



HOOPS

Tabletop Pro Basketball
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Revised Rules Date: January, 2015

Remarks from designers

Many thanks for your purchase; we hope that you find *Hoops* to be an exciting, fun, and realistic reproduction of pro basketball. This game is the product of nearly a dozen years of research and play testing. We originally designed the game for our own personal use, and despite sales, the primary purpose of the game remains the same - we love to play it!

We think that you will find the game provides an innovative approach to some of the proven and historically successful basketball replay game engines. The goal for this game was to create a relatively simple game engine, which on the other hand, accounts for the complexity of professional basketball. We think that the game may fit the style of many gamers; if you enjoy replaying actual schedules and generating accurate statistics, the basic version may be for you. For the gamers who wish to engage in coaching decisions and generate a more lifelike feel to the game while still producing believable statistics, the advanced options will allow you to implement press defenses, play safe, crash the boards, and many other coaching strategies. So whatever your style, we think *Hoops* will create hours of fun and a satisfying gaming experience.

Hoops is a card and dice possession-by-possession replay basketball game using actual professional player statistical data as its basis. You'll find just about anything you see in an NBA game occur on your tabletop...clutch players making great plays in the final seconds, big men disrupting shots, lock-down defenders creating havoc on the defensive end, and great athletes generating points on the fastbreak.

Welcome, and we hope you enjoy Hoops!

Mark and Andy V

Hoops

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Components: Deck of 140 two-sided play action cards (PACs) and individual player cards. You will also need two six-sided dice and a scoresheet to play the game. You may also wish to use a 10-sided die as an option.

Printing Instructions: The PACs are designed to be double-sided, so please ensure your printer is set accordingly. If you do not have double-sided printing, please ensure to load your pages in a manner that allows you to have double sided cards by printing odd pages first, then re-loading to print the even pages.

How to play (a general knowledge of basketball rules is necessary for proper game play.

A. Shuffle the PACS and divide into two even decks (or count 70 cards if you prefer specificity). Each deck will represent a quarter of basketball. The PACs serve to generate possessions, rebounding, assists, and serve jointly as the game's timing mechanism. The front of the PACs display the position of the player with possession of the ball, assist ratings, and a 1-10 random number which will be discussed in a subsequent section of the instructions. The rear side of the PACs displays offense/defense (play control), a random 1-10 number corresponding to offensive player card columns, rebounds, press controls, and another random 1-10 number, which will be discussed in a subsequent section of the instructions. Each play requires two PACs; you will read the front of one and the back side of the other (discard pile). Each play is resolved using this combination of PACs.

B. Select teams and lay out player cards by position. You have the option of first checking players for injury, by examining each player's "DNP" rating, and rolling the dice. If the dice roll is within the injury range, the player is injured for that game. Using this method, players will be available to play at the same percentage of time as they did in the actual season, subject to dice randomness, of course. A limitation of using this is the possibility of not having enough players available at certain positions, thus gamers may wish to use "house rules" according to individual preferences. For example, one may wish to limit injuries to two per team, per game.

When placing player cards on the tabletop, you may use any format you wish. For efficiency in reading player results, teams should be placed one below the other, with player cards aligned with the same position of their opponent. Following is one example which may be used:

C PF SF SG PG (home team)

C PF SF SG PG (away team)

C. Jump Ball: The tip off can be handled with a simple roll of the dice by giving the team with the higher roll possession of the ball. You may use the option of providing an advantage of +1 for the player with the higher offensive rebound rating. The +1 is simply added to the dice roll.

D. PACs will provide the engine for game play. The PACs are event driven, and each PAC accounts for about 10 seconds of game time. Any time three PACs are drawn in one possession, a shot-clock violation may occur (See Section F 4 for additional information regarding possible 24 second violations). Keep in mind that the PACs represent approximate time segments, not exact time replicas. Just as in the real sport of basketball, events and plays do not always occur at specific time intervals.

For purposes of recording minutes played, six PACs equal approximately one minute.

