4th Street Hockey Advanced Instructions

The basic instructions go through the basic mechanics of 4th Street Hockey, and should be mastered first. This document elaborates further, introducing some new options to incorporate into the game, if you choose. You may include all, some, or none of these options as you see fit.

Time

The "Standard Game" seconds strip is used rather than the "Basic Game" strip.

Minutes			Seconds											
20	13	6	Standard Game	:54	:48	:42	:36	:30	:24	:18	:12	:06	:00
19	12	5	Basic Game	:50	:40	:30	:20	:10	:00				
18	11	4	1										
17	10	3	2										

One pawn is placed on the minute marker (at "20" for the beginning of a period), while the other is placed on the ":00" position. Plays take either 6 or 12 seconds, rather than 10 or 20, as per the following table:

Plays Taking 12 Seconds	Plays Taking 6 Seconds	Plays Taking 0 Seconds
Pass	Rebounds	Faceoffs
Skate	Plays on which a penalty or stoppage of play occurs	
Loose pucks	Second (or third, or fourth, etc.) rolls for loose puck battles if the first roll did not resolve possession	
Shots		Second part of shot sequence

In short, move the clock each time you roll the dice except on the second part of a shot sequence and on faceoffs.

Each time the clock passes the ":00" mark and returns to the left (either ":54" or ":48"), remember to move the minute marker down by one.

Shifts

Keeping track of shifts can be accomplished by one of several methods:

1) Keeping track of the time on ice for each player in the game. If this technique is used, players become fatigued and lose 1 point off all their skills for each 12 seconds on the ice over 1:00. "TOI pawns" are available for all skaters on the ice for both teams, and are placed underneath the seconds timer on the game board. When a player comes in, place a pawn under the seconds timer across from his listed position (there is only one row for each position, so teams will have to share the spaces). When the seconds timer returns to the position above a player's token, the player has been on the ice for one minute, after which time he becomes fatigued. A team's players can shift on and off the ice when:

    i. they control the puck

    ii. or the other team conducts a line change

2) Keeping track of lines. At the beginning of a line's shift, a team's pawn is placed under the seconds pawn on one of the circles. When the seconds time pawn reaches this point over the course of the next minute, a line shift occurs if:

    i. the puck is in the neutral zone or the team's offensive zone.

    ii. there is a play stoppage (although, a team committing an icing violation may NOT conduct a line change).

    If a team cannot clear the puck out of their zone after 1:00, each player on that line is penalized 1 point off all their skills for every additional 12 seconds they are on the ice.

3) The easiest way to keep track of line changes is to switch off every time the time counter reaches ":54" or ":48" (the same time you move the minute pawn). You can simply assume that a new line takes over at that time, and that the puck is in possession of the player replacing the one who last had it. This is the same method as used in the basic game, except it occurs every minute rather than every two minutes.

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Regardless of the technique you decide to use, you may always choose to "chip" the puck in order to conduct a line change. To conduct a chip, you must control the puck in the neutral zone or your offensive zone, at which time you may announce "chip". The other team automatically gains possession of the puck with their left defenseman "④". All players are allowed to switch out, except for this defenseman, who stays on the ice until the puck leaves his defensive zone.

Faceoffs

1) After selecting the players who will be on the ice, each team selects an on-ice player to take the face-off and announces this selection to the other team with the visiting team selecting his player first. To help you make a decision, each player's faceoff win/loss stats are listed at the bottom of his ratings.

2) Check the two faceoff participants' FO (faceoff) ratings, which appear above their "FO" stats. The sample player (Mark Bollinger) shown previously has a faceoff rating of "+1".

3) Roll the dice. The home team player is represented by the colored d10, while the visiting team player is represented by the white d10. Add each player's "FO" rating to their respective die. Which ever adjusted roll is highest, wins the faceoff. The puck is received by the player identified by the d6p.

4) In the case of a tie, compare the two d6 (black spotted represents the visitors, white spotted represents the home team); the highest player's die remains in the circle, with the lowest being removed from the faceoff (make no adjustments with the players' FO ratings). If these two dice end in a tie, both players are removed from the faceoff.

5) If a team is on the power play OR has pulled their goalie, add 2 points to that player's "FO" rating for each skater they have in the man advantage. For example, in a 5-3 power play, the player on the power play would receive a 4-point bonus.

6) Possession of the puck takes place wherever the faceoff was located.

7) If a player identified as receiving the puck is not on the ice (for example, player number "⑥" when a sixth skater is not on the ice), the result is a loose puck in the zone where the faceoff took place.

