

C and D Basketball

Section A – The Basics

I. OVERVIEW

I originally conceived this idea as a way of converting NBA statistics into Avalon Hill's Basketball Strategy game. I discovered several issues that made it difficult to do:

1. The game was created before the 3 point shot was established in the NBA.
2. The shooting percentages as a whole have declined since Basketball Strategy was developed.
3. The zone defense is now legal in the NBA

With this in mind, I decided to try to create a new set of statistics to plug into Basketball Strategy. I then noticed that the international and women's games also have many sets of statistics readily available on the Internet. The challenge then became to see if I could create one method of creating ratings for Basketball Strategy given all of the items and observations I made.

Then came the realization that the NBA, college, and international courts are somewhat different since the three point lines and free throw lanes are not universal. This led to my scratching the idea of reworking Basketball Strategy and creating a whole new game.

This led to the game you are reading about here.

II. Requirements

You'll need the following to play C and D Basketball:

- 3 dice, preferably in different colors. For simplicity, I will refer to them as red, white and blue.
- At least one deck of playing cards (two or more preferred), with the Jacks, Queens and Kings removed.
- The correct court and shot chart for the game you are playing. There are courts for NBA, College / WNBA, and International Rules. There are shot charts for NBA and non-NBA rules.
- The Defense chart.
- The Adjustments chart.
- The “clock” sheet available elsewhere in the project.
- A set of ratings for each team
- A scoresheet or other method of keeping score.

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III. The teams:

The basic game has statistics for the 2006-2007 and 2004-2005 NBA seasons. Other sets will include NCAA Division I Men's Basketball and the WNBA. If there is interest, I will do the European leagues and NCAA Division I Women's Basketball.

Using the 2004-2005 Miami Heat as an example, we see the following ratings:

Miami Heat	G	2PA	2PR	3PA	3PR	FTR	REB	AST	DEF
Dwyane Wade	77	17.1	3	0.6	3	4	2	3	2
Shaquille O'Neal	73	15	5	0	0	1	5	1	2
Eddie Jones	80	10.3	2	4.8	4	4	2	3	2
Damon Jones	82	8.9	3	6.4	5	4	1	4	1
Udonis Haslem	80	8	5	0.1	0	4	4	2	2
Rasual Butler	65	6.3	2	2.4	4	4	1	2	1
Malik Allen	14	5.4	3	0	0	5	2	2	2
Christian Laettner	49	3.8	5	0.1	1	4	1	2	2
Keyon Dooling	74	4.7	2	1	3	4	1	2	1
Alonzo Mourning	19	3.3	4	0	0	1	2	1	2
Michael Doleac	80	4.1	3	0	0	1	2	2	1
Wesley Person	16	3.6	2	1.3	4	5	1	2	1
Shandon Anderson	65	3.3	3	0.4	1	4	1	2	1
Qyntel Woods	3	4	2	0	0	1	1	1	2
Dorell Wright	3	3.7	1	1.3	1	5	1	2	2
ZhiZhi Wang	20	1.8	3	0.2	5	1	1	2	1
Steve Smith	13	2.3	30	1.2	2	2	1	2	1

The ratings columns are as follows:

G – Games Played
2PA – Field Goals Attempts Per Game
2PR– Field Goal Rating
3PA – Three Points Attempts Per Game
3PR- Three Point Goal Rating
FTR – Free Throw Rating
REB – Rebounds per game
AST – Assist Rating
DEF – Defensive Rating

The 2PR, 3PR and FTR ratings are from 1 through 5, with 5 being the highest. A player with a 0 3PR rating does not shoot three point shots.

The REB rating is from 1 through 7, with 7 being the highest.

The AST rating is from 1 through 4, with 4 being the highest

The DEF rating is from 1 through 4, with 4 being the highest

Each of these ratings will become relevant as the game progresses.

IV. The Gameplay:

Set your teams on the scoresheet and on the court by naming a Left Guard, Right Guard, Left Forward, Right Forward and Center. Note the court will have the markings, Inside, Outside Left, Outside Center, Outside Right, 3 Point Left, 3 Point Center, and 3 Point Right.

