



HOCKEY BONES

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Thank You

I want to put my thank you's right up front. I know it's unorthodox but I want to let the many people that helped me out on this project how much it means to me.

Rick Cole is first, he has led the charge for a great hockey game for many years. Without him this game would not be here today. Andy Lewis is my goto guy for so many things, can't express my gratitude to him enough. Brian Van Wyk continues to carry the banner for the FaceOff Hockey computer version and is a tireless advocate of the game. My wife Amy and son Michael have put with play testing and endless dialogue from me and for that family rock I am grateful. And last all the guys that have helped keep FaceOff Hockey alive for all these years. The old friend isn't going far, but the times they move on. Stick with it guys the future is bright.

If you have any questions, thoughts or just want to say hi. Feel free to visit the PT Games website and forums at www.sports.ptgamesinc.com with any questions or comments.

1.00 INTRODUCTION

Hockey Bones is a complete simulation of the bone crunching-game of professional ice hockey. It does not cut corners with detail and includes every facet of the fastest team sport in the world. Rules and guidelines are included for solo to league play. When a game term is defined for the first time in these instructions in **bold italics**, please refer to Chart 1 for skater or goalie's card for a general description of the term and where it is located on the player's card.

2.00 GAME PARTS

The game parts are as follows:

- 1 Playing Board (3 Pieces)
- 3 Game Charts (Fast Lookup, Skater and Goalie card details)
- 1 Puck Marker
- 4 dice (1 blue, 1 red, 2 white)
- 1 set of Demo Player Cards. Complete sets are available for separate purchase.
- 10 Scoresheets
- 1 Rulebook

3.00 USING THE DICE

The dice in Hockey Bones are read in one of two ways. In either method, the red and blue dice are always read separately as values of 1 through 6. The 2 white dice are always summed together for a value of 2 through 12.

Chart Results

3.10 Chart results

When reading a result from the **Action Code** matrix on a player's card or a result from one of the game charts, the value of the blue die is used to find the column and the value of the white dice is used to find the row. The cross-reference of these two values yields the result.

Example: In Appendix 1, for the D card, a blue die result of 2 with a white dice total of 8 would yield an action code result of 13. A blue die result of 5 and a white dice total of 7 would yield an action code result of R.

Dice Ranges

3.20 Dice Ranges

Often in Hockey Bones, a rating will appear as a hyphenated set of values such as 2-10 or 3-6(3). These are referred to as dice roll ranges and are used to determine such things as potential goals, misconduct penalties, bench penalties, or assists.

To determine if a dice roll is within the given range, compare a single roll of all four dice to the range value. For a dice roll to be considered "in range" of the range value, one of the following conditions must be true:

- The value of the blue die roll is less than the value of the first number. OR
 - The value of the blue die roll is equal to the value of the first number and the value of the white dice total is less than the value of the second number. OR
 - If no parenthesized value follows the range, i.e. 2-10: The value of the blue die roll is equal to the value of the first number and the value of the white dice total is equal to the value of the second number. OR
 - A parenthesized value follows the range, i.e. 3-6(3): The value of the blue die roll is equal to the value of the first number and the value of the white dice total is equal to the value of the second number and the red die is equal to or less than the value of the parenthesized number.
- All other dice roll results are considered to be NOT "in range".

Example 1: For a dice roll range of 3-6(3), a blue die result of 1 or 2, OR a blue die result of 3 with a white dice total of 2 through 5, OR a blue die result of 3 with a white dice total of 6 and a red die result of 1, 2, or 3 would all be considered "in range". All other dice roll results would be considered out of range.

Example 2: For a dice roll range of 2-10, a blue die result of 1, OR a blue die result of 2 and a white dice total of 2 through 10 would all be considered "in range". All other dice roll results would be considered out of range.

Example 1: For a die roll of 3 blue, 7 white (combined), 2 red. The Following player is not "in range" because the Blue die must be a one.

	Max Pacioretty
N 1-7(3)	LW
P 1-7(3)	[6.5]
D 1-7(3)	GP52
S 1-3	Montreal

	Blue	White	Red
N	1	2-7	3
P	1	2-7	3
D	1	2-7	3
S	1	2-3	

4.00 GAME SET-UP

Choose the two teams that will play. Designate one team as the home team and one team as the visiting team. Each team is allowed to dress 18 skaters and 2 goalies. The normal breakdown of skaters (forwards/defensemen) is 11/7, 12/6, or 13/5.

Place your starting line-ups (3 forwards, 2 defensemen, and 1 goalie) in their respective positions (as indicated) on the Playing Board. Players on the Playing Board are considered to be on the ice.

Organize the remaining players into line changes and place on the bench display.

It is suggested that the remaining players are organized in forward lines (LW/C/RW) and defensive pairings for ease of play. You are now ready to begin play by first checking for bench penalties (Section 5.00, BENCH PENALTIES) and then rolling for the opening face-off (Section 7.0, FACE-OFFS). Play then begins by rolling the dice and reading the results off of the player's card of the player who won the face-off (Section 8.00, ACTION CODE RESULTS). The player will then either take a shot on goal (Section 10.00 SHOTS ON GOAL) that the goalie will have to play (Section 11.00 GOALIES) OR there will be an interception to the opposing team (Section 12.00 INTERCEPTIONS), OR a pass to a player on the same team (Section 13.00 PASSES), OR a penalty (Section 14.00 PENALTIES) OR play will stop with an Icing or an infraction of some kind.

5.00 BENCH PENALTIES

Before play begins, and before the start of every period, a check is done to see if any team will be assessed a bench minor penalty in that period of play.

Each team will have a dice range rating for Bench Penalties. Roll once for each team before each period. If the dice roll result is "in range" for that team's Bench Penalty rating, that team will be assessed a bench minor 2-minute penalty in this period. Roll three dice and refer to the Bench Penalty table. If the blue die total is 1, 3, or 5, look in the O (Odd) column for the white die total. If the blue die total is 2, 4, or 6, look in the E (Even) column for the white die total. This is the time of the bench minor penalty in the coming period of play. The penalized team may sit any player dressed for the game except for a goalie for the 2 minute bench minor penalty.

6.00 TIMING

The basic unit of time in Hockey Bones is a 24 second period of time called a "time sequence". Most action in the game use 1 time sequence.

Hockey is played in three 20-minute periods. For convenience, the time sequences on the timekeeper are organized in 2-minute sections. Gray boxes represent line change intervals.

As each time sequence is used, move the token to the left on the timekeeper.

When the timekeeper reaches one segment after :24, the period is over. When all three periods have been marked off, the game is over. If a regular season game is tied after 3 periods, a 5-minute overtime period is played (12 time sequences).

