Crowded Crease Chaos playing rules

1. You will need two dice of different colors or sizes.

2. Choose which two teams will square off against each other and fill out your lineups. Both teams will feature three top scorers (noted as G1, G2, and G3 on the scoresheet), three top passers (P1, P2, P3), three top defensemen in terms of their ability to steal the puck (D1, D2, D3) and three top intimidators (T1, T2, T3). A player rated '1' is the most superlative player on the roster in terms of individual skill in a specific area, with the '2' and '3'-rated players being the second and third most superlative, respectively. Your G1 will be the most likely to put on a scoring display, your P1 will likely get the most assists, your D1 will likely take the puck away from the opponent most often, and your T1 will likely get called for the most penalties even as he crashes the boards and puts other players on the ice more often. Both teams will also write down their starting goalies (GL on the scoresheet).

Players can fill more than one role on the team; for example, you can choose to make your best scorer your best defender as well, both G1 and D1, or your second best intimidator could be your third best passer also, etc.

3. The game begins with a face-off at center ice. Roll the two dice and consult the Face-Off table to see who takes possession of the puck.

4. The 40 x 12 grid on the scoresheet is also the basic action table for the game. You will progress through the Action Grid from top to bottom, beginning at the upper left and working your way toward the lower right by snaking down the rows in an S-pattern. This is accomplished by rolling two dice at a time and moving the number of boxes shown on the dice. For example, if you a roll a 3 on the darker or larger die and a 6 on the lighter or smaller die, you will first move 3 spaces along the grid's rows, followed by 6 more.

Let's say the Flyers won the opening face-off from the Oilers. It's the Flyers puck, so they roll two dice to begin the action in the first period. These Action dice show a 2 on the larger or darker die and a 4 on the smaller or lighter one. The 2 instructs you to move to the second box in the first row, which shows a ►G1 result. Consulting the Action Grid key, we see this means that player G1 for the Flyers has taken the puck and advanced it down the ice. Because the second Action die shows a 4, you then move four more boxes from left to right, 'landing' in a box marked with a ►G2 result. Now player G2 has the puck as the Flyers keep possession and advances.

You will progress through all 40 horizontal rows of the Action Grid in this way. When the Action dice take you beyond the final box of the last row, the period ends. Make a diagonal mark in each box you use to keep track of your position on the chart. This small mark will be your Action Grid marker. Moving through the grid in an S-pattern, rather than constantly going left to right, dropping a row, and starting left to right again is suggested simply because it's easier to keep track of your marker this way.

Each roll of the pair of Action dice gives you two distinct and separate results, which occur in sequence. The larger or darker die always provides the first event, and the smaller or lighter die provides the second.