Basketball starts with the opening tipoff, so in C and D Basketball the method used is simple. Take the two players contesting the tipoff's REB rating and add the total of the red die for the home team and the white die for the away team. The highest total wins the tipoff. If there is a tie, reroll to determine the winner. The winner is assumed to have sent the tap to the Left Guard.

The Left Guard then moves the ball to one of the 3 Point areas and turns over a card. 5 seconds are taken off of both the shot clock and game clock. The defense chart will indicate what type of shot or play is available. The guard can then do the following:

1. Pass the ball
2. Dribble to another location.
3. Shoot the ball.

The following will explain each of these options:

1. Pass the ball

A pass may be attempted by any player, provided the AST allows it to happen. A player with a 1 AST rating, for example, can not pass the ball to the Inside area. On the other hand, a player with a 4 AST rating can pass the ball anywhere on the court.

The Adjustments chart shows that all players except for those who have a 4 AST rating, can pass the ball only on the same side of the court they are on. For example, Dwayne Wade has a 3 AST rating and is in the 3 Point Left area. He can pass the ball to the Inside, Outside Left, Outside Center, or 3 Point Center areas.

All players can pass to another player in the same area.

All passes result in another card being turned over and 5 seconds being taken off of the clock.

2. Dribble to another location or stay in the same location.

The AST rating here will limit where the player can dribble. A player with less than a 4 AST rating can only dribble on the same side of the court they are on or to the center and are limited to one area at a time. A player with a 1 or 2 AST rating cannot dribble into the Inside area unless the ball is already there.

If a player stays in the same location, another card is turned over and 5 seconds are taken off of the shot and game clocks.

3. Shoot the ball

Any player can shoot the ball, provided there is a shot rating for the area he/she is shooting from. A player with a 0 2PR or 3PR rating cannot shoot a two or three point shot.

If the player has an Open Shot, then the following adjustments are made to the shot attempt:

- 1 – minus 1 on the Red die
- 2 – minus 3 on the White die
- 3 – No changes
- 4 – plus 3 on the White die
- 5 – plus 1 on the Red die

If the player has a guarded shot, then the shooter's AST rating is compared to the defender's DEF rating for the appropriate adjustment. The Adjustments chart explains what changes are required.

The player shooting the ball can move to an adjacent zone if his AST rating allows it, however, there is a -1 adjustment on the red die for the shot. If there is a teammate in the adjacent zone, the player with the ball can call "Pick" and move the ball to the adjacent zone with a -3 adjustment on the white die instead of the -1 adjustment on the red die. However, if the

red die and the blue die come up doubles on the shot, it is an offensive foul and the ball is turned over.

For Example, Dwayne Wade is attempting an Open 3 Point Shot. His 3PR rating is 3, so no adjustments are made to the dice. If he is shooting a guarded Field Goal, then his 3 AST rating is compared to the defenders DEF rating for the adjustment.

Generally speaking, the adjustments are as follows:

Shooter AST vs Defender's DEF	Adjustment
- -2 or less	-1 on Red die
- -1	-3 on White die
- 0	No changes
- 1	+3 on White die
- 2 or more	+1 on Red die

All adjustments for guarded or adjacent zone shots are in addition to those made for the shooter's 2PA and 3PA ratings.

Shot clock adjustments:

Any player shooting in the last five seconds of a shot clock is subject to the following additional adjustment:

2PA or 3PA rating	Adjustment
1	-1 on Red die
2	-1 on Red die
3	-3 on White die
4	-3 on White die
5	No changes

Let's say, for example, Dwayne Wade is taking a guarded shot against a 3 DEF rated defender in the last 5 seconds of a shot clock. There is no adjustment for being guarded, however, the shot is a -3 adjustment on the white die since it is considered to be rushed.

Once the Red and White dice are rolled and the adjustments are made, the shot chart is consulted. The red die is considered to be tens while the white die is considered to be ones, which results in a range from 11 to 66. Any shot adjusted below 11 is considered to be 11, while any shot adjusted above 66 is considered to be 66.