Action Sequence

6.10 Actions that take 1 time sequence

Actions that take 1 time sequence of time occur ONLY when reading a result off of a skater's (NOT goalies) action code matrix on the skater's card. The following action codes from a skater's action code matrix take 1 time sequence of time:

- Shot result
- Interception result
- Pass result (while not on power play)
- 2nd consecutive pass result on power play (1st pass result on power play uses NO time sequences)
- Infraction or Icing result
- Penalty result

6.20 Actions that take NO time sequences

Any dice roll that does not result in reading a result from a skater's action code matrix takes NO time sequences of time. This includes the following:

Any result read off the Game Charts (face-offs, assists/retaliation, exact timing)

- Any result read off a goalie's card
- Checking for Game Misconducts, Misconducts, Bench Minors
- Shot attempts
- Clearing attempts
- Any other dice roll that does not refer to the action code matrix of a skater's card

Important note: The ONLY action code from a skater's action code matrix that DOES NOT take 1 time sequence is the first consecutive pass for a player on the power play. The second consecutive pass on a power play DOES use 1 time sequence as normal (and results in an automatic shot on goal).

6.30 Exact Timing

Although it has no effect on play, those desiring realistic statistics may wish to determine the exact time a goal was scored or a penalty occurred.

To determine the exact time of a goal or penalty, roll three dice and refer to the EXACT TIME TABLE on the Game Chart. Add the seconds indicated to the end of the time of the preceding time sequence. The result is the exact time of the occurrence.

Example: If a goal were scored in the 12:24 to 12:48 time sequence of a period, then 12:24 would be the starting point. Assume that the dice roll produced a table reading of ":09". This would be added to the time of 12:24 to give an exact time of 12:33.

Shifts and Shift Ratings

6.40 Shifts and Shift Ratings

Each player is given a Shift Rating on his card that reflects the average ice time per game this player should receive for maximum statistical accuracy. A shift is measured in 2-minute increments (5 time sequences). A half-shift is two time sequences. If a player plays 3-5 consecutive time sequences, they are charged with one full shift of play. If a player plays 1-2 consecutive time sequences, they are charged one half shift of play.

A player may not play more than 5 consecutive time sequences unless they have possession of the puck when a team changes players 'on the fly'. (See Section 6.41, Player Changes.)

Player Changes

6.41 Player Changes

Skaters are normally required to leave play after 2 minutes (1 shift – 5 time sequences). Any and all players may be changed freely after any stoppage of play. Those players you wish to change are removed from the Playing Board and replaced. Once a skater has been removed from the ice, he must 'rest' at least 3 time sequences before returning to play.

Players may be changed "on the fly" (without a stoppage in play) freely EXCEPT for the skater who has possession of the puck.

This skater may be replaced as soon as he loses possession of the puck.

Goalies leaving "on the fly" may not return to the game until after a stoppage in play.

A skater returning from a penalty may return to the ice OR may go straight to the bench and be replaced by any other skater who will go on the ice in his place.

7.00 FACE-OFFS

After checking for bench penalties, play begins with a face-off. Face-offs are held at the beginning of every period of play and after every stoppage of play.

Roll the blue and 2 white die and refer to the FACEOFFS chart on the Game Chart. Cross-reference the blue die result across the top with the white dice total along the side to determine which position on the ice wins the face-off and possession of the puck. Place the puck marker on the card of the player who won the face-off. Play will begin by rolling the dice and reading a action code from this player's card.

Example: A blue die result of 3 with a white dice total of 7 would indicate LW-H, face-off is won by the player playing in the home team's left wing position on the Playing Board.

If a face-off result goes to a position where there is no player card, re-roll for another result from the FACEOFFS chart on the game board. Continue to re-roll until the face-off is won to a position with a player card.

7.10 Face-offs on the power play

If a power play is going on, and a face-off result is marked with the code "PP", then the face-off is won to the position indicated on the power play team. Ignore the home or visitor designation.

7.20 Ace Face-off players

A AA

Some players have a special Face-off rating to indicate their proficiency at winning face-offs. A skater will either have no rating, an **A** rating, or an **AA** rating for taking face-offs. It is assumed that the on ice player with the best face-off rating will take the draw for his team. The player does not have to be playing in the Center position on the Playing Board to take the face-off.

The following modifications to the FACEOFFS chart on the Game Chart is made for Ace face-off players:

- No rating vs. no rating: No modifications.
- No rating vs. **A** rating:

A face-off rated player wins all face-offs marked with an **A** for his team. No modification for face-offs marked with an **AA**.

- No rating vs. **AA** rating:

AA face-off rated player wins all face-offs marked with either an **A** or **AA** for his team.

- **A** vs. **A** rating: No modifications.

- **A** rating vs. **AA** rating:

AA face-off rated player wins all face-offs marked with an **AA** for his team. No modification for face-offs marked with an **A**.

- **AA** vs. **AA** rating: No modifications.

7.30 Defensive zone face-offs

When a team ices the puck, or its goalie freezes the puck for a face-off, then the ensuing face-off will be held in that team's defensive zone. If the offensive team wins the defensive zone face-off and the next dice roll off a player's card action code matrix is a numeric value (1, 2, 3, ..., 14) (Section 8.00), add two (+2) to the numeric value. (i.e. 1 becomes 3, 2 becomes 4, 6 becomes 8, etc.) Any value larger than 14 is considered an automatic shot on goal.

This bonus applies only for the time sequence immediately following the face-off and only applies if the numeric value action code (1, 2, 3 ..., 14) is obtained directly after the face-off. If any other action code is obtained directly after the face-off, the bonus is lost.

8.00 ACTION CODE RESULTS

Once a player has possession of the puck, play continues with a roll of all four dice. The blue die result determines which column to use on the skater's action code matrix and the white dice total determines which row is used. The cross-reference of the two values yields an action code result. The red die is used by some action codes to determine the end play result. *Example, where a pass or interception goes.*

Goalies have their own set of different Action Codes that are covered in Section 11.00, GOALIES.

8.10 Explanation of Action Code Results

Whatever the action code result, only one of five possible outcomes will be the end result:

- A shot on goal. (See Section 10.00 SHOTS ON GOAL) The opposing team's goalie card will determine after a shot attempt if a goal is scored, if the puck is frozen for a face-off, or which team takes possession of the puck.
- An interception. (See Section 12.00 INTERCEPTIONS) A player on the opposing team gains control of the puck.
- A pass. (See Section 13.00 PASSES) A player on the team with the puck retains control of the puck. This can be the player currently with the puck or another player on the same team.
- An infraction or icing. Play stops and a face-off is held.
- A penalty is assessed. (See Section 14.00 PENALTIES) Play stops, the penalty or penalties are given out, and a face-off is held.

In addition to the Action Codes listed here, there are three SPECIAL Action Codes (+, ?, S) which can override the regular Action Code result. Their usage and conditions are described in Section 8.20 SPECIAL ACTION CODES.

