

## Momentum Gain/Lose Guide

**MOMENTUM is Gained** by a team when that

1. ☆team scores a Goal (only if at full strength.)
2. ☆team wins **HIT** quality check on an ICE BLAST.
3. ☆team wins **HIT** quality check on ZOOM result.
4. ☆team's player wins a **FIGHT**.
5. ☆team's goalie makes a **SPECTACULAR SAVE**.

☆ A team gains **momentum** and possession even if the other team already has it. ☆

**MOMENTUM is Lost** by a team when

1. on a **LULL** result.
2. either team is charged with a **PENALTY**.
3. either team suffers an **INJURY**.
4. an **UNUSUAL** or **RARE** result so indicates.
5. a period of play ends.
6. that team **fails to score on a Power Play opportunity.**  
(New Optional rule.)

Temporary **MOMENTUM is Gained**

1. by a team when that team has a **Breakaway**.<sup>2,3</sup>
2. by the **Man-Advantage** team during the **PP**.<sup>1,2,3</sup>

<sup>1</sup> PP means the *Power Play*.

<sup>2</sup> **Blue chip** team also gets *temporary momentum* on *Breakaway* and *Power Play*.

<sup>3</sup> A team gains *temporary momentum* during these events even if the other team already has it. Regular momentum returns when the temporary event ends.

**CHEAP SHOT Effect is Lost ~**

1. when the **blue chip** team scores a goal.
2. when the *period of play ends*.
3. when the **blue chip** team wins a fight.
4. when the **blue chip** team loses a fight. (however the other team gains or keeps **momentum**.)
5. (*temporarily*) when the **blue chip** team gets momentum on breakaway and power play.

### PLAY Chart Guide to Line Formation

Pos.	Assists	Shots	Asst + Shots	Pct.
① F	111	33	144	.222
② F	120	21	141	.218
③ C	111	48	159	.245
④ D	65	37	102	.157
⑤ D	25	29	54	.083
<b>Choice</b>	<b>(0)</b>	<b>(48)</b>	<b>(48)</b>	<b>.074</b>
<b>Total</b>	<b>432</b>	<b>216</b>	<b>648</b>	<b>0.999</b>

#### Analysis of Offense by Position

- ① F Best position to place top goal scorer.
- ② F Best position for assists, but Fewer shots than ① or ③.
- ③ C Most total shots + assists from play chart.
- ④ D More assists and shots than ⑤.
- ⑤ D Fewest assists and shot opportunities.

### LULL Event Calculation Formula

#### 1. LULL SHOTS.

- a. Lull minutes x 1 = Lull Shots.
- b. Divide Lull Shots by two (rounding down.)
- c. If **odd number**, assign extra shot to **home team**.

#### 2. LULL PENALTIES (all are minor penalties.)

- a. Divide Lull Penalties by *ten* (rounding down.)
- b. Assign one-half to each team.
- c. If **odd number** results, assign extra penalty to the **team with the fewer penalties**. If both teams have equal penalties, assign odd number to **visitor**.
- d. Remember, each penalty results in a single power play for one team and a penalty kill for the other.

### Penalty Enforcement

Penalty Type	Minutes	Short-Handed	Ejection	Ends with Goal Against	Statistical Minimum
Minor	2	Yes	No	Yes	2 minutes
Major	5	Yes	No	No	5 minutes
Misconduct	10	No	No	No	10 minutes
Game Misconduct	0	No	Yes	No	10 minutes
Match	5	Yes	Yes	No	10 minutes

Double MINOR penalties.

Simultaneous 2-minute penalties against one player are served consecutively. Each of the two penalties is enforced separately as a Minor penalty.

Coincidental MINOR Penalties

The teams play 4 on 4. No LULLS can occur. Read "7" as "3 Play ▲".

Coincidental MAJOR Penalties

Teams can substitute and *remain even handed* at 5 on 5 unless there is an added penalty in which case the penalized team will play short-handed.

The team benefiting from the penalty chooses the player who will take the shot. Use PENALTY SHOTS REBOUND SHOT procedure except do not add any bonus stars. No penalty time is served whether the shot is made or missed.