

Diggin Deep Hockey - Check the Deck Chart (Page 1)

Roll	Name	Loose Puck	Assist?	Description	Roll	Name	Loose Puck	Assist?	Description	Skater Chart
901 - 902	Aggressiveness Check: A+	Home Center	Center if Play A+	Roll on skater chart to determine defender. If passed, the puck is intercepted and taken into the offensive zone. If failed, puckholder penetrates and shoots.	928	Penalty Check: B+	Home Left Defenseman	Left Defense if Play B+	Roll on skater chart to determine defender. If passed, defender is charged a two minute minor. If anyone on the offense has passes a Penalty B check, that skater and defender each get five minute majors. If failed, pass intercepted by defender and taken into neutral zone.	0 Left Wing
903 - 904	Aggressiveness Check: A	Home Center	Left Wing if Play A+	Roll on skater chart to determine defender. If passed, the puck is intercepted and taken into the neutral zone. If failed, puckholder penetrates and shoots.	929	Penalty Check: B	Home Left Defenseman	Right Defense if Play B+	Roll on skater chart to determine defender. If passed, defender is charged a two minute minor. If anyone on the offense has passes a Penalty B check, that skater and defender each get five minute majors. If failed, pass intercepted by defender and taken into neutral zone.	1 Left Wing
905 - 906	Aggressiveness Check: A-	Home Center	Right Wing if Play A+	Roll on skater chart to determine defender. If passed, the puck is intercepted and taken into the defensive zone. If failed, puckholder penetrates and shoots.	930	Penalty Check: B-	Home Left Defenseman	Center if Play B	Roll on skater chart to determine defender. If passed, defender is charged a two minute minor. If anyone on the offense has passes a Penalty B- check, that skater and defender each get two minute minors. If failed, pass intercepted by defender and taken into neutral zone.	2 Center
907 - 908	Aggressiveness Check: B+	Home Left Wing	Left Wing if Play A+	Roll on skater chart to determine defender. If passed, the puck is intercepted and taken into the offensive zone. If failed, puckholder penetrates and shoots.	931	Penalty Check: C+	Visiting Right Defenseman	Left Defense if Play B+	Roll on skater chart to determine defender. If passed, defender is charged a two minute minor. If anyone on the offense has passes a Penalty C+ check, that skater and defender each get two minute minors. If failed, pass intercepted by defender and taken into neutral zone.	3 Center
909 - 910	Aggressiveness Check: B	Home Left Wing	Right Wing if Play A	Roll on skater chart to determine defender. If passed, the puck is intercepted and taken into the neutral zone. If failed, puckholder penetrates and shoots.	932	Penalty Check: C	Visiting Right Defenseman	Center if Play D-	Roll on skater chart to determine defender. If passed, defender is charged a two minute minor. If defender also passes a Penalty A+ check, he also gets a five minute major. If failed, pass intercepted by defender and taken into the neutral zone.	4 Right Wing
911 - 912	Aggressiveness Check: B-	Home Left Wing	Left Defense if Play A	Roll on skater chart to determine defender. If passed, the puck is intercepted and taken into the defensive zone. If failed, puckholder penetrates and shoots.	933	Penalty Check: C-	Visiting Right Defenseman	Left Wing if Play D-	Roll on skater chart to determine defender. If passed, defender is charged a two minute minor. If defender also passes a Penalty A check, he also gets a five minute major. If failed, pass intercepted by defender and taken into the neutral zone.	5 Right Wing
913 - 914	Aggressiveness Check: C+	Home Left Wing	Left Defense if Play A	Roll on skater chart to determine defender. If passed, the puck is intercepted and taken into the offensive zone. If failed, puckholder penetrates and shoots.	934	Penalty Check: D+	Visiting Right Defenseman	Left Wing if Play D-	Roll on skater chart to determine defender. If passed, defender is charged a two minute minor. If defender also passes a Penalty A- check, he also gets a five minute major. If failed, pass intercepted by defender and taken into the neutral zone.	6 Left Defenseman
