

CB2K

College Basketball 2000



The crowd is going crazy. The home team calls a timeout, down 71-70. Players from both teams head to the benches as the coaches contemplate the instructions to be given to their players. The players begin to discuss what just happened and what will happen after the timeout. The crowd eagerly anticipates the end of the timeout to resume the final 0:05 of play. They just witnessed the visitors sink a baseline jump shot to take the one point lead, followed by a quick inbound and dribble to half court by the home team. The players return from the timeout and the ball is inbounded to the point guard at the top of the key after coming off two screens. The point guard drives and...hits the game winning jumper from the foul line...has the ball stolen to end the game...is fouled on the shot for two free throws...sends a nice dish to the center for a game winning dunk...???

Welcome to CB2K, where you can see the game unfold from beginning to end. Play teams from recent seasons or battle some of the great Final Four teams of seasons past. All you need is a gamesheet, two 6-sided dice, pen, action deck, and two teams, and you are ready for hours of non-stop basketball excitement. CB2K is a realistic college basketball replay game that is simple and fun to play.

Instructions for CB2K are contained in this document. A basic understanding of basketball is expected. See below for more information on game play...

Note: If you have trouble printing the action deck or team sheets from pdf files, set the "Page Scale" to "None" or manipulate other printer settings for your computer and printer combination.

1) Introduction

a) Getting Started

- i) Select the teams you wish to play.
- ii) Determine the players eligible for the game. See Section 2)e)i).
- iii) Select your starting lineups, benchers, and players not eligible. A team must have all 5 positions on the court (see 1)c)i), unless N/A and/or disqualifications prohibit.
- iv) Shuffle the action deck and divide into 4 equal sections. The complete action deck of 100 cards is one half of the game, or 20 minutes. Therefore, each of the four sections equals 5 minutes (for determining rests, minutes played, etc.). Place the 4 sections with actions down (or "CB2K" up – see Action Deck 1).

- v) Begin with a jump ball (roll one dice for each team or assign to one team). The other team starts the second half with the ball. Flip the first card to see the player starting the game with possession, and the second card for the action.
 - vi) For each play, reference the possession/player from the completed action deck card, then flip to a new action card and use the information from the new card for the play, rebound, and assist.
 - vii) A game consists of two 20 minute halves (action deck = 1 half). If tied at the end of regulation, play 5 minute overtime periods (1/4 of action deck) until a team wins the game.
- b) Example Action Deck, Player Cards, and Team Cards – Reference these cards when reading the instructions.

Brandon Young 5*(2-5) JR 6-3		DePaul 2012-13 Rest = 5 minutes	
Off. Guard = 3		Def. Guard = 7	
OFFENSE		DEFENSE	
2 Basket + F(1)	2 F(1)	3 Assist	3 Steal - Player Off.
3 Assist	4 Steal - Player Off.	4 pass*	5 Steal - Player Off.
4 pass*	5 Steal - Player Off.	5 F(2)	6 Steal - Player Off.
5 F(2)	6 Steal - Player Off.	6 Basket	7 pass*
6 Basket	7 pass*	7	8 pass*
7	8 pass*	8 3 pt. Att.	9 pass*
8 3 pt. Att.	9 pass*	9 Turnover	10 pass*
9 Turnover	10 pass*	10	11 F(1)
10	11 F(1)	11 Assist	12 pass*
11 Assist	12 pass*	12 Basket	
12 Basket			
N/A: 0	ASSIST: 1-20		
FT: 2-8, 12	3PT: 2-5, 12		

2012-13 Brandon Young Player Card

Leon Tolksdorf FR 6-8		Connecticut 2012-13 Rest = 20 minutes	
Off. Power Forward = 3		Def. Power Forward = 3	
Off. Small Forward = 4		Def. Small Forward = 4	
Off. Center = 3		Def. Center = 3	
OFFENSE		DEFENSE	
2 pass*	2 Steal - Player Off.	3 F(2)	3 F(1)
3 F(2)	4 F(1)	4 3 pt. Att.	5 F(1)
4 3 pt. Att.	5 F(1)	5 pass*	6 F(1)
5 pass*	6 F(1)	6 3 pt. Att.	7 Steal - Player Off.
6 3 pt. Att.	7 Steal - Player Off.	7 3 pt. Att.	8 F(1)
7 3 pt. Att.	8 F(1)	8 pass*	9 F(1)
8 pass*	9 F(1)	9 3 pt. Att.	10 pass*
9 3 pt. Att.	10 pass*	10 Assist	11 F(1)
10 Assist	11 F(1)	11 Basket	12 F(1)
11 Basket	12 F(1)	12	
12			
N/A: 2-7, 11	ASSIST: 1-11 [3PT]		
FT: 2-6, 10	3PT: 2-5 (PASS)		

