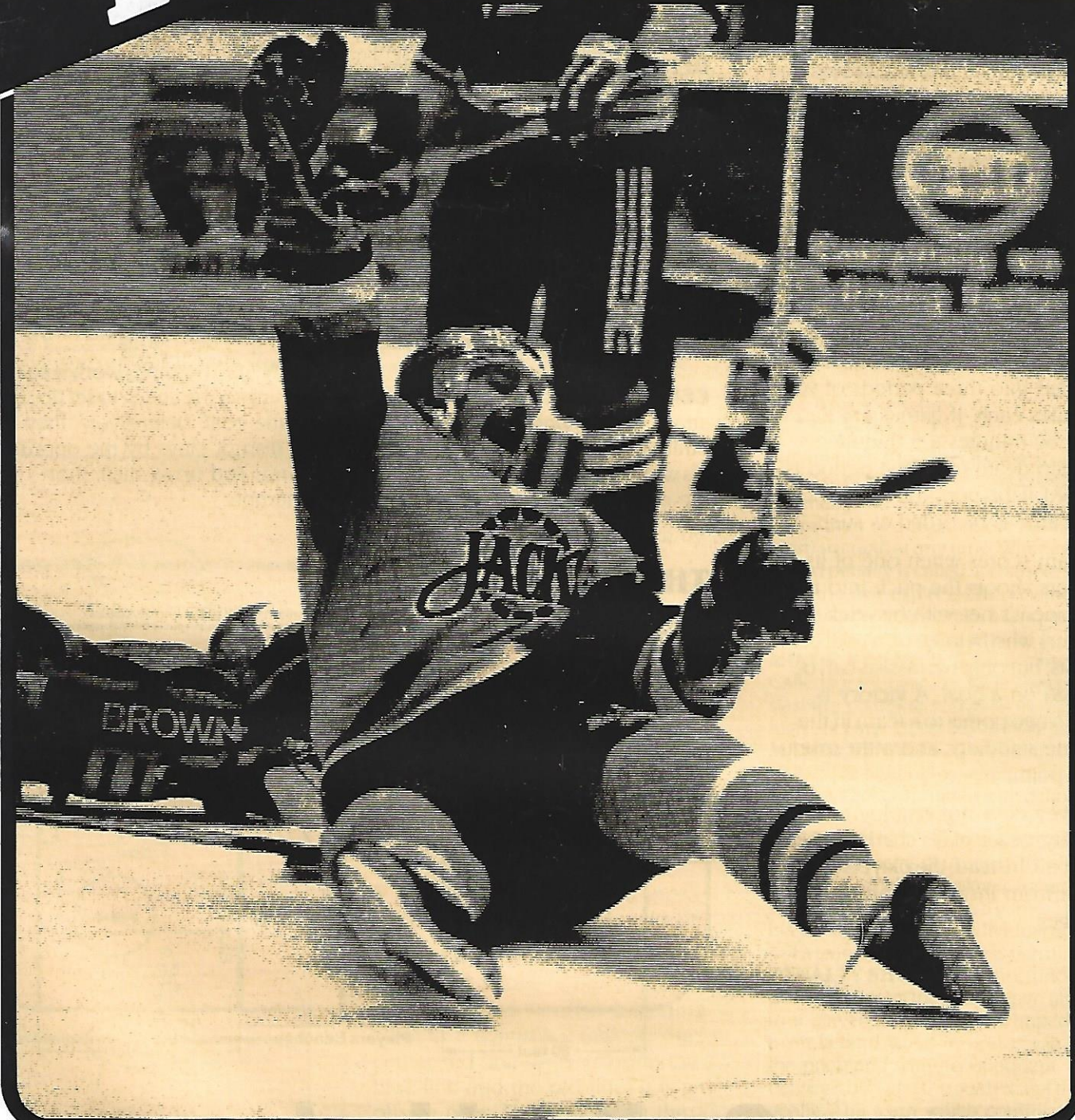


THE

SKIPJACKS HOCKEY

HANDBOOK

FEEL THE HEAT!



Compliments of



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For you. For now. For the future.



Member FDIC

THE GAME

Hockey is one of the fastest games on earth and one of the easiest to understand.

Once you've mastered the three basic rules, you'll be on your way. They are offside, offside pass and icing the puck. These three rules are designed to cut down on stalling, encourage teamwork and maintain the speed of the game.