One of the following results will occur:

1. Red square – Shot is good. Add two or three points to the score.
2. Red square with a F – Shot is good and the player was fouled. Add two or three points to the score and shoot one free throw.
3. White square with a F – Player was fouled in the act of shooting. Player gets two or three foul shots
4. White square with OB – Out of bounds to the defense
5. Red square with OB – Out of bounds to the offense
6. White square with position – Rebound goes to the defense position specified, however, if the offensive player's REB is higher, then the blue die is rolled to determine who gets the rebound.

Example, if Shaquille O'Neal's shot is rebounded to the defensive C, who has a REB rating of 4, and Shaquille has a REB rating of 5, then the blue die must be rolled. If the blue die is the same or lower than the difference in the REB ratings, then the offensive player has gotten the rebound with a new shot clock.

7. Red square with position – Rebound goes to the offense position specified, however, if the defensive player's REB is higher, then the blue die is rolled to determine who gets the rebound.

Five seconds are removed from the game clock for every shot.

V. Game clock, shot clock, and defense cards:

Each time a defense card is turned over, five seconds are removed from the shot clock and game clock. A defense card is turned over every time a player dribbles, passes or inbounds the ball. The following results can occur:

Open Shot – Player is unguarded

Guarded Shot – Player is guarded by the opposing counterpart (example, Left Guard vs Left Guard)
Blue Out of Bounds – Offensive ball out of bounds
Blue Fast Break – Add 1 to the Red die on the shot.
Blue Foul – Player was fouled.
Offensive Foul – Ball goes to the defense due to an offensive foul committed by the player with the ball.
Red Out of Bounds – Defensive ball out of bounds
Steal – Defense steals the ball
Steal – Fast Break – Defense steals the ball and has a fast break with +1 to the Red die on the shot.

VI. Determining fouls:

A simple die roll can determine who the charge with a foul on a shot. Roll the blue die. The number will determine who committed the foul:

- 1 – Left Guard
- 2 – Right Guard
- 3 – Left Forward
- 4 – Right Forward
- 5 – Center
- 6 – Defensive counterpart

To make things interesting, you can roll the red and white dice at the same time. If the red and white dice are the same as the blue die, then the player committing the foul is also charged with a technical foul for arguing the call. A double 6 charges the technical to the head coach for arguing the call. If the same double is rolled a second time, the player or coach is ejected for committing two technical fouls.

Any player committing two technical fouls in a game is ejected and cannot play any further.

Foul shots

Players are rated for foul shooting from 1 to 5, with 1 being the lowest. If a player is fouled in the act of shooting, or if the defensive team is over the limit for the quarter or half, then foul shots are taken using the Free Throw shot chart.

Foul shot adjustments are as follows:

FT rating	Adjustment
1	-1 on Red die
2	-1 on Red die
3	-3 on White die
4	-3 on White die
5	No changes

If triples are thrown on the dice on a shot, it is a lane violation. Roll the three dice again and determine which team committed the violation. Use red for the Home Team, and white for the Away Team. If there is a tie, then the blue die decides the violation based on even numbers for the Home Team and odd numbers for the Away Team.

VII. Fatigue

In an effort to bring a higher degree of realism to the game, I included each player's average shots per game for both two and three point field goals. Round this total to the next highest number, and that is the maximum number of shots each player can take before getting tired. To allow for a home court advantage, each starting player on the home team should be allowed to have one additional shot.

After the average number of shots have been taken, the player's rating must go down by one level if he/she misses one shot out of the next two. If both are successful, the player is considered to be on a hot streak and remains at the current level until the next missed shot.

If a player has a 2PR or 3PR of 1, no further shots of that type can be taken for the remainder of the game. If a player falls to a 2PR or 3PR rating of 1, no further shots of that type can be taken for the remainder of the game. If a player is out of 2PA but has 3PA remaining, he/she can substitute 2PA for 3PA. The opposite, however, is not allowed.

A player with a 2PA or 3PA of less than 0.50 can only attempt 1 shot per game regardless of whether or not the player is

on the home team. This is to prevent taking advantage of a last man on the bench who made the only shot he took all season.

