goals and penalties can occur at the 20:00 mark, but not at 0:00.

29.0 OPTIONAL PASSING (DRAFT LEAGUE PLAY ONLY)

Players who are good passers will not only find the open man more often, but they will quite likely increase his goal-scoring ability to a certain degree. This play factor can be incorporated into the game by use of the Optional Passing Table located on the Game Chart.

As per game instructions, if a player takes a shot off a pass from a teammate, not only add the passer's PS factor to the rolled shooting situation, but also increase his shooting range per the Optional Passing Table. The player's normal range is listed in the left-most column. Checking the column headed by the passer's PS factor determine the new range to be used for that shot only.

Optional passing rules are *not* to be used in power-play or penalty-killing situations. In addition, this rule is not "balanced" with any other game factor. Therefore, its implementation will cause above-average goal totals over time. Players with shooting ranges in excess of 3-12 have no adjustment.

30.0 FATIGUE

The rules regarding fatigue are perhaps the most advanced element of the FACE-OFF simulation. Therefore, they are not recommended for the novice, or for the player with whom game time is at a premium. It requires an attention to detail that many gamers may consider burdensome. For those who do use the fatigue rules, however, the job of coaching becomes more realistic, and is more closely attuned to what actually happens in a hockey game.

The scoresheets have blank spaces to the left of each player's name. These are used in keeping track of how often a player has been on the ice. See the Appendix for an explanation of shifts. Each time a player completes a shift, make some form of notation. Use a system that best suits your needs.

General Rules:

1. A player does not suffer from fatigue until he has *recorded* (meaning pre-game adjustments included) at least 9 shifts. See the Appendix for a discussion of the Performance Rating.
2. A player does not suffer from fatigue until he has surpassed his individual Performance Rating if greater than 9.

Pre-Game Adjustments: Individuals may suffer the loss of shifts because of the following:

1. The time of the season, geographical location of the home team, and aggressiveness of the home team.

2. The aggressiveness of the visiting team.
3. Whether the team played the previous day.

Situation #1: Check the Fatigue Chart provided with the game.

Situation #2: Each team has a FATIGUE rating. This is listed on the Team Card. When said team is the *visiting* team, mark off the indicated number of shifts from each player on the home team.

Situation #3: If a team plays 2 games within 2 days every player loses one(1) shift.

Results of Fatigue: Once a player has progressed through all the shifts allowed him, he begins to feel the effect of fatigue. For each shift over his maximum, subtract one(1) from any "n"-type shooting situation which he rolls. In addition he will suffer defensively as per the following chart:

Excess Shifts

- 1-2
- 3-4
- 4+

Defensive Adjustment

- No effect
- 1 step
- 2 steps

Example: Assume that a player has a Performance Rating of 10. The opponents have a FATIGUE rating of 1. The player's team played the previous day. Mark off 2 shifts to the left of the player's name as it is entered on the scoresheet. During the game the player takes 11 shifts. After he has taken 8 shifts, however, he begins experiencing fatigue, because he has reached his Performance Rating of 10. For shift #9 (this would be shown as shift #11 on the scoresheet) he loses one (-1) from any "n"-type shooting situation which he might roll. On shift #10 he would subtract two (-2) from any "n"-type shooting situation. On shift #11 (his 3rd excess shift) he loses three (-3) from any "n"-type shooting situation. Additionally, he starts experiencing a drop in his defensive rating on this shift (-1). A forward may not be reduced below a "0" defensively; a defenseman "2". Once a player enters a certain stage of fatigue, no amount of rest can restore his effectiveness during the game.

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of the above is no longer applicable. Therefore, a team may not use a checking game and two minutes later decide to take it off, unless said team goes into a power-play situation. When the power-play terminates the team must decide whether it wishes to renew the checking game. A team may not utilize a checking game if it is short-handed, but may do so if on the power-play.

When a team goes into a checking game and a player from either team rolls an "n"-type shooting situation, then employ the following defensive adjustments:

CHECKING GAME

Defense	Adjustment
0-5	-3 from player's shot number
6-10	-2 from player's shot number
11-13	-1 from player's shot number
14	No change

These changes apply for both teams.

