

Secondary Chart Descriptions

2/0	2 minute minor powerplay
2/2	If teams are currently skating 5-on-5 then they will skate 4-on-4 for the next 2 minute If the teams are not skating 5-on-5, these are coincidental minors - players sit 2 minutes
4/0	Back-to-back 2 minute minor powerplays
4/2	2 minute minor powerplay. SH coach must select another player, from the ice, to serve the powerplay duration.
4/4	Coincidental double-minors. Teams at full strength while players sit 4 minutes
5/0	5-minute major powerplay. The player with the major penalty rolls two dice and must roll "doubles" to stay in the game. Otherwise, this player is given a game misconduct. In this event, this player's coach must select any other skater in the lineup to serve the major penalty.
5/2	3 minute major powerplay. The team who receives the major penalty must have another player, from the ice, serve the first 3 minutes. The player with the major penalty rolls two dice and must roll "doubles" to stay in the game. Otherwise, this player is given a game misconduct. In this event, this player's coach must select any other skater in the lineup to serve the 5-minute major penalty.
5/4	1 minute major powerplay. The team who receives the major penalty must have another player, from the ice, serve the first minute. The player with the major penalty rolls two dice and must roll "doubles" to stay in the game. Otherwise, this player is given a game misconduct. In this event, this player's coach must select any other skater in the lineup to serve the 5-minute major penalty.
5/5	Fight! Teams at full strength while players sit 5 minutes
7/0	5-minute major powerplay, followed by a 2 minute powerplay. The player with the penalty rolls two dice and must roll "doubles" to stay in the game. Otherwise, this player is given a game misconduct. In this event, this player's coach must select any other skater in the lineup to serve the penalty.
7/2	5-minute major powerplay. The player with the major penalty rolls two dice and must roll "doubles" to stay in the game. Otherwise, this player is given a game misconduct. In this event, this player's coach must select any other skater in the lineup to serve the 7-minute penalty.
7/5	Fight! 2-minute powerplay. SH coach must select another player, from the ice, to serve the 2-minute minor penalty
7/7	Fight! Coincidental majors. Teams at full strength while players sit 7 minutes
9/7	Fight! 2-minute powerplay. SH coach must select another player from the ice to serve the 2-minute minor penalty
9/9	Fight! Teams at full strength while players sit 9 minutes
12/7	Fight! 5-minute powerplay. SH coach must select another player to serve major.
def	2-minute minor bench penalty on Defensive team
off	2-minute minor bench penalty on Offensive team
GM	5-minute penalty + game misconduct on the penalized player
MC	10 minute misconduct on SH player
MP	Match penalty on defensive player for intent to injure. Player receives 5-minute + 2 game misconducts.
BR!	4 Fights! Defensive player gets 5+2+game misconduct. Offensive player gets 5-minute + game misconduct. Of the remaining players on the ice, 3 more from each team get 5-minute each. Choose players with the most PIM.
PS	Offensive team gets a penalty shot. Use Penalty Shot Chart to determine the shooter. Use breakaway column. Any "goal", "goal+", or "X-Reb" is a goal. Any split range (incl +'s) is done normally. Any other result is a save.