Each side plays six men at a time (unless someone has been put in the penalty box). Substitutions are made when play stops or can be made "on the fly" while play is in progress. The positions are goalkeeper, left and right defense, center, left and right wing.

Games last 60 minutes and are divided into three periods of 20 minutes each. If games are tied after 60 minutes a 5 minute sudden death overtime period is played. If this period ends in a tie, the game is recorded as such.

A team scores when one of its players shoots the puck into the opponent's net with his stick. Players who help set up a goal get assists, but only two assists can be scored on a goal. A victory is worth two points to a team in the league standings and a tie counts one point.

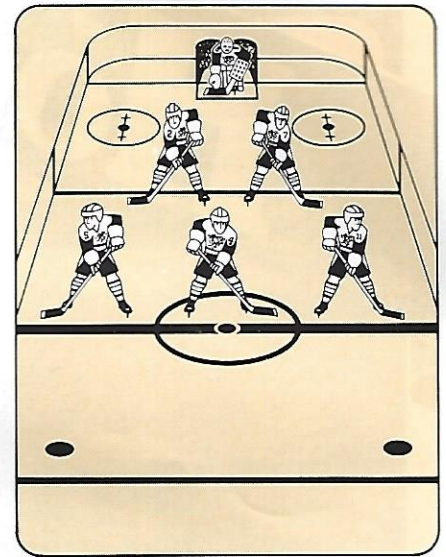
Hockey does not employ a large variety of set plays such as football. Instead, the players must react from instinct. Teamwork is the key.

THE PLAYERS

GOALKEEPER: The goalie's chief job is to keep the opposition from putting the puck into his goal. Offensively, he may start his team down the ice with a pass but seldom leaves the net he guards.

DEFENSEMEN: They try to stop the incoming play at their own blue line. They attempt to break up passes, block shots, cover opposing forwards and clear the puck from in front of their own goal. On offense they get the puck to their center and wings and follow the play into the attacking zone, stationing themselves just inside the opposition's blue line at the "points".

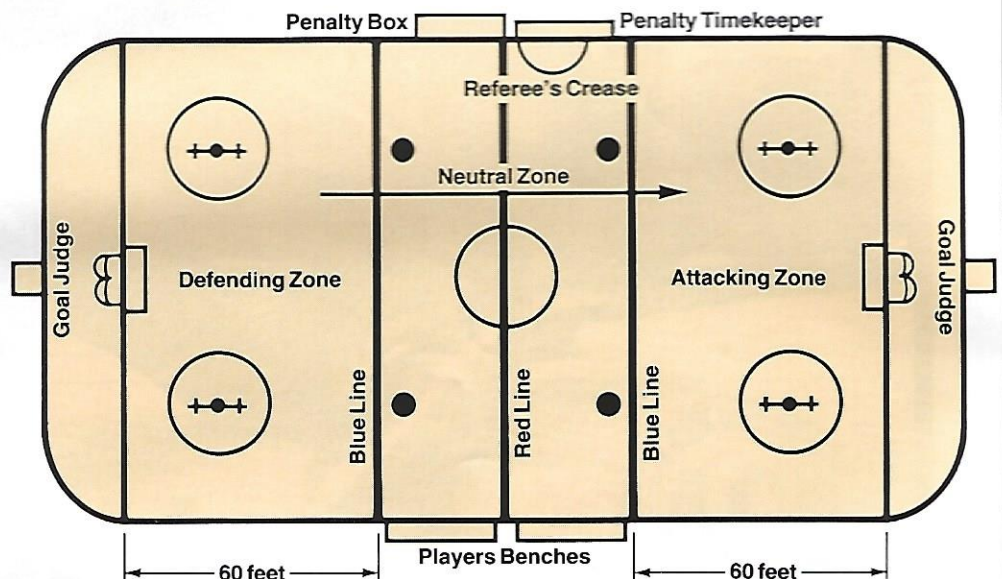
CENTER: The center leads the attack by carrying the puck on offense. He exchanges passes with his wings to steer the play toward the enemy goal. On defense, he



tries to break up a play before it gets on his team's side of the ice.

WINGS: The wings work with the center on the attack to set up shots at the goal. Defensively, they try to disrupt plays by the opposing wings and upset their shot attempts.

