

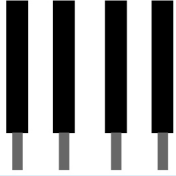


ASSEMBLY & RULES



PARTS & ASSEMBLY

**4 TABLE LEGS
W/SCREW**



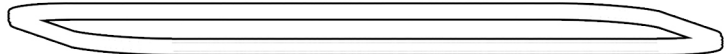
GAMEBOARD



**VIBRATING
MOTOR
W/ PLUG**



DASHER BOARDS



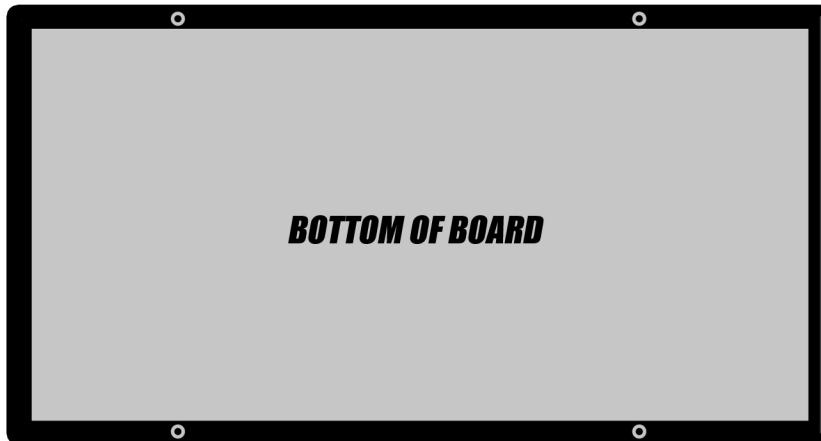
**6 DASHER BOARD
MAGNETS**



GAME SWITCH



STEP 1: SCREW A TABLE LEG IN EACH OF THE FOUR HOLES AT THE BOTTOM OF THE BOARD



STEP 2: INSTALL DASHER BOARDS OVER BLUE BORDER.

STEP 3: ADD MAGNETS FOR DASHER BOARDS TO MAINTAIN SHAPE AROUND RINK.

STEP 4: TURN GAME BOARD UPRIGHT AND ATTACH THE MOTOR BELOW IN A PLACE OF SATISFACTION.

STEP 5: PLUG MOTOR INTO GAME SWITCH. PLUG SWITCH INTO OUTLET AND YOU'RE READY TO GO!





OFFICIAL RULESET



INTRODUCTION

Welcome to “Next Level Electric Hockey”; The ultimate stop-action simulation of the sport on a miniature scale. This game features a hands on approach, giving each player full control over how each moment plays out. Like the real game, this one features all of the concepts associated with hockey such as scoring, checking, penalties, offsides, icing, line changes and more.

GAME LENGTH/ HOW TO WIN

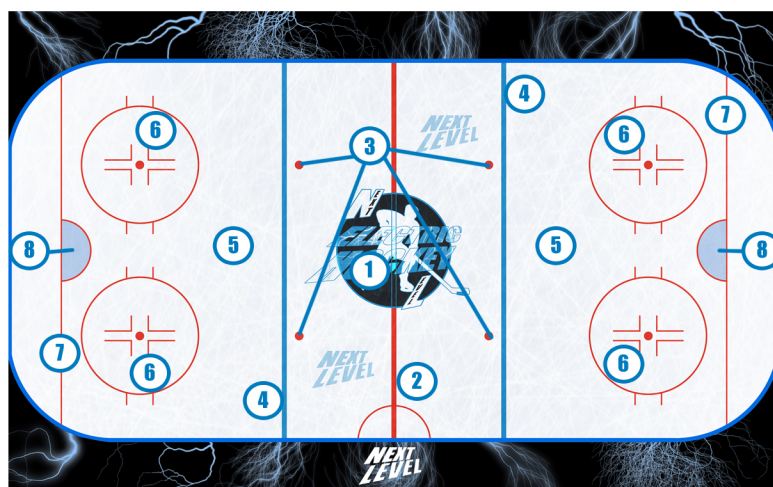
This game is played in three periods. Each period will operate through the on- board game clock gear. The game is to be played with (3) 20 minute periods. The team that scores the most goals by the end of the 3rd period wins. If the game is tied by the end of the 3rd period, overtime takes place.

