HOME TEAM [RPG 1-100]
PG
RPG 1-20
SF
RPG 21-40
C
RPG 41-60
PF
RPG 61-80
SG
RPG 81-00
FAC
DRAW PILE
Discard pile
When Dead Ball Deck is exhausted, shuffle Twenty cards from the discard pile to form a new Dead Ball Deck.
Mandatory Rest "Z Reading" are not applicable while the Dead Ball Deck is Bigger than the Discard Pile. The Balllander must ADVANCE the ball instead.
Bench
Players halve their defensive ratings for playing out of position or being the PD of a player whose position is not listed on their own card:
• Defense Rate
• Defensive Rebound
• Blocks & Steals
TIMEOUTS:
The Home Team must call a Timeout during its next non –FB possession if it hasn't called at least as many Timeouts as the current quarter by the 5:00 mark of each quarter.
Fractions rounded down
Mandatory Rest
To avoid Fatigue penalties, these Players must rest until the next Rest Period card is drawn or until another player playing their position is required to rest and takes their place.
FATIGUED
Players lowered to this level
SETTING THE CLOCK
Shuffle the 200 FAC.
Remove 20 FAC randomly to form the Dead Ball deck.
Count 15 FAC (1' of game time) and insert the 11:00 Time Card in the Deck. 165 FAC more to the top.
Count 15 FAC (1' of game time) and insert the 10:00 Time Card in the Deck. 150 FAC more to the top.
Count 15 FAC (1' of game time) and insert the 9:00 Time Card in the Deck. 135 FAC more to the top.
Count 60 FAC (4' of game time) and insert the 5:00 Time Card in the Deck.
The remnant 75 FAC are the first 5' of game time.
Darius' Base-10 STATS PRO BASKETBALL
The Game of Professional Basketball
HOME COURT INDEX POINT USAGE
A. STEAL: Change any Defense Foul to Steal by the fouler, or any Steal to a Defense Foul by the Stealer. 2 Pts.
B. REBOUND: Claim any "Highest Rebound".1 Pts.
C. FOUL: Ignore any Foul.1 Pts.
D. REST: Ignore any Mandatory Rest result without causing Fatigue penalties after Time Out or Period End.1 Pts.
DEAD BALL DECK USAGE
Use for all Free Throws.
During last 2:00 of game, or last 1:00 of first three periods, also use for:
• Foul # Consultations
• Z Results & RPG draws
• Midcourt Action/Press inbounds pass following Timeouts
• First pass after Deliberate Foul
FAST BREAK CHART
Optional Use following any Rebound, Block, Steal or Jump Ball containing 'FB'
Resolve FB by checking the "FOUL #" section of the next FAC.
RESULT | Offense A | Offense B | Offense C | Offense D
PG scores; Assist to SG | 1-13 | 1-11 | 1-8 | 1-5
SG scores; Assist to PG | 14-25 | 12-20 | 9-15 | 6-10
SF scores; Assist to originator of FB | 26-35 | 21-28 | 16-20 | 11-13
PF scores; Assist to RPG | 36-43 | 29-34 | 21-24 | 14-16
C scores; Assist to PG | 44-48 | 35-38 | 25-28 | 17-18
PG fouled while shooting: resolve shot normally | 49-50 | 39-40 | 29-30 | 19-20
SG fouled while shooting: resolve shot normally | 51-52 | 41-42 | 31-32 | 21-22
SF fouled while shooting: resolve shot normally | 53 | 43 | 33 | 23
RPG fouled while shooting: resolve shot normally | 54 | 44 | 34 | 24
PG fouled by PD before the shot | 55-56 | 45-46 | 35-36 | 25-26
SG fouled by PD before the shot | 57-58 | 47-48 | 37-38 | 27-28
SF fouled by PG before the shot | 59 | 49 | 39 | 29
RPG fouled by SG before the shot | 60 | 50 | 40 | 30
Defense gets back: ADVANCE the next FAC | 61-80 | 51-80 | 41-80 | 31-80
81: PG misses; Rebound the next FAC*
82: SG misses; Rebound the next FAC*
83: SF misses; Rebound the next FAC*
84-86: RPG misses; Rebound the next FAC*
87-88: Wild throw by PG; Defense ball out of bounds
89-90: Wild throw by SG; Defense ball out of bounds
91-92: Wild throw by SF; Defense ball out of bounds
93-94: Wild throw by PF; Defense ball out of bounds
95-96: Wild throw by C; Defense ball out of bounds
97: PG charges; Offensive foul; Defense ball out of bounds
98: SG charges; Offensive foul; Defense ball out of bounds
99: SF charges; Offensive foul; Defense ball out of bounds
100: RPG charges; Offensive foul; Defense ball out of bounds
*ignore all addition on Defensive rebounder on the first rebound of each FB shot
FAST BREAK DETERMINATION TABLES
Defense | A | B | C | D
Offense A: C | B | A | A
Offense B: C | C | B | A
Offense C: D | D | C | B
Offense D: D | D | C | C
Cross Index Offense & Defense to obtain which FB column to use.