THE RINK

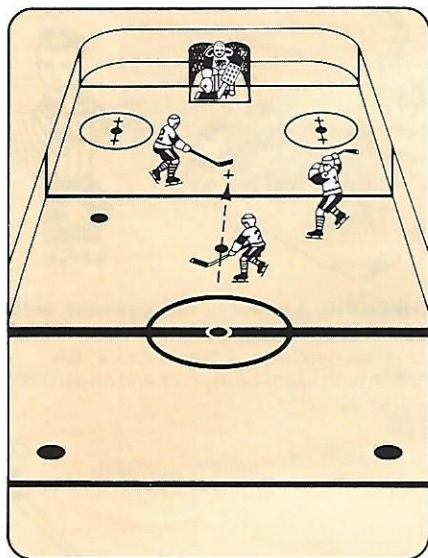


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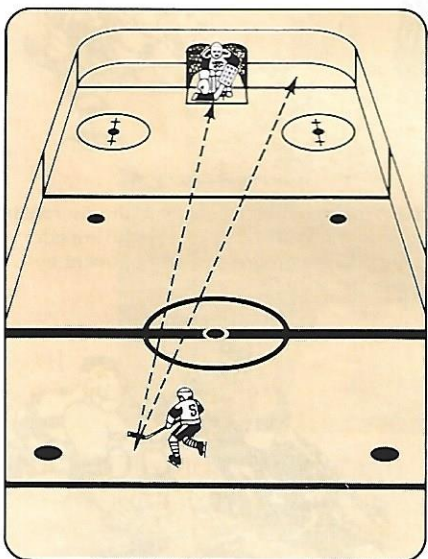
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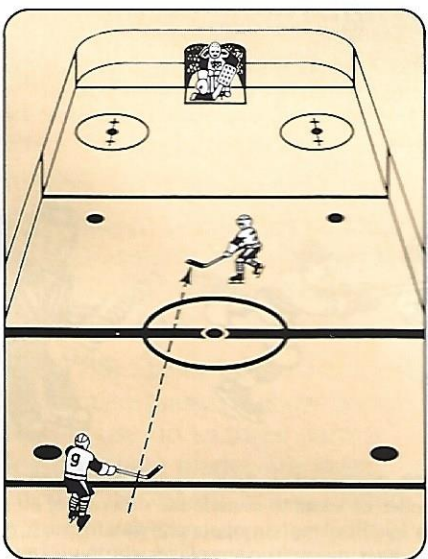
THE RULES



OFFSIDE



ICING THE PUCK



OFFSIDE PASS

OFFSIDE: A team is offside when any member of the attacking team precedes the puck carrier over the defending team's blue line. The position of the player's skates and not that of his stick is the determining factor. If both skates are over the blue line before the puck, the player is offside. If he has only one skate over the blue line and one on it, he is onside.

ICING THE PUCK: Icing the puck is not permitted when the teams are at equal numerical strength. Thus it is an infraction when a player on his team's side of the red center line shoots the puck all the way down the ice, it crosses the red goal line at any point other than the goal itself and is first touched by a defending player. When this occurs, play is stopped and the puck is returned to the other end of the ice for a face-off in the offending team's zone.

Icing the puck is not called:

- If the goalie plays the puck by leaving his net.
- If the puck cuts across part of the goal crease.
- When a defending opponent, in the judgement of the linesman could have played the puck before it crossed the red goal line.
- When an attacking player who was onside (in the same zone) when the puck was shot down the ice, manages to touch it first.
- When a team is playing shorthanded because of a penalty or penalties.

OFFSIDE PASS: When a player passes the puck from his defending zone to a teammate beyond the center red line (thus crossing the blue line and the red line) it is an offside pass. The position of the puck (not the player's skates in this case) is the determining factor in deciding from which zone the pass was made.

THE OFFICIALS

REFEREE: He supervises the game, calls penalties, determines goals and handles faceoffs at center ice to start each period.

LINESMAN: Two are used. They call offside, offside pass, icing the puck and handle all faceoffs but those at center ice. They do not call penalties but can recommend to the referee that a penalty be called.

GOAL JUDGE: One sits off-ice behind each net and indicates when a goal has been scored by turning on the red light just above his station. Referee can ask his advice on disputed goals, but the referee is the final authority and can overrule the goal judge.