Exhibition or Season overtime- With the overtime period, the game clock is set to 5 minutes. Each team will play out the period with 3 skaters and one goal keeper. (A team can opt to pull the goalie in favor of a 4th skater if chosen.) If the game remains tied after overtime, a “shootout” will occur. Each team will be given 3 shots. If the score remains tied, the shootout will go to a “sudden death” format which means the 1st to score wins.

Playoff overtime- If the game goes into overtime during a playoff game, an entire 10 minute period will play with 5 skaters and a goaltender. The game will end when the 1st goal is scored. If the game remains tied after the 10 minute overtime period, keep repeating the full 10 minute periods until the 1st goal.

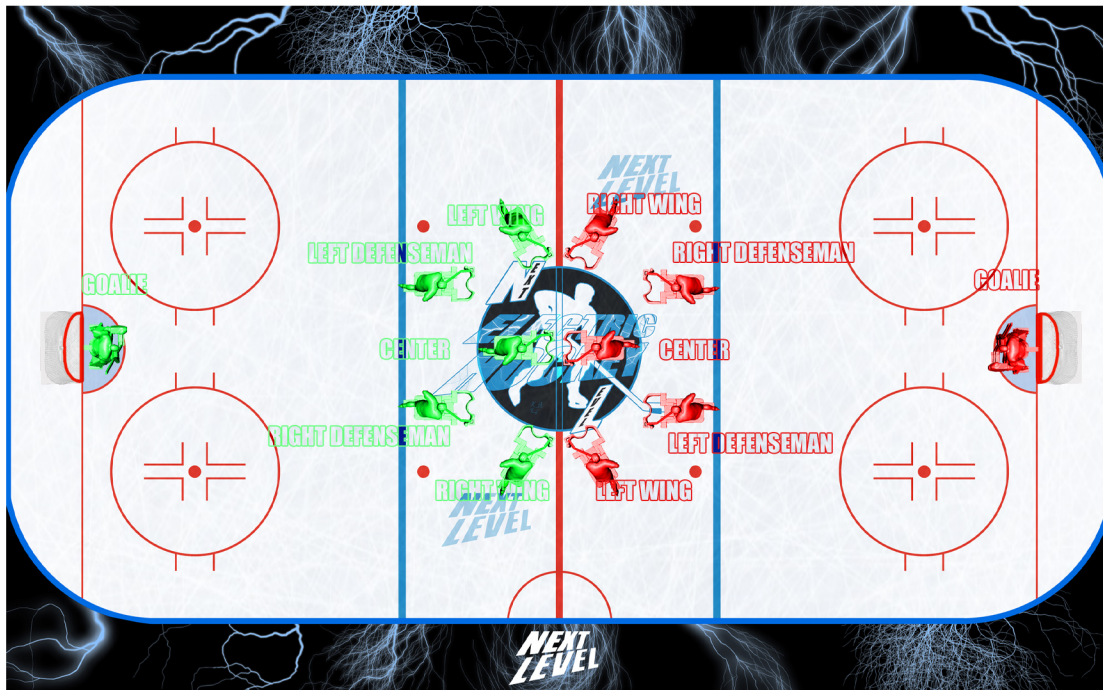
Clock alternative- This game can also operate with a downloadable “Scoreboard Hockey” App found through your phones playstore. Using this option the game is recommended to be played with (3) 10 minute periods with running clock. Clocks will stop on scores, timeouts, and penalty stoppages The team that scores the most goals by the end of the 3rd period wins. If the game is tied by the end of the 3rd period, overtime takes place.

HOCKEY RINK LAYOUT



- 1 CENTER ICE/ FACE-OFF CIRCLE
- 2 NEUTRAL ZONE
- 3 NEUTRAL ZONE FACE-OFF DOTS
- 4 BLUE LINE (OFFENSIVE ZONE/ DEFENSIVE ZONE)
- 5 SLOT
- 6 OFFENSIVE ZONE/ DEFENSIVE ZONE FACE-OFF CIRCLES
- 7 GOAL LINE
- 8 CREASE

GAMEPLAY/ GAMEFLOW



Center ice
Face-Off

Face-Offs- The beginning of each period will begin with a center-ice face-off. During this scenario the face-off tool will be placed directly in the middle of the face-off circle. The visiting team will drop the puck through the opening at the top of the face-off tool. The side at which the puck comes out of, that team will gain possession. The team winning possession may place the puck with any skater on their team to begin play. Once a skater is given the puck, pivots/turns will be made.