VIII. Shot Clock Violation

If the ball is passed to a player that cannot take a shot with the shot clock at 5 seconds, the ball is turned over as a shot clock violation. If a player does not take a shot within the specified time frame, the ball is turned over as a shot clock violation.

IX. 3 second rule

Any offensive player entering the Inside zone must either shoot the ball or leave the lane before the next card is turned over. If this does not happen, then a 3 second violation is called and the ball is turned over. Under NBA rules, if a defensive player enters the Inside zone and does not leave before the next card is turned, then a technical foul is called against the team and one free throw is awarded.

Editor's note: I know what you're thinking, how do you compensate for a 3 second rule taking 5 seconds of game time. In the NBA, 5 seconds is a bare minimum of time the referee will allow a player to be in the lane before calling the violation. I told you I wanted realism in this game. :-)

X. Substitutions

Substitutions can be made on any whistle or if a player fouls out of the game.

XI. Other basic rules

All other rules in Strategy Basketball are the same as in the real sport.

Section B – Optional Rules

I. Overview

One of the nice things about this project was the ability to create it as an open-ended concept. The idea was to set up the basics here and let the player expand upon them as his/her interest develops. The "What-If" concept of playing across leagues or eras is one possibility. Another is the idea of having two teams from the NBA playing under international rules. These are ideas, not requirements.

II. Team or Zone Defense

Here, rather than using the player's DEF rating to adjust the shot, the combined rating of the entire team is used to adjust the shot. This is taken from the original Basketball Strategy and can be used if you find the player by player concept too difficult or want to speed up the game.

The adjustments are on the Adjustments sheet, however, they are also included here:

Team		
Defense Rating	2PA	3PA
>=15	-10	-3
13 – 14	-3	0
11 – 12	0	0
<=10	3	3

III. Specific Player Defense

On the other hand, if you want to have a player or your team defend a specific player on the opposing team, then you can do this by making note of who is guarding whom on the scoresheet. This is used to create a mismatch or to have a top defensive player guard a top shooter.

IV. Double team

As in real basketball, a top shooter can be double teamed. This is done by noting who is being double teamed and adjusting the player's shots by the total of both defenders' DEF rating. On the other hand, this leaves the shooting team with one player open throughout the game the double team is in effect.

Section C –Further Ideas

Creating your own rated players

One of the easiest things about developing this project was the idea of creating ratings for all of the players. I chose the ones I did based on what I thought the most important parts of basketball were. These ratings are detailed in the Ratings sheet included for your own use. From this sheet, you can create players and have a draft for a fantasy league, create high school teams, create a recreation league team, and so forth. This is why this is an open ended project.

If you want to create a new league, then you need to have enough players for the number of teams that will play. This can be done using currently rated players or creating them separately.

One possibility is to allow each team 150-200 creation points and set up similar rosters. Typically, a ten man team has:

2 Centers
4 Forwards
4 Guards

Using one point for each level of skill (2PA, 3PA, FT, REB, AST and DEF), it should be easy to create a set of balanced teams. Be careful though, since the creation points can be used up quickly.

Alternatively, a pool of players can be created and a draft held, with each team selecting players one at a time until the rosters are filled.

This is one of the more open ended items I wanted to include in this project.

Questions?

I will be happy to answer questions regarding this project. I can be reached at candgames@gmail.com.

I hope you enjoy playing this game as much as I have working on it.

Non-NBA Chart

	11	12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36
Inside	C	RF	LF	C	C	OB	LF	RG	LG	C	RF	C	LF	OB	F	F	F	
Outside Center	RF	C	LF	RG	LG	C	OB	RF	LF	C	LF	RF	RG	LF	LG	OB	F	F
Outside Side	LF	C	C	RF	OB	LF	LG	RG	C	LF	RF	LF	RF	C	RG	LG	LF	OB
3 Pt Center	RF	LF	C	OB	RF	LF	C	LF	OB	RG	LG	RF	LF	C	LF	C	RG	RF
3 Point Side	LG	RG	OB	C	RF	LF	RG	LG	RG	LG	C	RG	LG	C	RG	LG	LF	RG
Free Throw	C	LF	RG	RF	RG	RF	LF	C	RF	LF								

