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AWAY GOALIE											
EXTRA TIME											
FULL CARD: GOAL, YELLOW & RED CARD, SUBS											
HALF CARD: OTHER FOULS											
OFF	1	2	3	4	5	6	7	8	9	10	DEF
	11	12	13	14	15	16	17	18	19		
FW	HREC SETUP STEP 1: Home HREC + Away AREC										DF
	HREC SETUP STEP 2: +/- difference in men in zones based on formation										
	HREC SETUP STEP 3: +/- SOS difference divided by 5 (roundup)										
	Red card on player: -1 to HREC for team in players formation zone; player card flipped over										
	Yellow card on player: -1 to HREC for team in players formation zone										
	Subs: +1 to HREC for team in players formation zone										
MID	1	2	3	4	5	6	7	8	9	10	MID
	11	12	13	14	15	16	17	18	19		
MF	SOS changes if FAC SOS is in range										MF
	On offense: disregard any defensive stop with the exception of fouls										
	On defense: play as normal; If normal defense fails in any stop it is instead considered a stop based on the play type										
	Chl becomes Tkl   Pass becomes Int   Att becomes BlkS   Shot becomes CLR   Reb becomes CLR										
	Subbing										
	Black 1d20			White 1d20			Blue 1d20				
	1-10 AWAY team 1-10			1-10 same team 1-10			Checked against END rate for both players				
	11-20 HOME team 1-10			11-20 same team 1-10							
DEF	1	2	3	4	5	6	7	8	9	10	OFF
	11	12	13	14	15	16	17	18	19		
DF	Ps+S PLAYER   HIGH # = HIGH OFF   1=8   2-3=9   4-6=10   7-10=7-10										FW
HOME GOALIE											

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