915 - 916	Aggressiveness Check: C	Home Left Wing	Center if Play A-	Roll on skater chart to determine defender. If passed, the puck is intercepted and taken into the neutral zone. If defender passes and A+ Play check, this player gets a breakaway (Goal++). If failed, puckholder penetrates and shoots.	935	Penalty Check: D	Visiting Right Defenseman	Left Defense if Play D-	Roll on skater chart to determine defender. If passed, defender is charged a two minute minor. If defender also passes a Penalty B+ check, he also gets a five minute major. If failed, pass intercepted by defender and taken into the neutral zone.	7 Left Defenseman
917 - 918	Aggressiveness Check: C-	Home Left Wing	Center if Play A-	Roll on skater chart to determine defender. If passed, the puck is intercepted and taken into the defensive zone. If defender passes and A Play check, this player gets a breakaway (Goal++). If failed, puckholder penetrates and shoots.	936	Penalty Check: D-	Visiting Right Defenseman	Right Defense if Play D-	Roll on skater chart to determine defender. If passed, defender is charged a two minute minor. If defender also passes a Penalty B check, he also gets a five minute major. If failed, pass intercepted by defender and taken into the neutral zone.	8 Right Defenseman
919 - 920	Aggressiveness Check: D+	Home Team Right Wing	Right Wing if Play A-	Roll on skater chart to determine defender. If passed, the puck is intercepted and taken into the offensive zone. If defender passes and A- Play check, this player gets a breakaway (Goal++). If failed, puckholder penetrates and shoots.	937 - 938	Playmaking Check: A+	Faceoff: Neutral Zone	Goalie (Odd Man Rush)	Roll on skater chart to determine puckholder. If passed, puckholder takes a shot (Goal+++). If failed, puck is stolen by any opponent in the neutral zone.	9 Right Defenseman
921 - 922	Aggressiveness Check: D	Home Team Right Wing	Left Defense if Play A-	Roll on skater chart to determine defender. If passed, the puck is intercepted and taken into the neutral zone. If defender passes and B+ Play check, this player gets a breakaway (Goal++). If failed, puckholder penetrates and shoots.	939 - 940	Playmaking Check: A	Faceoff: Neutral Zone	Goalie (Odd Man Rush)	Roll on skater chart to determine puckholder. If passed, puckholder takes a shot (Goal+++). If failed, puck is stolen by any opponent in the neutral zone.	
923 - 924	Aggressiveness Check: D-	Home Team Right Wing	Right Defense if Play A-	Roll on skater chart to determine defender. If passed, the puck is intercepted and taken into the defensive zone. If defender passes and B Play check, this player gets a breakaway (Goal++). If failed, puckholder penetrates and shoots.	941 - 942	Playmaking Check: A-	Faceoff: Neutral Zone	Goalie (Odd Man Rush)	Roll on skater chart to determine puckholder. If passed, puckholder takes a shot (Goal+++). If failed, puck is stolen by any opponent in the neutral zone.	
925	Penalty Check: A+	Home Team Right Wing	Center if Play B+	Roll on skater chart to determine defender. If passed, defender is charged a two minute minor. If anyone on the offense has passes a Penalty B check, that skater and defender each get five minute majors. If failed, pass intercepted by defender and taken into neutral zone.	943 - 944	Playmaking Check: B+	Faceoff: Neutral Zone	Defenseman with highest Play	Roll on skater chart to determine puckholder. If passed, puckholder takes a shot (Goal+++). If failed, puck is stolen by any opponent in the neutral zone.	
926	Penalty Check: A	Home Team Right Wing	Left Wing if Play B+	Roll on skater chart to determine defender. If passed, defender is charged a two minute minor. If anyone on the offense has passes a Penalty B check, that skater and defender each get five minute majors. If failed, pass intercepted by defender and taken into neutral zone.	945 - 946	Playmaking Check: B	Faceoff: Home Off Zone	Defenseman with highest Play	Roll on skater chart to determine puckholder. If passed, puckholder takes a shot (Goal+++). If failed, puck is stolen by any opponent in the neutral zone.	
