

APBA Hockey Manual Addendum

The [Special Teams Chart](#), located on page B3 of your instruction manual, is broken down into four major special team categories. These are: Man advantage, Two Man Advantage, Short Handed and Two Men Short Handed. Each column dictates player actions under each circumstance. **Note: The Special Teams Chart supersedes all other charts. Use this chart exclusively when in any of the above mentioned special teams circumstances. During those circumstances the use of the Special Teams Chart is also required for Offensive and Defensive Zone face offs.**

For the team with the Man Power Advantage:

Each player of the team with the man advantage has his shot range raised by 2 (SR+2), (i.e. 22 to 24; 25 to 31) with a single man advantage and by 10 (SR+10), (i.e. 22 to 32) with a two man advantage. **Play result 30** with the man advantage is now **Pass*(AR-SOG)** rather than an icing. Time sequences are marked on interceptions, penalties and goalie actions after shots on goal.

With a two man advantage **play results 16-20** go from interceptions to **Pass*(AR-SOG)**. Also, with a two man advantage, all face off ratings are raised by 2 for the team with the power play.

For the Short Handed Team:

Play result 30 now counts as 2 time sequences when one man short (XX). It remains as one time sequence when two men short. When short handed, two consecutive completed passes result in a time sequence.

Play results 10-15 are now **Pass*(AR(X))**, where a time sequence is marked if a re-roll results in a number less than or equal to the players assist rating.

Since **ODAI** adjustments are not used, only play **results 1 and 2** result in automatic **shots on goal**. **Play result 3** with a man short is now **SOGFP; NZFO**. This is a shot on goal ONLY when a forward is playing the point, otherwise it's a neutral zone face off.

Shot ranges are decreased by 10 (SR-10) when two men short (they are not affected when only one man short).

Time sequences are not marked on interceptions.

Additional Shot Range Adjustments:

Teams are rated for their overall power play and penalty kill ability. These ratings are from -1 to +1. **(These ratings are found on the roster card of the cards included in the game, or the roster sheet for complete season card sets. They are located next to the respective team's name. The PK rating is for penalty killing and the PP rating is for the power play).** These adjustments reflect adjustments in addition to the (SR+2 or 10) discussed above. A negative penalty killing rating means a downward adjustment to the power play teams shot range. A positive power play rating means an upward adjustment to the power play teams shot range.

For example: A visiting team is short handed and has a penalty killing rating of -1. The home team has a power play rating of 0. Add the two to get -1. The power play teams shot range goes from (SR+2) to (SR+1). If the visiting team has a penalty killing rating of +1 and the home team has a power play rating of +1 then the power play teams shot range would be adjusted by 2 (1+1) and go from (SR+2) to (SR+4). **Note: The bands for shot range adjustments are now (SR+0) to (SR+4) with a single man advantage and (SR+8) to (SR+12) with a two man advantage.**

On page B4 in the right hand column (MAN DISADV (NO DECR. IN SR)), please change the results in line numbers 41-44 to:

NZFO 2-9 (X); Rare 10-12# - 41

NZFO 2-7 (X); Rare 8-12# - 42

NZFO 2-5 (X); Rare 6-12# - 43

NZFO 2-3 (X); Rare 4-12# - 44

The paragraph at the top of page 6 should be replaced with the following:

Poss BM; NZFO 2-10; RARE 11-12. The play may result in a possible Bench Minor Penalty, NZFO or Rare play. First check for a possible bench minor penalty. Each team is rated for its propensity to receive bench minor penalties. The rating is from 0-26 (the methodology for calculating bench minor ratings for is discussed in the Penalties section) and can be found next to the respective team name on the roster sheet. Roll both dice. If the result is less than or equal to the Bench Minor rating of the opposing team then a Bench Minor 2 minute penalty has been called. If not, roll again and check versus the Bench Minor Rating of the team whose player derived the result. If a Bench Minor occurs, then consult the Special Teams Chart on Board 1B. If no Bench Minor is called then check for a possible NZFO or Rare Play. Re-roll and add both dice. If the result is 2-10 then a neutral zone faceoff has occurred. If the result is 11-12 then a Rare Play has occurred. Consult the Rare Play Chart.