

RINK RATZ™ The Hockey Card Game

Instructional video clips and a French version of the rules are found at www.rinkratzhockey.com

Les instructions par vidéoclip et la version française des règles du jeu sont publiés à www.rinkratzhockey.com

Rink Ratz™ Hockey is a fast-paced card game that is easy to learn and fun to play. Strategy and chance combine to make Rink Ratz™ Hockey an exciting and challenging card game experience. The game is played with 2 or 4 players, aged 8 to adult. A complete game can be played in 20 to 25 minutes.

PLAYING DECK OF 69 CARDS

There are 60 Number Cards:

40 JERSEY cards (#1-#10)

20 STICK cards (#11-#15)

There are 9 Specialty Cards:

4 SHOT OR BLOCKED SHOT cards

2 POWER PLAY OR SHUTDOWN DEFENCE cards

1 TWO-ON-ONE OR MIRACULOUS SAVE card

1 BREAKAWAY OR MIRACULOUS SAVE card

1 TWO-ON-ONE OR SHUTDOWN DEFENCE card

ROOKIE, JUNIOR AND PRO LEVELS

Rink Ratz™ has 3 levels of play: Rookie, Junior, and Pro.

OBJECT OF THE GAME

To score more goals than the opposing team.

BEGINNING PLAY

The game is played by 2 teams. Each team consists of 1 or 2 players. A ‘faceoff’, with each player drawing a card, determines the dealer. Highest Number Card drawn wins the deal. To begin the game, deal 8 cards to each player. The player to the left of the dealer plays first. Each player, in turn, plays a card, face up, on top of the last played card in the centre of the table. When the last card from each player is played, the 1st shift is over. The dealer then deals 8 more cards to each player. When all shifts are played, the period is over. The player to the left of the dealer shuffles the deck and deals the cards for the next period. There are 3 periods per game and, if necessary, overtime periods.

Note: During each period, the last played card of a shift stays in play for the beginning of the next shift.

ROOKIE LEVEL RULES

At the Rookie Level, 60 Number Cards and 4 Specialty Cards (SHOT OR BLOCKED SHOT cards) are used. The other 5 Specialty Cards are not used at the Rookie Level.

Note: STICK cards (i.e. #11 to #15) play a special role at the Junior Level (see below: Penalty Shots) and Pro Level (see below: Power Play).

GAME PLAY WITH NUMBER CARDS

Number Cards are played to generate shots, score goals, and create rebound shots.

Shots

A shot is generated by playing a Number Card that matches the previous Number Card.

Ex: Team A plays a #8. Team B plays a #8.

Result: Team B generates a shot.

When a Number Card is played and does not match the previous Number Card, play continues until a match occurs.

Goals

After a shot occurs, a goal is scored when the next Number Card played is matched (2 consecutive pairs = shot + goal)

Ex: Team B generates a shot. Team A plays a #11.

Team B plays a #11.

Result: Team B scores a goal. Teams continue play to generate another shot.

After a goal, the next shot must be generated with a new pair of matching Number Cards. This cannot include the Number Card that created the goal.

Rebound Shots

After a shot is generated, a rebound shot occurs when a played Number Card has a value of plus or minus one (+/- 1) compared to the previous Number Card.

Ex: Team B generates a shot. Team A plays a #3.

Team B plays either a #2 or #4.

Result: Team B generates a rebound shot and another chance to score.

Several consecutive rebounds may occur after a shot.

Note: There are 2 rebound shot chances for all Number Cards except #1 and #15. There is 1 rebound shot chance for #1 (i.e. #2) and #15 (i.e. #14).

GAME PLAY WITH SPECIALTY CARDS

Specialty Cards give players offensive and defensive options. When playing a Specialty Card, only one option is chosen.

Shot or Blocked Shot Card

(1) **“Shot”:** Played to generate a shot on goal.

Ex: Team A plays a **“Shot”**. Team B plays a #4. Team A plays a #4.

Result: Team A generates a shot and then scores a goal. Teams continue play to generate another shot.

Note: Shots must be ‘played out’; a **“Shot”** cannot be played right after an opposing shot.

(2) **“Blocked Shot”:** Played after the opposing team has generated a shot or rebound shot.

Ex: Team A generates a shot. Team B plays a **“Blocked Shot”**.

Result: Shot is blocked and a goal is not scored. Teams continue play to generate another shot.

JUNIOR LEVEL RULES

At the Junior Level, the following Specialty Cards are added:

1 BREAKAWAY OR MIRACULOUS SAVE card

1 TWO-ON-ONE OR MIRACULOUS SAVE card

The other 3 Specialty Cards are not used at the Junior Level. After shuffling the deck, the dealer removes the top 2 cards before dealing the first shift of each period. The 2 cards are set aside, placed face down for the duration of the period and designated as **Bench Cards** (see below: Penalty Shots).