927	Penalty Check: A-	Home Team Right Wing	Right Wing if Play B+	Roll on skater chart to determine defender. If passed, defender is charged a two minute minor. If anyone on the offense has passes a Penalty B check, that skater and defender each get five minute majors. If failed, pass intercepted by defender and taken into neutral zone.	947 - 948	Playmaking Check: B-	Faceoff: Home Off Zone	Defenseman with highest Play	Roll on skater chart to determine puckholder. If passed, puckholder takes a shot (Goal+++). If failed, puck is stolen by any opponent in the neutral zone.	

Diggin Deep Hockey - Check the Deck Chart (Page 2)

Roll	Name	Loose Puck	Assist?	Description	Roll	Name	Loose Puck	Assist?	Description	Skater Chart	
949 - 950	Playmaking Check: C+	Faceoff: Home Off Zone	Forward with highest Play	Roll on skater chart to determine puckholder. If passed, puckholder takes a shot (Goal++). If failed, puck is stolen by any opponent in the neutral zone.	974	Goalie Interference	Visiting Center	Left Wing if Play C+	The forward on the team in control of the puck, with the highest Penalty rating, crashes into the goalie. The skater is given a two minute minor, and check for injury to goalie.	0	Left Wing
951 - 952	Playmaking Check: C	Faceoff: Home Off Zone	Forward with highest Play	Roll on skater chart to determine puckholder. If passed, puckholder takes a shot (Goal++). If failed, puck is stolen by any opponent in the neutral zone. If the puckholder passes a Playmaking A+ check, he also goes on the breakaway.	975	Rule #1 - Never Look Down!	Visiting Center	Right Wing if Play C+	If the defense has a player on the ice with an Aggressiveness rating of B+ or better, that player clearly checks the puckholder into next week. Any player on defense may now take control of the loose puck. Check for injury to original puckholder. If no one on defense passes this check, the puckholder passes the puck.	1	Left Wing
953 - 954	Playmaking Check: C-	Faceoff: Visiting Off Zone	Forward with lowest Play	Roll on skater chart to determine puckholder. If passed, puckholder takes a shot (Goal++). If failed, puck is stolen by any opponent in the neutral zone. If the puckholder passes a Playmaking A check, he also goes on the breakaway.	976	Overtured Goal	Visiting Center	Left Defense if Play C+	The next goal scored in this game by a forward will have it overturned by the referee. He claims the puck was kicked into the net.	2	Center
955 - 956	Playmaking Check: D+	Faceoff: Visiting Off Zone	Lowest Play rate on the ice	Roll on skater chart to determine puckholder. If passed, puckholder takes a shot (Goal++). If failed, puck is stolen by any opponent in the neutral zone. If the puckholder passes a Playmaking A- check, he also goes on the breakaway.	977	Skate Repair	Visiting Center	Right Defense if Play C+	The current puckholder passes the puck back to any defenseman in the defensive zone, and must leave the ice to have his skate repaired. He must sit out the remainder of his shift, but can return later in the period.	3	Center
957 - 958	Playmaking Check: D	Faceoff: Visiting Off Zone	No assist given	Roll on skater chart to determine puckholder. If passed, puckholder takes a shot (Goal++). If failed, puck is stolen by any opponent in the neutral zone. If the puckholder passes a Playmaking B+ check, he also goes on the breakaway.	978	Goalie Makes History	Visiting Left Wing	Center if Play C	If puckholder's team has the goalie pulled, he shoots the puck and it's saved. The opposing goalie fires the puck down the length of the ice. Roll two dice and consult the Goalie Shooting Chart. If both goalie are in net, the goalie passes the puck to his left defenseman.	4	Right Wing
959 - 960	Playmaking Check: D-	Faceoff: Visiting Off Zone	No assist given	Roll on skater chart to determine puckholder. If passed, puckholder takes a shot (Goal++). If failed, puck is stolen by any opponent in the neutral zone. If the puckholder passes a Playmaking B check, he also goes on the breakaway.	979	Too Many Men on the Ice	Visiting Left Wing	Left Wing if Play C	The team currently in control of the puck is assessed a two minute minor for having too many men on the ice.	5	Right Wing
