

# **Hockey Blast**

## **Optional Power Play System**

designed by Derek Jones  
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NOTE: This system is designed to work best with the grid line-changing system and the expanded game boards. Feel free to modify this if you use the stack method.

### **Declaring Your Special Teams Units**

Before starting the game, you will designate two power play units and two penalty killing units per team. List the players you would like to have on these units as follows:

**Power Play Units** – Three forwards and two defensemen for each unit. You have the option of placing a forward in one of the defenseman positions (aka “Playing the point”). However, if you do that, then ANY turnover roll of 10 on the Power Minutes chart with that power play unit on the ice results in an automatic breakaway play for the short-handed team.

**Penalty Killing Units** – Two forwards and two defensemen. You can choose which two forward positions you would like to fill.

### **When a Penalty Event Occurs ...**

Mark or take note of the lines that are scheduled to take the ice next. Then, use the markers supplied with this document or game pawns to mark the members of your first special teams units. They will play the first minute of the power play. If one or more of your players on these units are serving penalties, then use appropriate substitutes who are not on any special teams units. If a team winds up down by two men, remove a forward from that team’s penalty killing unit.

When the time advances, switch special teams units by moving your markers/pawns to the players who are on the next units. (If you wish, you can utilize an available Line Skip or Double Shift to keep your first unit out for consecutive power minutes.) When the penalty expires, remove the markers/pawns and go to the lines you marked earlier to resume even-strength play.

## Final Three Minutes

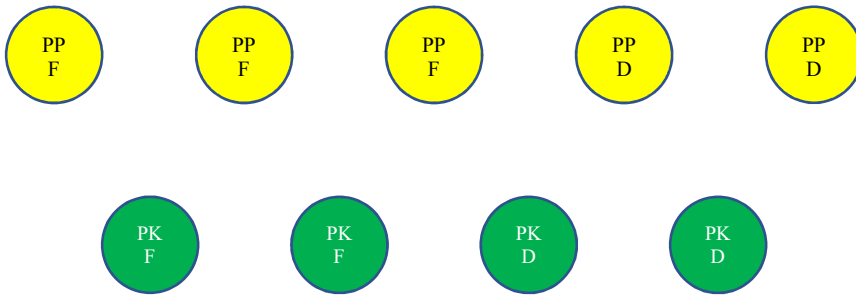
If you roll a 5 on the normal minutes chart in the final three minutes of the third period or at any point in overtime, roll a decider die to see if a Penalty Event occurs. If you don't have a decider die, a normal six-sided die will do.

Yes or 1-3: Penalty Event occurs. Use the procedure listed above to put your special teams units on the ice. If a faceoff or play roll gives you a circle reading and you have the required number of circles, consider it a successful clearing attempt for that minute instead of a 2-minute lull. Mark a No Shot for that minute, change units, and begin the next minute with the power play team having possession.

No or 4-6: Penalty Event does not occur. Refer to number 9 on the normal minutes chart for a momentum check.

## Markers

Here are some special teams markers for your convenience. For best results print these on heavy card stock and/or laminate them for easy pickup. Alternatively, you can use colored game pawns.



Please feel free to e-mail me with any questions, comments, or suggestions on how to improve this system. My e-mail address is [djones90@yahoo.com](mailto:djones90@yahoo.com). Enjoy!

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