

HOCKEY RULEBOOK

for the board game by *Red Boar Studios*

1. Introduction

Many people love hockey. This board game version of hockey by Red Boar Studios allows fans to play a fairly realistic hockey game without losing any teeth, getting slammed into the boards, or even having to know how to skate. The following sections describe the game components and the adaptation of NHL rules to conduct an enjoyable battle.

In most cases, I have tried to share the rationale behind some of the rules. For example, for each additional player a team has available to play, they receive a +2 adjustment on their dice roll. This is admittedly arbitrary but seems to deliver outcomes that closely mirror what you might find in a live hockey game.

If you want to modify any of the rules more to your liking, for example, if you don't like the NHL shootout rules to settle the outcome of a tied game, go for it. It's your game!

2. Board

The board is representative of a standard hockey rink. It has three major sections which are defined relative to the goal the team defends. The section where the team's goal is located is its Back zone. The center section is always Center Ice. The section where the opponent's goal is located is its Forward zone.

Dice rolls are treated differently based on where the puck is on the ice, and whether the team currently has control of the puck. Further adjustments are possible if penalties are in effect.

3. Puck

The puck token uses the ice rink sections to show where the puck is during the game. This impacts when a team can score, whether an offside or icing penalty can be called, or whether a defending team receives an adjustment on their dice roll. The Control and Penalties sections explain the details.

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4. Clock

The ring of circles surrounding the rink is the game clock. It is numbered counter-clockwise in minutes from 20 to 1 (20 and zero share the same circle) with the unnumbered circles showing the 30-second intervals between whole minutes.

The clock moves counter-clockwise from 20 in each period. Each play on the board consumes 30 seconds, so after each play the clock counter is advanced to the next circle. When the clock counter reaches 20 again, the period or overtime is ended.

Note that faceoffs do not use any time. The initial faceoff at center ice, and any penalties that result in faceoffs in the various zones take no time as they simply establish which team is now in control. Once a team is in control, the next play will move the clock again.

5. Control

The control section tracks which team currently controls the puck. The green control areas indicate which team has control, while the purple neutral area indicates that a faceoff is in progress to determine control.

For every faceoff and play, both sides roll two six-sided dice each and compare the results. This ensures that both sides are involved in determining each event. Generally the higher the number a team rolls, the greater the benefit, but there are adjustments in some situations that may affect the outcome.

5.1 Neutral/Faceoffs

All faceoffs start with the control token in the neutral position, between the two control sections. Faceoffs consume no time on the game clock; they simply establish who will take control and become the attacker. Both teams roll their dice. After adjustments, the team with the higher number becomes the attacker. If there is a tie, repeat the rolls until one side clearly wins control. Move the control token to the winning team's control zone.

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When a penalty occurs, the game clock is stopped after the play (advance the game clock token to the next position after the dice roll to indicate this).

Generally, a faceoff then occurs in the section where the penalty occurred. The exception to this is icing, which is explained in detail in the 6.2 Icing section.

5.2 On Defense

While on defense, when the puck is in the team's Back zone, they receive a +2 on their dice rolls (extra player aka the goalie). There is no such adjustment while the puck is in the Center or Forward zones.

If you roll a number that is 2 points higher than the attacker's number, the puck is moved down the ice one section back toward the attacker's goal if possible. If you roll a number that is equal to or 1 point higher than the attacker's number, the puck remains in the current section.

If you roll a number that is 4 or more points higher than the attacker's number, you gain control of the puck and become the attacker. Move the control token to your side of the grid.

5.3 In Control

When in control of the puck, the objective is to move it down the ice toward the opposing team's goal and score. If you roll a higher number than the defender, you may advance the puck one section. If you roll a number which is 4 or more points higher than the defender, you may advance the puck two sections from your Back zone.

You may score only from the Forward zone. If you roll a number which is 2 or more points higher than the defender while in the Forward zone (remember that the defender has +2 added for their goalie) you score a goal. If the number rolled is higher than the defender's number but is not sufficient for a goal, the puck remains in your control and in the Forward section.

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6 Penalties

Penalties are divided into two types: time penalties and non-time penalties.

Offsides and Icing are non-time penalties. The remaining penalties are grouped together into the single category of Two-Minute Penalties.

6.1 Offsides

Offsides is an offensive penalty given when a player crosses the line into the Forward zone before the puck does. As such, you may only receive the offsides penalty when you are in control and in the center section. If the team in control rolls a 12 while in the center section, an offsides is called. Offsides does not result in a time penalty, instead, control moves to neutral and we hold a faceoff at center ice.

6.2 Icing

Icing occurs when a team shoots the puck from their Back zone all the way down the ice.

Rolling a 12 while in the Back zone signals icing when the team is in control. There is no time penalty for this, but the puck is returned to the team's Back zone for a faceoff.

When a team has players in the penalty box and the opposing team has fewer players in the penalty box (aka on the Power Play), icing works differently. In this case, there is no penalty for sending the puck all the way down the ice. Instead, control then passes to the opposing team and they must bring the puck back down the rink beginning from their Back zone.

Similarly, when a defending team rolls a 12 while down a player and the puck is in their Back zone, if the roll is enough to prevent a goal (a difference of less than +2 for the attacking team), the defending team is assumed to have taken temporary control of the puck and slapped it the length of the ice. Once more there is no penalty in this situation; control passes to the opposing team and they must bring the puck back down the rink beginning from their Back zone.

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6.3 **Two-Minute Penalties**

When a team rolls a sum of 2 on the dice (snake eyes) they are assessed a two-minute penalty. First, move the game clock token forward to record the end of the play. Then place a team token in the penalty box ring inside the game clock. Count four circles beginning with the next one after the game clock token to give a full two minutes of penalty. For each team token in the penalty box, the opposing team receives a +2 to their dice roll, whether it be an attack, defense, or faceoff roll.

When the game clock token arrives at the position where a team token has been placed in the penalty box ring, the team token is removed from the board, ending the penalty.

6.4 **Limit**

Per official hockey rules, a team may always field a minimum of three players in addition to a goalie. Effectively this means that if a team receives a two-minute penalty while two players are already in the penalty box, the latest offender's penalty is logged, and the oldest-serving penalized player is released from the penalty box. Therefore, you may only have two penalty tokens in use at any time during the game per team.

For purposes of game play, no five-minute penalties are defined or assessed in this game.

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7 Periods

7.1 Regulation

There are three 20-minute periods in a regulation game. Each period is tracked using the period token in conjunction with the game clock.

7.2 Overtime

If there is no winner at the end of regulation play, a five-minute overtime will be played. Set the game clock token at the five-minute mark and begin play.

7.3 Shootout

If at the end of overtime there is no winner, you may hold a shootout. Teams alternate a scoring attempt with no adjustments for the defensive roll (it is a single shooter vs a single goalie). This means that an attacker needs only a +2 to score a shootout goal. Note that this does not add a point to the game goal total at this point; it is used only to determine which team is awarded an additional game goal.

If after three attempts by each team the shootout goal totals are equal, then the shootout continues in sudden death mode. In sudden death, after each team takes a turn, if one team scores and the other does not, the shootout is decided in favor of the team that scored. This cycle continues until a scoring imbalance occurs. Once a winner has been decided in the shootout, the winning team is awarded a single goal to add to their total scored in regulation play plus overtime play and the game ends.

7.4 Alternatives

If you don't like the shootout rules, you can always go back to the old NHL rules and call a game that is tied after an overtime period a tied game.

8 Resources

To get a replacement copy of these rules, go to RedBoarStudios.com/hockey.