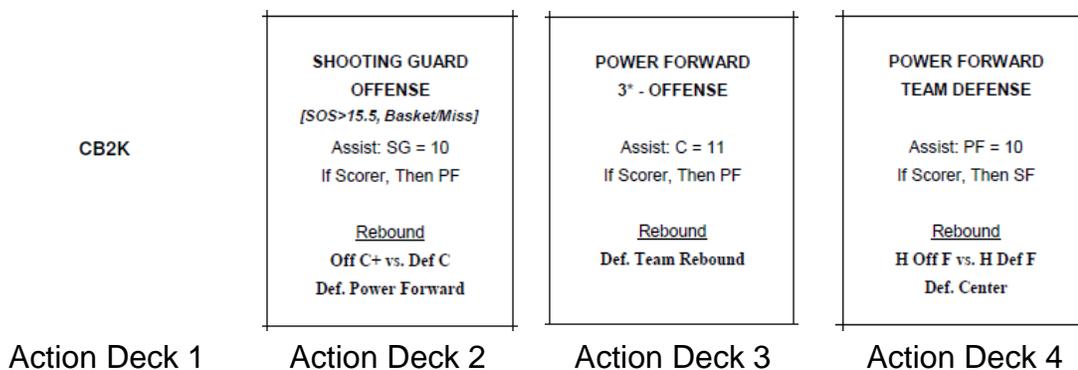
2012-13 Leon Tolksdorf Player Card

Kadeem Batts 3* JR 6-9		Providence 2012-13 Rest = 5 minutes	
Off. Center = 10		Def. Center = 9	
Off. Power Forward = 12		Def. Power Forward = 11	
OFFENSE		DEFENSE	
2 Basket	2 pass*	3 pass*	4 pass*
3	4 pass*	5 pass*	6 F(1)
4	5 pass*	6 F(1)	7 F(1)
5 F(2)	6 F(1)	7 F(1)	8 F(1)
6	7 F(1)	8 F(1)	9 Steal - Player Off.
7 Basket	9 Steal - Player Off.	9 Steal - Player Off.	10 F(1)
8	10 F(1)	10 F(1)	11 Steal - Player Off.
9 Basket	11 Steal - Player Off.	11 Steal - Player Off.	12 F(1)
10 Turnover	12 F(1)	12 F(1)	
11 F(2)			
12 Assist			
N/A: 0	ASSIST: 1-5		
FT: 2-7, 9	3PT: pass		

2012-13 Kadeem Batts Player Card

Team Defense Conference: Big East		Pittsburgh 2012-13	
Conference Record: 12-6		Overall Record: 24-9	
Tournament Results: Lost in NCAA Second Round			
DEFENSE			
2 F(2)	3 pass*	4 pass*	5 TO: Offensive Foul
3 pass*	4 pass*	5 TO: Offensive Foul	6 pass*
4 pass*	5 TO: Offensive Foul	6 pass*	7 3 pt. Att./pass
5 TO: Offensive Foul	6 pass*	7 3 pt. Att./pass	8
6 pass*	8	8	9 Basket/pass
7 3 pt. Att./pass	9 Basket/pass	9 Basket/pass	10 pass*
8	10 pass*	10 pass*	11
9 Basket/pass	11	11	12 3 pt. Att./pass
10 pass*	12 3 pt. Att./pass	12 3 pt. Att./pass	
11			
12 3 pt. Att./pass			
3PT: 2-5	SOS: 5.6		

2012-13 University of Pittsburgh Team Defense Card



c) Abbreviations

i) Positions

- (1) C = Center
- (2) PF = Power Forward
- (3) SF = Small Forward
- (4) SG = Shooting Guard
- (5) PG = Point Guard
- (6) Note for SG/PG: Player cards do not differentiate between shooting guards and point guards. Assign the guard with the higher assist rating as the point guard and the lower assist rating as the shooting guard. In the event of two guards with the same assist rating, assign the two players to the two guard positions based upon either knowledge of the team or personal preference.