The following are the possible action code results from a skater's action code matrix:

1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14: If this numeric value EQUALS or EXCEEDS the value of the opposing TEAM DEFENSE (See Section 9.00 TEAM DEFENSE), a shot on goal results. If the numeric value is LESS, then an interception occurs. This numeric value can be increased by two (+2) due to a defensive zone face-off. (See Section 7.30) This numeric value is increased by one (+1) if the player is currently on the power play.

This numeric value is decreased by two (-2) if the two teams are playing 5 on 5 (ONLY) AND the player in the position on the playing board directly across from this player has a defensive Shadow rating on his card. ●

This numeric value is decreased by two (-2) if the player is a forward playing at a forward Position for which he is not rated to play. (i.e. Player rated LW only is playing in the RW or C position on the Playing Board.) This reduction applies ONLY when the two teams are playing five skaters on five skaters.

See Sections 17.00 Fatigue, 18.00 Injuries, and 20.00 Checking Game for other possible modifications.

All increases and reductions are cumulative. (i.e. A player on the power play (+1) getting the puck off a defensive zone face-off (+2) would have numeric value results increased by three (+3)

total.

After any modifications, any value greater than 14 is treated as a * action code result and any value less than 1 is treated as 1.

*: Automatic shot on goal result.

R: Automatic shot on goal result with a Rebound possibility.

(See Section 11.20, Rebound Shots.) If the opposing team has an empty net (goalie pulled), treat as a * result instead.

*H: Automatic shot on goal result if the player is on the home team. Otherwise, an interception occurs.

*H2, *H3, *H4, *H5, *H6, *H7, *H8, *H9: If the player is on the home team AND the numeric value after the H EQUALS or EXCEEDS the visiting team's TEAM DEFENSE, a shot on goal results. Otherwise, an interception occurs.

*D2, *D3, *D4, *D5, *D6, *D7, *D8, *D9: If the numeric value after the D EQUALS or EXCEEDS the sums of the Defensive Ratings of the players occupying the LD and RD positions on the Playing Board of the opposing team, a shot on goal results. Otherwise, an interception occurs.

Treat this result as an interception if the player is a forward playing at a forward position for which he is not rated to play. This penalty applies ONLY when the two teams are playing five skaters on five skaters

Note: The defensive ratings of the players playing the LD and RD positions may be modified in some circumstances. (See Section 9.10.)

PASS

+2

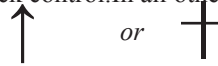
@: If the player is NOT on a SHORT-HANDED team (player is on even strength or power play team), compare the red die result to the total of the Passing Factors (i.e. PASS +2) of all players of the puck carrier's team on the ice EXCLUDING the puck carrier. If the total of the passing factors EQUALS or EXCEEDS the red die result, a shot on goal results. Otherwise, an interception occurs.

P: An automatic pass result if the player is NOT on a SHORT-HANDED team. Team with puck retains control with red die being used to determine which player gains control of puck. (See Section 13.00) If the player is on a short-handed team, an interception occurs.

PP: Automatic pass result if the player is on a team on the POWER-PLAY only. Otherwise, an interception occurs.



P1, P2, P3, P4, P5: Possible pass result affected by the opposing team's Intimidation factors. If the player is NOT on a SHORT-HANDED team AND The numeric value following the P is GREATER than the total number of intimidation bars on the opposing team, a pass result occurs and the team with the puck retains puck control. In all other cases, an interception occurs.



Pf1, Pf2, Pf3: Possible pass result affected by the opposing team's Forechecking Ratings when this player is playing in the LD or RD positions on the Playing Board. If the player is on a team on the POWER PLAY OR The player is on a team playing at even strength or short-handed and the numeric value after the Pf is GREATER than the total number of forechecking arrows on the opposing team for players playing in a forward position (LW, C, RW), a pass result occurs.

In all other cases, an interception occurs and the player receiving the interception takes an automatic shot on goal. If the player is not playing in the LD or RD positions on the Playing Board, treat Pf1, Pf2, Pf3 results as P1, P2, and P3 results respectively instead.

X: Penalty is assessed to the player with the puck.

XH: Penalty is assessed to the player with the puck if that player is a member of the home team. Otherwise, an interception occurs.

XV: Penalty is assessed to the player with the puck if that player is a member of the visiting team. Otherwise, an interception occurs.

X1, X2, X3, X4, X5: Penalty is assessed to the player with the puck if the red die result is LESS THAN or EQUAL to the numeric value following the X.

#: Infraction. (Offsides, offsides pass, puck frozen, etc.) Play stops and a neutral zone face-off is held.

I: Icing. Play stops and a defensive zone face-off is held in the defensive zone of the team that iced the puck. (See 7.30) If the player is on a SHORT-HANDED team, it is an interception result instead.

8.20 Special Action Codes

There are three special action codes that can take precedence over or apply in addition to the regular action code result. These are:

+: Penalty Killing. If the player is on a team playing SHORT-HANDED, ignore the normal action code result at this location. Instead, the player retains possession of the puck and penalty kills 1 time sequence of penalty time.

?: Possible Injury (See Section 18.00, INJURIES.) This code is in ADDITION to the normal action code result at that location. Complete the play as normal, then determine if an injury occurs.

S: Pressure Offense. (See Section 19.00, PRESSURE OFFENSE.) If EITHER team on the ice is in the Pressure Offense mode, ignore the normal action code result at this location and treat this result as an automatic shot on goal result instead.

9.00 TEAM DEFENSE

When a player obtains a numeric value action code result (1,2,3,...,14) or a *Hn result (*H2,*H3, ... ,*H9), the number is compared to the opposing team's TEAM DEFENSE rating to see if a shot on goal results or an interception results. If the number EQUALS or EXCEEDS the TEAM DEFENSE rating, then a shot on goal results, otherwise an interception occurs.

3 44

9.10 Adjustments to Individual Defensive Ratings

Each player has an individual **Defensive Rating** in the lower right of his card. (The smaller number present, if any, is the player's **Clearing Rating**. See Section 11.20 Rebound Shots.) Depending on the current situation on the ice, the individual defensive ratings are totaled (with some adjustments) to provide the TEAM DEFENSE rating.

Forwards playing the LD or RD position on the Playing Board in a power-play situation have a defensive rating of the LESSER of 1 or their own defensive rating.

Forwards playing the LD or RD position on the Playing Board in ANY other situation (non power-play situations) have a defensive rating of 0.

Defensemen with a defensive rating of 5 playing in a forward position on the Playing Board have a defensive rating of 4.

Fatigue rules can also affect a skater's defensive rating. See Sections 17.00 Fatigue.

9.20 Team Defense - 5 Skaters on 5 Skaters

This situation occurs when both teams are playing with 5 skaters on the ice.