E. Sequence of Play (each of these steps will be described in more detail in a subsequent section of the instructions)

Hoops is a constant-action game with each PAC providing the action. To begin each quarter you will flip the first PAC without reading the ball control reading since there would not be a corresponding PAC (remember, PACs are always read in tandem)

1. Draw PAC and note ball handler.
2. Look at the rear side of the corresponding PAC (discard pile) and note which column to reference (offense 1-10) or defense. If offense, you will note the random 1-10 number.
3. Reference the play card for the player who has control of the ball, select the appropriate offensive column based on the 1-10 reading, and then roll the dice for the result. For example, the first PAC reveals the Center has possession and the second PAC shows Offense-6. You will view the Center's playing card, and select the column that encompasses a rating of 6. If your player is rated Inside/Penetrates (1-9) and Outside (10), you would select the Inside/Penetrates Column since 6 is within the range of 1-9.

If a defensive play PAC is drawn, then refer to the defensive column of the player defending the offensive player with possession. Some PACs will direct you to the defensive center position to illustrate the importance of the center within the team defense construct of pro basketball. In these cases, you will roll the dice referring to the defensive center.

All results from defensive columns apply to the offensive player. So, for example, if a reading of "steal" occurs on the defensive column, the defender is credited with the steal, while the offensive player is charged with a turnover. Conversely, if a "basket" reading is obtained, the offensive player is credited with a made field goal.

Baskets read from the defensive columns will require a check of the offensive player rating to ensure the basket is awarded. This check is further explained in the "Defense Columns" section below.

4. If shot is missed, check rebound section of PAC for action. If both rebound instructions are used in one sequence, then flip a PAC and consult a new rebound instruction. Rebounds are further described in paragraph G.
5. If a steal occurs, or if a fastbreak is indicated in the rebound section using the acronym "FB," refer back to the ball control PAC for fastbreak possession, then roll the dice and refer to that player's fastbreak column. Remember not to use the same rebounding instruction twice. Occasionally you will have consecutive fastbreaks (first from a steal, then the rebound allows a fastbreak. Use the same fastbreak possession control reading for both fastbreak attempts.
6. Once the play is complete (basket, miss with rebound, turnover, pass, etc.) draw a new PAC and repeat sequence.

F. Player Cards: Players with significant playing time are carded for each season. You will find the player name, team name, position, 3-point shot rating, rebound ratings, assist ratings, ball handling ratings, required rest, injury occurrences (DNP), and free-throw ratings on the cards. Each card has columns for inside/penetration (I), outside (O), fastbreak (F), and defense (D). Frequency ratings are located adjacent to the column designators to indicate which column the player is operating within. Offense control readings on the PACs have a number listed - this will be read in conjunction with the players' I and O columns to determine which column to use. For example, Player A has an I: 1-7 rating and an O: 8-10 rating. The PAC shows "Offense - 7," this will direct you to Player A's I (or inside) column. Keep in mind that the inside column contains actions that occur in the paint area, including penetration. Many guards, therefore, have relatively high I ratings.

You will determine starting lineups, rest intervals, and matchups.

1. **Player Offense Number (X) Ratings:** Each player receives an "X" rating illustrating their involvement in the team's offense. Players with higher ratings will normally receive more possessions in a game. The ratings exist on a 0-10 scale, with 10 being the most involved. Note that 0 "X" ratings will not receive additional possessions.
2. When PAC ball control readings indicate a number, all players with that number (i.e., X: 2), or any higher number, are eligible to take possession of the ball. If your team has two players with ratings in the game (X:3 and X:5) and a 2 is indicated on the PAC, either player is eligible to receive possession of the ball. Conversely if a 4 or 5 is indicated on the PAC, only the 5 rated player could assume possession. If two or more players are eligible to receive possession, you, the coach, may make the choice or develop a system where possessions are evenly split. Some possible methods are use of the random 1-10 number on the rebound side of the PAC or roll one die. If you make the choice as coach, you should be aware that if possessions are not evenly distributed, variances from the player's (and team's) actual statistics may occur.
3. Some players who are heavily involved in their team's offense receive extra possessions, and have a number in parenthesis adjacent to their X rating. If a 10() player is in the game, anytime a pass* is made from any player on the team, a check of the 1-10 random number on the PAC is made. If that number is within the range of the number in parenthesis, then that player has possession and will make a play. For example, a player may be rated X: 10(5). Thus, anytime a pass* occurs from a teammate, you will check the random number on the opposite PAC to determine if the number is between 1 and 5. If it is, then your 10(5) player assumes control of the ball. You will then refer to another random 1-10 number to determine which offensive column you will refer to on the 10(5) player's card.