Action Grid Key

►	The puck is advanced down the ice, with the team retaining possession. The advance symbol (►) will be followed by a player designation. This is the new player who receives the puck off a pass. If you get two consecutive ► symbols and the same player is designated, then it is assumed that player merely kept skating with the puck. If a team achieves 3 consecutive ► symbols, they immediately take a shot! Roll the dice and consult the Shot Chart for the result. **Anytime you are allowed to suddenly take a shot, do not advance your Action Grid marker beyond that box, even if you still have a second Action die to obey. Simply ignore it and pick up the dice. You won't move your Action Grid marker onward until after the shot is resolved, at which time you'll roll both Action dice again for a fresh result.**
+	+ symbols shown after a player designation only have meaning if they occur on the third consecutive advance result, which enables a player to take an immediate shot. The + means that the designated player will take his shot off a great centering pass, subtracting <u>two</u> dice numbers from the result. (i.e. a 41 becomes a 35, a 12 becomes an 11.) During a power play, the team may benefit from a great centering pass on the first, fourth, of fifth consecutive advance result instead of the third. See the Power Play rule (‡).
□	The puck is intercepted and the other team takes possession.
•••••	The player with the puck takes a shot! If no particular player has been designated yet, the shot is taken by whomever you wish. Roll the dice and consult the first column of the Shot Chart. **Anytime you are allowed to suddenly take a shot, do not advance your Action Grid marker beyond that box, even if you still have a second Action die to obey. Simply ignore it and pick up the dice. You won't move your Action Grid marker onward until after the shot is resolved, at which time you'll roll both Action dice again for a fresh result.**
←	The puck is stolen by the defensive player designated after the steal symbol (←)! His team takes possession.
L	The puck is lost. The other team takes possession.
>	The puck is jarred loose, but regained by the team currently in possession. However, wipe out all previous advance results (►) and essentially start the offense's possession over again. The > symbol will be followed by a player designation. This is the new player who takes the puck.
K	The player with the puck is taken down by the man designated after the K result! The puck is lost and the player who made the contact takes it after the hit!
!!	It's a breakaway for the player designated after the !! result! Go directly to the first column of the Shot Chart and roll the dice for the result of the shot, subtracting <u>four</u> dice numbers. (i.e. a 63 becomes a 55, a 14 becomes an 11.) **Anytime you are allowed to suddenly take a shot, do not advance your Action Grid marker beyond that box, even if you still have a second Action die to obey. Simply ignore it and pick up the dice. You won't move your Action Grid marker onward until after the shot is resolved, at which time you'll roll both Action dice again for a fresh result.**
BD	The puck is lost on the boards, and the other team takes possession.
off	Offsides is called. The team with the puck loses it and there is a face-off in their own end. Go to the Face-Off chart and roll the dice to see who takes possession. Note that if a 7 or a 12 is rolled, a team might get an immediate shot! **Anytime play is blown dead, do not advance your Action Grid marker beyond that box, even if you still have a second Action die to obey. Simply ignore it and pick up the dice. You won't move your Action Grid marker onward until after the face-off is resolved, at which time you'll roll both Action dice again for a fresh result.**
ICE	Icing is called against the defense. There is a face-off in their end. Go to the Face-Off chart and roll the dice to see who takes possession. Note that if a 7 or a 12 is rolled, a team might get an immediate shot! **Anytime play is blown dead, do not advance your Action Grid marker beyond that box, even if you still have a second Action die to obey. Simply ignore it and pick up the dice. You won't move your Action Grid marker onward until after the face-off is resolved, at which time you'll roll both Action dice again for a fresh result.**

FACE	Play is blown dead and there is a face-off in the defense's end. Go to the Face-Off chart and roll the dice to see who takes possession. Note that if a 7 or a 12 is rolled, a team might get an immediate shot! **Anytime play is blown dead, do not advance your Action Grid marker beyond that box, even if you still have a second Action die to obey. Simply ignore it and pick up the dice. You won't move your Action Grid marker onward until after the face-off is resolved, at which time you'll roll both Action dice again for a fresh result.**
‡	A two-minute penalty is called on the opposing team's player designated after the ‡ result! Count off 48 boxes (exactly 4 full rows to make it easier) from the box in which the penalty is noted and circle that box. When the movement of your Action Grid marker passes this box, the penalty ends and the team is back at full strength. During the power play, the team with the man advantage only needs to achieve one advance result (►) to immediately take a shot, while the short-handed team must achieve four consecutive advance results to take a shot! If a team has a two-man advantage, they may take a shot immediately upon getting the puck on the Action Grid or after recovering their own shot on the Shot Chart. A team down two men must achieve five consecutive advance results to take a shot! No team can ever have more than two men in the penalty box; simply ignore any penalties which would cause a third to sit out. **Anytime play is blown dead, do not advance your Action Grid marker beyond that box, even if you still have a second Action die to obey. Simply ignore it and pick up the dice. You won't move your Action Grid marker onward until after the face-off is resolved, at which time you'll roll both Action dice again for a fresh result.**
RARE	Consult the Rare Play table for the result of the play. **Anytime you encounter a Rare Play result, do not advance your Action Grid marker beyond that box, even if you still have a second Action die to obey. Simply ignore it and pick up the dice. You won't move your Action Grid marker onward until after the Rare Play is resolved, at which time you'll roll both Action dice again for a fresh result.**
(blank)	If your Action Grid marker lands in a blank box, the score of the game dictates what happens next. If the team with the puck is ahead on the scoreboard, they lose the puck to the other team after some truly aggressive defense! If the team with the puck is trailing, they immediately take a shot, consider it a ••••• result! If the game is tied, the team with the puck merely retains possession with elusive skating, consider it a ► result!