Wild Card (⁛)

The wild card strategy cards are used in the standard game in order to indicate a puck action when a "⁛" reading occurs.

Movement

Most of the result codes which have the puck move 2 zones in the basic game only move the puck one zone in the standard game. For example, the "▲" code advances the puck one zone forward rather than two. Look at the "Standard Translation" column on the Symbols Map chart for more details on the differences between the basic and standard symbols.

Advancements

An advancement by either "△" or "⊿" is moved only 2 zones rather than 3. Rushes and break-aways via a "⊿" result are treated in the same manner as in the basic game.

Loose Pucks

Each player has an "LP" (loose puck) rating, which reflects his ability (or inability) to get possession of a loose puck.

Use the d6p to identify the home team player involved in the loose puck battle, and the regular d6 with black spots (the d6 with white spots is ignored on loose pucks) to identify the visiting team player. Add each player's "LP" rating to their respective d10. Which ever team has the highest d10 total comes out with the loose puck. For example, if the home team player had an "LP" of "+1" and his d10 roll was a "5", then his total would be "6".

If one team has more skaters on the ice than the other, that team's player receives a 2 point bonus for each additional skater (e.g. for a 5-4 advantage, add 2 points. For a 5-3 advantage, add 4 points. For a 6-5 advantage, add 2 points).

In the case of a tie, another loose puck resolution is necessary. The timer only moves 6 seconds in these situations.

Use the d20 and the range listed on the game board to determine where control of the puck is gained.

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Other instances of a loose puck may occur when:

- A faceoff intended for a player not on the ice. For example, if the d6p is intended for player "③", but he is in the penalty box.
- A pass to a player who is not currently on the ice, such as "Ⓓ" when his team is short-handed.
- A player with possession of the puck is injured.
- A shot misses the net ("wL", or "wR", or drifts too far to the right, left, or above the net).
- A shot is blocked.

Run 12 seconds off the clock on loose puck skirmishes. Run 6 seconds off for each subsequent loose puck determination if the first was unresolved.

Penalties

Each player has a "PN" (penalty) rating. Cross-reference the offensive and defensive players' penalty rating on the standard penalty chart to find a d20 range for columns "A", "B", and "C" on the penalty chart.

Penalty		
Symbol	Roll	Used for:
◆	3	On penalties, the d10 are combined in order to determine which penalty was called.
◇	5	
■	2	Not used
⬡	19	The d20 is used to determine which column ("A", "B", or "C") is used on the penalty chart.
▢▢	3	Not used.
Do not advance the time on a penalty.		

If the defensive player has a "PN" rating of "+0" and the offensive player has a "PN" rating of "-1", the d20 range for column "A" is 1-7, for column "B" is 8-18, and for column "C" is 19-20, as shown below:

	Defense PN Rating					
	-2	**-1**	**+0**	**+1**	**+2**	
-2	1-6	1-8	1-10	1-12	1-14	A
	7-18	9-18	11-18	13-18	15-18	B
	19-20	19-20	19-20	19-20	19-20	C
-1	1-5	**1-7**	1-8	1-9	1-10	A
	6-18	**8-18**	9-18	10-18	11-18	B
	19-20	**19-20**	19-20	19-20	19-20	C
+0	1-4	1-6	1-8	1-10	1-12	A
	5-18	7-18	9-18	11-18	13-18	B
	19-20	19-20	19-20	19-20	19-20	C

Offense PN Rating (left axis) · *Use Column Below:* (right axis)

Since the d20 roll was "19", we will use column "C".

The d10 combo was "35", so the penalty would be for roughing and fighting (rolls from 21-50 in column "C" would all have this same result, while rolls from 00-20 would have been roughing on both the offense and defense).

Column:			Penalty	Called on:	Duration
A	**B**	**C**			
		20	Roughing	Offense and Defense	2:00
50			High Sticking	Offense	2:00
	10		Interference	Defense	2:00
	20		Delay	Defense	2:00
85			Delay	Offense	2:00
		50	Roughing & Fighting	Defense (Roughing); Offense and Defense (Fighting)	2:00 and 5:00 each
	30		Hooking	Defense	2:00

The defensive player identified would be called for roughing and serve 2:00. Both the offensive and defensive players would be assessed an additional 5:00 each for fighting.

As some players will rarely, if ever, participate in fights, check to see if either or both player(s) receiving a fighting penalty have a PN rating of +2. If either (or both) do, give the penalty to the player(s) on the ice with the most PIM instead.

The two d6 are used to determine whether or not a penalty is delayed (see below for more details).