SCORER: He determines which player scores and credits assists if any. He may consult with the referee, but the scorer is the final authority in crediting points.

PENALTIES

A team plays shorthanded when one or more of its players is charged with a penalty. No team is forced to play more than two men below full (six-man) strength at any time. Whenever a third penalty is called, it is suspended until the first expires. On penalties called on the goalkeeper, a teammate serves his time in the penalty box.

MINOR PENALTY: (Two minutes) Called for tripping, hooking, spearing, slashing, charging, roughing, holding, high sticking, elbowing or boarding.

MAJOR PENALTY: (Five minutes) Called for fighting or when minor penalties are committed with deliberate attempt to injure.

MISCONDUCT: (10 minutes) Called for various forms of unsportsmanlike behavior or when a player incurs a second major penalty in a game. This is a penalty against an individual and not a team, so a substitute is permitted.

PENALTY SHOT: A free shot, unopposed except by the goalkeeper, given to a player who is illegally impeded from behind when in possession of the puck and with no opponent between him and the goal except the goalie. The team which commits the offense is not penalized beyond the penalty shot, whether it succeeds or not.

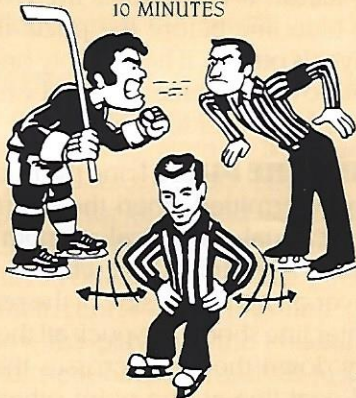
DELAYED PENALTY: Whistle delayed until penalized team regains possession of puck.

HOCKEY PENALTIES—REFEREE'S SIGNALS



HOLDING: A minor penalty is imposed on a player who holds an opponent with hands or stick or in any other way.

MISCONDUCT:
10 MINUTES



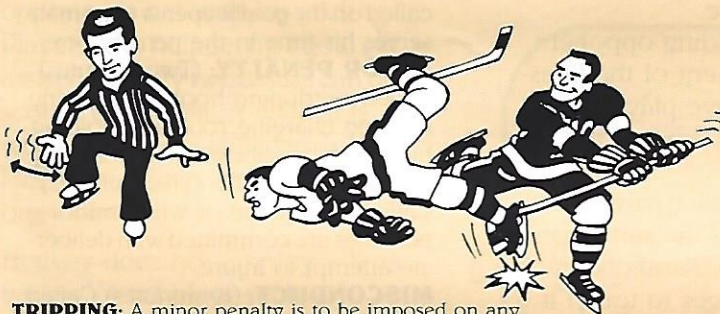
CROSS-CHECKING: A minor or major penalty, at the discretion of the Referee, is imposed on a player who "Cross-checks" an opponent. A "Cross-check" is a stick-check with both hands on the stick and no part of the stick on the ice.



CHARGING: A minor or major penalty is imposed on a player who runs or jumps into or charges an opponent. If more than two steps or strides are taken, it is considered a charge.



SLASHING: A minor or major penalty, at the discretion of the Referee, is imposed on any player who impedes or tries to impede the progress of an opponent by "slashing" with the stick.



TRIPPING: A minor penalty is to be imposed on any player who places his stick, knee, foot, arm, hand or elbow in such a manner that it causes his opponent to trip or fall.



ELBOWING: A minor or major penalty, at the discretion of the Referee, is imposed on any player who uses his elbow or knee in such a manner as to in any way foul an opponent.



HIGH STICKING: The carrying of sticks above the normal height of the shoulder is prohibited, and a minor or major penalty may be imposed on any player violating this rule, at the discretion of the Referee.



HOOKING: A minor penalty is imposed on a player who impedes or seeks to impede the progress of an opponent by "Hooking" an opponent with his stick. A major penalty is imposed on any player who injures an opponent by "Hooking."

THE EQUIPMENT



THE GOALKEEPER

He wears overstuffed, ribbed leg pads, 10 inches by 30 inches maximum, and a heavy felt chest protector which covers arms, shoulders, stomach and abdomen. His catching glove is similar to a first baseman's mitt and a large glove with a waffle-like shield protects his stick hand. The goalie's stick is wider on the blade and shaft. His mask may be made of fiberglass and form-fitted to his face or he may wear a metal "cage" mask. In all cases the face, throat and head are carefully protected.