24.0 PRESSURE OFFENSE

A team which is trailing may decide to increase its offensive posture. This can be done by instituting a Pressure Offense. When either team employs this tactic, column 6 (PO) on the skater cards takes on new significance for both teams.

A team may go into a pressure offense under the following conditions:

1. The game is in the 3rd period.
2. The team is trailing by at least 1, but not more than 2, goals.

A team may not use a pressure offense if it is on the power-play or is killing a penalty. Once a team decides to go into a pressure offense, it must remain in this posture until one of the following occurs:

1. A goal is scored by either team.
2. Either a power-play or penalty-killing situation arises.

At this point a team must decide whether it wishes to continue the pressure offense (assuming that it meets the criteria).

Team Employing the Pressure Offense: When a team initiates a pressure offense, it receives certain offensive advantages. If a player on this team rolls a "6" on the green die:

1. A blank indicates an infraction. Mark off two (2) time sequences.
2. A "br" indicates an infraction. Mark off two (2) time sequences.
3. An "****" indicates an automatic shot. Mark off one (1) time sequence as per the normal shooting situation.

Team Defending Against the Pressure Offense: When a team is defending against a pressure offense, it has

additional scoring opportunities because its opponent is out of position. If a player on this team rolls a "6" on the green die:

1. A blank indicates an infraction. Mark off (2) time sequences.
2. An "****" indicates an infraction, not a shot. Mark off two (2) time sequences.
3. A "br" indicates a breakaway for the player who has the puck. A breakaway is treated the same as a penalty shot. Roll the dice. If the roll falls in the range 3-6, then the shot is a goal. The goalie has no opportunity to make a save. If the roll falls out of the range 3-6, then it is treated as just another shot. Roll the dice again, and refer to the goalie's card for the specific outcome. In breakaway situations mark off only one (1) time sequence.

Pressure Offense When Pulling the Goalie: A team may decide to pull its goalie and still employ or institute a pressure offense. Use normal game rules for removing the goalie, etc. In this situation, however, if the defending team rolls a "br", then it is an AUTOMATIC GOAL. This amounts to a breakaway on an empty net. Who can miss?

Note: It is possible for one team to be using a Pressure Offense while the other uses a Checking Game.

All gamers want to know the odds with which they are dealing. In this situation the odds are with the defense. Given an average offense vs. an average defense, the defense has a 20% greater chance of scoring first. This is not as great as it may sound, but it is an advantage nonetheless. A strong offensive team may actually swing the odds in its favor, however, because of its offensive excellence. A Pressure Offense can be very effective if the offensive team strikes quickly. The offense has a 30% greater shot expectancy, and this is the crucial factor.

The question can be raised: Why is the losing team restricted as to when it can employ a Pressure Offense? When a team goes into this type of stance, it throws caution to the wind. No team will do this when the game is only one-half complete. The longer you remain in a Pressure Offense, the more the law of averages will begin to rise against you. Sooner or later the defense will get a breakaway, and they have an approximately 40% chance of scoring on the shot. If a team is behind by 3 or more goals, they simply cannot afford to open up. They must try to chip away at the lead until they are within striking distance.

25.0 USING PLAYERS OUT OF POSITION

In FACE-OFF players (other than goalies) may be utilized at any position. However, each player's card indicates the positions at which the player received his main usage. If a player is used in a position(s) other than what is listed on his card, he is subject to offensive penalties. With the exception of forwards playing defense, there are no defensive penalties incurred by a player when out of his normal position. Good defense is simply a matter of hustle and of maintaining your position. That is why

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rolled by the team who pulled their goalie, then roll the dice and consult the following table (it also appears on the Game Chart):

EXTRA MAN

1-man (2-12)
2-man (4-12)
3-man (Auto)

Determine which situation is appropriate for the offensive team. If the dice roll is in, then the interception is treated as a pass instead. Apply all passing rules. If there is a 6th skater on the ice, then the pass goes to him. No time elapses in a situation involving a pass.