ii) Rebounding

- (1) Off = Offense
- (2) Def = Defense
- (3) H = High (in reference to high rebounder for a position or team)

2) Player Cards

a) Name – First Level

i) Player Name and Possession Rating

- (1) Includes Player Name and Additional Information
- (2) A X* after a player's name indicates opportunities for additional offensive possessions (Brandon Young and Kadeem Batts). If an X* - OFFENSE play occurs on an action deck, then the possession and offense play goes to an eligible player. For instance with Brandon Young and Kadeem Batts, a 1* through 3* goes to either player (roll a dice to assign possession for more realistic game play or assign a player by choice as an optional rule). If a 4* or 5* occurs, the offensive possession and play is by Brandon Young. Leon Tolksdorf is not eligible for additional offensive possessions. If no players are eligible, then the play result is a pass.
- (3) A 5*(X-X) after a player's name indicates opportunities for additional offensive possessions from a pass* result from offense, defense, or team defense play (Brandon Young). If a pass* results for a play and a 5*(X-X) is in the game for the offensive team, then roll two dice to see if a player

gets an additional offensive opportunity. For Brandon Young, a roll of 2 through 5 results in his offense possession, with 6-12 resulting in a pass (described later). A new action deck card should NOT be flipped if a pass* results in an additional offensive opportunity. If two or more players fall within the same 5*(X-X) rating for a pass* (not shown in examples), roll a dice to assign possession for more realistic game play or assign a player by choice as an optional rule.

- ii) Team Name and Season – Name of team/college and the season for the player/card.
 - iii) Year in School – Grade level in college. Typically SR (senior), JR (junior – Brandon Young), SO (sophomore) or FR (freshman). However, graduate students with an additional year of eligibility may have a different designations for some seasons.
 - iv) Player Height (and Weight for some editions) – Listing of the player’s height (Brandon Young = 6 foot, 3 inches) and weight (not shown on examples).
 - v) Rest – The player’s needed rest for the game. Brandon Young needs a minimum of 5 minutes of rest per game, while Leon Tolksdorf needs a minimum of 20.
- b) Rebounding – Second Level
- i) Indicates player’s available positions and offensive and defensive rebound ratings for each available position. Positions listed on top are the most common position for the player.
- c) Offense – Third Level Left
- i) Shows the results of the play for an offensive possession. Roll two dice and reference the corresponding number.
 - ii) - (Blank) Missed two point field goal attempt. Rebound follows.
 - iii) 3 pt. Att. – 3 point field goal attempt. Refer to the player’s 3 point rating to determine if the play is a made or missed 3 point field goal attempt. A 3 point made field goal results in an assist opportunity (Sections 2)e)iii) and 4)b)). A 3 point miss results in a rebound.
 - iv) Assist – A pass by the offensive player directly resulting in a 2 point or 3 point basket by a teammate. Roll a dice (1-4, excluding the player making the pass) to determine the recipient of the pass and the scorer of the field goal. Reference the assist rating of the player making the field goal to determine if the basket is a 2 point or 3 point field goal. If nothing follows the assist rating, then the field goal is a made 2 point field goal (Brandon Young and Kadeem Batts), while a [3PT] results in a made 3 point field goal (Leon Tolksdorf).
 - v) Basket – A made 2 point field goal attempt. Results in an assist opportunity (Sections 2)e)iii) and 4)b)).
 - vi) Basket + F(1) – A made 2 point field goal attempt, while being fouled in the act of shooting. Results in an assist opportunity (Sections 2)e)iii) and 4)b)). A single free throw results. A foul is assigned to the defender and a team foul is assigned to the defensive team. If the free throw is missed, then a rebound