Remember, anytime you have to roll the dice to consult a different chart from the Action Grid (i.e. taking a shot, checking on a Rare Play, or staging a face-off), do not advance your Action Grid marker beyond the current box, even if you still have a second Action die to obey. Simply ignore it and pick up the dice. You won't move your Action Grid marker onward until after the shot, Rare Play, or face-off is resolved, at which time you'll roll both Action dice again for a fresh result.

5. The second period of the game is played out by starting at the bottom right of the Action Grid and moving through it just as in the first period, except you'll work from the bottom to the top this time. The third and overtime periods are played out exactly the same as the first---work from top to bottom once again.

Each period begins with a face-off. The overtime period lasts only through 10 full rows on the Action Grid, after which time expires. If no one scores in overtime, a shootout resolves the game. Consult the Shootout Chart and follow the directions shown there.

The best way to mark your progress through the Action Grid is to use a light diagonal slash through each box in the first period and an opposing diagonal slash in the second. In the third period, just lightly darken out the boxes.

6. Every goal that is not the result of a breakaway or a shot off an offensive rebound in the third column of the Shot Chart is scored off an assist. Consult the Assists table to determine who provided it.

7. A team may pull its goalie late in the third period if they desperately need a goal. With the goalie pulled, the team is considered to have an extra man and power play rules apply. However, if the other team is able to get the puck and take a shot, they automatically score a goal!

8. The pace of Crowded Crease Chaos will be very fast once you get the hang of the rules, and you may wish to keep track of who has the puck at any given moment by moving a coin from one side of the scoresheet to the other, placing it over the stat line of the team currently holding possession.

Crowded Crease Chaos!