An alternative to the 1-10 random numbers on the PACs is to use a ten sided die to resolve all 1-10 rating checks.

4. Forced shot ratings and 24 Second Violations: Players are rated for their ability to make forced two point and three point shots. This rating is located immediately above the offensive rebound rating. The two-point forced shot rating is on the left, while the player's three-point forced shot rating is on the right. This rating takes effect on the third PAC draw of any given possession when a pass* from an offensive column occurs, or when a * possession PAC is drawn and no player qualifies. Passes from defensive columns in this situation should be considered 24 second violations. Note that "P" results from fastbreak attempts to do count towards 24 second violations or forced shots.
 - a. If the pass* occurs on a roll from the outside column, a forced 3pt attempt occurs. If the player is not rated for 3 point attempts, then he attempts a forced two point shot. If the player has the ball inside, then the forced shot is a two point attempt.
 - b. If a * possession PAC is drawn and no player qualifies, roll one die to determine who will take the shot: 1-5 represent the positions of the players, and a roll of 6 is awarded to point guard. All forced shots from skipped PACs will be two-point shots.

Readings present on the player card columns:

OFFENSE COLUMNS

Turnover or TO: Turnover assigned to player.

Basket: Player scores a basket. Check PAC for assist.

pass*: Player does not make a play and passes the ball to a teammate. First check to determine if a 10* player is in the lineup. If not, draw another PAC to determine who has possession of the ball. If a 10*() player is in the lineup, follow the instructions in paragraph F(3).

Game Play Suggestion: Performing a pre-game check for players with X:10() ratings, will save time during the game. Note that this is an infrequent rating, reserved for only a handful of players.

P: This is a pass, or hold-up, on the fastbreak. Simply draw a new PAC and refer to the ball control reading. This means that the fastbreak was unsuccessful, and the team entered its half-court offense. Any passes derived from rolls on fastbreak columns DO NOT count towards 24 second violations. Note that team pace is built into the individual player fastbreak columns.

TO:OF: Offensive foul assigned, and turnover charged.

F(2): Offensive player fouled while shooting; two free throws awarded. Charge the player's defender with the foul or use the optional method described below for a more realistic distribution of fouls.

Fouls on shots following offensive rebounds should be assigned to the defender listed in the rebound instructions. If a defender is not listed, i.e., the PAC lists "Off Center," then it is presumed the player's normal defender committed the foul.

As an optional, and more realistic, rule, you may wish to assign fouls using one die: assign die roll numbers 1 through 5 to each position (1-PG, 2-SG, 3-SF, etc... , and a die roll of 6 would be the shooter's normal defender.

F(1): non shooting foul. Assign foul to defender. Follow NBA rules for awarding bonus free throws.

B + F(1): Basket and a foul; award one free throw (note that some previous NBA seasons allowed two free throws to make one). Assign foul to defender unless on fastbreak or offensive rebound putback. Check PAC for assist (Assist checks are further described in paragraph H.

- Fouls on fastbreak are assigned to the position listed for the assist on the PAC.
- Fouls on offensive rebound plays are assigned to the position in the rebound battle. If no battle is listed, the foul is assigned to the regular defender.

Assist: Player makes a great pass leading to an easy basket. Assign basket randomly using your choice of methods. One die can be used; and if you roll a six or the number corresponding to the passer, re-roll.

* When assigning baskets from offensive column "Assists," use a two-point basket as default. However, if "[3pt]" is annotated immediately to the right of the assist rating of the player scoring the basket, then count the basket as a three-point basket. Note that the game engine accounts for random distribution of baskets from offensive column assists and use of the [3pt] annotation prevents some players from scoring a higher volume of 2 point baskets than their actual performance indicated.