- results. An additional dice roll (1-6) should be added to the defensive team player's rebound rating, where appropriate, for a rebound from a missed free throw.
- vii) F(2) – The player is fouled in the act of shooting and is awarded two free throws. A foul is assigned to the defender and a team foul is assigned to the defensive team. If a free throw is missed, then a rebound results, unless the missed free throw is the first free throw of a two free throw foul. An additional dice roll (1-6) should be added to the defensive team player's rebound rating, where appropriate, for a rebound from a missed free throw.
 - viii) pass* - The player passes the ball. See the same action deck card for possession, then flip the card for the next play. Four passes result in turnover from a 35 second violation (for seasons with such rule). Passes resulting from an offensive rebound or steal should not be included as one of the four passes to determine a turnover from a 35 second violation. If a team has a player in the game with a 5*(X-X) rating, then refer to Section 2)a)i)3) for a possible offensive play by a player on the team. If a player with a 5*(X-X) rating receives the ball and the subsequent dice roll results in a pass*, then the play is a pass. A pass* to a 5*(X-X) player resulting in a basket is NOT an automatic assist. An assist may result according to section 4)b).
 - ix) Turnover – The offensive player turns the ball over to the other team. Reference the action deck card for possession by the opponent, then flip the action deck for the next play.
- d) Defense – Third Level Right
- i) Shows the results of the play for a defensive possession. Roll two dice and reference the corresponding number of the offensive player's defender (same position on opposing team).
 - ii) F(1) – The defender fouls the offensive player. A foul is assigned to the defensive player and a team foul is assigned to the defensive team. Based upon the rules at the time of these instructions, 7 or more team fouls in a half results in a one-and-one (if you make the first, you are awarded a second; if you miss the first, a rebound results) and 10 or more team fouls results in two free throws. You may modify the game play as rules change or based upon the season of the teams you are playing. No free throws results in maintained possession for the offensive team. Consult the action deck for possession and flip to the next card. If a free throw is missed, then a rebound results. An additional dice roll (1-6) should be added to the defensive team player's rebound rating, where appropriate, for a rebound from a missed free throw.
 - iii) pass* – See Section 2)c)viii).
 - iv) Steal – Player Off. – A steal occurs by the defender (turnover on opposing offensive player of same position). Consult the defender's (player with the steal) offensive card for a play result, without flipping an action deck card.
- e) Assist and Shooting – Fourth Level

- i) N/A – Not available. If a two dice roll is within the rating range shown, then the player is not available to play in the upcoming game. If the roll is not within the N/A rating, the player is eligible to play. Leon Tolksdorf cannot play if the dice roll is 2 through 7, or 11. Brandon Young and Kadeem Batts are eligible for all games. Be sure to check the eligibility of each player before each game by rolling two dice for each player and comparing to the N/A rating.
- ii) FT – Free throw rating for the player. If the two dice roll is within the range shown, then the free throw is made (1 point). If the dice roll is outside the range, then the free throw is missed. For Brandon Young, the free throw is made for 2 through 8 and 12. A dice roll of 9 through 11 results in a missed free throw. If a free throw is missed, then a rebound results, unless the missed free throw is the first free throw of a two free throw foul. An additional dice roll (1-6) should be added to the defensive team player's rebound rating, where appropriate, for a rebound from a missed free throw.
- iii) ASSIST: After a successful 2 point or 3 point field goal attempt not resulting from an Assist from an offensive card, consult the action deck and player cards to see if an assist occurs. The assist ratings are 1 through 20. See Section 4)b). If Brandon Young is the potential recipient of the assist, all opportunities result in an assist (1-20). For Kadeem Batts, only action deck assist ratings of 1 through 5 result in an assist. Action deck ratings of 6 through 20 result in an unassisted basket. NOTE: Do not check for assists after a basket from an offensive rebound or steal.
- iv) 3PT: 3 point rating for the player. If the two dice roll is within the range shown, then the 3 point field goal is made. If the dice roll is outside the range, then the 3 point field goal attempt is missed and a rebound occurs. For Brandon Young, the 3 point field goal is made for 2 through 5 and 12. A dice roll of 6 through 11 results in a missed 3 point field goal attempt. Kadeem Batts does not attempt 3 point field goals (3PT rating of “pass”).