STICKS: This stick is made of ash, and must not exceed 53 inches from heel to end of shaft. Blade size limits are 14¾ inches long by 3 inches wide. an average player uses two to four dozen a season.

GLOVES: Thumbs and fingers are padded individually. A gauntlet of fibers covers the wrist and forearm.

PANTS: Pants have fiber padding on front and side of thigh. They're high enough to protect kidneys and lower back.

SKATES: Skates have hard toes and tendon guards built-in. Some players use up to three pairs a season. Skate blades are sharpened as necessary. Some players may have them sharpened before each game.

ELBOW PADS: Pads are leather-covered felt that protect the elbow and upper forearms.

SHIN PADS: Shin protection is made of fiber or plastic. Knee pad is plastic and is part of shin pads.

HELMET: The helmet is made of lightweight fiber or plastic with an inner cushion of foam padding. Most professional players wear a helmet.



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HOCKEY LINGO

ASSIST: Point awarded to a player for helping set up a goal, usually the last two men to handle the puck prior to the goal.

BACK CHECK: Attempts by forwards on their way back to the defending zone to regain the puck.

BODY CHECK: Using hip or shoulder to slow or stop an opponent with the puck.

BREAKAWAY: The puck carrier skates in on goal ahead of opponents except goalkeeper.

BREAKOUT: When a team comes out of its defensive zone and starts up ice toward opponent's goal.

CHECKING LINE: A unit of three forwards formed to stop another team's highest scoring line.

CREASE: An eight foot wide and four foot deep area directly in front of the goal. Players may not enter this area before the puck.

CURVED STICKS: Many players put a slight curve in the blade of their sticks for increased puck control.

DEKE: A fake by a puck carrier to stickhandle his way around an opponent or to make the goalie move out of position.

DROP PASS: Puck carrier drops the puck behind to be picked up by a trailing teammate.

FACE-OFF: How the puck is put into play to start a game or to continue it after the goals, penalties or puck-out-of-play calls which stop the clock. Centers usually are matched in a face-off.

FORE CHECK: Keeping opponents in their end of the rink while attempting to regain possession of the puck.

FREEZING THE PUCK: Holding the puck against the boards with stick or skates, causing a face-off.

GOAL: The goal is six feet wide, four feet high, curving from one to three feet deep. Twine netting covers the sides and back. Pins anchor it to the ice. To score a goal, the puck must completely cross the goal line at the mouth of the goal.

HAT TRICK: Three goals scored by one player in one game.

HEADMANNING: Passing the puck forward to a leading teammate.

NEUTRAL ZONE: Center ice between the two blue lines.

PENALTY BOX: Area off ice at the red line where penalized players serve their penalty time.

PENALTY KILLING: The attempt by a team that is shorthanded (due to a penalty) to keep the opposition from scoring.

POINT: A position on the ice just inside the opposition blue line and close to the boards on either side of the rink. The attacking defensemen usually take these positions when their team is in control of the puck in the opposition's zone.

POKE CHECK: Stabbing at the puck with the blade of the stick to take it away from the puck carrier.

POWER PLAY: When an opponent is shorthanded due to a penalty, the team with the manpower advantage is considered to be on the "power play."

PUCK: The puck is made of vulcanized rubber, three inches in diameter, one inch thick and weighing between 5½ and 6 ounces. It is frozen for several hours before a game to eliminate bounces. More than a dozen are used in most games. It reaches speeds up to 100 miles per hour on some shots.

PULLING THE GOALIE: A team that is losing by one goal will sometimes take the goaltender off the ice in favor of another forward. This generally happens in the dying minutes of the game and makes for exciting finishes.

SCREEN SHOT: A shot on goal when one or more players are between the shooter and the goal thus blocking the goalie's view of the play.

SLAP SHOT: Bringing the stick back and quickly forward, slapping the puck ahead.

SLOT: The "alley" between the two circles directly in front of the nets, from which many goals are scored.

STICK HANDLING: Carrying the puck along the ice with the stick.

SWEEP CHECK: Using the entire length of the stick while laying it flat on the ice in order to take the puck away from the carrier.