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SHOT CHART			
	off a ••••• result OR face-off	**after 3 consecutive advances OR a breakaway**	**off a *shoot again!* result**
11	Deep slapshot, GOAL!	Deep slapshot, GOAL!	Slapshot by G1, GOAL!
12	Slapshot, GOAL!	Slapshot, GOAL!	Wrist shot by G1, GOAL!
13	Slapshot, GOAL!	Slapshot, GOAL!	Wrist shot by G2, GOAL!
14	Wrist shot, GOAL!	Wrist shot, GOAL!	Slapshot by G1, GOAL!
15	Deep slapshot missed, rebound to the offense, *shoot again!*	Wrist shot, GOAL!	GOAL by G2 off a deflection!
16	Slapshot missed, rebound to the offense, *shoot again!*	GOAL off a deflection!	GOAL by G1, the puck is tipped in!
21	Slapshot missed, rebound to the offense, *shoot again!*	Deep slapshot missed, rebound to the offense, *shoot again!*	GOAL by G3, the puck is tipped in!
22	Slapshot missed, rebound to the offense, *shoot again!*	Deep slapshot missed, rebound to the defense!	GOAL by G2 off a player's skate!
23	Wrist shot missed, rebound to the offense, *shoot again!*	Slapshot missed, rebound to the offense, *shoot again!*	The goalie stops a wrist shot by G1, can't hold on, it squeaks in, GOAL!
24	Goal attacked! Shot missed, rebound to offense, *shoot again!*	Slapshot missed, rebound to the offense, *shoot again!*	GOAL by G1 off a player's skate!
25	Deep slapshot missed, rebound to the defense	Wrist shot missed, rebound to the offense, *shoot again!*	Slapshot missed by G2, rebound to the offense, *shoot again!*
26	Slapshot missed, recovered by the offense	Wrist shot missed, rebound to the offense, *shoot again!*	Wrist shot missed by G1, rebound to the offense, *shoot again!*
31	Slapshot, SAVE! (POWER PLAY: no save, the offense recovers the miss)	Deep slapshot, SAVE!	Wrist shot missed by G2, rebound to the offense, *shoot again!*
32	Wrist shot, SAVE! (POWER PLAY: no save, the offense recovers the miss)	Slapshot missed, rebound to the defense	Wrist shot missed by G3, rebound to the offense, *shoot again!*
33	Wrist shot, SAVE!	Slapshot, SAVE!	Wrist shot missed by G1, rebound to the offense, *shoot again!*
34	Wrist shot from behind the net, SAVE!	Wrist shot missed, offense recovers it	Slapshot by T1, SAVE!
35	SAVE off a deflection!	Wrist shot, SAVE!	Wrist shot by T1, SAVE!
36	The shot is deflected out of bounds, face-off in defense's end	Wrist shot, SAVE! (POWER PLAY: no save, the offense recovers the miss)	Wrist shot by T2 missed, defense recovers it
41	Deep slapshot missed, offense recovers it	Goal attacked, SAVE!	Wrist shot by T3 missed, offense recovers it
42	Slapshot missed, offense recovers it	Turnaround shot, SAVE!	Wrist shot by G1, SAVE!
43	Wrist shot missed, offense recovers it	The shot is deflected out of bounds, face-off in defense's end	SAVE off a deflection!
44	Wrist shot missed, offense recovers it	Slapshot missed, offense recovers it	SAVE off a deflection!
45	Deep slapshot missed, def. recovers (POWER PLAY: offense gets it)	Slapshot missed, offense recovers it	Wrist shot by G1, SAVE, the goalie falls on it in desperation!
46	Deep slapshot missed, defense recovers it	Wrist shot missed, offense recovers it	Wrist shot by D1, SAVE, there's a pileup and the goalie has it!
51	Slapshot missed, defense recovers it (POWER PLAY: offense gets it)	Wrist shot from behind the net missed, offense recovers it	The shot by D2 is deflected out of bounds, face-off in defense's end