3) Team Cards

a) Team Name and Data – First Level

- i) Team Defense
- ii) Team Name and Season - Name of team/college and the season.
- iii) Conference – Conference the team/college was in during the season.
- iv) Conference Record – Won/Loss record for conference games.
- v) Overall Record – Won/Loss record for the season.
- vi) Tournament Results – Post-season tournament results for the team.

b) Defense – Second Level

- i) Shows the results of the play for the team defensive possession. Roll two dice and reference the corresponding number of the defense card of the offensive player's opposing team.
- ii) - (Blank) Missed two point field goal. Rebound follows.
- iii) 3 pt. Att./pass – Potential 3 point field goal attempt. Refer to the offensive player's 3PT rating; a pass results if the rating is “pass”, while a 3 point attempt

- results if there is a 3 point shot rating. Refer to the team defense 3 point rating to determine if the play is a made or missed 3 point field goal attempt. A 3 point made field goal results in an assist opportunity (Sections 2)e)iii) and 4)b)). A 3 point miss results in a rebound.
- iv) Basket/pass – Potential made 2 point field goal attempt. Refer to the offensive player’s 3PT rating; a pass results if there is a “(PASS)” rating after the 3 point rating (Leon Tolksdorf), while a 2 point basket results if there is not a “(PASS)” after the 3 point rating (Brandon Young and Kadeem Batts). A made basket results in an assist opportunity (Sections 2)e)iii) and 4)b)).
 - v) F(2) – The player is fouled in the act of shooting and is awarded two free throws. A foul is assigned to the defender and a team foul is assigned to the defensive team. If a free throw is missed, then a rebound results, unless the missed free throw is the first free throw of a two free throw foul. An additional dice roll (1-6) should be added to the defensive team player’s rebound rating, where appropriate, for a rebound from a missed free throw.
 - vi) pass* - The player passes the ball. See the same action deck card for possession, then flip the card for the next play. Four passes result in turnover from a 35 second violation (for seasons with such rule). If a team has a player in the game with a 5*(X-X) rating, then refer to Section 2)a)i)3) for a possible offensive play by the team. If a player with a 5*(X-X) rating receives the ball and the subsequent dice roll results in a pass*, then the play is a pass. A pass* to a 5*(X-X) player resulting in a basket is NOT an automatic assist. An assist may result according to section 4)b).
 - vii) TO: Offensive Foul – The offensive player turns the ball over to the other team by committing an offensive foul. A personal foul results for the offensive player. Use current (or the season of the teams being played) for rules regarding assigning team fouls and/or free throws. If free throws are assigned, reference Section 2)d)ii) for play outcomes. If no free throws, reference the action deck card for possession by the other team, then flip the action deck for the next play.
- c) 3PT and SOS Ratings – Third Level
- i) 3PT: Team defense 3 point rating. Reference Section 2)e)iv). Pittsburgh’s defense 3 point rating is 2 through 5.
 - ii) SOS: Team’s Strength of Schedule rating. Reference Section 5)b) for potential impact.

4) Action Deck

- a) First Level – Position and Play
 - i) Position/Possession – One of five positions to determine who has the ball for the offensive team. Flip the action deck card for the play. During game play, use the current card from an action (same action deck card) to determine the position of the player with the ball for the next play.
 - ii) Play – Indicates the player card to reference for the current play.
 - (1) OFFENSE – Roll two dice and reference the player’s offense card.

- (2) X* - OFFENSE – See Section 2)a)i)*2). After determining which player has the ball, roll two dice and reference the player’s offense card.
- (3) DEFENSE – Roll two dice and reference the defender’s (same position, opposite team) defense card.
- (4) TEAM DEFENSE - Roll two dice and reference the opposing team’s team defense card.
- iii) SOS Adjustment (optional rule) – Play outcomes for Strength of Schedule option rule. See Section 5)b) and Action Deck 2.
- b) Second Level - Assist
 - i) Assist
 - (1) If a successful field goal results that is eligible for an assist (not resulting from a steal or offensive rebound), then compare the assist rating on the action deck verses the teammate’s assist rating. If the action deck rating is within the teammate’s assist rating, then an assist results. Action deck 4 would result in an assist for Leon Tolksdorf if he was playing power forward when a teammate scored a successful field goal (Assist: PF = 10; ASSIST: 1-11 [3PT]).
 - (2) If the top action deck assist rating player assignment is the same player that scored the successful field goal, then use the “If Scorer, Then...” information to determine if an assist results.
 - (3) Reference 2)e)iii).
- c) Third Level – Rebound
 - i) Rebound results after a missed shot.
 - ii) If an offensive rebound results and then a shot is missed, reference second level rebound result. If another offensive rebound results and another shot is missed, flip the action deck and refer to the first rebound result on the new action deck card.
 - iii) A “+” after a position in the rebound results in a single die being rolled and the result being added to that player’s rating. See Action Deck 2.
 - iv) A “++” after a position in the rebound results in two dice being rolled and the result being added to that player’s rating.
 - v) A rebound after a free throw results in an additional single die roll and addition to the player’s rating on the defensive team. A “+++” (“++” on the rebound on the action deck plus the additional “+” from a free throw rebound) results in an automatic rebound for that player.
 - vi) A team rebound results in that team gaining possession of the ball, but a rebound is not assigned to a specific player. Resume play by noting player/possession, then flip action deck for play.
 - vii) H Off F, for instance, means taking the rating (and potential rebound) for the highest rated offensive forward. See Action Deck 4. Other similar rebound opportunities exist.
 - viii) Shooter reference in the rebound references the player missing the field goal or free throw attempt.