The Team Defense against a player playing in the LW or LD positions on the Playing Board is:

$RW + RD + C$ (Center adjusted, see Section 9.21)

The Team Defense against a player playing in the RW or RD positions on the Playing Board is:

$LW + LD + C$ (Center adjusted, see Section 9.21)

The Team Defense against a player playing in the C position on the Playing Board is:

$LD + RD + C$ (Center no adjustment) - 2

9.21 Adjusted Center Defensive Rating

This adjustment ONLY applies when playing 5 skaters on 5 skaters and only for the situations noted above. Players playing in the C position on the Playing Board with a defensive rating of 4 or 3 are reduced to 2. A defensive rating of 2 is reduced to 1. Defensive ratings of 0 and 1 are not adjusted.

This adjustment is printed on the Game Charts as a reminder.

Example: Assume the following defensive ratings - LW - 2, LD - 3, C - 3, RD - 4, RW - 3.

A player playing LW or LD on the opposing team would be facing a Team Defense of 9 ($RW+RD+C_{adj}$) = (3+4+2).

A player playing RW or RD would be facing a Team Defense of 7 ($LW+LD+C_{adj}$) = (2+3+2).

A player playing C would be facing a Team Defense of 8 ($LD+RD+C-2$) = (3+4+3-2).

9.30 Team Defense - 4 Skaters on 4 Skaters

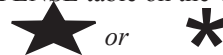
The Team Defense against a player playing in ANY position on the Playing Board is found by totaling the defensive ratings of ALL opposing players on the ice and cross-referencing the total with the appropriate line on the TEAM DEFENSE table on the Game Chart.

9.40 Team Defense - 3 Skaters on 3 Skaters

The Team Defense against a player playing in ANY position on the Playing Board is found by totaling the defensive ratings of ALL opposing players on the ice and cross-referencing the total with the appropriate line on the TEAM DEFENSE table on the Game Chart.

9.50 Team Defense - Short-handed

The Team Defense for a short-handed team is found by totaling the defensive ratings of ALL short-handed players on the ice and cross-referencing the total with the appropriate line on the TEAM DEFENSE table on the Game Chart.



9.51 Ace Penalty-Killers

After a Team Defense total for the short-handed team has been obtained from the TEAM DEFENSE table, add one (+1) to that total for each player on the short-handed team with an Ace Penalty Killer rating.

9.60 Team Defense - Power Play

The Team Defense for a power play team is:

$LD + RD + 2$ (Note: See Section 9.10 for adjustments)

9.70 Team Defense - Goalie Pulled

If a team pulls their goalie for an extra skater, the Team Defense for the team that pulled their goalie is calculated from one of the conditions above (Sections 9.20 - 9.50) as if they did not have an extra skater. Then add one (+1) for the extra skater.

Example: Team pulls their goalie for a 6 on 5 advantage. Calculate Team Defenses as if a 5 on 5 situation exists. Add 1 to the Team Defense of the team with the extra skater.

10.00 SHOTS ON GOAL

Once an action code from a skater's card indicates a successful shot on goal attempt (See Section 8.00), reference will be made to the player's appropriate **Shooting Range** and the opposing goalie's card to determine if a goal has been scored.

Each skater has four shooting ranges on their cards. The range used depends on the player's position on the Playing Board and the game situation. The procedure is the same no matter which range is used.

All four dice are rolled and compared to the appropriate shooting range to see if the shot on goal is "in range" (See Section 3.20).

If the shot is "in range" it has the potential to be a goal scored.

Note: If a shot on goal is NOT "in range", it is still counted as a shot on goal for statistical purposes.

Whether the shot on goal is "in range" or not, play continues by checking if the shot was blocked (See Section 10.70 Blocked Shots) using the same dice roll. If the shot was not blocked, roll the four dice again and check the goalie's card for the goalie's action code result. (See Section 11.00 GOALIES.)

After the goalie's card is checked, there may be a possibility for a 2nd shot on goal on the same time sequence. (See Section 11.20 Rebound Shots.)

10.10 N - Normal Shooting Range

A player uses this shooting range in all NON POWER-PLAY, NON SHORT-HANDED situations (5 on 5, 4 on 4, 3 on 3, 6 on 5 with goalie pulled, etc.) when one of the following is true:

Forward playing LW, RW or C positions on the Playing Board.

Defenseman playing ANY position on the Playing Board.

10.11 Forwards Special N-Range Conditions

A forward playing LD or RD on the Playing Board on the POWER-PLAY (not even-strength) also uses his N range if one of the following is true:

- Taking the 2nd shot of a Rebound Shot. (See Section 11.20)
- Taking an automatic shot as a result of a 2nd consecutive pass on the power-play. (See Section 13.00.)
- Taking a shot because of an @ or Pf action code. (See Section 8.00.)

10.20 P – Power Play Shooting Range

A player on the POWER-PLAY uses this shooting range when one of the following is true:

- Forward playing LW, RW or C positions on the Playing Board.
- Defenseman playing ANY position on the Playing Board.

10.30 S – Shorthanded Shooting Range

ALL players, regardless of position, use this shooting range when playing on the SHORT-HANDED team killing a power-play.

10.40 D – Defense Shooting Range

Forwards use this range in place of either their N – Normal Shooting Range or P – Power Play Shooting Range (as appropriate) when playing in the LD or RD position on the Playing Board. Note the exceptions listed for forwards under Section 10.11.

10.50 Empty Net Shooting Range

When shooting at an empty net, the following ranges apply for all players:

N, P, D Shooting Ranges become 4-12.

S Shooting Range becomes 2-12.

An “in range” shot is a GOAL. Otherwise, no shot happens. Refer to the red die value. If it is 1, 2, or 3 it is an Icing instead for the shooting team. Otherwise, the puck is intercepted to the extra skater on the team that pulled their goalie.

10.60 Penalty Shot Shooting Range

When shooting on a penalty shot, the range for all players is 3-6. If the shot is “in range”, it is a GOAL. If the shot is not “in range”, the goalie makes the save and a defensive zone face-off is held. (It is still scored as a shot on goal in either case.)

The shootout mechanism can be used to resolve penalty shots.

10.70 Blocked Shots

B

Some forwards will have the B symbol on their card.

If 1 blocker on the ice then 3 on 2d6 is a potential block

if 2 blockers then 3 or 11

if 3 blockers then 2, 3, or 11 if 4 blockers then 3 or 9

if 5 blockers then 3 or 8

Only 3 blockers on the ice count unless: You are on the PK.

If you are playing in checking 1 game, then you can count 4

if you are playing in the checking 2 game, then you can count 5.

If a shot is blocked, it is treated as an interception - refer to the red die and look at the shooter’s card (under the Pass column) to see which opposing player intercepts the puck.

If a shot is screened, subtract one (-1) from the blue die to determine if the shot is “in range”.

Blocked Shot
1B = 3
2B = 3, 11
3B = 2, 3, 11
4B = 3, 9
5B = 3, 8
1, 2 = Screen
3, 4, 5, 6 = Blocked

11.00 GOALIES

After rolling for the shot, if the shot is not blocked, roll all four dice again and consult the goalie’s card for the final result of the shot on goal.