52	Slapshot missed, defense recovers it (POWER PLAY: offense gets it)	Slapshot missed off the post, offense recovers it!	Wrist shot by G3 goes off the post, offense recovers it!
53	Wrist shot missed, defense recovers it	Slapshot missed, defense recovers it	Slapshot missed by D3, offense gets it
54	Wrist shot missed, defense recovers it (POWER PLAY: offense gets it)	Wrist shot missed, defense recovers it (POWER PLAY: offense gets it)	Wrist shot missed by G1, offense recovers it
55	Turnaround shot missed, defense recovers it	Wide open wrist shot missed, defense recovers it!	Wide open wrist shot missed by G3, offense recovers it!
56	Goal attacked! Shot missed, defense recovers it	Wrist shot from behind the net missed, defense recovers it	Wrist shot missed by G2, defense recovers it
61	Slapshot off the post, missed, defense recovers it	Goal attacked! Shot missed, defense recovers it	Wrist shot missed by T1, defense recovers it
62	Slapshot blocked, offense recovers it	Turnaround shot missed, defense recovers it (POWER PLAY: offense gets it)	Two shots by G2 and G3 from inches away missed, goalie makes amazing saves, knocks it to the defense!
63	Wrist shot blocked, offense recovers it	Turnaround shot missed, defense recovers it	Slapshot by G1 blocked, offense recovers it
64	Slapshot blocked, defense recovers it	Slapshot blocked, defense recovers it	Slapshot by T1 blocked, to defense
65	Wrist shot blocked, defense recovers it (POWER PLAY: offense gets it)	Wrist shot blocked, defense recovers it (POWER PLAY: offense gets it)	Wrist shot by D3 blocked, defense recovers it
66	Wrist shot from behind the net blocked, defense recovers it	Turnaround shot blocked, defense recovers it	Wrist shot from behind the net by G1 blocked, defense recovers it

Face-Offs	
2-6	The puck goes to the home team.
7	The puck goes to the home team and they get an instant shot IF the face-off is in the opponent's zone! On face-offs from center ice, play on normally.
8-11	The puck goes to the visiting team.
12	The puck goes to the visiting team and they get an instant shot IF the face-off is in the opponent's zone! On face-offs from center ice, play on normally.

Face-offs are from center ice unless they come after goalie saves, penalty whistles, offsides calls, pucks knocked out of bounds, and icing calls.

Assists Chart

There are assists on all goals except goals off breakaways and rebounds.

the number of total goals in the game → / your current Action Grid row number when the goal was scored ↓	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10 or more**
1-4	P1	P1	P2	P2	P1	P2	P1	P3	P3	P1
5-8	P2	G1	P1	D2	G3	P1	G1	P2	P1	P2
9-12	G1	G2	G3	P3	G2	G2	P1	G2	T1	P1
13-16	P1	P1	P3	P1	P3	G1	P2	P1	P2	G1
17-20	P2	G3	P1	P2	P1	P2	D3	P1	D1	P1
21-24	G2	P1	P2	G3	P2	P3	P1	G1	P1	P1
25-28	P1	P2	D1	P1	G1	P1	T1	P2	P3	P1
29-32	P3	P3	G1	D1	P2	D2	P3	P1	P2	P3
33-36	P2	P1	P2	P1	G2	P1	P2	D1	T2	P1
37-40	P1	P2	P1	P2	P1	G1	P1	P3	P1	P2

Shootout / Penalty Shot Chart

If the game is tied at the end of the overtime period, there is a shootout. In a shootout, both teams take 3 shots, starting with the visiting team and alternating from there. Use players G1, G2, and G3 to take the shots. If the game is still a draw at the end of a shootout, with both teams having scored equally, continue alternating shots, but in a sudden death format.