5) Optional Rules

- a) Impact on Game Play – Any of the optional rules in these instructions or others developed by the game player may be used to enhance game play enjoyment. However, utilizing optional rules may impact accuracy of game results and statistics.
- b) Strength of Schedule (SOS)
 - i) Each team has a strength of schedule rating on their team defense card. See University of Pittsburgh Team Defense Card. Subtract the ratings from each other and determine the SOS difference between the two teams. The higher SOS rating team receives the better play outcomes.
 - ii) Action Deck 2 shows an example SOS modification from the action deck.
 - iii) If an SOS action deck occurrence shows on the action deck and is within the range of the SOS difference, consult the SOS section of the action deck card. The better SOS rated team chooses the result that is best for them.
 - iv) 2012-13 Pittsburgh has an SOS rating of 5.6. If Action Deck 2 card results and the opposing team has an SOS rating of 0.0 (difference of 5.6), then continue to play without regards to the SOS section. If Action Deck 2 card results and the opposing team has an SOS rating of -10.0 (difference of 15.6, which is greater than 15.5), then a two point basket is the result if Pittsburgh has the ball and a missed two point field goal attempt results if their opponent has the ball.
 - v) Specific potential outcomes:
 - (1) “Result” = roll two dice to see the play result as if normal play.
 - (2) “Steal” = same as Steal – Player Off.
 - (3) For 3pt (2pt) basket or miss, the shot is a 3 point field goal attempt if the player with possession has a [3PT] in his assist rating (Leon Tolksdorf) or a 2 point field goal attempt if the player does not have a [3PT] in his assist rating (Brandon Young and Kadeem Batts).
 - (4) “B+F(1)” = Basket + F(1)
 - vi) If the SOS action deck rating is within the difference between the two teams, then the team with the higher SOS rating receives an additional “+” in their rebound rating for that play (or deduct one “+” from the lower rated team).
- c) Foul Distribution
 - i) Rather than assigning all fouls to the defender, an offensive player drawing a foul from an F(2) or Basket + F(1) may be distributed as follows:
 - (1) Roll a single dice.
 - (2) 1 = C, 2 = PF, 3 = SF, 4 = SG, 5 = PG, 6 = Defender
- d) Intentional Foul at End of Game
 - i) Team trailing by 5 points or less with 5 or less minutes remaining in the game.
 - ii) Trailing team calls intentional foul, resulting in action deck not being flipped.
 - iii) Roll a die to see the foul: 1 = C, 2 = PF, 3 = SF, 4 = SG, 5 = PG, 6 = Foul of player chosen by team in the lead.
 - iv) Shoot free throws as appropriate.