Gameflow- Each player will get 5 seconds each to pivot/ turn their players in any direction in which they choose. (Offense pivots/ turns 1st). Defensive team should pivot their goalie wherever they anticipate the puck ending up after the next turn off. After the pivot/ turns are made the offensive teams turns the game on for a two second count. After the initial two second count, the offensive player receives a 5 second decision making countdown. Within this countdown the offensive player must decide whether to A: Continue advancing the puck, B: Pass, C: Shoot, or D: One-Timer.

A. Continue Advancing puck- If opting to continue advancing puck with current skater, 5 more seconds per player will immediately follow for player pivots/turns. Board will be turned on again.

- B. Passing-** If the offensive player calls pass, they will receive a 5 second countdown. Within this countdown a player must hit the puck into the player they're passing to.
1. If successful, the puck, regardless of where it lands, is placed on the recipient skater. 5 second pivots/ turns follow and board play continues.
 2. If the puck hits a defender, the puck is placed on that defender/ skater as possession changes. 5 second pivots/ turns follow and board play continues.
 3. If the puck doesn't hit any skater, each player will get 5 seconds to pivot/ turn players towards retrieving possession of the puck. The board will then restart with a 1 second counts. Repeat the steps of pivots and 1 second counts until a player touches puck.

C. Shoot- If the offensive player opts to shoot. The defending team does NOT get to adjust goalie. The offensive player immediately gets 5 seconds to shoot.

GAMEPLAY/ GAMEFLOW (CONT'D)

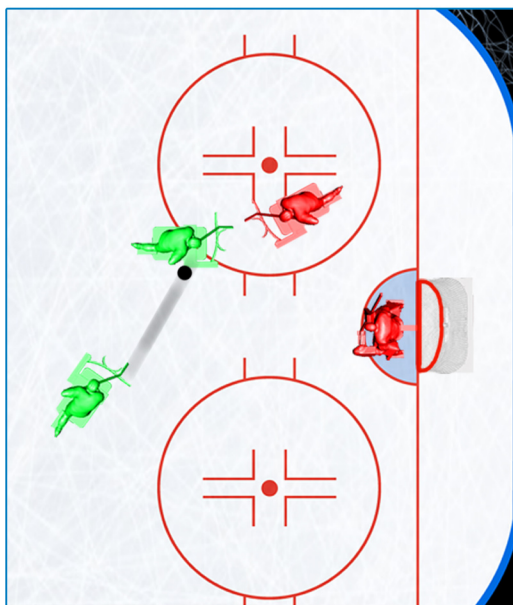
Shoot (CONT'D)- If the shot is made, the offensive team is awarded one point. A Center Ice face-off will follow. If the shot is missed the puck and lands in a vacant spot, the players will repeat the 5 second pivots/ turns and 1 second turn on until a player touches the puck. A shot that deflects off a skater does not give them possession. If the puck lands in the crease or within one base length of it, possession goes to the goalie. If a skater is within one base length of the crease the puck may instantly be given to him, simulating a pass. If nobody from the offensive team is within a base length of their goalies' crease area, a Defensive Zone Face-Off will follow. (Shot attempts can be scored off a Ricochet)

D. One-Timer- If a player opts for a One-timer, this will play out like a Pass and Shoot. If the pass to the skater is successful, it will receive the puck. The defensive team does not get to adjust goalie . Next a 5 second countdown will occur for the offensive player to attempt their shot.

NOTE*:** *When pivots/turns occur a player cannot alter an opponents skater positioning. When shooting or passing a player can pick up the active puck handler and reposition based on the puck location as long as it does not alter any of the opponents skater positioning.*