11.10 Goalie Action Codes

The following are the possible action code results from a goalie’s action code matrix:

F: SAVE. Puck frozen. Defensive zone face-off. (See 7.30.)

F?1: SAVE. Puck frozen. Defensive zone face-off. Goalie injured for rest of game if red die value is 1.

FG: “In Range” Shot – GOAL! Otherwise, treat as an F result.

LW, LD, C, RW, RD: SAVE. Puck goes to indicated position on the Playing Board on the goalie’s team.

LWG, LDG, CG, RWG, RDG: “In Range” Shot – GOAL! Otherwise, treat same as LW, LD, C, RW, RD result.

*lw, *ld, *c, *rw, *rd: “In Range” Shot – GOAL! Otherwise, SAVE and puck goes to indicated position on the Playing Board on the shooting team.

If, for any of the above action codes, the action code indicates the puck going to a position where there is no player (due to penalties), treat as an F result instead.

R: SAVE. Possible Rebound Shot. See Section 11.20. If this result is obtained on the second shot of a rebound situation, treat as an F result instead. (There can never be more than a total of two shots in any time sequence of play.)

X: SAVE. Puck frozen. Defensive zone face-off. Goalie is assessed a penalty. (See Section 14.00 Penalties.)

X1, X2, X3, X4, X5: SAVE. Puck frozen. Defensive zone face-off. Goalie is assessed a penalty if the red die value is EQUAL TO or LESS than the numeric value following the X. Otherwise, treat as an F result.

PS1: SAVE. Possible penalty shot. If no penalty shot, treat as an F result. Refer to the red die value. If it is 1, re-roll the red die. If the re-roll is a 1 or a 2, a penalty shot takes place. Refer to Section 10.60 on how to resolve the penalty shot attempt.

11.20 Rebound Shots

2 2

If the original action code from the skater’s card was an R result OR the action code off the goalie’s card is an R result, a possible Rebound Shot will occur. In the case of the R result coming from the skater’s card, ignore any result on the goalie’s card other than one that results in a GOAL being scored. (If a goal is scored, there is no rebound shot.)

Check the red die value and refer to the rebound chart on the goalie’s card to see which player on the shooting team has a possible rebound shot. If the red die value is a six, re-roll and refer to the lower rebound chart on the goalie’s card to see which player on the shooting team has the possible rebound shot.

44 21

To determine if the player on the shooting team with the puck gets a rebound shot, total the Clearing Ratings of the players in the LD and RD positions on the Playing Board for the defensive team. Only a player rated to play a defensive position will have a Clearing Rating. A forward playing in the LD or RD positions on the Playing Board has a Clearing Rating of zero.

S

If ANY player in the LW, C or RW positions on the Playing Board for the SHOOTING team OTHER than the player with the puck has a Screening Rating on their card AND the shooting team is NOT playing SHORT-HANDED, subtract one (-1) from the defensive team's Clearing total. Treat a defenseman playing in a forward position for the shooting team as if they had a Screening Rating on their card. There is no effect if more than one player on the shooting team has a **Screening Rating**. The most that is subtracted is one (-1).

Take the final Clearing total after any Screening and roll all four dice and refer to the CLEARING TABLE on the Game Chart.

Check to see if the blue and white die roll is "in range", the defensive team has cleared the puck and an interception occurs for the shooting team instead of a rebound shot.

If the dice roll is not "in range", the defensive team has NOT cleared the puck and a second (rebound) shot has occurred. Resolve the shot as noted in Sections 10.00 and Section 11.00.

12.00 INTERCEPTIONS

Whenever a player fails to take a shot on goal, or misses a pass or the defensive team clears the puck in a rebound situation, an interception occurs.

Refer to the red die value and the PASS chart on the player's card to determine which position on the Playing Board for the opposing team will receive possession of the puck.

If the red die value is six:

- In even-strength situations (5 on 5, 4 on 4, 3 on 3), the interception goes to the position indicated on the opposing team.
- If the player is on the short-handed team, the interception goes to the position marked after the pk on the opposing team.
- If the player is on the power-play team, it is treated as a successful PASS instead and the puck goes to the position on the POWER-PLAY team marked after the pp.
- If the opposing team has a sixth skater on the ice due to pulling the goalie, the interception goes to the sixth skater on the opposing team.

If the interception goes to a vacant position on the Playing Board, the player with the puck retains possession of the puck and it is treated as a successful pass result instead. (Note that if this happens on a power-play, the first consecutive 'pass' would take no time sequence and the second consecutive 'pass' would take 1 time sequence and be an automatic shot on goal.)

12.10 Interceptions with the goalie pulled

A team that has pulled their goalie AND has a man advantage situation over the other team can have some interceptions turned into successful passes instead.

If the red die value is 1 or 2 and the team with the pulled goalie has a one-man advantage, the interception is a pass instead.

If the red die value is 1, 2, 3, or 4 and the team with the pulled goalie has a two-man advantage, the interception is a pass instead.

If the team with the pulled goalie has a three-man advantage, the interception is a pass instead automatically.

13.00 PASSES

A successful pass is resolved similarly to an interception. Refer to the red die value and the PASS chart on the player's card to determine which position on the Playing Board for the offensive team will receive possession of the puck. (This can be the same player that already has possession.)

If the player is on a short-handed team, all passes become interceptions instead. (The only exception is the case of an interception by a short-handed team going to a vacant position on the power-play team.)

If the player is on the power-play team, the first consecutive pass takes no time sequences. The second consecutive pass on the power-play takes 1 time sequence and results in an automatic shot on goal.

If the red die value is six:

- In even-strength situations (5 on 5, 4 on 4, 3 on 3), the pass goes to the position indicated on the offensive team.
- If the player is on the short-handed team, the pass becomes an interception and the interception goes to the position marked after the pk on the opposing team.
- If the player is on the power-play team, the puck goes to the position on the POWER-PLAY team marked after the pp.
- If the offensive team has a sixth skater on the ice due to pulling the goalie, the pass goes to the sixth skater.

If the pass goes to a vacant position on the Playing Board, treat the pass as an interception instead. (See Section 12.00.)

(Note that if the resulting interception also goes to a vacant position on the Playing Board, the current player retains control of the puck and it goes back to being a pass again!)

14.00 PENALTIES

Players in Hockey Bones are rated accurately not just for the number of penalty minutes they received but also the number and TYPES of penalties the player received.

When a player is assessed a penalty (See Sections 8.00 and 11.00), roll three dice and refer to the player's **Penalty Column** matrix to the left of the Action Code matrix. If the blue die value is 1, 3, or 5, use the result from the white dice total in the O (Odd) column. If the blue die value is 2, 4, or 6, use the result from the white dice total in the E (Even) column.