The Sixth Skater: When a 6th skater is on the ice he operates under the following rules:

1. He works against the same defense as his Center.
2. The 6th skater is treated as a Center for determining the outcome of passes and interceptions which he himself rolls.
3. The 6th skater may never pick up a rebound, nor may he take the 2nd shot of an "R"-type shooting situation.

18.0 MOVEMENT OF PLAYERS

Although FACE-OFF is a game that does not feature a great deal of physical movement, there may be times when a coach wants to move a player to a different position while the action continues. There are two rules which govern the movement of players on the playing board:

1. A player may never be moved to a position in which the opposing defense is *less than* that which faced him in the position from which he was moved.
2. The puck always remains with the player who has control. If the puck carrier is the player being moved, then the puck stays with him when he moves to his new position.

Take the card of the player to be moved, and move it to the new position. If he has the puck, it goes with him. The player whom he displaces must either be moved to the bench or to a different position. Replace the card of the moved player with a player from the bench, a player from a different position, or a player from the penalty box. All player movement is done before rolling the dice for the new time sequence. Players may be changed with no restrictions during play stoppages.

Changing On the Fly: Players may be changed when time is out or they may be changed on the fly. Changing on the fly refers to the procedure of getting players on and off the ice while the action continues.

Any player, *except the player in possession of the puck*, may be changed on the fly at any time. A team may not change players, however, if their opponents have just taken a shot and the goalie has yielded a rebound. To change players on the fly simply remove their card from the playing board and replace it with another.

Removing the Goalie: The goalie may be removed on the fly, but he may not return to the ice until there has been a stoppage in play.

Leaving the Penalty Box: When a player returns to play from serving a penalty, he may either remain on the ice or be replaced by a player from the bench.

19.0 POWER-PLAYS

The following rules apply when a team is on the power-play:

Forwards:

1. Use the *lesser* of 2 or their own defensive rating when playing the point. This same rating applies when clearing rebounds.
2. Use their N shooting range (or special power-play range, if any) *only* when playing in a forward position (LW,C,RW). Otherwise they use a range prescribed in no.3 below.
3. Use special shooting ranges when playing the point.

Point forwards (See designation in Appendix): These players use a range which is the *lesser* of 2-5 or their own on all "n"-type shooting situations and the *first* shot of an "R"-type situation. In all ""-type situations, or the *second* shot of "R"-type situations, they use their regular N range (but never their PP range).

5. *Non-point forwards:* These players have no PP on their card. They use a range the *lesser* of 1-12 or their own in all "n"-type shooting situations or the first shot of an "R"-type situation. They use their regular N range (but never their PP range) in all ""-type shooting situations and all 2nd shots of an "R"-type situation.

Defensemen:

1. Suffer no adjustment to their defensive rating when playing the point.
2. Use their N range (or PP range, if any) on *all* power-play shots.

20.0 PENALTY-KILLING

When a player for a short-handed team (that is short-handed due to penalties, not their opponent pulling their goalie) takes a shot, his S range is utilized. A player may be used frequently as a penalty-killer and still have a "0" S range. One does not preclude the other.

If a player takes a short-handed shot on an *empty net*, then the range 2-12 is used regardless of his own S range. See Section 17.0.

20.0G GOALIE REBOUNDS

This section has been placed in a rather strange place in order to avoid confusion. Section 10.0 discussed "R"-type shooting situations and their resolution. There is another type of rebound situation which can occur. This is a rebound shot generated from the goalie's card itself. See the Appendix for the symbol. It is the same as that on a player's card.

If a goalie rolls an "R" on his card, then he makes the

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All penalties are assessed against on ice players, not players on the bench. The exception to this is the *Bench-Clearing Brawl*. If there are insufficient players on ice with MA factors, then the players on the bench with the highest MA factors become involved. Besides receiving the 5 minute major, the player on each bench with the highest MA factor also receives two(2) minors for being the first player off the bench in a fight.