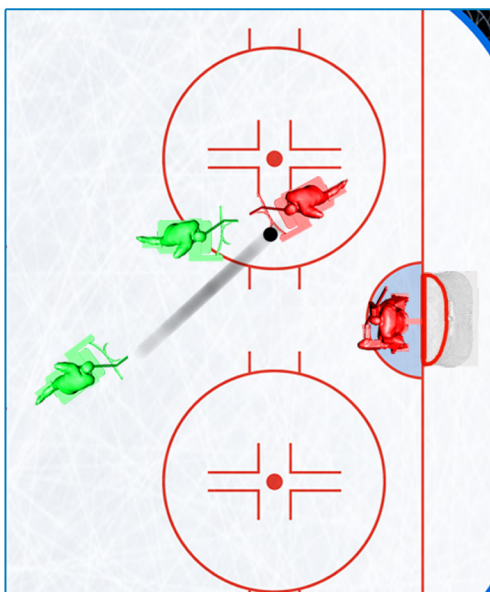
A goal only counts if a "shot" is called. If a "pass" is called, and the puck goes into the goal, a score does not count. Play would resume as the goalie gaining possession of the puck.

Successful Pass/ One-Timer



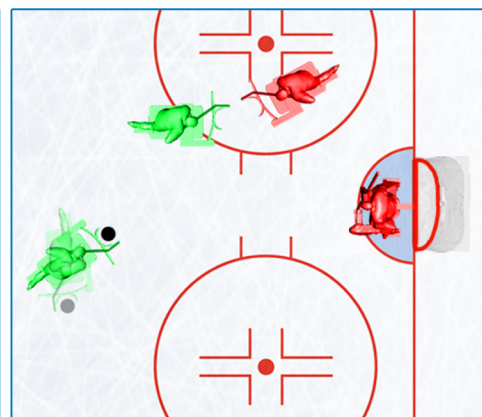
Due to the pass hitting a teammate, that skater continues with the puck. If a One-Timer was called, the recipient would shoot the puck without turning the board on. prior to shot, the goalie gets to adjust.

Failed Pass



In this instance the puck hit the opponent. The red team takes over possession.

Pivots/ Turns



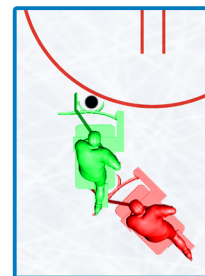
When pivoting/turning a skater with possession of the puck, the puck follows as well.



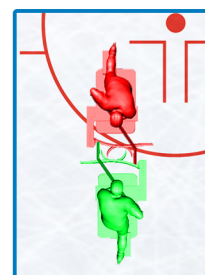
PENALTIES

Should the following actions occur after the turnoff of the board, The following penalties are to be enforced:

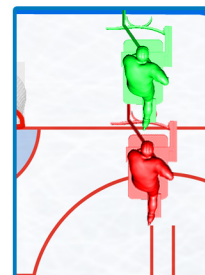
Hooking- the use of the stick or cup gets attached to the back corner of skater base or leg in attempt to slow another player down.
Length of Penalty: Two minutes



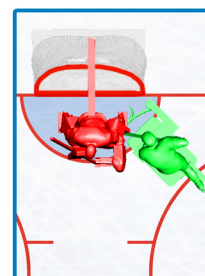
Holding-holding or grabbing a skater from cup to cup to restrict their ability to play.
Length of Penalty: Two minutes



Boarding- is any illegal action that causes a player to be thrown into the boards.
Length of Penalty: Two or five minutes



Interference- A player entering the crease of the opposing teams goalie..
Length of Penalty: Two minutes



Misconduct- penalty is any action deemed worthy of an extended penalty. Some examples include using abusive language, or intentionally disrupting the game. With this infraction an opponent gets to choose any skater on ice from the penalized team to sit in the penalty box for 5 minutes



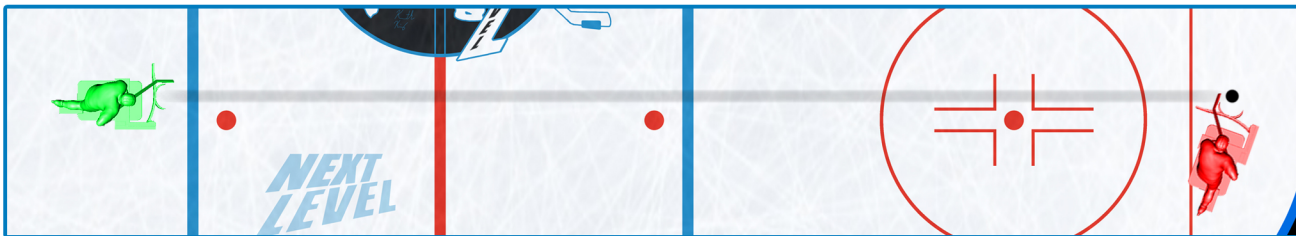
PENALTIES (CONT'D)

PENALTY SHOT- A penalty shot is a type of penalty awarded when a team loses a clear scoring opportunity on a breakaway because of a foul committed by an opposing player.