VISITOR TEAM [RPG 101-200]
C
RPG 41-60
SF
RPG 21-40
PG
RPG 1-20
PF
RPG 61-80
SG
RPG 81-00
DEAD BALL DECK
DRAW PILE
Use for all Free Throws.
During the final 2:00 of the game or the last 1:00 of the first three periods, also use for:
• Z Results & RPG draws
• All Foul # Consultations
• First Action/Press after a Timeout *.
• First Action/Press/Advance after a Deliberate Foul to stop the clock.
* At option of the Offense
Mandatory Rest
To avoid Fatigue penalties, these Players must rest until the next Rest Period card is drawn or until another player playing their position is required to rest and takes their place.
HOME COURT INDEX POINT USAGE
A. STEAL: Change any Defense Foul to Steal by the fouler, or any Steal to a Defense Foul by the Stealer. 2 Pts.
B. REBOUND: Claim any "Highest Rebound".1 Pts.
C. FOUL: Ignore any Foul.1 Pts.
D. REST: Ignore any Mandatory Rest result without causing Fatigue penalties after Time Out or Period End.1 Pts.
Bench
Players halve their defensive ratings for playing out of position or being the PD of a player whose position is not listed on their own card:
• Defense Rate
• Defensive Rebound
• Blocks & Steals
TIMEOUT *:
The Home Team must call a Timeout during its next non –FB possession if it hasn't called at least as many Timeouts as the current quarter by the 5:00 mark of each quarter.
Fractions rounded down
* At option of the Offense
FATIGUED
Players lowered to this level
PLAY PROCEDURES:
FORCED SHOTS: Players halve their defensive ratings for playing out of position or being the PD of a player whose position is not listed on their own card:
• Defense Rate
• Defensive Rebound
• Blocks & Steals
ASSISTS: Available only when Balllander has an ASSIST RATE greater than or equal to the # number listed with the last pass. If an Assist possibility occurs on the Offense's last allowable ADVANCE, the Offense may ADVANCE one more time but loses the ball on a 24-Second Violation if the next FAC does not result in a shot. An Assisted shot
• Ignore Pass numbers.
• Cannot be blocked.
• Is not affected by PD's Defense Rate
• Receives a +10 to the Shooter's FG rating
FAST BREAK CHART
Optional Use following any Rebound, Block, Steal or Jump Ball containing 'FB'
Resolve FB by checking the "FOUL #" section of the next FAC.
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PG scores; Assist to SG | 1-13 | 1-11 | 1-8 | 1-5
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93-94: Wild throw by PF; Defense ball out of bounds
95-96: Wild throw by C; Defense ball out of bounds
97: PG charges; Offensive foul; Defense ball out of bounds
98: SG charges; Offensive foul; Defense ball out of bounds
99: SF charges; Offensive foul; Defense ball out of bounds
100: RPG charges; Offensive foul; Defense ball out of bounds
*ignore all addition on Defensive rebounder on the first rebound of each FB shot
FAST BREAK DETERMINATION TABLES
Defense | A | B | C | D
Offense A: C | B | A | A
Offense B: C | C | B | A
Offense C: D | D | C | B
Offense D: D | D | C | C
Cross Index Offense & Defense to obtain which FB column to use.