14.10 Timing of Penalties

· Minor (2 min.)	5 time sequences
· Double Minor (4 min.)	10 time sequences
· Major (5 min.)	12 time sequences
· Minor/Major (7 min.)	17 time sequences
· Misconduct (10 min.)	25 time sequences

14.20 Penalty Types

blank (-): 2 Minute Minor penalty. The player is removed for 5 time sequences and his team will play a man short. Delayed penalty if blue die value is 1 or 2. (See 14.60 Delayed Penalties)

A: Coincidental 2 Minute Minor penalties. The player who was originally assessed a penalty PLUS a player from the opposing team are each removed for 5 time sequences. Both teams will play a man short during this time. (See Section 14.30 Retaliation)

B: Coincidental 5 Minute Major penalties. The player who was originally assessed a penalty PLUS a player from the opposing team are each removed for 12 time sequences. The teams do not play with a man short. Immediate substitution is allowed. (See Section 14.30)

C: Coincidental 7 Minute Minor/Major penalties. The player who was originally assessed the penalty is removed from the ice for 17 time sequences. Check the red die. A red die value of 1 through 4 means a player from the opposing team is assessed a Major penalty ONLY (12 time sequences) and the team originally assessed the penalty will play a man short for two minutes (5 time sequences). A red die value of 5 or 6 means the player on the opposing team is ALSO assessed a Minor/Major penalty and neither team will play a man short (See Section 14.30)

D: 4 Minute Double Minor penalty. The player is assessed two consecutive 2 minute minor penalties and his team plays a man short. The second minor penalty begins when either the first minor penalty ends or the opposing team scores a power-play goal. Delayed penalty if the blue die value is 1 or 2. (See 14.60)

F: 4 Minute Double Minor penalty/2 Minute Minor Penalty in retaliation. The player who was originally assessed the penalty is removed from the ice for 10 time sequences and a player from the opposing team is removed for 5 time sequences. The original player's team plays a man short for 2 minutes. (See 14.30)

G: Coincidental 4 Minute Double Minor penalties. Same as for A – Coincidental Minor penalties except both players are removed from play for 10 time sequences. (See 14.30)

M: 5 Minute Major penalty. The player is removed for 12 time sequences and his team will play a man short for the entire time. Roll the red die. If the red die value is anything OTHER than a six, the player has also been assessed an automatic Game Misconduct penalty and is assessed an additional 10 minutes of penalty time and may not play for the rest of the game. Delayed penalty if the blue die value is 1 or 2. (See 14.60)

#: SPECIAL Penalty. This is a special occurrence of penalty type **B**, Coincidental 5 Minute Major penalties where additional penalties will be assessed to other players. The player originally assessed a penalty plus a player from the opposing team each receive 5 minute Major penalties as in Penalty Type B. Then roll three dice and refer to the SPECIAL OCCURENCES chart on the back of the Game Board to determine which additional penalties will be assessed. (See 14.30)

14.30 Retaliation

When a penalty requires players from both teams to leave the ice, the retaliating player is determined by use of the RETALIATION chart on the Game Board. If the retaliating team is being assessed a minor penalty (Penalty Types **A**, **F**, or **G**), consult the **MI (Minor Retaliations)** factors on the penalized team. Rank them from

highest to lowest with the highest ranked as 5, second highest as 4 and so on. Roll three dice and consult the RETALIATION table on the Game Chart to see which ranked player is assessed the retaliation penalty.

If the retaliating team is being assessed a major penalty (Penalty Types **B**, **C**, or **#**), consult the **MA (Major Retaliation)** factors on the penalized team. Rank them from highest to lowest with the highest ranked as 5, second highest as 4 and so on. Roll three dice and consult the RETALIATION table on the Game Chart to see which ranked player is assessed the retaliation penalty.

Players who have a 0 (zero) MI or MA factor can never be assessed a retaliation penalty. Ignore any roll on the RETALIATION table that would give a retaliation penalty to a player with 0 MI or MA factor and re-roll unless ALL players on the retaliating team have MI or MA factors of zero. In that case, there is no retaliation.

14.40 Misconduct Penalties

Whenever a player (skater **OR** goalie) is assessed a penalty as a result of an action code on his card (not if he is a retaliator or becomes involved because of the Special Occurrences chart), there is a possibility this player will also receive a 10 minute Misconduct penalty in addition to the original penalty.

Roll four dice and check the player's (skater **OR** goalie) **MC (Misconduct Penalty Range)** located in the lower left of the player's card. If the dice roll is "in range", the player is assessed an additional 10 minute misconduct penalty. His team does not play a man short for this time.

14.50 Game Misconduct Penalties

14.51 Skater Game Misconduct Penalties

Whenever a **B**, **C**, or **#** (Special) penalty is assessed, there is a chance of Game Misconduct penalties being issued to BOTH teams. Any such player is removed from play for the rest of the game and charged 10 minutes of penalty time in addition to any other penalties assessed to that player.

Count the total number of Major penalties assessed to each team. For each Major Penalty, refer to that team's **Game Misconduct** Penalty range. (Draft leagues use the NHL Game Misconduct Penalty range.) Roll four dice for each possible Game Misconduct. For each dice roll "in range", assess a Game Misconduct penalty to that team.

Find ALL skaters on any team to be assessed a Game Misconduct penalty that have a GM (Game Misconduct) rating greater than zero. assessed the Game Misconduct penalty. of a skater's Game Misconduct FACTOR.)

This can include ALL players currently in the game (on the ice, on the bench, in the penalty box, but NOT Goalies. See 14.52 Goalie Misconducts).

Rank them from highest to lowest with the highest ranked as 5, second highest as 4 and so on. Roll three dice and consult the RETALIATION table on the Game Chart to see which ranked player is assessed the Game Misconduct penalty. (If there are more than

5 players on a team with GM ratings, only consult the 5 highest rated players.)

14.52 Goalie Misconducts

Whenever a goalie rolls a Major penalty type result (**B**, **C**, or **M**), there is a chance the goalie will be assessed a Game Misconduct penalty in addition to the Major penalty. Roll four dice and consult the goalie's **GM (Game Misconduct) RANGE**. If the roll is "in range", the goalie is assessed an additional Game Misconduct penalty and is removed from play for the rest of the game and assessed an additional 10 minutes of penalty time. (Note that goalies have a Game Misconduct RANGE instead

14.60 Delayed Penalties

When a 2 Minute Minor penalty or 4 Minute Double Minor penalty is assessed and the blue die value is 1 or 2, a delayed penalty is in effect.

The following procedure is used in a delayed penalty:

- The opposing team replaces their goalie with an extra skater.
- Roll the red die and resolve an interception for the penalized player. If the interception goes to a vacant position on the Playing Board of the opposing team, play is stopped and the penalty is assessed.

- The player intercepting the puck gets ONE dice roll to consult their action code matrix. Resolve the action code normally according to Section 8.00. If the player gets a shot on goal result, resolve the shot normally according to Sections 10.00 and 11.00. If the player rolls any other action code OTHER than a shot attempt (i.e. pass, interception, penalty, infraction, injury), ignore the action code result, stop play and assess the penalty.