2	The skater jukes the goalie and MISSES a wide open shot!
3	The skater's wrist shot is just barely knocked away, missing by inches!
4	The goalie makes a bold move toward the skater and breaks up the shot!
5	The skater mishandles the puck and a weak shot is missed!
6	The skater jukes the goalie and SCORES!
7	The skater jukes the goalie and SCORES!
8	The skate doesn't fool the goalie at all, the save is made!
9	The skater jukes the goalie but the goalie makes a miraculous stop!
10	The skater shoots, it's off the post, a miss!
11	The skater loses control of the puck and never gets a shot off!
12	The skater takes a hard shot and it squeaks through the goalie's legs, GOAL!

Minor Penalty Chart

Do not roll the dice again. Instead, simply take the number shown on the two Action dice when the minor penalty occurred and use that number to determine what kind of penalty was called.

2	Slashing
3	Clipping
4	Tripping
5	Elbowing
6	Roughing
7	Hooking
8	Interference
9	Cross-checking
10	High-sticking
11	Goalie interference
12	Head-butting

Power plays caused by minor penalties end when a goal is scored; power plays caused by major penalties go on for the full duration. During power plays, replace penalized players with new ones for purposes of keeping statistics.

RARE PLAYS	
11	The defense's T1 player is called for a 5-minute penalty for checking from behind on a breakaway! Offense G1 will take a penalty shot beforehand! Consult the Shootout chart for the result of the shot! (5 minute penalties last 10 full rows.)
12	Game tied: Defense's goalie is charged with straying out of position, it's a 2-minute penalty! Otherwise: Offense T1 is called for a 5-minute penalty for slashing! (5 minute penalties last 10 full rows.)
13	Game tied: Offense's G1 is whistled for an illegal stick, it's a 2-minute penalty! Otherwise: Offense T1 is called for a 5-minute penalty for a brutal hit against the boards! (5 minute penalties last 10 full rows.)
14	Game tied: Defense's goalie is whistled for illegal padding, it's a 2-minute penalty! Otherwise: Offense T1 is called for a 5-minute penalty for a brutal high-sticking! (5 minute penalties last 10 full rows.)
15	Game tied: Defense's T2 is whistled for a delay of game, it's a 2-minute penalty! Otherwise: The net becomes dislodged when the team with the puck attacks the net. Play is blown dead, there'll be a face-off in the defense's end.
16	A bench minor penalty is called against the team with the puck. It's a 2-minute penalty.
21	Defense T1 is called for a misconduct penalty! He is removed for 10 minutes (20 full rows on the Action Grid), a new T1 must be assigned and comes into the game during this time. No power play.
22	Defense T1 is called for a 5-minute penalty for unsportsmanlike conduct! (5 minute penalties last 10 full rows.)
23	Defense T1 is called for a 5-minute penalty for fighting and ejected from the game!! (5 minute penalties last 10 full rows.)
24	Offense G1 goes down with an injury and is out for the rest of the game! A new G1 must be assigned. Face-off at center ice.
25	Offense P1 goes down with an injury and is out for the rest of the game! A new P1 must be assigned. Face-off at center ice.
26	Offense T1 goes down with an injury and is out for the rest of the game! A new T1 must be assigned. Face-off at center ice.
31	Offense G1 jukes a defender and shoots and SCORES! But upon video review, the call is overturned! Face-off at center ice.
32	Offense G1 is CRUSHED by defense D1 and dropped to center ice, the puck is taken away!
33	Offense P1 is CRUSHED by defense D1 and dropped to center ice, the puck is taken away!
34	Offense D1 is CRUSHED by defense D1 and dropped to center ice, the puck is taken away!
35	Offense G1 takes a deep slapshot, it ricochets off a defenseman and then off the goal post, just missing the net, and the puck is taken by the defense!
36	Offense T1 sends a long centering pass from the corner toward the crease, G2 reaches for it and just barely gets a stick on it, flipping it off the goalie, who makes a great stop, it's taken over by the defense after an almost miraculous pass and shot!
41	After chaos in the crease, the puck is knocked out to offense D1 who has a WIDE OPEN net but MISSES the shot! The defense takes over!
42	Offense G3 gets a breakaway but defense D1 skates from behind, dives, and breaks up the play! His team takes over possession!
43	Offense P3 attempts to send the puck across the ice, but it's intercepted on a breakaway by defense G2, who then unforgivably loses control of the puck as he gets within a few feet of the crease! The defense gets the puck!
44	Offense P2 takes a slapshot and it squeaks between the goalie's legs! Defense D1 is able to knock it away at the last second, but the offense gets the puck back!
45	Offense G3 takes a wrist shot from close range and the goalie only gets the top part of his glove on it....the puck pops out, bounces in the crease.....roll again, on 2-5, it goes into the net for a GOAL, on a 6-12, defense D1 makes a great play to kick it away, the defense takes over possession!
46	The offense catches the goalie too far out of the net, G1 maneuvers around him and tries a wrist shot but the goalie reaches out to just barely deflect it inches wide of the net! The defense takes over possession!
51	Offense G3 receives a terrific pass, shoots, and scores! But it's called back, offsides is ruled, and it's a dubious call at that! Face-off in the offense's end.
52	Offense D2 loses control of the puck, it's corralled by the defense's goalie, who leaves it against the boards for his D3, but the opponent's T2 attacks the puck and gets there first, slamming his man into the boards, and grabbing possession of the puck off the incredible hustle!
53	Offense P3 dumps the puck in behind the net, it slides along the boards and is instantly fed toward the crease by offense P1 to G2, who just has to deflect it into the net! Roll again. On a roll of 2-5, it's a GOAL! On a roll of 6-12, defense D1 manages to get a stick on it, it's deflected inches wide and the defense takes over!
54	The visiting team's coach is called for abuse of the officials! It's a 2-minute penalty against his team. Face-off in the visitor's end.
55	Offense G1 is DRILLED into the boards by defense T1 and dropped to the ice, the puck is taken away!
56	Offense G2 is DRILLED into the boards by defense T2 and dropped to the ice, the puck is taken away!
61	Offense G3 is DRILLED into the boards by defense T3 and dropped to the ice, the puck is taken away!
62	Oh, defense T1 gets away with blatant and brutal roughing out of sight of the refs! Play continues normally, but what a blown call!
63	Offense G1 takes the puck at center ice, skates into the corner, takes it behind the net, curls around, beating everyone, reaches out and takes an incredible shot! On a roll of 2-5, he SCORES! On a roll of 6-12, the goalie makes a miraculous stop and the defense takes over possession of the puck!
64	Offense T2 flips the puck near the crease, G1 reaches up, knocks it down, turns around, and shoots! Roll again. On a roll of 2-5, he scores! Assist to T1. On a roll of 6-12, the shot is blocked out of bounds with an alert play by D1, face-off in the defense's end.
65	Offense G1 takes a slapshot from the corner, it goes in off a defenseman's skate! GOAL!
66	Offense G1 receives a beautiful pass from P1 and has a one-on-one against the goalie! Roll again. On a roll of 2-5, he jukes the goalie and SCORES! Assist to T1. On a roll of 6-12, the goalie makes a miraculous stop and the defense takes over possession of the puck!