There is another special penalty which can occur under this section: a *Match* penalty. If this situation arises, then the player who originally rolled the penalty receives a Match penalty in lieu of a 5 minute major. The retaliating player would receive only a 5 minute penalty. A Match penalty is a 10 minute penalty assessed for deliberately attempting to injure an opponent. The offending player is ejected from the game, and a teammate must serve the penalty. He must serve the entire 10 minutes regardless of the number of goals the opponents score. Goalies may not serve the penalty.

Misconducts (MC): When a player rolls a penalty (not if he is a retaliator, or becomes involved through the Special Occurrences Table), he is also subject to a misconduct (10 minute) penalty. Roll the dice and refer to the individual's MC range. If it is in, then the player receives a misconduct in addition to the original penalty(ies). A player may have a substitute when serving misconducts.

Game Misconducts (GM): Whenever a *major* penalty (M, dM, mM, #) occurs, there is the possibility of game misconducts to players of both teams. A game misconduct counts as 10 minutes penalty time, but the penalized player is immediately ejected from the game.

Game misconduct determination is different from that of other penalties. It requires the coordination of both team and individual ratings. The procedure will be established for one team with the knowledge, of course, that it is to be repeated for the other.

1. Count the number of majors assessed to the team during the penalty time sequence.
2. Refer to the TGM(Team Game Misconduct) range on the appropriate Team Card.

EX: 1-6(22)

Referring only to the printed dice range, ie. 1-6, roll the dice once for *each* major which was incurred. If the roll is in, then the *TEAM* receives a game misconduct. To extrapolate, if a team received 2 majors, then the dice would be rolled twice. There would be the possibility of 0, 1, or 2 game misconducts.

3. If a game misconduct is to be assessed, refer to the TGM Index which follows the TGM range. In this case it would be (22) as per the previous example. The TGM Index is merely the sum of all individual GM factors for

the particular team. Pull the ARC whose number corresponds with the TGM Index. *Subtract* any GM factors of players not in the game (injured or not dressed) before pulling the ARC, however. Use the "1" column if one game misconduct is to be assessed; "2" column if two are to be given. If three game misconducts are called, they are automatically assessed against the three eligible players with the highest GM factors.

4. Roll the dice once for each *eligible* player. An eligible player is one who is either *on the ice*, *on the bench*, or *in the penalty box*. If a player is presently out of the game due to injury, or if he simply did not dress for the game, then he is ineligible. Please note that many players are eligible for game misconducts, not simply those on the ice.
5. The determination of the individual(s) receiving the game misconduct(s) is as outlined under "Assist/Retaliation Cards" in the Appendix. Please refer to that section.

Game misconducts are only given in *major* penalty situations. It is possible for a player to receive both a misconduct and a game misconduct on the same play. Game misconducts can only be assessed against players with GM factors.

Bench Penalty: Bench penalties are 2 minute penalties assessed for various reasons. They are treated as any other minor penalty. Choose any player with the exception of goalies to serve the penalty.

Before each period of play roll the dice once for each team. Refer to the BENCH rating on the individual Team Cards. If the dice roll is in, then a bench penalty will be assessed against that team sometime during the upcoming period. Roll and sum two dice. Check the Bench Penalty Table located on the Game Chart.

BENCH PENALTY

2	4:00
3	6:00
4	8:00
5	12:00
6	4:00
7	10:00
8	14:00
9	6:00
10	8:00
11	12:00
12	14:00

Play the game as if you did not know that a penalty were going to be called. When the indicated time arrives, stop play, and assess the penalty. Continue play with a face-off. If the last action before assess-

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12.1 INTIMIDATION

Heavy hitting is very much a part of hockey. Those players who specialize in this style of play are singled out by means of a heavy black I or II in the upper right-hand corner of their cards. Many P situations on players' cards are followed by a number, ie. P3, P2. If a player rolls a P situation such as this, add the number of *intimidation points* (I = 1, II = 2) of on ice players for the defensive team. If these points are equal to or greater than the number appearing after the P, then treat the P situation as an *interception*. Roll two dice and consult the Interception Table for the results of the interception. Mark off one time sequence.