3PT att: The player attempts a 3pt shot using the rating found at the bottom of the O column.

Blank Space: A blank space next to any column is a missed two point shot.

DEFENSE COLUMNS

Blk: Player blocks shot; refer to rebound. If the block occurs on the last PAC of a possession (after two passes), then a 24 second violation occurs prior to any rebound battle.

Basket/P: Defensive player gives up basket to offensive player, UNLESS the offensive player has a "2D" located at the bottom of the O Column, in which case the basket becomes a pass. This rating prevents low volume shooters from shooting at too high of a volume.

3pt. Att./P: Player attempts 3 point shot if he is rated to do so. Check the area under the O Column for the player's three-point rating. If "3D" is present, then a pass is made instead of a three point attempt. This ensures low frequency three-point shooters do not attempt too many three point attempts. To determine if the offense player makes an attempted 3 point shot from the defensive column of his defender, roll two dice and consult the "D3: " rating at the bottom of the D column of his defender.

Steal (FB): Player steals ball; refer to fastbreak possession on PAC, then refer that that player's (the one listed on the PAC) fastbreak column.

G. Rebounding: Rebounding is handled on the PACS. The primary rebound is located on top, in slightly larger font than the secondary rebound. Always refer to the primary rebound first. If subsequent rebounds are required (offensive rebound followed by a missed shot, or a fast break missed shot), then refer to the secondary rebound. If you use both rebound instructions in one play, then flip a PAC and refer to the primary rebound rating of the next card. Most plays will be resolved using the primary rebound instruction.

1. There are a few different methods of determining rebounds. The first is a direct reading, such as Def PF. This reading would assign the rebound to the Def PF. The second method is a rebound battle where you may add a number or a dice roll to a certain position (indicated on the play actions cards with a + or ++ sign- + is one die, and ++ is two dice). Finally, you will be instructed to check ratings to determine who wins the battle. Ratings with multiple possibilities (i.e. OFF SG/PG) mean for you to check both numbers and assign to the player with the higher rating. If there is a tie between players of the same team, assign randomly. Any ties between opposing teams will result in the rebound being assigned to the defensive player. An option is to provide any ties to the home team.
2. Offensive rebounds will be followed with rolling the dice and checking that player's inside/penetration column for an action. Offensive rebound rolls reset the shot clock, so three additional PACs should be drawn before another forced shot/24 second violation will occur (for further information regarding forced shots and 24 second violations please refer to section F4 of the instructions).
3. Some rebound results display loose ball fouls. Some are assigned to specific positions, while others direct a dice roll based on one die. If no position is listed, assign to a player randomly. Whenever a number range is shown (e.g. 1-3) that refers to a range applied to a one die roll. So, if the PAC shows Team Rebound Offense 1-3, then roll one die; if it is a 1, 2, or 3, then the team rebound is credited to the offense.
4. Teams have an option to crash the boards. Refer to the appropriate section of the PAC if you wish to use this option. Over-use of this advanced option will significantly skew statistics as there is an increased chance for offensive rebounds, offensive fouls, and fastbreaks.
5. Free throw rebounds are listed on the PACs as "FT:" Simply follow the listed rebound instructions on missed free throws which would normally result in rebounds. If the free shooter is listed as the rebounder, simply assign the rebound to an adjacent position (i.e. if the center is the free throw shooter, assign the rebound to the power forward, and vice versa). Other positions will uncommonly have an opportunity to receive offensive rebounds, so you may wish to allow them to receive the rebound.

H. Assists: Assists are handled through two methods. The first is the "assist" reading on player cards as previously described in paragraph F. Additionally, after all made baskets (except offensive rebound putbacks), check the assist reading on the PACs. If a player's assist rating is equal to or greater than the number listed on the PAC, then credit that player with an assist. If the scorer is playing the position listed on the PAC, then use the secondary position listed.

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I. Free Throw Shooting: Free throws are resolved by rolling two dice and determining if the roll is within the range listed on the player card (“FT: “ under the I column).

J. Advanced Options: Advanced options are present for the gamer who enjoys implementing coaching tactics in an attempt to influence the results of the game. Use of advanced options may result in skewed statistical accuracy.