Delayed Penalties

If the total of the two d6 is in the range indicated in the "Delay" column, the penalty is delayed and the offensive team maintains possession. During this time, if the offensive team can maintain possession for at least one pass, skate, or shot, a sixth skater may be brought onto the ice in place of the goalie. Play resumes until the defense touches the puck, which occurs in this situation in any of the following situations:

- Loose puck involving a defender (an on-ice defender is identified in the usual manner). The defender does not need to win the battle.
- Blocked shot
- Freeze by the goalie
- A defender wins a "pd" or "sc" matchup.

Puck movement during a delayed penalty is the same as it is for power plays (see below).

Power Plays

The power play team can move the puck down the ice more easily…instead of a "▲" moving the puck ahead one zone, the puck instead moves two zones (rather than the three zones, as is the case in the basic game). Likewise, a "►" moves the puck one zone to the right and two zones forward, rather than the usual one zone right, one zone forward. Each of the following symbols moves the puck ahead two zones rather than one:

<div align="center">▲, ◄, ►, ▼, ●.</div>

In all cases, if the symbol has a second meaning (for example, "●" centers the puck and adds 5 points to a shooter's shot rating), that meaning applies as well. When a "△" or "▲" results in the puck

normally would advance the puck two zones, advance the puck three zones forward rather than the usual two.

While you may elect to play forwards in place of defensemen at any time, power plays present an obvious reason to do so. Keep in mind that forwards' defensive and checking ratings ("DF" and "CH") are automatically lowered by 5 points (minimum of 0) if they enter a game in place of a defenseman (either as the "④" or "⑤" skaters).

On-Ice Fatigue

After being on the ice for up to one minute, players receive 1 fatigue point. For each additional 12 seconds of on-ice time, players receive 1 additional fatigue point. For example, a player who has just been on the ice for 1:24 would receive 3 fatigue points (1 for the first minute, 2 for the additional 24 seconds on the ice). For each minute the player is off the ice, 1 fatigue point is removed. If the player had received 3 fatigue points, he would need to remain off the ice for at least 3 minutes in order to be fully rested. You can use the time columns on the score sheet to keep track of on-ice fatigue…a "|" (tally mark) could indicate a fatigue point, while a cross through it, "+" would indicate that it has removed because the player has been rested.

It is very important to keep your line shifts short, so that your players don't become fatigued.

All players are rested from on-ice fatigue during intermissions.

Game Fatigue

If you choose to keep track of the total time on ice for each player, players may only exceed their "TOI" by 3 minutes during the course of a game. For each additional minute on the ice, reduce all of the player's ratings by 1. For example, if a player has a "TOI" stat of "4:38", he loses 1 point off all his ratings when he is on the ice for 8:00. He loses 2 points when he is on the ice for 9:00, etc.

Game fatigue is cumulative with on-ice fatigue.

Enforcers

Like it or not, some players' sole purpose on a hockey rink seems to be that of "enforcer". These players generally have very poor ratings, except possibly as a checker and maybe defense, and would otherwise be rendered useless without their "EN" (enforcer) rating. Having an enforcer on the ice in 4th Street Hockey has the effect of reducing an opponent's willingness to check hard, with collateral effects of easier puck movement and less likelihood of incurring an injury from a hard check.

The enforcer rating is a total team value of all the players on the ice. Add up all of each team's enforcer ratings (since they are fairly rare, it shouldn't take long) and subtract one team's from the others'. If one team has a higher enforcer rating, their opponent's "CH" (checking) ratings are diminished by that amount.

For example, Team 1 and Team 2 are playing at even-strength. Team 1 has four players with "EN" ratings of zero and one with an "EN" rating of "2". Team 2 has all five players with "EN" ratings of zero. Whenever a skating-checking matchup occurs with Team 1 skating and Team 2 on defense, subtract 2 points from all Team 2 player's "CH" ratings. As soon as the enforcer leaves the ice, the team enforcer totals need to be recalculated.

⊛ Wild Cards

The offense may indicate to which player they would prefer an attempted pass be headed to by placing a "⊛ Card" face down next to the game board. When a "⊛" result comes up, the card is revealed and the pass attempt is headed toward that player.

If it turns out that the player passing the puck is the same as the preferred player, assume that the puck first touched the player with the next highest number. For example, player "②" has been designated as the "⊛" player, and he has possession of the puck. He makes a successful pass to "⊛", which happens to be himself. Assume that the puck first touched the next highest player, in this case player "③", but is now handled again by "②".