12.2 MISCELLANEOUS PASSING SITUATIONS

Please take note of the following rules:

1. If a pass is made to a position in which the offensive team does *not* have a player card, and the defensive team has a player card in the position opposite, then the pass is treated as an *interception* instead. Handle as you would any interception. If the position on the *defensive team* to which the interception goes is vacant, then the *offensive player retains puck control*. Mark off one time sequence.
2. If a pass is made to a position in which, once again, the offensive team does not have a player card, and the opposite position on the defensive team likewise does not contain a player card, then the *offensive player retains puck control*. Mark off one time sequence.
3. Certain P situations are followed by a "+". If the *offensive team is short-handed*, then the *player maintains puck control*. Whenever a player maintains puck control, one time sequence elapses.

12.3 PASSING FACTORS

If a player rolls a P situation, and his teammate subsequently rolls an "n"-type shooting situation on the next dice roll, then *add the passer's PS factor to the number before resolving the situation*. PS factors are not cumulative. Therefore, if two passes in a row are made, do not add the factors of both players. The factor to be used is that of the last player making a pass.

PS factors are not used when a team is either short-handed or on a power-play. In essence all players assume a "0" PS factor during these periods.

To repeat: Time does not elapse on a pass. If an interception occurs, or if a player maintains puck control, then one time sequence does elapse.

13.0 ICING

When an "I" is indicated on a player's card, then an icing has occurred. It is charged against the offensive team. The ensuing face-off is held in the *defensive zone* of the team which iced the puck.

If the offensive team is short-handed, then they cannot be charged with icing. The play is treated as an interception instead.

Automatic Icing: If a goalie has given rebounds to the attacking team on 2 successive shots ("R"-type situations count as 1 shot), then as soon as the defensive team gets puck control they must automatically ice it. *No time elapses on automatic icing.*

Icing by a Team on the Power-play: Although one cannot say that a team on the power-play never ices the puck, it is certainly a rarer occurrence than in even strength situations. When a player on a power-play team rolls an I, roll one die and refer to the following table:

1,2,3,4: Puck is shot into *defensive zone* of the penalty-killing team and frozen. Have a *defensive zone face-off*.

5,6: Icing by the power-play team.

The above ruling adds an extra offensive dimension to the power-play.

Timing on Icings: 1 time sequence except in automatic icing situations. Note that a team may automatically ice the puck any time it wishes. A team may automatically ice the puck when it is short-handed, but still no time elapses. Thus, there is no advantage to pulling this little "trick" during such situations. To allow this would be to destroy the whole power-play apparatus of the game.

14.0 PENALTIES

If an "X" is indicated on a player's card, then he is assessed a penalty.

1. Situations marked "Xh" mean that the player is assessed a penalty only if he is a member of the *home team*. Otherwise, it is an *interception*.
2. Situations marked "Xv" mean that the player is assessed a penalty only if he is a member of the *visiting team*. Otherwise, it is an *interception*.
3. Situations marked "Xc" are treated the same as "X" situations unless the optional Checking Game rules are being utilized.

When a penalty occurs roll all 3 dice. Compare the sum of the white dice with the player's Penalty Type column. If the penalty is one that involves players from both teams, then stop play immediately. Mark off 1 time sequence.

If the penalty involves only the player with the puck, then compare the green die with the following table:

Green Die	Result
1,2	<i>Delayed Penalty (Slow Whistle)</i>
3,4,5,6	<i>Stop Play Immediately. Mark off 1 time sequence.</i>

The following procedure is used in delayed penalty situations:

1. Replace the goalie with another skater.
2. Roll two dice and refer to the Interception Table.

a. If there is a player at that position, place the puck

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Playing Short-Handed: When playing short-handed, sum the defensive ratings of all players on ice for the short-handed team. Refer to the PK Adjustment Table on the Game Chart.

PK ADJUSTMENT

18	10
17-16	9
15-14	8
13-12	7
11-10	6
9-8	5
7-5	4
4-0	3

Obtain an *adjusted defense*. This is the defense to be used. If the sum of the ratings, for example, were 18, then the adjusted defense would be 10.

If an opponent pulls their goaltender to create a 1-man advantage, then the team with the lesser number of skaters is *not* considered to be short-handed.