FOLLOW THE JACKS ON

WITH
AM 1230



**MILEAGE
BETWEEN
AHL
CITIES**



Mileage	Adir	Balt	Bing	Fred	Hers	Maine	Monc	N H	N S	Roch	Sher	Spq	St Ca
Adirondack		387	175	805	319	786	195	973	262	240	129	350	
Baltimore	387		272	954	523	1085	268	1272	436	584	334	534	
Binghamton	175	272		865	175	411	996	227	1183	164	350	210	235
Fredericton	805	954	865		431	131	560	318	1067	400	500	1165	
Hershey	350	97	175	1155		500	1136	246	1323	339	550	319	437
Maine	319	523	411	431			467	255	654	403	185	201	501
Moncton	786	1085	996	131	1136			758	187	1007	460	692	1105
New Haven	195	268	227	560	246	255	758		945	378	300	66	476
Nova Scotia	973	1272	1183	318	1323	654	187	948		1057	625	879	1155
Rochester	262	436	164	1067	339	403	1007	378	1057		350	315	98
Sherbrooke	240	584	350	400	550	185	460	300	625	350		250	448
Springfield	129	334	210	500	319	201	692	66	879	315	250		413
St. Catharines	350	534	235	1165	437	501	1105	476	1155	98	448	413	

TIPS FROM THE COACH



**Skipjacks
Coach
Gene
Ubriaco**

THE CENTER

Winning the face-off is one of the center's most important duties. To do that, the center must concentrate on the referee's hand. When his hand drops the puck, the center tries to beat the opposing center to the puck and draw it back to our wingers or defensemen.

Another responsibility is forechecking, or putting pressure on the other team's defense in the offensive zone. Hopefully, forechecking will make them rush the play and lose the puck. When the center gets the puck, he tries to control it as long as possible, until one of our wingers can get open for the center's pass and a shot on net.

Some centers station themselves in front of the net because that is where they score most of their goals. While this may seem dangerous, it is the ideal place to deflect teammates's shots past the goalie, or to pick up a rebound and turn it into a goal. Centers are particularly effective at this on the power play.

THE LEFT WING

Left wingers have to check the opposing right winger and prevent him from scoring. Working in his own end, the left winger is responsible for getting the puck out over the blue line to safety.

In the offensive end, the left winger will stay along the boards, taking the shots on goal from the outside and helping to set up plays with his linemates or defensemen.

If the puck goes into the corner, the left wing will try to "dig it out" off the boards, and keep opposing forwards or defensemen from gaining possession. Once the left wing has control of the puck in the corner, he tries to get it to a teammate who is in the best position to take the shot on goal. The left wing must be very physical in the corners and be willing to take a hit to make the play.

THE RIGHT WING

The right wing's assignments include patrolling the right side of the ice and keeping the opposing team's left wing in check. In the defensive zone, the right wing covers the point man on the opposing team when the puck goes to the point. In the offensive zone, the right wing looks for an opening and hopes that the center can get the puck to him for a shot on net.

Many right wings stop suddenly just inside the opposing team's blue line and set up plays from there. Sometimes you'll see wingers criss-cross just before entering the offensive zone. When that happens, the right winger will take shots from the "off wing," which is the opposite side of the right wingers normal position.

THE DEFENSEMAN

The defenseman's job is to keep the opposing team from scoring. When the opposing forwards carry the puck across our blue line, the defenseman has to poke check it off their sticks, or force them to the outside along the boards.

The defenseman is responsible for getting the puck out of the corners and passing it quickly to our forwards so they can carry it out of the defensive zone.

When opponents attack our goal, the defenseman has to clear opposing forwards away from the slot area in front of the goal crease. Thus, the defenseman must play the toughest physical game he can without being penalized.

In the offensive zone, the defenseman takes shots from the point and tries to keep the opposing forwards from taking passes along the boards.

THE GOALTENDER

A goaltender's job is, obviously, to stop the puck from going into the net. First and foremost, a goaltender can't be afraid of the puck. He must be able to cut down the angle of the shot. By coming out toward the shooter, the goaltender gives the shooter less net to shoot at.

To be effective as a goaltender, you've got to practice long and hard to get your reflexes as sharp as possible. You have to think ahead, and anticipate what will happen next. You have to be strong and agile, ready to go down quickly for rebounds and deflections.

The goaltender should have lots of endurance, courage, and plenty of skating ability. He should also be a second pair of eyes for the defensemen, alerting the team when someone is right behind them around the net.