Call 3: A coach can call for a 3pt attempt in the last minute of a game when the situation logically dictates. If an offense PAC is drawn, refer to the forced 3pt rating, and roll the dice. If the roll is within the range on the player’s rating, the shot is good. If a defense PAC is drawn, continue as you normally would- this means the defense interrupted the play, resulting in the outcome from the appropriate defense column. Note that forced three point shots are very low percentage shots; a coach may instead choose to install effective three-point shooters in the game in the hope of a player attempting a normal 3 point shot.

If a player is not rated to take a 3 pt attempt, a roll of 2 is scored as a 3pt basket (1 out of 36 chance) and score all other rolls are scored as a miss.

Double Team: A player may be double teamed resulting in a drop of 2 on the X rating. For example, a player rated X: 8* would now be X: 6*. All 10X() players become 10X- so they are then ineligible to receive the ball from pass* readings from the PACs. All made baskets from defensive columns (you will still use the primary defender’s card, not the double-teaming player) are now passes. The opponent of the player engaged in the double team is then considered open and all defensive rolls (from the normal defender) resulting in shot attempts are automatic baskets. Though this option may be fun for head to head play, its use will alter statistical precision.

Playing Safe: A player may play safe in the second half. Designate the player as such. All F(1) and F(2) readings become baskets; steals become passes; blocks become baskets; and rebound ratings are divided by 2. All fouls resulting from loose ball fouls and Basket & F(1) are still assigned.

Crash Boards: Refer to the crash boards section of the PAC when on offense. This will result in more fastbreak opportunities, more fouls, and more offensive rebounds.

Blocked Shot Rebounds: After any blocked shot, to enhance the realism of shots being blocked out of bounds, you may first consult the random 1-10 number on the possession PAC (left side of PAC) or roll a 10 sided die. If the random 10 number is between 1 and 3, the ball went out of bounds and is awarded back to the offense (unless the block occurred on the 3rd PAC, in which case it would be considered a 24 second violation. If the number is between 4 and 10 consult the normal rebounding instructions.

Hold Ball: This option is used in the last few minutes of a game on the first PAC of the team’s possession. Any reading outside of a foul or turnover becomes a pass. Fouls and turnovers are interpreted normally. This option would have the most realistic usage if used on conjunction with the press option for the opposing team. Generally, the losing team would institute the press option, while the winning team would implement the hold ball option.

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Fatigue: If players exceed their maximum minutes allowed (48 minutes minus the recommended rest), then the player is considered fatigued with the following exception: Players do not suffer fatigue unless their playing time exceeds 30 minutes. Thus, players with recommended rest ratings exceeding 18 minutes will not suffer fatigue until they play over 30 minutes in the game.

Note: The recommended rest ratings displayed on player cards are based on minutes played per game and projected missed time due to foul trouble. Thus, the rest ratings are present on cards to help gamers generate realistic substitution patterns.

Option: Divide the rest ratings in half and use these ratings for each half of the game. For example, using this system, a player with a recommended rest rating of 6 minutes would be fatigued if he does not receive at least three minutes of rest per half. This system will produce more realistic rest patterns.

The following changes occur to fatigued players (please feel free to modify these rules to suit your preferences):

- Offense:
 - All F(2) and baskets from offensive columns become passes.
 - Rebounding - rebound ratings are reduced 50%.
 - Assists- No assists are made from the offensive columns; these assists become passes.
- Defense
 - All steals and blocks become F(1).
 - All misses become baskets.
 - Rebound ratings reduced by 50%.
 - A roll of 7 becomes a made 3pt field goal on all 3pt FGA.

Press: A press option is available for those players who wish to employ this strategy. Several unique readings are present on the PACs; you will simply follow the instructions provided. BH refers to a player's ball handling ability and is often used to determine if the team broke the press, or the defense generated a turnover. The higher the BH rating, the better the player's ball handling ability. BH ratings are generally checked in the following manner. First note the position, then check the BH rating of the player involved, with the number present on the PAC. If the rating is equal to or higher than the number on the PAC, then the offensive team broke the press as a result of the ball handling ability of the player in question.