Manpower Advantage (Power-Play): The defense for a team with a manpower advantage is equal to the sum of the defensive ratings of the 2 players in the *defense positions (point men)* plus the average of the players in the *forward positions*. Using the previous arrangement, and ignoring the sixth skater, the defense would be:

$$(LD + RD) + (LW + C + RW)/3 = (3 + 4) + (2 + 3)/3 = 7 + 8/3 = 9 \frac{2}{3} = 10$$

Pulling the Goalie: The defense for a team which pulls its goalie is equal to the sum of the defensive ratings of both players in the *defense positions* plus the average of all players in the *forward positions*. Using the previous arrangement, including the sixth skater who is considered a forward, the defense would be:

$$(LD + RD) + (\text{forwards}/4) = (3 + 4) + (11/4) = 9 \frac{3}{4} = 10$$

A team which pulls its goalie is *not* considered to be on the power-play unless it is on the power-play at the time it pulls the maneuver.

BASIC GAME DEFENSES: All rules are stated in terms of the Advanced Game. This is the first of a number of inserts for those who wish to play the Basic Game. The Basic Game is somewhat simpler, but whether it is quicker to play will depend on the individual(s). Sections which do not contain Basic Game inserts are the same in both the Basic and Advanced versions.

On each Team Chart are listed the following categories:

1. Regular/PP Defense
2. Short-Handed (1)
3. Short-Handed (2)

These defenses are used instead of zone defenses. Therefore, ignore the individual player defensive ratings. In a 5-5, 4-4, 3-3, or power-play situation, use the *Regular Defense* factor. When a team is short one (1) man due to penalties, use the *Short-Handed (1)* factor; two (2) men, use the *Short-Handed (2)* factor.

9.0 SHOOTING SITUATIONS

Shooting situations are actually shooting *possibilities*. They will result in shots only if the player in question can "beat" the defense against him.

Three (3) types of shooting situations are defined in the game: "n"-type, ""-type, and "R"-type. The explanations are as follows:

"n"-type: This consists of any number which stands alone. Included are numbers 2 through 14. Compute the opposing defense as per Section 8.2. If this number (the computed defense) is *equal to or less than* the number which was rolled on the player's card, then the result is a *shot*. A *greater than* comparison between computed defense and "n"-type shooting situation results in an *interception*.

""-type: This consists of any character combinations which include an asterisk (*). In this category appear the following: *, *9, *8, *7, *6, *5, and *h. The resolution of this type shooting situation differs from that of an "n"-type shooting situation: Add the defensive ratings of the two players in the *defense positions* (remember that forwards may need to be adjusted). Once again, if this figure (the sum of the 2 ratings) *equals or is less than* the ""-type situation rolled on the player's card, then the outcome is a *shot*. If it is *greater than*, then the result is an *interception*. An "" is an automatic shot.

"R"-type: This situation is indicated by the letter "R". It is an *automatic shot*.

10.0 SHOTS/GOALIE SAVES

All shots are considered to be on goal, but a player's ability to score goals is limited by his shooting ranges (N,S). At this point the dice range concept is utilized. Each skater has an "N" and an "S" range printed on their card. Additionally, certain players have two (2) ranges listed after "N", i.e. 2-7 (3-2). The range in parentheses is to be used *exclusively* when that player takes a power-play shot. In all other situations (except short-handed) the first range is utilized. The "S" range is used on all shots taken while penalty-killing.

If a shot is to be taken, roll the dice and consult the appropriate shooting range. If the roll is in the printed range, then there is the possibility of a goal. If the roll is out of the printed range, then no goal can be scored.

