

FACE OFF CHART			
Colored Die	White Die		
Even Vis	(1-3)	Even Home	(4-6)
1 Man Adv	(1-4)	1 Man short	(5-6)
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.

SHOOTER RATING		GOALIE RATING					
	A	B	C	D	E	F	No Rating
aa	2-6,7	5-8,11	2-7,10	2-8,12	2-8,10	2-9,12	2-10,12
a	2-6,10	2-6,9	5-8,11	5-9	2-8	2-8,10	2-9
b	2-6	2-6,11	2-6,9	2-7	5-8,10	2-7,10	2-8,12
c	4-6	4,6-7	2-6,12	2-6,10	2-6,8	5-8,11	5-9
d	5,6	6,7	4,6,7	2-6	2-6,11	2-6,9	2-7
e	7	5,6	6,7	4-6	4,6,7	2-6,12	2-6,10
f	4	7	2,4,5	5,6	6,7	2,4-6	2-6
no rating	2	4	6	7	2,4,5	2-5	4-6

Each team picks three players for Shoot-Out. Alternate shots. Resolve each shot by coming Shooter's Rating to Goalie's Rating. The numbers listed are the only ones rolled on two dice and added together that score a goal.



PAIRADICE HOCKEY GAME ©

Use this chart for 2005-06 season and later

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	6	0	-1	1	4	2	3
3	1	1	1	6	5	0	-1	1	4	2	3
4	1	1	6	5	4	-1	1	1	4	4	2
5	1	6	5	4	3	0	1	-1	2	4	3
6	1	6	5	4	3	2	1	-1	2	4	4
7	6	5	4	3	2	1	1	0	-1	2	3
8	5	4	3	2	1	1	1	0	0	3	4
9	4	3	2	1	1	1	1	0	0	3	3
10	3	2	1	1	1	1	-1	-1	0	3	2
11	2	1	1	1	1	1	1	-1	1	4	2
12	6	5	4	3	2	2	0	-1	1	4	2

PENALTY CHART

DICE ROLL	MINOR	DICE ROLL	MAJOR
2	CROSSCHECK	A	2 BRAWL
3	IINTERFERENCE	A	3 MAJOR
4	HIGH STICK	A	4 COIN MINOR
5	BOARDING	A	5 FIGHT
6	HOOKING	A	6 FIGHT
7	ROUGHING	A	7 COIN MAJOR
8	HOLDING	A	8 FIGHT
9	ELBOWING	A	9 DOUBLE MINOR
10	DELAYED PEN	B	10 COIN MAJOR
11	SLASHING	A	11 FIGHT
12	TRIPPING	A	12 PENALTY SHOT

A	Def player gets Minor penalty (2 minute)
B	Play stops when defense gets puck
C	Def player gets two Minor penalties served consecutively
D	Def & Off player each get Minor penalty
E	Def & Off player gets Major@, substitution allowed
F	Off Player with puck gets penalty shot, roll 2 dice and add 3*,6 or 7=goal; otherwise faceoff at center ice
H	Def player gets Major@ & Misconduct penalty (10 minute)
L	Def and Off players each get Minor & Major@ penalties
M	High (Def or Off) player gets Minor, Major@ & Misconduct penalties
	Other player gets Minor & Major@ penalties
N	Def player ejected - Match penalty
	Off player gets Major@ penalty
	Highest other player (3rd man in) gets ejected
@	1st or 2nd Major to a given player is 5 minutes,
	3rd Major to same player results in an ejection
^	Higher player gets additional Minor (roughing) penalty
	If equal ratings, no Minor penalty