BD	►G1		►D1	□	►G2	•••••	►G1+	**L**	►G3	□	► D2
►P3		► D1		► G1+	BD	►T3	ICE	►P1	← D2	►P2	
← D1	► P2	!! G1	► P1	← D3	►G1	off	► G1	← G2	► G3	□	► P2
► G2		► P1	>P1	► G2	>G1	► D1	□	► G1+	K – D1	►G1	**L**
L	►D3	← T3	► G1	□	► G3+	FACE	► G2	>G3	► P1	□	► G1
► P2		► P2	(RARE)	►T2	>P3	► G2	•••••	► G1	!! G2	►D2+	**L**
BD	► P1+	K – T1	► G3	•••••	► G1+	‡ T2	► D1	BD	► P2	•••••	►T1
► G2	>G3	► G1	**L**	► P1	K – D3	► P3+	K – T2	► D2	← D2	► P2	>G1
□	► G1+	>P3	► P1	BD	► D1	← T1	► D3		► D2	**L**	► P2+
► T1	← D1	► P2	K - T1	► G1	□	► D2+		► P1+		► D3	(RARE)
K – D1	► G3+	□	► D1	!! G1	► D3	□	► G1	>P2	► P1	K – T1	► G2+
► D2	□	► G2	FACE	► P3	BD	► G1	← D1	► P2+	← T2	► P2	□
BD	► P1	•••••	► G1+	← G1	► D1	← P2	► G3+	‡ T1	► G2		► P2
► P3	**L**	► P2	>P3	► G2	**L**	► T3	□	► D1	□	► G1	>P1
	► G1	□	► P1+		► D2	BD	► G1	>G3	► P1	← T1	► D2
► G2+	**L**	► D1+	!! G2	► G1	□	► G2	ICE	► D2	FACE	► G3	K - T1
□	► P2+	>P3	► T2	off	► G1	>G1	► G2+	(RARE)	► T2	← D1	► P1+
► D1	BD	► G1	□	► P1	•••••	► G3	>P1	► D3		► P2	□
•••••	► T3	ICE	► P1	>G1	► T1		► G1+	!! G1	► G2	K – D2	► D3
► D1	□	► P2	BD	► G3	K – D2	► P2		► P1	•••••	► G1	•••••
L	► G1	BD	► G2	**L**	► G2	□	► G3	>G1	► T1	K – T2	► P1+
► G2	>P1	► G1	K – T1	► D1	•••••	► D2+	K – G1	► P3+		► P2	← D2
← T2	► P1	•••••	► P3	← D1	► G1	>P2	► G3	K – D1	► G2	BD	► D3
► P1	K - T1	► G1+	‡ T3	► T1	← D2	► T2+	**L**	► G2	□	► D1	□
□	► P3+	•••••	► G3+	**L**	► P1+	•••••	► G1	>P1	► D2	‡ D1	► G2
► D3	← D3	► P1	!! G1	► G2+	ICE	► D1+	□	► P2+	K - T1	► G1	(RARE)
off	► G3	**L**	► P3	□	► P1		► G1+	•••••	► G1	BD	► P1
► D2		► D1	□	► D2	>G1	► G1	>P3	► P1	← D1	► G3	ICE
K – T1	► G2+	← P1	► T2	← D1	► G1	off	► G3	□	► D1+	BD	► D2
► P2		► P3	>G2	► D3		► D1	K - T2	► G1	>P1	► G2	**L**
← D2	► D2	>G1	► G1	FACE	► P1	>P2	► G2	!! G1	► P2	off	► T3+
► P1+	← D1	► G1	K – D1	► T1+		► P1+	>P1	► G3	•••••	► D2+	K – D3
L	► P2+		► G2+	BD	► G1	← D3	► P3	>P3	► G2+	□	► P2+
► G1+	K – P1	► G2	•••••	► G3	□	► D1	BD	► D3	← P1	► P2	← T1
	► P1	□	► P1	ICE	► D2	K – T3	► G1+		► P1	>G2	► D3
► D3	K – T1	► G3	‡ T1	► G2+	(RARE)	► T1+	BD	► G2	•••••	► G1	>P2
□	► T2+	K - T2	► P1	>P1	► G1	FACE	► P1	□	► P3		► T1
► P1	□	► G1	BD	► G3	K – D2	► D1+	!! G2	►G1	!! G1	► P1	K – T2
	► P3+		► G2	•••••	► D1	(RARE)	► G2		► G1		► D2
► G1	!! G3	►G1+	>G2	►G1	K – T1	► G2	□	► G3+	•••••	► G1+	

teams	1	2	3	OT	fouls	shoot out						final score

		Shots	G	A			Shots	G	A
G1					G1				
G2					G2				
G3					G3				
P1					P1				
P2					P2				
P3					P3				
D1					D1				
D2					D2				
D3					D3				
T1					T1				
T2					T2				
T3					T3				
GL		saves:			GL		saves:		