Shadow

The defense may elect to "shadow" a player with one of its forwards. Place a shadow card next to the game board with the defending player's ice token over it. If the shadowed player is involved in any matchup, the defensive player doing the shadowing is automatically involved, too. On the other hand, if the defensive player is identified for any other matchup (against a player he is NOT shadowing), the offensive player wins the matchup unopposed.

Physical

Some players, especially forwards, are brought on the ice at times in the form of a "checking line" in an attempt to slow down an opposition's "scoring line". Beginning with version 2, all skaters have received a "PH" (physical) rating of "0" (not physical) to "2" (extremely physical). Most players receive a rating of "1", indicating that they are not extremely physical, but can "hold their own".

Add up each team's "PH" ratings and compare them. If the defensive team's total is higher than the offensive team's, subtract the difference from all offensive team's "PS" and "SK" ratings. If the defensive team's total is the same than or lower than the offensive team's, make no changes.

Intangibles

Some players just have the "knack" of helping their team overcome deficits and providing good leadership on the ice. To illustrate this, a "TG" (intangible) rating has been given to each skater beginning with version 2 of the game. Most players have received a "TG" rating of "0", but a few of the more veteran leaders, and/or those skaters who score an inordinate number of game-winning goals, will receive a "1" or a "2".

During the last 5 minutes of a game and during overtime (but not during shootouts) in which neither team is ahead by more than a goal, add a player's "TG" rating to his "PS", "SK", "CH", "DF", "WS", "SS", and "BA" ratings when ever he is involved in a matchup. If the score changes, and one team leads by 2 goals or more, the intangible rule is eliminated unless the score again finds its way to within 1 goal.

Icing "Touch Races"

On icing calls, use the d6p to identify an offensive player and the black-spotted d6 to identify a defensive player. Add the offensive player's "SP" rating to the colored d10 and the defensive player's "SP" rating to the white d10. Which ever player has the highest total gains possession of the loose puck, "wins the race" to the puck. If the offensive player wins the race, he gains control in his offensive zone. Otherwise, the defender touches the puck and icing is called.

If the black-spotted d6 identifies player "⑥", the goalie touches the puck, regardless of the offensive player chasing it down. Icing is waved off, and possession of the puck is awarded to player "②" on the goalie's team behind his own net.

Timeouts

During a normal stop in the action, a team may call one timeout per game to rest their players. Each player on each team receives the equivalent of 30 seconds of rest before play resumes with a faceoff. Only one team is allowed a timeout per play stoppage.

Dump Ins

On a dump in to a team's offensive zone, use the d6p to identify an offensive player and the black-spotted d6 to identify a defensive player. Add the offensive player's "SP" rating to the colored d10 and the defensive player's "SP" rating to the white d10. Which ever player has the highest total gains possession of the loose puck. If a tie ensues, use the normal loose puck procedures.

Symbol Map (Standard/Advanced Game)

Code	Translation
▲	Advance puck to next zone
△	Advance puck two zones forward
△ (underlined)	Possible break-away, rush, or two-zone advancement. Use the Rush chart for further details.
▼	Puck goes straight back the point (when in offensive zone) to offensive depth 3. Otherwise, the puck advances to next zone.
◄	Advance puck forward and left
►	Advance puck forward and right
●	Advance puck forward and center it. Player with possession of puck attempts shot. Add 5 points because of the "nice feed" by the passer or a "nice deke" by the skater. Use a SS from level 3, a WS from level 1, and the player's best shot (WS if it is a tie) from level 2.
◆	Stolen puck. Roll d20 to find new location of puck.
◇	Stolen puck. Roll d20 to find new location of puck. Player immediately attempts a wrist shot if steal occurs in his offensive zone.
○	Loose puck
◉	Play stoppage. Faceoff
❶-❻	Refers to players on the opposing team
①-⑥	Refers to players on the same team
Ⓐ-Ⓓ	Pass directed to payer with highest ("Ⓐ") recipient rating to lowest ("Ⓓ") recipient rating.
⊛	Pass directed to player of offensive coach's choice
☠	Hard hit. Possible injury to opposing player
✚	Possible injury to player.
☢	Penalty

◘	Shot heads toward goalie zone pre-designated by offensive coach
↑	Shot drifts 1 goalie zone up
→	Shot drifts 1 goalie zone to the right
↓	Shot drifts 1 goalie zone down
←	Shot drifts 1 goalie zone to the left
↰	Shot drifts 1 up, 1 left
↱	Shot drifts 1 up, 1 right
↵	Shot drifts 1 down, 1 left
↳	Shot drifts 1 down, 1 right
✪	Goalie is screened. Add 10 points to shooter's shot rating