

STEP ONE:

Add up the "POWER RANKINGS" of the starting six. *(IF YOU DON'T HAVE A STARTING SIX – for example, you only have one defenceman - COUNT UP POWER RANKINGS OF THE STARTERS YOU DO HAVE)*

The gap will determine the scoring lead in the match.

If the margin is 1-3, the GM's with the higher power ranking takes 1-0 lead.

Margin of 4-6, it is a 2-0 lead.

Margin of 7-9, it is a 3-0 lead.

Margin of 10 or more, it is a 4-0 lead.

STEP TWO:

The GM's playing the match each roll one white match die. The total is added to the initial lead or gap. The challenging GM goes first, then the other GM. You'll each have three rolls.

OVERTIME: if it's tied after three, each GM rolls white match die once. This continues until there is a winner. Give the winner a blue match chip to keep track of the wins.

OPTIONAL RULE: THE SHOOTOUT: As an alternative to overtime, you and your rival GM choose any three players from your roster, starting six or non-injured players. Goalies are, of course, not allowed. Decide what order these players will participate in the shootout.

Here's how the shootout works: each GM places their player, in the pre-determined order, in the middle of the board. They each roll one match die. The higher total of power ranking PLUS die roll wins that round. The first GM to win two rounds wins the shootout.

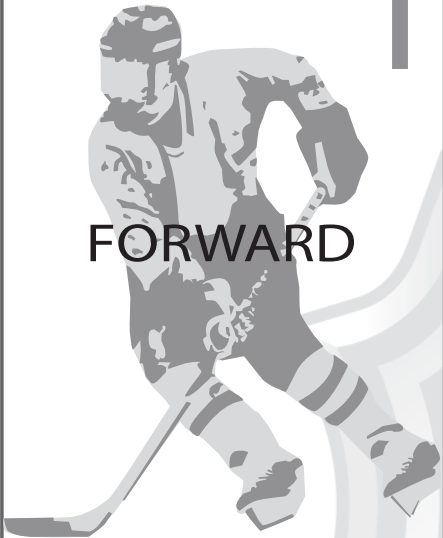
Here's an alternate shootout rule: add your starting goalie to the mix. Now, it's the total of the shooter's power ranking, minus the rival goalie's power ranking (to a minimum of zero) plus the match die roll!

Some GM's skip the first part of the scoring system and decide all of their games strictly by the shootout.

[DOWNLOAD SCORE SHEET](#)



1




FORWARD

2



FORWARD

3



FORWARD

STARTING SIX

4



DEFENSE

6



GOALIE

5



DEFENSE

KEEPING TRACK

POWER RANKING	PAYROLL	OPPONENT	WIN/LOSE

PLAY THE MATCH

(for details see pg. 8 of the rules)

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SALARY CAP: \$50 Million

Under \$50 Million: You're under and pay nothing!
\$50 - \$54 Million: Pay \$1 Million fine to League
\$55 Million or more: Revenue sharing kicks in. You pay \$1 million fine PLUS pay \$200,000 to each GM.