

Penalties (These instructions replace those in the original instruction manual.)

Penalty results, "☢," can pop up on either the "advance" or the "defense" sections of skater cards. The players involved in the infraction are the puck handler and the defensive player in the matchup. If no defensive player is identified, use the defensive player with the highest "pn" rating. Use the highest PIM player if there is a tie.

Roll the dice.

Add the red d6 to the visitor's "pn" rating and the blu d6 to the home team's "pn" rating and cross-reference those on the "Penalty" play card to find out which player or players were penalized and for what duration.

		d6Blu + pn								
		1	2	3	4	5	6	7	8	9
d6Red + pn	1	2	2	2	2	2	2	2	2	X
	2	2	2	2	2	2	2	2	2	2
	3	2	2	2	W	2	2	2	2	2
	4	2	2	W	2	Y	2	2	2	2
	5	2	2	2	Y	2&2	2+2	2+2	2+2	5
	6	2	2	2	2	2+2	2&2	5*&5	5*&5	5*&5
	7	2	2	2	2	2+2	5&5*	5&5	5&5	5&5
	8	2	2	2	2	2+2	5&5*	5&5	5&5	5&5
	9	X	2	2	2	5	5&5*	5&5	5&5	5&5

*if "pn" is 0, penalty is given to blue player with highest **pn** and/or **PIM**. If all blue players on ice have **pn=0**, change to **X**

*if "pn" is 0, penalty is given to red player with highest **pn** and/or **PIM**. If all red players on ice have **pn=0**, change to **X**

W or **W** - roll black d6:

1-5 2 minor

6 2 minor + pen shot

(if pen on def ONLY)

X or **X** - roll black d6:

1-4 misconduct

5-6 game misconduct

Y or **Y** - roll black d6:

1-5 5 major

6 misconduct

For example, if red ② has the puck and a ☢ result is found on his card, he will be involved in the penalty. If he was defended by blu ③, that player is also involved. One might be the victim, one might be the assailant, or both may be guilty of an infraction.

Roll the red and blu d6 and add each player's respective "pn" rating to the die. Let's assume that red ② has a "pn" of 0 and blu ③ has a "pn" of 3. The red d6 is a 2, the blu d6 is a 4.

Cross-reference the red total of 2 ($2 + 0 = 2$) with the blu total of 7 ($4 + 3 = 7$) we see a "2" with a blue background. Blu ③ has been charged with a 2:00 minor and goes to the penalty box. Red ② has drawn the penalty and provided his team with a power play opportunity.

Some of the cells in the penalty table have a white background. These are largely (or at least potentially) coincidental penalties (penalties on both players). Some have special circumstances, as outlined below:

- "2" ...a 2:00 minor.
- "5" ...a 5:00 major.
- A "2+2" reading is a double minor. The penalized player serves up to 4:00 in the penalty box. If a goal the team on the power play scores a goal before the first 2:00 have ticked off his penalty, reduce his penalty to 2:00 and continue.
- A "2&2" reading is a coincidental minor. Each player involved in the penalty process serves 2:00 in the box and may not return until a play stoppage occurs. This usually leads to a 4-on-4 situation.
- A "5&5" reading is a fight. This is also a coincidental penalty. Each player serves 5:00 in the penalty box. This situation does not lead to a power play for either team, and they remain 5-on-5 (or whatever they were before the penalty).
- Some "5&5" situations include a red or blue asterisk (*). For example, "5&5*." If the player of the asterisk color (red team or blue team) has a "pn" rating of 0, he's not considered a fighter. Replace him with the player on his team who is on the ice having the highest "pn" rating (use PIM as a tiebreaker). If no players on the ice from that team have a "pn" higher than 0, there is no penalty on the player from the team with the red or blue asterisk. Change the result to an "X" (see below).
- "W" ...roll the black d6. On rolls of 1-5, a 2:00 minor is given. If the penalty is on a defensive player and the d6 roll is 6, that player is charged with a 2:00 minor and the offensive player receives a penalty shot (use the break-away procedures to resolve). Even though the defensive player is charged with 2:00, he spends no time in the penalty box and play resumes normally after the penalty shot, whether it successful or not. If the penalty was instead on the offensive player, he is charged with a 2:00 minor.
- "X" ...roll the black d6. On rolls of 1-4, a 10:00 misconduct penalty is assessed. The player spends 10:00 in the penalty box and may only return when his penalty time has been served, but he is replaced on the ice and there is no power play. On rolls of 5-6, a 10:00 game misconduct penalty is assessed. The player is ejected from the game, and no power play is granted.
- "Y" ...roll the black d6. On rolls of 1-5, the player is charged with a 5:00 major. He must spend the entire 5:00 in the penalty box during which the other team is on the power play. On a roll of 6, a misconduct penalty is assessed (see "X" above).