

FACE OFF CHART					
Colored Die			White Die		
Even Vis	(1-3)	Even Home	(4-6)	1-LW	2-RW
1 Man Adv	(1-4)	1 Man short	(5-6)	3-C	4-LD
2 Man Adv	(1-5)	2 Man short	6	5-RD	6-C



REBOUND CHART (PF* = Puck Frozen)						
WHITE DIE	1	2	3	4	5	6
Offense	LW	LW	RW	RW	C	C
Defense	LW	RW	C	LD	RD	PF*

ICE ACTION CHART #Possible Penalty on player opposite man with the puck						
COLOR DIE	1	2	3	4	5	6
	LW	RW	C	LD	RD	#
WHITE DIE	WING		CENTER		DEFENSE	
1	Other Wing		LW		LW	
2	Man Opp Def Player		RW		RW	
3	Center		Man Opp Def Player		Center	
4	Other Wing		LW		Wing on Same Side	
5	Center		RW		Other Defenseman	
6	Def on Same Side		Man Opp Def Player		Other Defenseman	

INJURY CHART						
SHOT = 66	1	2	3	4	5	6
COLOR DIE	Vis-1g	Hom-2g	Vis-3g	Hom-4g	Vis-5g	Hom-6g
WHITE DIE	LW	RW	C	LD	RD	Goalie**

**Roll 2 die, if colored die is higher the injury occurred. Roll again, if colored die is higher the injury occurred now. Otherwise injury starts after game.

MINOR LEAGUE CALL UP CHART												
DICE ROLL	SKATERS					GOALIES						
	6	5	4	3	2	1	1	0	-1	2	3	4
2	1	1	1	1	1	6	0	-1	1	4	2	3
3	1	1	1	1	6	5	0	-1	1	4	2	3
4	1	1	1	6	5	4	-1	1	1	4	4	2
5	1	1	6	5	4	3	0	1	-1	2	4	3
6	1	6	5	4	3	2	1	1	-1	2	4	4
7	6	5	4	3	2	1	1	0	-1	2	3	4
8	5	4	3	2	1	1	1	0	0	3	3	4
9	4	3	2	1	1	1	0	0	0	3	3	3
10	3	2	1	1	1	1	-1	-1	0	3	2	2
11	2	1	1	1	1	1	1	-1	1	4	2	4
12	6	5	4	3	2	1	0	-1	1	4	2	3

MINOR PENALTY (3-10)		LETTER	PENALTY RESULTS CHART
2	CROSSCHECK	A	2 MINUTE MINOR
3	INTERFERENCE	A	PLAY STOPS WHEN DEF GETS PUCK
4	HIGH STICK	A	TWO 2 MINUTE PENALTIES SERVED CONNSEC
5	BOARDING	A	DEF PLAYER & OPP SERVE MINOR PEN
6	HOOING	A	5 MIN, SUBSTITUTION ALLOWED (DEF & OPP#)
7	ROUGHING	A	PLAYER w/ PUCK GETS FREE SHOT, ROLL 2 DICE, ADD, 3*, 6 or 7=GOAL; FACEOFF-CENTERICE
8	HOLDING	A	
9	ELBOWING	A	2 MINUTE MINOR SERVED BY ANY DEF PLAYER
10	DELAYED PEN	B	10 MINUTES, MAY SUBSTITUTE
11	SLASHING	A	# PLAYER & OPP 5 MIN EACH at SAME TIME
12	TRIPPING	A	Def player gets double min&maj, Off player gets 2 min minor & major*
MAJOR PENALTY 2, 11-12 (*6, 8, 9)		L	
2	BRAWL	LN*	High Player gets min, maj & 10 min miscon. Other Player gets min & maj
3	MAJOR	EH*	
4	COIN MINOR	D	DEF PLAYER EJECTED-MATCH PENALTY, OFF PLAYER GETS 5 MIN MAJOR, 3rd MAN IN GETS EJECTED, USE HIGHEST RATED PLAYER
5	FIGHT	L	
6	FIGHT	M	
7	COIN MAJOR	E	* Use if 2nd pen to either player, 1st maj=5 mn 2nd=15 min, 3rd=ejection
8	FIGHT	L	
9	DOUBLE MINOR	C	# HIGHER PLAYER GETS 2 MIN ROUGHING PEN, IF EQUAL NO MINOR PENALTY
10	COIN MAJOR	K	
11	FIGHT	M	
12	PENALTY SHOT	F	