We recommend that the press option be used sparingly as over-use will skew the statistical accuracy of the game. During most pro games, teams use pressure defense intermittently, and rarely for long periods. It is usually reserved for games in which a team is trailing late in the game or trailing by a significant margin. You can expect more fouls, turnovers, and easy baskets when using the press option.

Use of the press should be used only after made baskets and free throws.

Defensive Match Ups: You have the option of altering the standard defensive match up scheme by having a defender guarding an opponent who plays a different position. You may use pawns or other objects to assist with visualizing this, but also may separate the player defensive columns from the rest

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of the player cards. You could then place the player's defensive "card" adjacent to the player they are guarding, allowing for easier defensive column and rebounding checks.

Home Court Advantage: If you enjoy emphasizing home court advantage, the following options are available:

- Award all tied rebound battles to the home team.
- Add 3 minutes of rest required for visiting teams and reduce the rest required by 3 minutes for home teams.
- Home court advantage is built into the game engine through use of loose ball fouls and rebounds.

Intentional Fouls: When deemed appropriate, usually in the final possessions of a game, you may call an intentional foul to stop the clock (do not turn a new PAC), but instead initiate the following:

Procedure: Roll 1 die to determine who commits the foul- 1-PG, 2-SG, 3-SF, 4-PF, 5-C, 6- offense avoids the foul (follow normal possession rules). If a foul is committed, determine the player fouled using the same method as you used to determine who committed the foul, except the roll of 6 would be the top free throw shooter.

POWER FORWARD

Denotes offensive player with possession of the ball. Use in conjunction with top section of reverse side of PAC on discard pile to determine which column to refer to. In this instance you would check the Power Forward and determine which column contains "10." All players are rated from 1-10 to illustrate their propensity for making plays inside or through penetrating inside, versus outside. Players who make most of their plays inside of 15 feet, will have a higher inside range.

Fastbreak: Point Guard

8

"random" 1-10 number; can be used to determine which X player to select, which player scored on a great pass "assist" from an I, O, or F column, or to determine which column to use when an X10(*) player is in the game (these players are somewhat rare; think of this as the Wilt Chamberlain rule).

Assist: PG 17

C

Assist Checks: After each made basket (excluding those from "assists"), check the assist ratings for the position noted. Use the primary check (top)- in this instance PG, and if the number is within the range of the player's assist rating, credit that player with an assist. The secondary position listed (C in this example) is only checked if the primary position scored the basket (such as a fast break opportunity).

* 6

X rating: After drawing a card with a * and number, refer to offensive players on the court with an X rating depicted on the card. Any rating equal to, or above, the number depicted on the PAC can gain possession of the ball. Assign randomly for all eligible players for statistical accuracy, or choose your player if you enjoy in-game decision making at the risk of losing statistical precision. The X number range is from 1-10. Depending on team composition, the higher the X number, the more possessions a player will receive. Keep in mind that the number of players with X ratings on the court will heavily influence the number of possessions. For example, if a team has four players with X ratings of 5 and higher, those players will share those possessions. Conversely, a player who has no teammates rated X5 or higher, will receive more possessions because those possessions are not shared.

Fastbreak: Power Forward

1

Assist: PF 26

SG

Press Instruction: do not turn PAC unless some instruction or rating on the PACs is consulted (i.e. rebound or assist rating check). If play results in turnover, simply refer to the current PAC for offensive player possession.

OFFENSE 10

Off C/PF >25 or Def C

Def PG

Crash: Loose Ball Foul Off SF

FT: Def C

2

Another "random" 1-10 number

Primary rebound instruction

Secondary rebound instruction; use only if primary rebound already used

Crash rebound instruction; use this instead of primary rebound if you wish to use this advanced option.