THE PENALTY KILLER

When a teammate is in the penalty box and the opponents have a man advantage, the penalty killer concentrates on killing the penalty time and preventing a power play goal. To do this, the penalty killer tries to win the faceoff, shoot the puck into the opponent's end and delay them there as long as possible. As they move back toward our goal, the penalty killer picks up the opposing winger and works on disrupting their play so that he can shoot the puck down the ice again.

Once opponents have control of the puck in our end, our team, including the penalty killer, must stay between the puck and the net by forming a box. Or, if we're two men short, the three remaining Skipjacks form a triangle. These defensive formations force shots from bad angles. After an opponent does get a shot, our defensemen should be in position to clear the puck.

In short, killing a penalty means controlling the faceoffs, making opponents play in the neutral zone as much as possible, and not giving them any time or room to set up a play.

BALTIMORE SKIPJACKS 1985-86 SCHEDULE

OCTOBER

Thu. Oct. 10 VS ADIRONDACK (7:30 p.m.)
 Sun. Oct. 13 VS HERSHEY (2:00 p.m.)
 Wed. Oct. 16 at Binghamton (7:30 p.m.)
 Fri. Oct. 18 VS ST. CATHARINES (7:30 p.m.)
 Sun. Oct. 20 VS BINGHAMTON (2:00 p.m.)
 Wed. Oct. 23 at Hershey (7:30 p.m.)
 Sat. Oct. 26 VS ST. CATHARINES (7:30 p.m.)
 Sun. Oct. 27 at Hershey (7:00 p.m.)
 Wed. Oct. 30 VS FREDERICTON (7:30 p.m.)

NOVEMBER

Sun. Nov. 3 VS NEW HAVEN (7:30 p.m.)
 Wed. Nov. 6 at Hershey (7:30 p.m.)
 Fri. Nov. 8 at New Haven (7:30 p.m.)
 Sat. Nov. 9 at Maine (7:35 p.m.)
 Sun. Nov. 10 at Sherbrooke (7:00 p.m.)
 Wed. Nov. 13 VS ST. CATHARINES (7:30 p.m.)
 Fri. Nov. 15 VS ADIRONDACK (7:30 p.m.)
 Sat. Nov. 16 at Binghamton (7:30 p.m.)
 Sun. Nov. 17 VS BINGHAMTON (7:00 p.m.)
 Fri. Nov. 22 at Springfield (7:35 p.m.)
 Sat. Nov. 23 at Adirondack (7:30 p.m.)
 Mon. Nov. 25 VS FREDERICTON (7:30 p.m.)
 Wed. Nov. 27 VS ROCHESTER (7:30 p.m.)
 Fri. Nov. 29 at Rochester (7:35 p.m.)

HOME GAMES ARE IN CAPS

All times local to game site

DECEMBER

Sun. Dec. 1 at St. Catharines (7:35 p.m.)
 Wed. Dec. 4 at Rochester (7:35 p.m.)
 Fri. Dec. 6 VS HERSHEY (7:30 p.m.)
 Sat. Dec. 7 at Hershey (7:30 p.m.)
 Wed. Dec. 11 VS NEW HAVEN (7:30 p.m.)
 Fri. Dec. 13 at Binghamton (7:30 p.m.)
 Sat. Dec. 14 at Maine (7:35 p.m.)
 Wed. Dec. 18 VS NEW HAVEN (7:30 p.m.)
 Fri. Dec. 20 at Rochester (7:35 p.m.)
 Sun. Dec. 22 at St. Catharines (7:35 p.m.)
 Fri. Dec. 27 VS MAINE (7:30 p.m.)
 Sat. Dec. 28 at Binghamton (7:30 p.m.)
 Sun. Dec. 29 VS HERSHEY (7:30 p.m.)
 Tue. Dec. 31 VS SHERBROOKE (7:00 p.m.)

