

RINK RATS ALL STAR HOCKEY: Official Rules

What's in the Game

- 83 cards
- 1 Puck card
- Quick start Rules



Game Objective

Score more goals than the other team. A period lasts until the Draw Deck runs out and nobody can play anymore. Play three periods, then count your goals. If it is tied, play sudden death overtime. The next goal wins.

The period does not end the moment the deck empties. Play carries on as long as someone can still make a play from their hand.

1. SETUP



Set up four spots in a line: the Bench (Draw Deck), Centre Ice (Playing Surface), the Puck spot (Loose Puck Location), and the Penalty Box (Discard Pile).

Shuffle the Deck and place it at the Bench. Centre Ice is where cards are played. The Puck spot, next to Centre Ice, is where the Puck card rests when it is loose. The Penalty Box sits at the far end for all discards.

Use a real puck if you have one. Easier to grab in a Free for All, and more fun.

Deal six cards to each player: five skaters and one goalie. Nobody looks at their cards until "GO!"

2. FACEOFF AND PUCK BATTLE WIN CARDS

Everyone says "GO!" The first player to play a Puck Battle Win, pass or carry, wins the faceoff and takes possession.

Puck Battle Win cards are dark and light purple. They win you the puck when it is loose. A purple card is never part of a Scoring Chance.

The player who wins the faceoff takes the first turn. If nobody plays a Puck Battle Win, re deal and go again.

Play moves to the left.

3. HIGHLIGHT VS REGULAR

Highlight beats Regular. Regular does not beat Highlight. A Regular card can stop another Regular card. A Highlight card can stop a Highlight or a Regular play.

To stop a Highlight play you need a Highlight defence card, a Referee card, or a Penalty card.

Puck Battle Win cards are the exception. They can be played on Highlight and Regular cards at any time the puck is loose. See Section 5.

4. ON YOUR TURN

4.1 Bench Jump (optional)

At any point before your turn ends, you may swap one card from your hand for the top card of the Penalty Box.

4.2 The Play

If your team has the puck, use Offence. If the other team has it, use Defence.

OFFENCE. Choose one:

A) Scoring Chance. Play Setup, Setup, Shot. A Setup is a Pass or a Carry.

A Scoring Chance is how you score. Two Setups move the puck into position, the Shot goes at the net. Once all three are down, turn order stops and the Free for All begins. See Section 6.

You do not have to play all three yourself. Cards played by your team build on each other, so a Scoring Chance can come together across two turns.

B) Play one or two green offensive cards, any Pass or Carry, to keep possession and advance the puck.

Every card counts toward a Scoring Chance. Play one Setup and your teammate needs a Setup and a Shot to finish it. Play two Setups and your teammate only needs the Shot.

If your play is defended, the Scoring Chance is stopped and the puck becomes loose.

C) Dump In. Say "Dump In." The puck goes back to centre and you lose possession.

You can dump in any time, even with Pass or Carry cards in hand. Sometimes it is worth giving up the puck to keep them for a Scoring Chance later. With no Pass or Carry cards, dumping in is your only option.

DEFENCE. Respond one of four ways:

A) Defend a Scoring Chance. Play a Goalie Save, a Block Shot, or a Hit the Post, same tier or higher. This happens inside a Free for All, so anyone can play and speed matters. See Section 6.

If you also hold a Puck Battle Win, play it right away to take possession, switch to Offence, and keep the Free for All going. No Puck Battle Win, the puck stays loose and either team can go for it.

B) Defend a Pass or Carry. If you hold the defence card that counters the last card played, same tier or higher, play it. The puck goes back to centre.

If you also hold a Puck Battle Win, play it right away to take possession and switch to Offence. A full turn can be a defence, a Puck Battle Win, and a Scoring Chance. Five cards in one go.

C) Can't defend a Pass or Carry? Move on to 4.3 and end your turn. The play stays live on Centre Ice and keeps building toward a Scoring Chance for the other team.

D) GOAL!! If the Shot is not stopped, it is a goal.

4.3 Line Change (optional)

Discard any number of cards to the Penalty Box.

A Line Change is how you fix a bad hand. If you are holding cards you cannot use, drop them and draw fresh ones. You might have three defence cards and no way to build a Scoring Chance, or nothing but Setups and no Shot. Getting rid of what is not working is often worth more than holding it.

4.4 Replenish Your Line and End Turn

Draw back up to six cards, or five if penalized, or four if hit with two penalties. If the Bench is empty, keep what you have. Your turn ends.

5. LOOSE PUCK

The puck becomes loose after:

- a defence card stops a play
- a Goalie Save, Block Shot, or Hit the Post
- a Referee card or a Penalty card See Section 8 and 9
- a Dump In

If nobody takes the loose puck, it stays loose and play carries on until someone can.