	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	66
Inside																		
Outside Center	F																	
Outside Side	F	F	F															
3 Pt Center	LG	LF	RG	C	OB	F	F											
3 Point Side	LG	RG	LF	C	RF	C	OB	F	F									
Free Throw																		

NBA Chart

	11	12	13	14	15	16	21	22	23	24	25	26	31	32	33	34	35	36
Inside	C	RF	LF	C	C	OB	LF	RG	LG	C	RF	C	LF	OB	F	F	F	
Outside Center	RF	C	LF	RG	LG	C	OB	RF	LF	C	LF	RF	RG	LF	LG	OB	F	F
Outside Side	LF	C	C	RF	OB	LF	LG	RG	C	LF	RF	LF	RF	C	RG	LG	LF	OB
3 Pt Center	RF	LF	C	OB	RF	LF	C	LF	OB	RG	LG	RF	LF	C	LF	C	RG	RF
3 Point Side	LG	RG	OB	C	RF	LF	RG	LG	RG	LG	C	RG	LG	C	RG	LG	LF	RG
Free Throw	C	LF	RG	RF	RG	RF	LF	C	RF	LF								

	41	42	43	44	45	46	51	52	53	54	55	56	61	62	63	64	65	66
Inside																		
Outside Center	F																	
Outside Side	F	F	F															
3 Pt Center	LG	LF	RG	C	OB	LF	RF	RG	LG	F	F							
3 Point Side	LG	RG	LF	C	RF	C	OB	LF	RF	RG	LG	F	F					
Free Throw																		

DEFENSE CHARTS

DEFENSE 1

I GUARDED SHOT
OC **OUT OF BOUNDS**
OL OPEN SHOT
OR GUARDED SHOT
3L GUARDED SHOT
3R GUARDED SHOT
3C OPEN SHOT

DEFENSE 2

I **OFFENSIVE FOUL**
OC **OUT OF BOUNDS**
OL GUARDED SHOT
OR GUARDED SHOT
3L GUARDED SHOT
3R OPEN SHOT
3C OPEN SHOT

DEFENSE 3

I OPEN SHOT
OC **OFFENSIVE FOUL**
OL **OUT OF BOUNDS**
OR **OUT OF BOUNDS**
3L OPEN SHOT
3R GUARDED SHOT
3C OPEN SHOT

DEFENSE 4

I **FOUL**
OC OPEN SHOT
OL GUARDED SHOT
OR GUARDED SHOT
3L **STEAL**
3R OPEN SHOT
3C OPEN SHOT

DEFENSE 5

I **OUT OF BOUNDS**
OC **OFFENSIVE FOUL**
OL OPEN SHOT
OR OPEN SHOT
3L GUARDED SHOT
3R GUARDED SHOT
3C **STEAL**

Defense DEFENSE CHARTS

DEFENSE 6

I GUARDED SHOT
OC GUARDED SHOT
OL OPEN SHOT
OR GUARDED SHOT
3L OPEN SHOT
3R **FOUL**
3C **OUT OF BOUNDS**

DEFENSE 7

I **OUT OF BOUNDS**
OC GUARDED SHOT
OL OPEN SHOT
OR GUARDED SHOT
3L GUARDED SHOT
3R OPEN SHOT
3C OPEN SHOT

DEFENSE 8

I GUARDED SHOT
OC OPEN SHOT
OL GUARDED SHOT
OR GUARDED SHOT
3L **FOUL**
3R **OFFENSIVE FOUL**
3C **OUT OF BOUNDS**

DEFENSE 9

I **FAST BREAK**
OC GUARDED SHOT
OL OPEN SHOT
OR GUARDED SHOT
3L GUARDED SHOT
3R **FOUL**
3C **STEAL – FAST BREAK**

DEFENSE 10

I **FAST BREAK**
OC OPEN SHOT
OL GUARDED SHOT
OR **STEAL – FAST BREAK**
3L **FOUL**
3R GUARDED SHOT
3C GUARDED SHOT

FAST BREAK =
+10 on shot from A

(read across)							
Offensive	1	2	3	4	5	6	7
1	E	1	1	1	1	1	1
2	1	E	2	2	2	2	2
3	2	1	E	3	3	3	3
4	3	2	1	E	4	4	4
5	4	3	2	1	E	5	5
6	5	4	3	2	5	E	6
7	6	5	4	3	6	6	E
Defensive							
(read up)							