961	Re-Directed Shot	Home Center	Center if Play A	Shot from the point is re-directed by the offensive center. This shot is now rolled on the center's card (Goal++)	980	Bone Jaring Collision	Visiting Left Wing	Right Wing if Play C	The two wingers on the team in control of the puck collide with other while scrambling for a loose puck. Check for injuries to both players.	6	Left Defenseman
962		Home Left Defense	Left Wing if Play B		981	Misjudged Hit	Visiting Left Wing	Left Defense if Play C	If a player on the team playing defense has an Aggressiveness rating of B or better, he attempts to knock the puckholder off the puck. His timing is off and he gets the worst of the hit. Check for injury to the player attempting the check. If no one passes the AGR check, the current puckholder passes the puck.	7	Left Defenseman
963		Home Left Defense	Right Wing if Play B		982	The Meek Shall Inherit the Earth	Visiting Left Wing	Right Defense if Play C	If the puckholder has a zero listed in his diggind deep box, that player now gains five diggin deep opportunities. Bonuses from these opportunities are given to both offense and defense. Also, count all shot results of Goal+ and Goal++ as Goal for the remainder of the game.	8	Right Defenseman
964	Blocked Shot	Home Center	Right Defense if Play A+	Shot is blocked by the player opposite the puckholder. Faceoff in the offensive zone of the shooting team. Check for injury to the player who blocked the puck.	983	Standing on his Head	Visiting Left Wing	Center if Play C-	The goalie for the team currently in control of the puck gains five diggin deep opportunities. The goalie is also considered CLUTCH for the remainder of the game.	9	Right Defenseman
965		Home Left Defense	Left Defense if Play B		984	Not his Day	Visiting Left Wing	Left Wing if Play C-	The goalie for the team currently in control of the puck can no longer dig deep, and cannot be CLUTCH for the remainder of the game. This goalie also now has a HOOK rating of A+.	Opposing Player	
966		Home Right Defense	Right Defense if Play B		985	Penalty Shot	Visiting Right Wing	Right Wing if Play C-	The current puckholder is taken down from behind while on a breakaway, and is awarded a penalty shot. Resolve as a shootout.	C	Center
967	Home Ice Advantage	Home Center	Left Defense if Play A+	Each of the home team's players currently on the ice gain one diggin deep opportunity.	986	Defenseman make a Brilliant Save	Visiting Right Wing	Left Defense if Play C-	The goalie is caught out of position, and the current puckholder fires at the empty net. If either defenseman for the defense on the ice have a DEF rating of 4 or 5, they step in and make a sprawling save. If no one passes the DEF check, the shot goes in for a goal.	LW	Right Defense
968	Minor Bolstered Confidence	Home Right Defense	Center if Play C-	The current puckholder gains one diggin deep opportunity.	987	Tweaked Ankle	Visiting Right Wing	Right Defense if Play C-	If the player opposing the puckholder has an Aggressiveness rating of C+ or better, the current puckholder is checked off the puck (resolve as loose puck) and tweaks his ankle. If the player stays in the game, his DEF rating becomes -1. If no one passes the AGR check, the puckholder passes the puck.	RD	Left Wing
969	Bolstered Confidence	Home Right Defense	Left Wing if Play B-	The current puckholder gains two diggin deep opportunities.						Goalie Shooting Chart	
970	Major Bolstered Confidence	Home Right Defense	Right Wing if Play B-	The current puckholder gains three diggin deep opportunities.						0 - 95: Missed Goal, icing	
971	Minor Deflated Confidence	Home Right Defense	Left Defense if Play B-	The current puckholder gains one diggin deep opportunity, and loses the puck to his opposing player at his position.						96 - 99: GOAL!!!!!!!	
972	Deflated Confidence	Home Right Defense	Right Defense if Play B-	The current puckholder gains two diggin deep opportunities, and loses the puck to his opposing player at his position.							
973	Major Deflated Confidence	Visiting Center	Center if Play C+	The current puckholder gains three diggin deep opportunities, and loses the puck to his opposing player at his position.							