10.1 POSSIBLE GOAL

Roll the dice and consult the opposing goalie's card. Complete the action indicated thereon. The meaning of the codes is explained on the Goalie Card sheet which is included in the Appendix which follows the text. If the shooting situation which precipitated the shot was an "R"-type, then there is a

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FACE-OFF

	1	2	3	4	5	6
2	C ^h	RD ^v	RW ^h	LD ^h	LW ^v	C ^v
3	LW ^v	LD ^v	LW ^h	RW ^v	C ^v	RD ^h
4	RD ^h	C ^h	LD ^h	C ^v	RD ^v	AA ^h
5	RW ^h	LD ^h	C ^h	LW ^h	RW ^v	LW ^v
6	LD ^v	RW ^v	LW ^h	RD ^v	C ^v	LD ^h
7	LW ^h	LD ^v	C ^v	C ^h	RW ^h	LW ^v
8	LD ^h	RW ^h	RD ^h	LW ^v	RD ^h	C ^h
9	LD ^v	RD ^v	RW ^h	RW ^v	C ^h	LW ^h
10	RW ^v	C ^v	LW ^v	C ^v	LW ^h	RD ^v
11	RD ^h	RW ^v	RD ^v	LW ^v	RW ^v	RW ^v
12	C ^v	LW ^v	RD ^h	RW ^h	LD ^v	C ^h

The readouts for the green die are across the top. The white dice are summed and their readouts appear at the left of the table. By cross-referencing determine to which position on the ice the face-off is won.

EX: The dice roll is 3-11. The face-off goes to the RD-Visitors.

Put the puck marker at the position to which the face-off is won. If a face-off goes to a position in which there is no player card, then have another face-off. Continue rolling the dice until the face-off is won to a position in which there is a player card.

All things being equal, each team has a 50-50 chance of winning the face-off. If one player is better at taking face-offs or one of the teams enjoys a man advantage (power-play), then this can tip the balance.

6.1 SPECIAL FACE-OFF RATINGS

It has been established that certain players are more adept at winning face-offs than others. Therefore, all centers, and wings who were part-time centers, are rated for their ability to control the face-off. The ratings are as follows:

- Standard - No special coding. The majority of centers fall into this category.
- Excellent - Centers rated with an "A" after their name.
- Superior - Centers rated with an "AA" after their name.

The following general rules apply when handling face-offs:

- Std vs. AA - The AA center wins the face-off in all situations marked with either an A or AA.
- Std vs. A - The A center wins the face-off in all situations marked with an A. There is no effect in AA situations.
- A vs. AA - The AA center wins the face-off in all situations marked with an AA, but in A situations there is no effect.

AA vs. AA - No effect.

A vs. A - No effect.

Std vs. Std - No effect.

Although any player may take a face-off, it is assumed that the on ice player with the best face-off rating will take the draw for his team. He does not need to be in the Center position in order to be considered as taking the face-off.

6.2 DEFENSIVE ZONE FACE-OFFS

When a team ices the puck, or its goalie freezes the puck, then the ensuing face-off will be held in that team's *defensive zone*. This creates a potentially dangerous situation. Should the face-off be won by the opponent, then add two (+2) to any "n"-type shooting situation. There is no effect in "v"-type situations. This bonus lasts only for the time sequence immediately following the face-off. It only applies when a shooting situation is rolled directly after the face-off. Should a pass or other action take place *before* the shooting situation, then the advantage is lost. To repeat: Defensive zone face-offs *only* occur after icings or situations in which the goalie freezes the puck, ie. F, X, etc..

Below are some examples of the general rules in their application.

Visitors Home Dice Roll Outcome

AA	AA	3-4	LD-h. There is no effect.
A	AA	3-10	LW-h. Normally this face-off would go to the LW-v, but the presence of the AA center for the home team causes it to be won to the LW-h instead.
A	A	4-9	RW-v. There is no effect.
A	AA	5-4	RD-v. As described previously the AA center wins all face-offs marked with an AA. He would not, however, win situations marked A. There is no effect in these circumstances.
Std	AA	1-9	LD-h. The AA center wins the face-offs marked either A or AA.
Std	A	3-10	LW-v. The A center wins the face-off in all situations marked with an A, but not an AA.

Power-Plays: If a team is on the power-play, it wins the face-off in all situations labeled "PP" on the Face-Off Table. Assume a dice roll of 2-7. If the home team were on the power-play, they would win the face-off regardless of the rating of the visiting center. The puck would go to the LD-h.

Timing on Face-offs: 0 time sequences