

PG

RPG 1-20



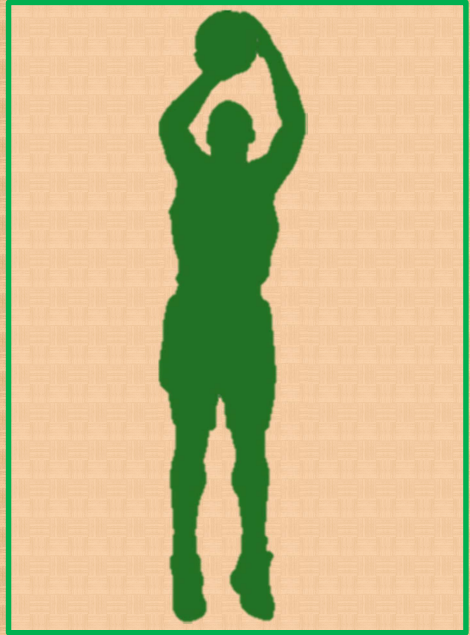
SF

RPG 21-40



C

RPG 41-60



- Have a Defense Rate of 0
- Halve their Rebound, Block, Assist, Steal and Three-point Attempts/Game
- Lose all ties including those normally given to the Defense/Home Team
- Lower their Team Offense and Defense FB ratings by one letter grade

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

FAST BREAK DETERMINATION TABLES

Defense	A	B	C	D
A	C	B	A	A
B	C	C	B	A
C	D	C	C	B
D	D	D	C	C

Cross Index Offense & Defense to obtain which FB column to use.

- 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

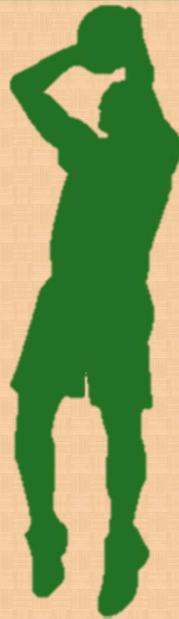
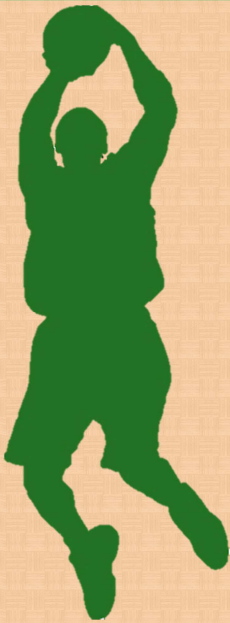
PF

RPG 61-80

SG

RPG 81-00

FAC



DRAW PILE

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.



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.



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

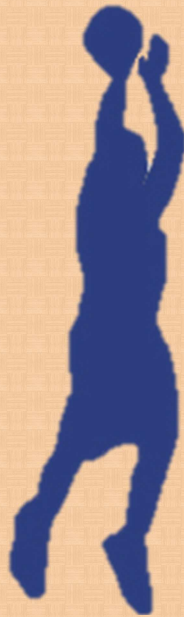
Discard Pile

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 Ballhandler must ADVANCE the ball instead.

SG

RPG 81-00



PF

RPG 61-80



DEAD BALL DECK

DRAW PILE

Use for all Free Throws.

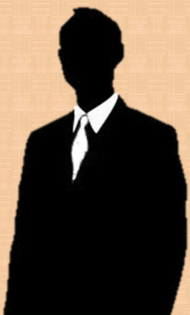
During the final 2:00 of the game or the last 1:00 of the first three periods, also use for:

- 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.



Darius' Base-10 *STATS PRO*
BASKETBALL
The Game of Professional Basketball

FATIGUED

Players lowered to this level →

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TIMEOUTS:

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PLAY PROCEDURES:

FORCED SHOTS: Taken only when out of Advance options or at coach's option during the final 1:00 of any quarter or the final 2:00 of the game.

- Minus the difference between Pass Number and Shooter's ATTEMPTS.
- PD's BLOCK RATE doubles. B0=B1

ASSISTS: Available only when Ballhandler 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

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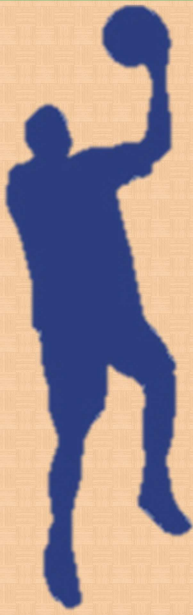
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C

RPG 41-60

**SF**

RPG 21-40

**PG**

RPG 1-20



VISITOR TEAM [RPG 101-200]

- Have a Defense Rate of 0
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