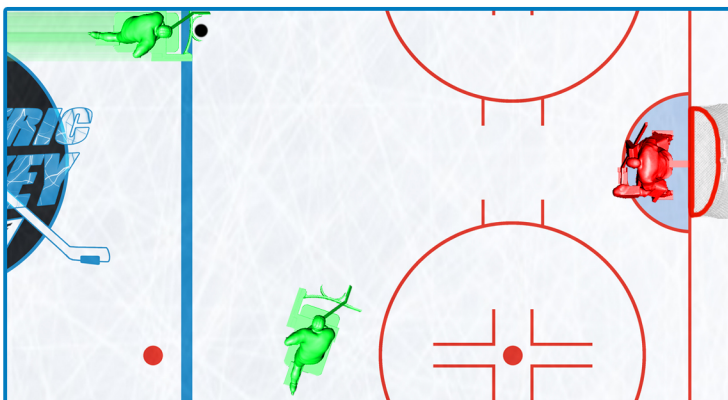
PENALTY SHOT ATTEMPT- In the instance of a penalty shot, the offensive player will set their skater with the puck anywhere along the blue line of their offensive zone. The player will then receive 5 seconds to pivot/ turn skater. The defending team will receive 5 seconds to set their goalie. The board will then run for 2 seconds. The player will then attempt the shot with NO adjustment from the goalie.

NON-PENALTY STOPPAGES

ICING- Is an infraction when a player shoots the puck over the center red line and the opposing team's red goal line, if the puck crosses the opposing goal line untouched, and is then retrieved by an opposing player, icing is called.



OFFSIDES- A play is offside if a skater on the other team does not control the puck and is completely inside the offensive zone when a different attacking skater causes the puck to completely cross the blue line into the offensive zone, until either the puck or all attacking skaters leave the offensive zone.



GOALIE FREEZES PUCK- To cover up or immobilize the puck to force a stoppage in play. Freezing the puck is most often done by goaltenders when they make a save to make sure they do not give up a rebound or to relieve their team of pressure that their opponents are putting on them.

PUCK OUT OF PLAY- Puck Out of Bounds or Unplayable. (a) Anytime the puck goes outside the playing area, strikes any obstacles above the playing surface other than boards, or shielding, or becomes unplayable due to a defect in the playing rink, play shall be stopped and a last play face-off conducted.



FACE-OFF LOCATIONS (Refer to page 1 Rink Layout)

Center Ice-

1. Start of Period
2. After Goal is Scored

Defensive Zone Face-Off Circle (of attacking team or offending)-

1. Icing- (offending team gets to pick which of their dots for face-off to take place)
2. Penalty

Neutral Zone (of defending team)-

1. Offsides

Note*** - Should a Penalty or offsides occur, the puck location will determine which side (dot) the face-off will take place. On an icing call, the offending team picks the side (dot) of their choosing in their own Defensive zone.

LINE CHANGES

Midplay Substitutions- can occur between skaters, if a skater is within a base length of the boards between their sideline box. Each replacement must be placed in the same spot. Board must be turned off during this interaction.

Stoppage Substitutions- Players can substitute as many of their skaters within 20 seconds pending a face-off.

TIMEOUTS

Each team is allowed one 30 second timeout per game. Only one team is allowed to use their time-out during a single stoppage of play.

PULLING THE GOALIE

A player can remove the goalie for an extra skater during any part of the game in which the board is off. The extra skater must begin anywhere within a base length of their bench area.

FORFEITING OF PUCK

A player skater will forfeit the puck to the closest defender if:

1. Shot or pass is not made within 5 second countdown.
2. Shot or pass does not travel 1 base length.

EXTRA SCENARIOS

If a skater gets knocked down or falls down, it does not get picked up on the 1st turn off. The skater will be picked up after the 2nd turn off. If skater was in possession of puck, the puck goes to the nearest skater of opposing team.