Rebound Advantage on 3rd die

**E=Player Assigned
On shot**

**Otherwise, die roll must be greater
Than the number 3rd die roll**

Team

Defense Rating 2PA 3PA

>=15	-10	-3
13 – 14	-3	0
11 – 12	0	0
<=10	3	3

To be used when playing zone defense

Guarded Shot

(read across)

AST	1	2	3	4
1	E	3	10	10
2	-3	E	3	10
3	-10	-3	E	3
4	-10	-10	-3	E

To be used when playing standard defense

Double Team –

Both players defense vs Ball Handling

Player not double teamed is

open at all times

Defense
(read up)

AST						Limit
1			3L	3R	3C	Side
2		O	3L	3R	3C	Side
3	I	O	3L	3R	3C	Side
4	I	O	3L	3R	3C	All

Basic Basketball Rules

	NBA	College Men	College Women	WNBA	Intenational (Men and Women)	High School Boys	High School Girls
Time	4 12 Minute Quarters	2 20 Minute Halves	2 20 Minute Halves	2 20 Minute Halves	4 10 Minute Quarters	8 Minute Quarters	8 Minute Quarters
Shot Clock	24 seconds	35 seconds	35 seconds	24 seconds	24 seconds	Depends On league	30 seconds
Time Outs	7 per game	5 per game	5 per game	5 per game	1 per quarter 2 in 4th quarter	5 per game	5 per game
Fouls Before penalty	5 per quarter 2 shots after	7 per half 1 and 1 after 7th 2 shots after 10th	7 per half 1 and 1 after 7th 2 shots after 10th	7 per half 2 shots after	5 per quarter 2 shots after	5 per quarter 2 shots after	5 per quarter 2 shots after
Personal Fouls	6 per game	5 per game	5 per game	5 per game	5 per game	5 per game	5 per game
Court Used In Strategy Basketball	NBA	College	College	College	International	College	College

C AND D BASKETBALL

T1	T2	T3
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Team										Head Coach															
Running Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

CUMULATIVE SCORE BY QUARTERS

First Quar.	First Half	Third Quar.	Final
Score_____	Score_____	Score_____	Score_____

Qtrs.		Players Name	Pos.	Fouls				1st Qtr.	2nd Qtr.	3rd Qtr.	4th Qtr.	OT
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
1	2			P1	P2	P3	P4					
3	4			P5	P6	T1	T2					
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3	4			P5	P6	T1	T2					
1	2			P1	P2	P3						

1st Half Team Fouls										
	1	2	3	4	5	6	7	8	9	10

2nd Half Team Fouls										
	1	2	3	4	5	6	7	8	9	10

Time Outs	1	2	3	4	5	6	7
Quarter							
Full Time Out							
Player No.							

[illegible]