- v) For a rebound off a missed throw, 1 = Def C, 2 = Def PF, 3 = Def SF, 4 = Def SG, 5 = PG, 6 = highest rebound rating on defensive team.
- e) Player out of Position (due to lack of eligible players)
 - i) Players moving position:
 - (1) Going from a “bigger” position (i.e., center), to a “smaller” position (i.e. point guard) and vice versa. Count number of movements...C to SF = smaller by 2. SG or PG to PF = bigger by 2.
 - ii) Player Offense – no changes
 - iii) Player Defense
 - (1) Going Smaller = All “Steal - Player Off” = F(1)
 - (2) Going Bigger = All “pass*” = F(1)
 - iv) Team Defense (from Opponents’ Team Defense Card)
 - (1) Going Smaller = All “3pt. Att./pass” = pass
 - (2) Going Bigger = All “Basket/pass” = pass
 - v) Rebound – Subtract offense and defense rebound rating of 5 for each position going bigger.
- f) Player with Insufficient Rest (due to lack of eligible players)
 - i) All “pass” on Player Defense = F(1)
 - ii) Other modification as desired.
- g) Team with Less Than 5 Players
 - i) If Possession by a Position with Player not in Game = Automatic Team Turnover. Assign turnover to player by dice roll.
 - ii) If player of team with 5 players in game against a team without, then each field goal attempt or 3 point attempt is a made field goal for player not being guarded.
 - iii) If rebound containing position unfilled by a player, automatic rebound to opposing team to either player in rebound battle or player of same position.
- h) Home Court Advantage – Two Options
 - i) Use SOS rating system and add 0.5 to the home team.
 - ii) Switch the F(2) and TO: Offensive Foul to the advantage of the home team on their opponents Team Defense card.
- i) Last Shot of Half
 - i) If a pass occurs on the last action of a half, roll again. If a positive play occurs (basket, 3 point made field, assist, etc.), then roll again. If a 2-5 occurs, the play happens as rolled. If 6-12 is rolled, then a missed field goal occurs (or offensive foul for a F(2)).
 - ii) After a defensive rebound, team has the option:
 - (1) Roll two dice.
 - (2) If 3-12, missed 3 point attempt.
 - (3) If 2, roll again. If 2-5 on second roll after the first roll of 2, then made 3 point field goal. If 6-12 after the first roll of 2, then missed 3 point attempt.
- j) Time Outs
 - i) Assign eligible timeouts per rules of season being played.
 - ii) Option 1 – After timeout, assign preferred player to have ball.

- iii) Option 2 – After timeout, assign any preferred player to have offense play if a X* OFFENSE action occurs.
- iv) Modifications as desired for end of half possessions and timeouts.
- v) Consider timeouts necessary with no benefit by team if opposition on a 6 point or greater run (to reduce multiple potential benefit possessions).
- k) Additional 3 Point Shots by Teams Losing Late in Games
 - i) Losing by 5 or more points with 5 or less minutes remaining.
 - ii) For all players with 3 point rating, all shot attempts become 3 point attempts. Use the lower 3 point rating between player rating and opposing team defense 3 point rating.
 - iii) Players without 3 point rating to play as normal.
- l) Steal – Player Offense
 - i) After a steal, the player making the steal has option of either going to offense column or holding and going to next action deck card.
 - ii) Consideration for implementing this role only for teams in the lead with less than 5 minutes remaining in the game.
- m) Foul Trouble – Player Playing “Safe”
 - i) Designate the player playing “safe”.
 - ii) All F(2) or Basket + F(1) are automatic baskets for player playing in opposition of player playing safe.
 - iii) All rebound ratings drop by 3.
 - iv) For 3 point field goal attempts by the player opposite the player playing “safe”, take the higher rating of offensive player’s 3 point rating or team defense 3 point rating.
- n) Press
 - i) Only used in end of game situations (less than 5 minutes remaining by team trailing).
 - ii) Only impacts Defense Ratings for teams pressing.
 - iii) All “Steal – Player Off.” and “F(1)” remain the same.
 - iv) If a “pass*” occurs, consult the following chart:
 - (1) 2-3 = Steal
 - (2) 4-5 = Turnover
 - (3) 6-7 = Basket
 - (4) 8-12 = F(1)
- 6) Questions and Ordering Information
 - a) Questions and Price/Team Listing: cb2khoops@gmail.com
 - b) Purchase via PayPal: PayPal to avecilio@hotmail.com
 - c) If a situation arises not covered by the instructions, feel free to use your basketball knowledge, understanding of CB2K and basketball in general, and best judgment to come to a solution.
 - d) Optional rules, either listed here or not, may be used at game player’s choice and discretion. Please note that optional rules may impact statistical accuracy of the game.

Thank you for your interest or purchase of CB2K. I hope you enjoy the game and become one of the many faithful followers. If you like the game, check out Hoops, a professional game with similar, yet distinctively different game play.

Andy Vecellio