Breakaway or Miraculous Save Card

(1) **“Breakaway”**: Played to generate a shot with a higher chance of scoring a goal. When a **“Breakaway”** is played, a goal is scored when a Number Card matches or has a value of plus one (+1) compared to the previous Number Card.

Ex: Team A plays a **“Breakaway”**. Team B plays a #9. Team A plays either a #9 or #10.

Result: Team A scores a goal with either #9 or #10. There is no rebound opportunity on a breakaway.

(2) **“Miraculous Save”**: Played to prevent a goal.

Ex: Team A scores a goal. Team B plays a **“Miraculous Save”**.

Result: A great save occurs and no goal is scored. Teams continue play to generate another shot.

Two-on-One or Miraculous Save Card

(1) **“Two-on-One”**: Played to generate a shot with a higher chance of scoring a goal. After a **“Two-on-One”** is played, a goal is scored when a Number Card matches or has a value of plus one (+1) compared to the previous Number Card. Rebounds may occur after a two-on-one. A **“Blocked Shot”** will prevent a two-on-one, but not a breakaway.

Note: Shots, including breakaways and two-on-ones, must be ‘played out’; any shot from a Specialty Card cannot be played right after an opposing shot.

(2) **“Miraculous Save”**: (see above: Miraculous Save)

PENALTY SHOTS

When a team cannot make a legal play with a Specialty Card, a penalty shot is awarded. This may occur at the end of a shift when each team has only one card left to play.

Ex: Team A plays a **“Breakaway”**. Team B has a SHOT OR BLOCKED SHOT card to play. This card cannot be played legally right after a **“Breakaway”**.

Result: Team B plays the card and Team A is awarded a penalty shot. Team A draws the top Bench Card. If a stick card is drawn, a goal is scored. If any other card is drawn, a goal is not scored and regular play resumes. The drawn card is placed at the bottom of the Bench Cards.

PRO LEVEL RULES

At the Pro Level, the remaining 3 Specialty Cards are added: 2 POWER PLAY OR SHUTDOWN DEFENCE cards
1 TWO-ON-ONE OR SHUTDOWN DEFENCE card
After shuffling the deck, the dealer removes the top 5 cards before dealing the first shift of each period. The 5 cards are set aside, placed face down for the remainder of the period and designated as **Bench Cards**.

Power Play or Shutdown Defence Card

(1) **“Power Play (PP)”**: Played to begin a power play (PP) with an immediate shot. The STICK Number Cards #11 to #15 generate a shot for the team on the PP. Shots also occur by matching Number Cards as during even strength play.

Ex: Team A plays a **“PP”** and generates a shot. Team B plays a #5. If Team A cannot score a goal (#5) or create a rebound shot (#4 or #6), then Team A could play any STICK card from #11 to #15.

Result: Team A generates another shot.

Note: When a team generates a shot with a STICK card on a PP it must be ‘played out’; the opposing team cannot generate a shot by matching the STICK card number.

When a **“PP”** is played, the PP lasts for 8 cards (i.e. 4 per team including the initial card). The PP ends if a PP goal is scored or if 8 cards have been played. Also, the PP is nullified if the opposing team plays a **“PP”** during the PP. Both teams resume even strength play.

Note: A PP may continue into the next shift, but not the next period.

When playing a **“PP”**, track the number of cards played by ‘fanning out’ the cards separately on the table. When the PP ends, place the PP cards on top of the played cards. The last played card remains in play.

Note: PP shots must be ‘played out’; opposing shots cannot be played right after a PP shot.

A two-man advantage occurs when a team on a PP plays another **“PP”**. With a two-man advantage, the chance of scoring increases. After a shot, a goal is scored when a Number Card matches or has a value of plus or minus one (+/- 1) compared to the previous Number Card. The 2nd ends at the same time as the 1st PP.

(2) **“Shutdown Defence”**: Played after the opposing team has generated any shot, including a breakaway. A great play prevents the scoring chance and teams continue play to generate another shot.

Two-on-One or Shutdown Defence Card

(1) **“Two-on-One”**: (see above: Two-on-One)

(2) **“Shutdown Defence”**: (see above: Shutdown Defence)

PULLING THE GOALIE

If behind by 1 or more goals in the third period, a team may pull their goalie during the last shift (after each team has played 2 cards). When a team’s goalie is pulled and a shot occurs, a goal is scored when a Number Card matches or has a value of plus one (+1) compared to the previous Number Card. The goalie must remain pulled until the end of the shift or a goal is scored by either team. When a team pulls their goalie, the opposing team has a chance to score an Empty Net goal. If the opposing team generates a shot, an Empty Net goal is scored when a Number Card matches or has a value of plus or minus two (+/- 2) compared to the previous Number Card.

Note: When a team’s goalie is pulled during their power play, a STICK card generates a shot and a goal is scored with a match or a value of plus one (+1).