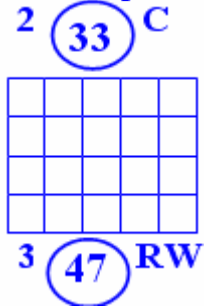


Welcome to the Hockey Lines and Fatigue sheet information. This sheet is intended to be used with the 4<sup>th</sup> Street Hockey board game and to help players keep track of their hockey lines and their player's fatigue, quickly and easily.

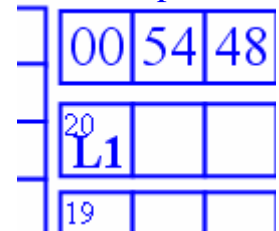
Print out several copies of the Hockey Lines and Fatigue sheet and have them on hand when preparing to play the 4<sup>th</sup> Street Hockey game. Once players have decided on the teams they will be playing fill out your sheet putting your player's numbers in all of the circles in their corresponding position on the sheet. The sheet lists all player positions according to the 4<sup>th</sup> Street Hockey game with LW being in position 1 all the way down to position 6. Use position #6 for substitutes, injuries, a 6<sup>th</sup> skater or any alterations in your lines that need to be done as needed.

Once you have filled out your sheet you're ready to go. Decide which line you will start the game with and put that line in the 20:00 position. For example if using line 1 put L1 in the 20:00 time position. Or at the 5\* if going into an overtime period. The sheet is designed to be used with the Standard/Advanced game rules and uses a 12 or 6 second play. Play the game going through all of the game mechanics and marking off time as needed. I recommend just drawing a straight line through the game time boxes

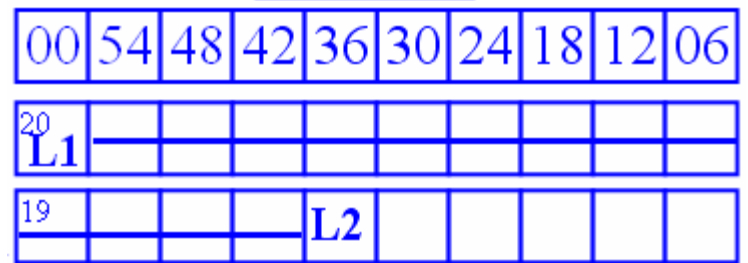
Example



Example



as time progresses until it is time to make a line shift, in this case line 2 at 18:36.



When you make a line change write in the new hockey line in the time box and mark fatigue on the hockey line that just came off the ice, in this case line 1 will receive 3 fatigue points so place 3 dashed in the first 3 fatigue boxes for all of the players on line 1. The next time this line comes back on to the ice check to see how long it is been on the bench resting and for each minute of game time change one (-) into a (+), in this example line 1 rested for 3 minutes and cured all of its fatigue. Only boxes with a dash (-) count against player abilities when they are on the ice. Continue doing this process throughout the period.

Notes: If you have players from your main hockey lines that also will be playing on your powerplays or in shorthanded situations then make sure you mark fatigue in those boxes as well. You can keep track of individual players as well by just naming the players in the correct time boxes. For example if you're line 2 LW,C,RW came on the ice at 13:24 but



your line 2 defenseman couldn't come on the ice until 13:12 your time boxes would look something like this. This way you can keep track of all players individually; this takes more time but gives you greater control over the players. Have fun with this great game!!!!