Free throw rebound instruction

DEFENSE

Off PG

Shooter (must pass)

FT: Def C

7

Press: PG BH 4 Break Press or TO

LeBron James				PF	LeBron James	
Miami Heat 13-14		X: 8*		Miami Heat 13-14		
DNP: 2, 12	R: 9 (38m/g)	FS: 2-6 : 2-5				
A: 25	BH: 3	OR: 5	DR: 19			
I: 1-6	O: 7-10	F		D		
2 B + F(1)	2 pass*	2 Turnover	2 pass*			
3 Turnover	3 Turnover	3		3 Basket/P		
4 Turnover	4 Assist	4 Turnover	4 pass*			
5	5 3 pt. Att.	5 3 pt. Att.	5 pass*			
6 Basket	6 3 pt. Att.	6 F(2)	6			
7 Basket	7	7 Basket	7 Steal (FB)			
8 Assist	8 3 pt. Att.	8 Basket	8 Basket/P			
9 F(2)	9 3 pt. Att.	9 Assist	9 pass*			
10 F(2)	10 Basket	10 F(2)	10 3 pt. Att./P			
11	11 pass*	11 Assist	11 pass*			
12 TO:OF	12 Assist	12 B + F(1)	12 blk			
FT: 2-8, 12	3: 2-5, 9	F3: 2-6, 11	D3: 2-5, 11			

Rebounds: OR is offensive rebound rating and DR is defensive rebound rating

(FS) Forced Shot Ratings: Two point forced shots (from I column) are on the left while 3point forced shots (from O column) are on the right. Forced shots are used whenever three PACs are drawn in one possession and the third PAC is a pass from an offense column or the third PAC is a * PAC in which no player qualifies to receive the ball. Passes from I columns of offense cards and skipped PACs are 2 pt forced shots; passes from the O column are 3pt forced shots. If a pass occurs from a defense column, a 24 second violation occurs.

Columns- I is Inside; O is outside; F is fastbreak; and D is defense. Use PAC designator (see PAC diagram) to determine whether I or O for offensive designations. Use the F column for fastbreaks after rebounds and on all steals. Refer to the PAC to determine which position has possession of the ball.

(R) Recommended rest and actual minutes per game.

X rating: use in conjunction with PACs to determine extra opportunity for players heavily involved in team's offense. See description on PAC diagram for additional information.

(DNP) Did Not Play rating

Assist rating: check after made baskets

* If a (3) is located adjacent the assist rating, then all baskets received by that player are 3 point baskets instead of two point baskets.

LeBron James				PF	LeBron James	
Miami Heat 13-14		X: 8*		Miami Heat 13-14		
DNP: 2, 12	R: 9 (38m/g)	FS: 2-6 : 2-5				
A: 25	BH: 3	OR: 5	DR: 19			
I: 1-6	O: 7-10	F		D		
2 B + F(1)	2 pass*	2 Turnover	2 pass*			
3 Turnover	3 Turnover	3		3 Basket/P		
4 Turnover	4 Assist	4 Turnover	4 pass*			
5	5 3 pt. Att.	5 3 pt. Att.	5 pass*			
6 Basket	6 3 pt. Att.	6 F(2)	6			
7 Basket	7	7 Basket	7 Steal (FB)			
8 Assist	8 3 pt. Att.	8 Basket	8 Basket/P			
9 F(2)	9 3 pt. Att.	9 Assist	9 pass*			
10 F(2)	10 Basket	10 F(2)	10 3 pt. Att./P			
11	11 pass*	11 Assist	11 pass*			
12 TO:OF	12 Assist	12 B + F(1)	12 blk			
FT: 2-8, 12	3: 2-5, 9	F3: 2-6, 11	D3: 2-5, 11			

Free Throws: FT is free throw rating. Roll two dice, if the result is within the range the free throw is good.

3 point ratings: Under the O column is the regular 3 point shot rating; you use it whenever a 3pt shot is attempted from the O column. Likewise, any 3 point shot attempted on the fastbreak uses the F3 rating.

Whenever a 3pt att/P is rolled on a defensive column, first check to determine if the offensive player attempts three point shots (if not, a 3D will be present in the 3pt rating under the O column). If the player does attempt 3 point shots, then use the defensive player ratings, depicted as D3.

Also, players who do not receive 2 point baskets from opponent defensive columns (Basket/P) will have a "2D" displayed just below the O column, next to the 3 point ratings.

In either case above, if the player does not attempt the shot, then a pass occurs and the PAC is counted towards a 24 second violation.