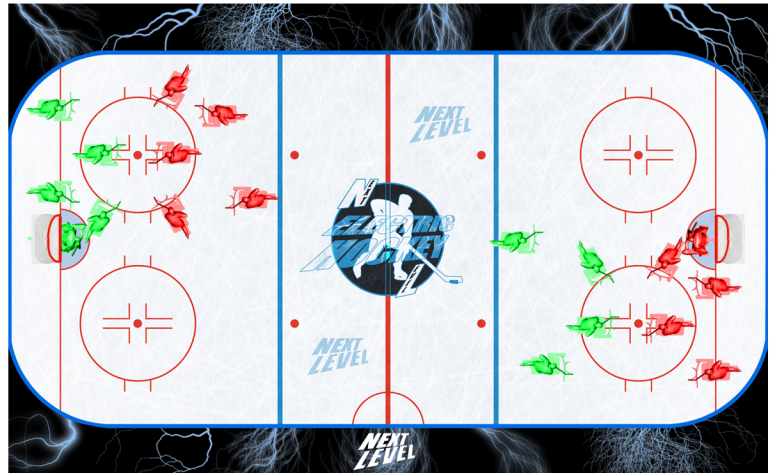
If in a case of a loose puck, two skaters of opposite team touch the puck simultaneously, a coin flip with the visiting team making the call will occur. Winner of the coin flip gets the puck and play will resume beginning with pivots/ turns.

SAMPLE CONCEPTS

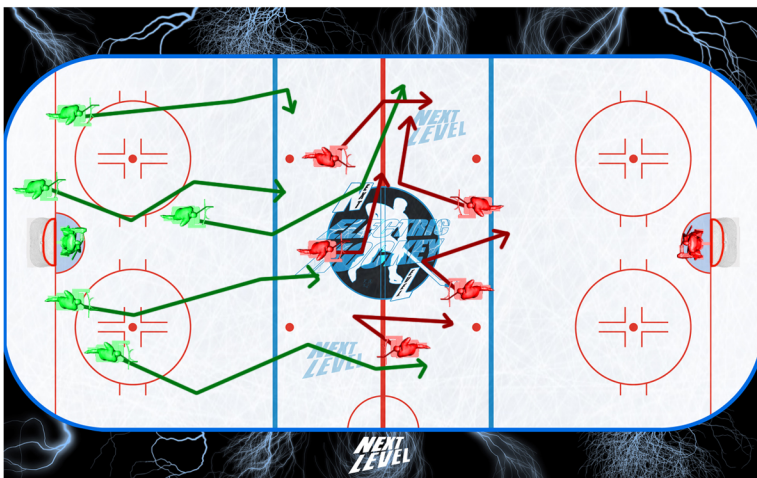
Center Ice Face-Off



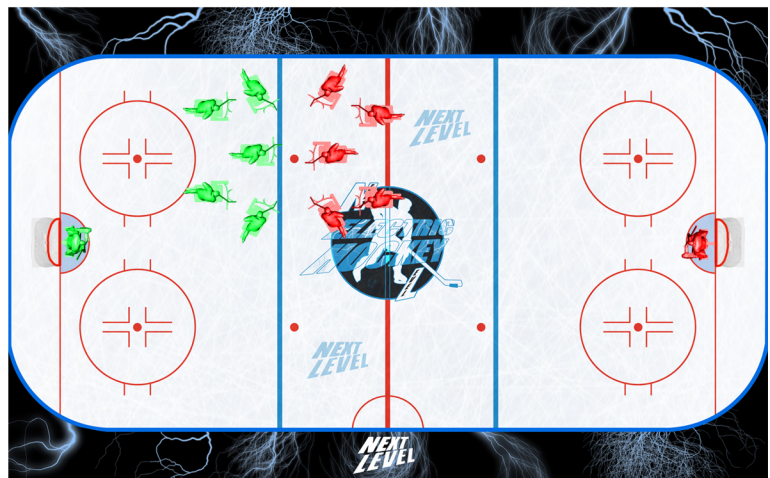
Defensive Zone Face-Offs 5-4 & 4-4



Defensive Neutral Zone Trap (Sample)