15.00 PLAYER POSITIONING

When players are removed from the ice due to penalties and a team does not have a full five skaters, place the players as following on the Playing Board:

4 Skaters: Leave the C position on the Playing Board vacant. A team may have a Center on the ice, but he will be playing in the LW or RW position on the Playing Board.

3 Skaters: Leave the RW and LW positions on the Playing Board vacant. A player may have a LW or RW on the ice but he will be playing the C position on the Playing Board.

Pulling the Goalie with 5 Skaters: Place the sixth skater in the G position on the Playing Board.

15.10 Playing Out of Position

When playing with 5 skaters on 5 skaters, a FORWARD may NOT play in a position on the Playing Board he is not rated to play unless no other players are available to play that position due to injuries, penalties or the optional fatigue rules.

If a forward is forced to play a position on the Playing Board for which he is not rated in 5 on 5 play, he is subject to the various penalties as described in Sections 8.00, 9.00 and 10.00.

16.00 ASSISTS

When a GOAL is scored, the ASSISTS table on the Game Chart is consulted to determine which player if any, receive assists on the goal.

Roll three dice and consult the ASSISTS table on the Game Chart. The number before the slash (/) indicates the number of assists awarded on the goal.

Re-roll the dice if any assists are to be awarded and first check the **AS (Assist Range)** of the goalie on the team who scored the goal. If the dice roll is "in range", award an assist to the goalie.

If any assists remain to be awarded, re-roll the dice once more.

Each player has an **AS (Assist Rating)**. Rank them from highest to lowest with the highest ranked as 4, second highest as 3 and so on. Do not include the player who scored the goal. The first remaining assist is awarded to the highest ranked player after the slash. If there is a second assist to be awarded, it is awarded to the ranked player after the slash.

17.00 FATIGUE

Each player is given a Shift Rating (See Section 5.40) that reflects that player's average ice time per game measured in 2 minute shifts. Each time a player plays 3-5 consecutive time sequences, they are charged with playing 1 full shift. Each time a player plays 1-2 consecutive time sequences, they are charged with playing ½ of a shift.

For every excess shift OVER a player's Shift Rating, there is a cumulative minus one (-1) penalty to any numeric value (**1, 2, 3, ..., 14**) action code rolled on that player's card. (i.e. one shift in excess of a player's shift rating is a -1 penalty, two shifts over is a -2 penalty, and so on.)

For every TWO shifts over a player's Shift Rating, beginning with the THIRD excess shift, there is a cumulative minus one (-1) penalty to that player's Defensive Rating and Clearing Rating. (i.e. third and fourth excess shifts over a player's Shift Rating is a -1 to defense and clearing, fifth and sixth excess shifts is -2 to defense and clearing, and so on.)

18.00 INJURIES

Whenever a player rolls an action code result that is marked with an ? (See Section 8.20), a possible injury to that player has occurred. First, finish the indicated action and then stop play.

To determine if an injury has occurred, do the following:

- Total the number of Intimidation bars on the opposing team to get a total of the Opposing Intimidation Points (OIP).
- Roll three dice and subtract one (-1) from the blue die value. If the total OIP is LESS than the adjusted blue die value, no injury occurs.
- Otherwise, using the same adjusted dice roll, consult the INJURIES table. Cross-reference the white dice total with the total OIP to determine the effect of the injury.

18.10 Possible Injury Results

G: Player is injured for the remainder of the game and removed from play.

P: Player is injured for the remainder of the current period of play and is removed from play for the rest of the period.

Injuries

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

Remember to -1 from blue die before resolving injuries.

G = Player out remainder of game

P = Player out remainder of current period

-1, -2, -3 = Subtract number from any "n"-type situation for remainder of game. Passing also affected.

-1, -2, -3: Modify any numeric value (1, 2, 3, ..., 14) and any P (P, P1, P2, P3, P4, P5) action codes by the given value. (Treat P action code as a P6 action code for the purposes of this rule.) These penalties are cumulative throughout the game.

19.00 PRESSURE OFFENSE

IMPORTANT: THE PRESSURE OFFENSE MAY ONLY BE USED IN 5 ON 5 SITUATIONS or when the goalie has been pulled for a sixth attacker. Since the Pressure Offense Optional Rules will adversely affect the statistical accuracy of the Face-Off game engine, the Pressure Offense Optional Rules should NOT be used when replaying a season.

A team must announce when it wants to use a Pressure Offense. Once in effect, the Pressure Offense rules affect both teams until at least the next stoppage in play.

All players have some action codes that are followed by an S. (See Section 8.20)

When playing in a Pressure Offense mode, BOTH teams are affected. In a Pressure Offense mode, if either team rolls an action code followed by an S, that player takes a shot on goal as described in Sections 10.00 and 11.00)

20.00 CHECKING GAME

IMPORTANT: THE CHECKING GAME MAY ONLY BE USED IN 5 ON 5 SITUATIONS or when the goalie has been pulled for a sixth attacker. Since the Checking Game Rules will adversely affect the statistical accuracy of the Face-Off game engine, the Checking Game Rules should NOT be used when replaying a season.

There are two levels to the Checking Game, Level 1 and Level 2. A team must announce when it wants to use the Checking Game. Once in effect, the Checking Game rules affect both teams until at least the next stoppage in play.

Checking Game Level 1: Subtract two (-2) from any numeric value (1, 2, ..., 14) action code for EITHER team. Checking Game Level 2: Subtract three (-3) from any numeric value (1, 2, ..., 14) action code for EITHER team.

The checking game changes with forwards blocking shots

21.00 SHOOTOUT

Both coaches select three players to participate in the shootout. The home team has the option of shooting 1st or 2nd. The shootout ends if one team has an insurmountable lead.

Take the shootout rating (SO below the penalty ratings) on the skaters card and adjust it according to the opposing goalie's rating:

if an A, subtract 2 from the rating if a B, subtract 1 from the rating;

if a D, add 1 to the rating;

if an F, add 2 to the ratings;

Rating cannot exceed 10, or be less than 0. then you roll on the chart.

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

If the roll is In-Range, then it is a goal.
Only 3 blockers on the ice count unless :

Goalie Rating

Shooter	A	B	C	D	F
0	1-6(1)	1-6(1)	1-6(1)	1-8(1)	2-5(2)
1	1-6(1)	1-6(1)	1-8(1)	2-5(2)	2-9(5)
2	1-6(1)	1-8(1)	2-5(2)	2-9(5)	3-6(6)
3	1-8(1)	2-5(2)	2-9(5)	3-6(6)	3-12(6)
4	2-5(2)	2-9(5)	3-6(6)	3-12(6)	4-8(1)
5	2-9(5)	3-6(6)	3-12(6)	4-8(1)	5-5(2)
6	3-6(6)	3-12(6)	4-8(1)	5-5(2)	5-9(5)
7	3-12(6)	4-8(1)	5-5(2)	5-9(5)	6-6(6)
8	4-8(1)	5-5(2)	5-9(5)	6-6(6)	6-8(5)
9	5-5(2)	5-9(5)	6-6(6)	6-8(5)	6-8(5)
10	5-9(5)	6-6(6)	6-8(5)	6-8(5)	6-8(5)

If the teams are still tied after all 6 shooters the shootout continued each coach will select one player who has not yet taken a shot (unless we wrap through all available skaters) and each team will take another shot. This process repeats until we have a winner.