6. FREE FOR ALL

A Scoring Chance suspends turn order and a Free For All Begins. Anyone can play, as fast as they can.

It is the same action and reaction as a normal turn, just fast. Offence plays, defence answers, and whoever gets their card down first has made the play.

A save does not end it. If the Shot is stopped, the puck is loose and the Free for All keeps going. Either team can play a Puck Battle Win and go straight into another Scoring Chance without slowing down. Your team can build it together. One player plays a quick Pass, another plays a Pass and a Shot.

A Free for All ends three ways:

- A GOAL!! is scored.
- A Referee card or a Penalty card is played.
- Nobody can play anymore.

Replenishing. In a two player game, players can replenish during a Free for All. In games of four or more players, players can't replenish during a Free for All. Everyone plays from the hand they had when the Scoring Chance occurred.

After it ends. Everyone replenishes. The next turn starts with the player to the left of whoever played the last card.

An unfinished Scoring Chance stays live. If a Pass or Carry was the last card played and was not defended, the Scoring Chance can still be completed by the team in possession.

7. HIGHLIGHT REBOUND

A Highlight Rebound is a shot, but it can only be played in response to a Save, Block Shot or Hit the Post. That means it only happens inside a Free for All.

The puck never goes loose in between. The stop happens and the rebound goes right back at the net.

Because Rebounds are Highlight cards, a Highlight Goalie Save or a Hit the Post can stop it. A Block Shot will not.

That makes a rebound harder to stop than the shot that created it. A Free for All can run save, rebound, save, rebound for as long as both sides have the cards.

8. REFEREE CARDS

Referee cards are a stoppage of play. A Referee card will not win you the puck, but it will stop an attack you cannot otherwise answer.

A Referee card ends your turn. The puck returns to centre and play stops. You cannot take it. The next player gets first chance to take possession.

Icing can only be played on a Pass. Offside can be played on a Pass or a Carry. Neither can be played on a Shot.

For Penalty cards see Section 9.

9. PENALTIES

Penalty cards are also a stoppage of play. Any player can play a Penalty card at any time. Play stops and the puck returns to centre. Like a Referee card, a Penalty ends your turn.

If you or your teammate played a Penalty card, each player on your team takes one card from an opponent's hand. Discard it to the Penalty Box, or keep it and discard one of your own.

Every player on the penalized team replenishes to five instead of six for their next two turns.

Two Penalties. Play two Penalty cards at once and the penalized team replenishes to four for two turns. Each player on the penalizing side takes two cards instead of one. Keep or discard each one separately.

Penalty Shot. A Penalty card can be played against a Shot, the same way a Goalie Save can. The Shot becomes a Penalty Shot.

The player who took the Shot flips the top card of the Bench. Any green card is a goal. Anything else is no goal.

If this happened during a Free for All, the Free for All ends. Penalty shot occurs, play goes back to normal turn order, starting to the left of whoever played the Penalty card.

10. PLAYING WITH MORE THAN 2 PLAYERS

The game is always two teams with an even number of players: 2v2, 3v3, 4v4, and so on.

Use one deck for up to four players. Use two decks for up to ten.

Seating. Teams alternate around the table so you are never beside your own teammate. Turn order moves left as usual.

Trading (Optional). Once per turn you may trade one card with a teammate.

Possession. The puck card sits in front of whichever player/team won possession.

11. ADVANCED VARIANTS AND CLARIFICATIONS

Timer Variant. For a faster game, set a timer per period instead of playing through the deck. Five minutes is a good starting point. When the timer runs out the period ends, whatever is happening. If a Free for All is in progress, it stops. Goals scored up to that point stand.

What makes a strong hand. Aim for a Scoring Chance, Setup, Setup and a Shot, at least one defence card, a Goalie Save, and a Puck Battle Win. You will not always get it, but knowing what to aim for tells you what to keep and what to drop on a Line Change.

Card colour coding. Colour tells you what a card does at a glance.

- Green is offence. Pass, Carry, Shot.
- Red is defence.
- Dark and light purple are Puck Battle Win, carry and pass.
- Black is Referee cards and the Puck card.

Three colours are unique cards, each with its own job:

- Dark pink is Block Shot, a Regular card.
- Light pink is Hit the Post, a Highlight card.
- Light blue is Highlight Rebound.

Names do not have to match. A Saucer Pass, Regular Green, can be countered by any Regular Red card. What matters is the colour and the tier, not the name. You could answer it with a Saucer Knockdown, but you do not have to.

Every card shows Rink Rats as the red team performing offensive and defensive plays. They are demonstrating the action, not showing which team is doing it. The yellow team characters are there for context only.