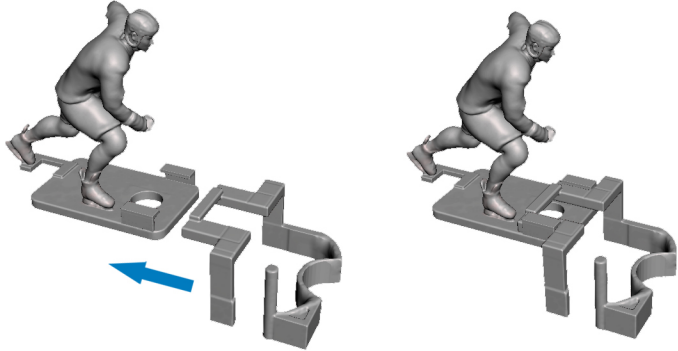


Neutral Zone Face-Off

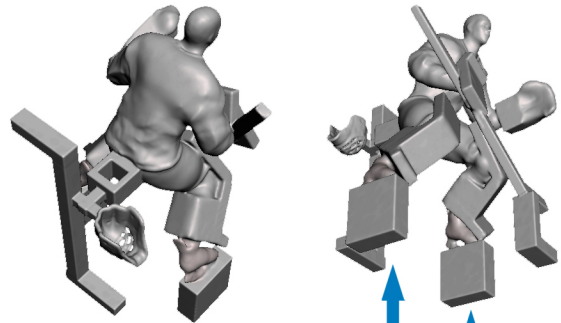




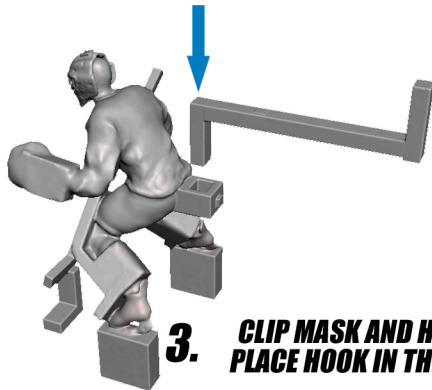
COMPONENTS & ASSEMBLY



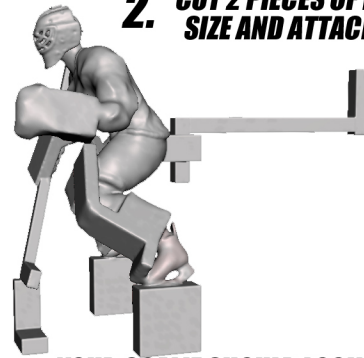
1. REMOVE PUCK CLAMP FROM SPRUE AND SLIDE INTO SLOT OF SKATER PLATFORM.



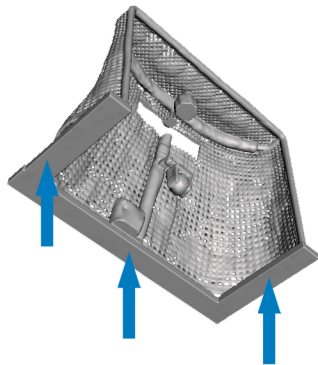
2. CUT 2 PIECES OF MAGNETIC TAPE TO SIZE AND ATTACH TO EACH STAND.



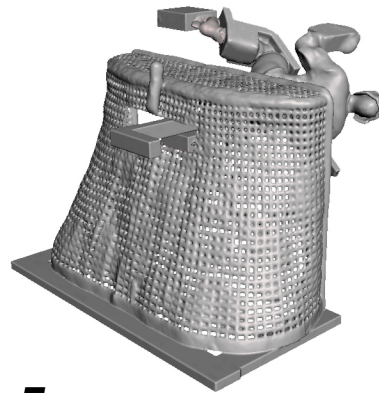
3. CLIP MASK AND HOOK FROM GOALIE. PLACE HOOK IN THE SQUARE OPENING.



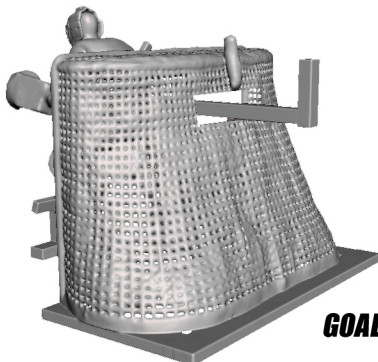
YOUR GOALIE SHOULD LOOK LIKE THIS.



4. CUT 3 PIECES OF MAGNETIC TAPE TO SIZE AND ATTACH TO EACH STAND.



5. HOOK GOALIE TO THE NET.



GOALIE IS SET AND READY TO GO.