To resolve a shootout. Consult the players shootout rating and the goalies shootout rating. Roll the dice against the range from the Shootout chart. An In-Range result means a shootout goals has been scored.

Draft League Setup

Hockey Bones can be played solo or in a draft league format. Players can be drafted by teams in several ways.

1. Every player choose a core pro team and keep a certain number of players. The lower the number the more turnover in a given year.

2. Pick the pro teams and throw all the players into a fantasy style draft. Next you'll want to decide on salary cap or not inclusion. If you include salaries and draft on a salary cap someone will need to act as the keeper of the records. Without the salary cap someone only has to keep track of rosters. The guys at FanDraft have put together a great tool for the draft experience. <http://www.fandrafthockey.com/> check it out.

The basics of league structure are shown below in rules from an existing league.

2. Each team owns 30 players. 20 stay on active roster, 10 are put on a reserve list. Reserves cannot play unless officially called up by notifying the commissioner. A reserve player may be called up for a home game without notification, but the transaction must be recorded on the game sheet.

3. There is a rookie draft each season. Teams protect 21 players. The rest become free agents and are draftable with the rookies. Draft choices may be used in trade.

4. Only draft choices for the year we are in, and the following season may be traded.

5. A player must have played 10 pro games the previous pro season to be drafted or claimed.

6. Skaters must have played at least 40 games the previous pro season to play on active roster. Goalies must have played 10 games.

7. All players drafted in the rookie draft will be kept until December 1. At this time, teams must cut down to 30 players. A free agent draft will be held shortly after. Picks will be made in the reverse order of the series one standings. Missing games will be counted as follows: Home game - win. Road game - loss.

8. Protected spots cannot be dealt. Trades may be made for "players to be named later" but these players can no longer be used by their former team. Players cannot be kept on another team's active roster.

9. The first six teams make the playoffs. 1st and 2nd place teams get a bye in the first round. 3 vs 6, 4 vs 5. 1st place team will play the lowest seeded survivor. 2nd place team will play the other. Winners will meet in the final. All series are 4 out of 7.

10. It takes 9 votes to change or add a rule.

11. You must have 2 goalies and 6 defensemen on active roster at all times.

12. Goalies may only play in the number of games they did in the previous pro season. No more.

1. If a goalie overplays his games, then the team's goalie with the best card the next season will be penalized that many games of eligibility.

14. A skater must have at least a 7 shift rating to play on active roster. The exception are players used only as penalty killers.

15. A skater must have at least a 9 shift rating to play on first line.

16. Any regular line forward with less than 10 shifts must sit out his next shift if he kills a penalty or is on the powerplay. If a player is rated for 10 shifts or more (13 for a defenseman) this rule does not apply. No player should ever play 3 consecutive shifts.

* a simple way to enforce rule 16 is to flip the card over if a player must sit out his next shift. When that card comes up again, you know he must sit his next shift.

17. Your three left wing, centres, and right wings shift ratings must total at least 26.

18. Your defensemen must total 56 shifts.

19. Five or six defensemen must be used within your three forward lines if your first four don't add up to 56 shifts.

20. When the criteria is met for a five man defense, the road lineup will be played as follows; Three defensemen on one side will stay with their forward lines. The two on the other side will alternate.

21. Forwards may only play the position specified on their cards. Defensemen may play either left defence or right defence. Powerplay is an exception. Forwards may play any position, but there must be a center at center.

22. You may use a man "out of position" (though this is frowned upon) if there is no possible way to make the required shifts at this position using all available players on your entire roster.

* an out of position player is automatically minus 2 on any N number, and any *D1, *D2, *D3, etc becomes an interception.

O.O.P. is only allowed until the free agent draft. If there is one or more free agents available that will help you make shifts, it is mandatory you claim them..

23. Trading is allowed until the trading deadline. Rosters then freeze until the end of the schedule when we have a one week trading period. (The Anne Favell Trade Week) Playoff teams may trade during this time, but their rosters won't change until after the playoffs.

24. A trade is not official until both managers have notified the commissioner.

25. An unowned player (free agent) may be claimed at any time after the free agent draft and prior to the trade deadline. To claim the player, you must contact the commissioner and inform him as to who you are releasing to keep your roster at 30. Only after confirmation, are you allowed to use this player.

6. When a player is released, he will not be placed until 7 days after notice. At this time, he will go to the lowest team in the current standings that claims him. Exceptions to this will be a claim made by the 13th place team. They receive the player immediately. Or, if the 13th place team releases a player, then the 12th place team may claim him immediately. If the player is not claimed before the freeze date and time, it becomes first come, first served. If more than one team puts in a claim and these teams have played unequal games, the missing games will be counted as follows: Home games - Wins, Road games - losses.

27. Goalie Eligibility for Playoffs:

Pro Games Playoff Games (one series)10-14 1 game15-24 2 games25-34 3 games35-44 4 games45-54 5 games55-64 6 games65 + 7 games

28. We do not use the following Faceoff rules: Predetermining game misconducts or bench penalties. Checking game. Injuries. Pressure Offense.

29. The order of criteria for breaking a tie in the standings shall be as follows:

1. Wins, 2. Road wins, 3. Head to head record, 4. Plus/minus.

30. Change all zero shooting ranges to 1-2(1).

31. Draft Lottery - Effects the first round only. After the first round, picks will go in the reverse order of the final standings. The lottery only effects the non-playoff teams. Teams finishing 1-6 will still draft in reverse order in the first round.

7th place - 1 opportunity

8th place - 2 opportunities

9th place - 3 opportunities

10th place - 4 opportunities

11th place - 5 opportunities

12th place - 6 opportunities

13th place - 7 opportunities

Lottery balls cannot be traded. Lottery to be drawn on the Friday night of the draft. The maximum a team can fall in the lottery is two draft spots. No team is allowed to draft first two years in a row. If their lottery ball is picked first, the second year, they will be given the second overall pick.

32. In the playoffs a manager will have 7 days from the time he receives a road lineup (any delays in receiving a lineup for the second game will be taken into account) to play his two games. 4 days for single games ie games 5, 6, and 7. If the games have not been played within the specified time, the Commissioner

12 would have the right at his discretion to solicit other managers to play the outstanding games.