JANUARY

Fri. Jan. 3 VS MONCTON (7:30 p.m.)
 Sun. Jan. 5 VS HERSHEY (1:00 p.m.)
 Fri. Jan. 10 at New Haven (7:30 p.m.)
 Sat. Jan. 11 at Springfield (7:35 p.m.)
 Sun. Jan. 12 at Nova Scotia (6:00 p.m.)
 Wed. Jan. 15 at Moncton (7:30 p.m.)
 Thu. Jan. 16 at Fredericton (7:30 p.m.)
 Fri. Jan. 17 at Rochester (7:35 p.m.)
 Sun. Jan. 19 at St. Catharines (7:35 p.m.)
 Wed. Jan. 22 at Hershey (7:30 p.m.)
 Sat. Jan. 25 VS ST. CATHARINES (7:30 p.m.)
 Wed. Jan. 29 VS ROCHESTER (7:30 p.m.)
 Fri. Jan. 31 VS HERSHEY (7:30 p.m.)

FEBRUARY

Sat. Feb. 1 at Hershey (7:30 p.m.)
 Sun. Feb. 2 VS SPRINGFIELD (7:30 p.m.)
 Wed. Feb. 5 at Adirondack (7:30 p.m.)
 Fri. Feb. 7 VS MAINE (7:30 p.m.)
 Sun. Feb. 9 VS HERSHEY (2:00 p.m.)
 Wed. Feb. 12 VS BINGHAMTON (7:30 p.m.)
 Fri. Feb. 14 at Binghamton (7:30 p.m.)
 Sat. Feb. 15 VS ROCHESTER (7:30 p.m.)
 Wed. Feb. 19 VS BINGHAMTON (7:30 p.m.)
 Fri. Feb. 21 at Rochester (7:35 p.m.)
 Sun. Feb. 23 at St. Catharines (7:35 p.m.)
 Wed. Feb. 26 VS SHERBROOKE (7:30 p.m.)
 Fri. Feb. 28 VS ROCHESTER (7:30 p.m.)

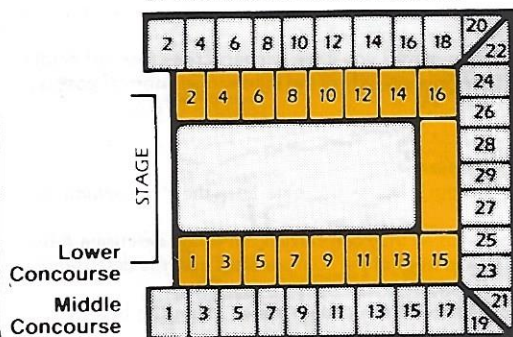
MARCH

Sun. Mar. 2 VS MONCTON (7:30 p.m.)
 Tue. Mar. 4 VS HERSHEY (7:30 p.m.)
 Thu. Mar. 6 VS NOVA SCOTIA (7:30 p.m.)
 Sat. Mar. 8 at Springfield (7:35 p.m.)
 Sun. Mar. 9 at Sherbrooke (7:00 p.m.)
 Thu. Mar. 13 at Moncton (7:30 p.m.)
 Sat. Mar. 15 at Fredericton (7:00 p.m.)
 Sun. Mar. 16 at Nova Scotia (3:00 p.m.)
 Fri. Mar. 21 at New Haven (7:30 p.m.)
 Sun. Mar. 23 at St. Catharines (7:35 p.m.)
 Wed. Mar. 26 VS NOVA SCOTIA (7:30 p.m.)
 Fri. Mar. 28 VS SPRINGFIELD (7:30 p.m.)
 Sun. Mar. 30 VS BINGHAMTON (2:00 p.m.)

APRIL

Wed. Apr. 2 VS ROCHESTER (7:30 p.m.)
 Fri. Apr. 4 VS ST. CATHARINES (7:30 p.m.)
 Sat. Apr. 5 at Hershey (7:30 p.m.)
 Sun. Apr. 6 VS SPRINGFIELD (1:00 p.m.)

BALTIMORE CIVIC CENTER SEATING ARRANGEMENT



TICKET PRICES

Lower Concourse	\$8.00
Middle Concourse	\$7.00
Children (14 & under)	\$5.50
Senior Citizens (65 & over)	\$5.50
Middle Concourse (Sections 23 & 24)	\$5.00
Children (14 & under)	\$3.50

To charge tickets by phone, call (301) 659-7165.
 Jacks tickets available at the Civic Center Box Office,
 at all area Hecht Co. stores,
 Pier 4 Box Office and Fanfare at Harborplace.

GREAT GROUP DISCOUNT RATES	# of Tickets	Discount
	25-99	\$1.00
	100-249	\$1.50
	250-499	\$2.00
	500 plus	\$2.50

Call 727-0703 for further ticket information.



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