



HOCKEY FORUM RULES

OBJECT OF GAME: The object of the game is to score more goals than the opposing player in 3 periods and thus to accumulate the greater number of points in the series.

NUMBER OF PLAYERS : 2 players or more. Each player has a team.

HOME TEAM : The one which deal out the cards for the 1st and 3rd periods.

VISITING TEAM : The one which deal out the cards for the 2nd period.

THE PERIOD: A period consist in the playing of the 52 card deck. There are 3 periods in a game. If there is a tie after 3 periods of play, there is an overtime.

THE OVERTIME: If there is a tie after the 3rd period, there is an overtime. The first team to score a goal win the game.

THE DEAL: The home team deals out the cards for the 1st and the 3rd periods and the overtime if there is a tie after 3 periods. The cards are passed out one by one, each player receives 4 cards and the rest of the deck is placed face down on the table for subsequent deals. The depletion of the deck will require that the players receive 5 different hands of eight cards (4 to each players each time they are dealt out) and on the sixth deal, each player will receive 6 cards.

THE GAME: The visiting team takes a card from his hand and puts it on the table. In order to take the trick and score a goal, the opponent has to come up with a card that has the same number.

THE GAME Part2: The cards which have been played are put aside for the rest of the period. There is a goal when the trick contains only 2 cards with the same number.

When a player does not have a card with a number identical to that played by his opponent and thus cannot take the trick and score a goal, he plays any cards from his hand. The game goes on with each player playing one card at a time until he can match the opponent's card or use the white card or the wild card.

THE 2 WHITE CARD (Zambonis): With these cards, goals are not scored, they may be used in the following way: At the beginning of a period the visiting team may elect to play a white card which will annul the chance of his opponent from playing a card with a matching number. These cards are immediately put aside and the play goes on with the home team this time playing the first card and giving the visiting team a chance to score. The white card may be used at any time during the game in this way. If a team cannot match the number of the opponent's card, he can play the white card to have a chance to score. In other words, the white card prevents the possibility of the opponent scoring and gives the team which plays it a chance to score.

THE WILD CARD: With this card, you can attribute the number 1 to 12 to the wild card. You can score and also have a chance to score.

THE POWER CARD: This card has the same value that the white card and you can play it on the same way. But at the end of the period, the team that receive the power card must cutting the deck. If the number of the card is 10, 11 or 12, there is a goal.

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