SCORESHEET

T1	T2	T3
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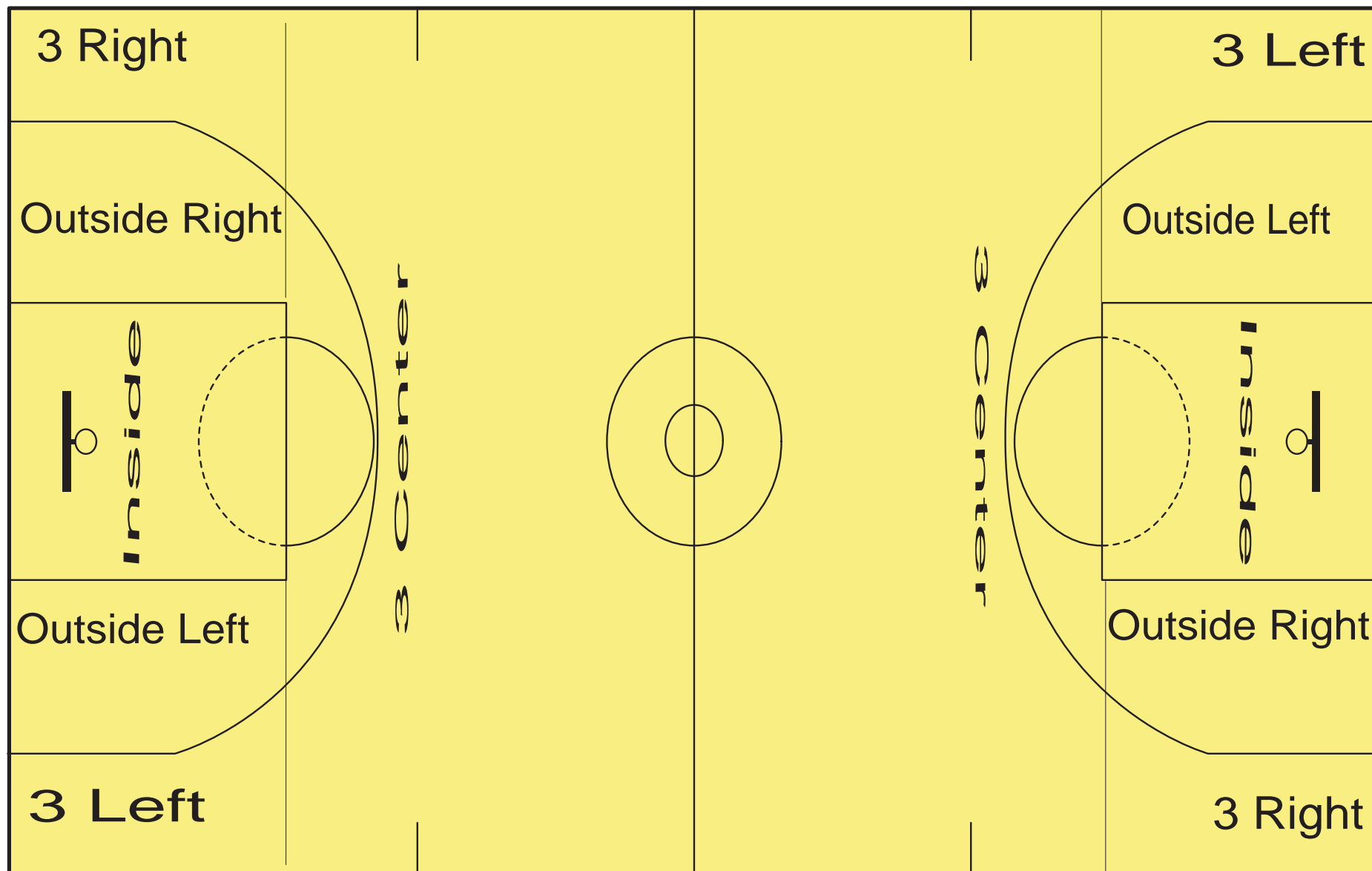
Team										Head Coach															
Running Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50
	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	100

CUMULATIVE SCORE BY QUARTERS				First Quar.	First Half	Third Quar.	Final		
				Score_____	Score_____	Score_____	Score_____		
Qtrs.	Players Name		Pos.	Fouls	1st Qtr.	2nd Qtr.	3rd Qtr.	4th Qtr.	OT
1 2				P1 P2 P3 P4					
3 4				P5 P6 T1 T2					
1 2				P1 P2 P3 P4					
3 4				P5 P6 T1 T2					
1 2				P1 P2 P3 P4					
3 4				P5 P6 T1 T2					
1 2				P1 P2 P3 P4					
3 4				P5 P6 T1 T2					
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3 4				P5 P6 T1 T2					
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3 4				P5 P6 T1 T2					
1 2				P1 P2 P3 P4					
3 4				P5 P6 T1 T2					
1 2				P1 P2 P3 P4					
3 4				P5 P6 T1 T2					
1 2				P1 P2 P3 P4					
3 4				P5 P6 T1 T2					
1 2				P1 P2 P3 P4					
3 4				P5 P6 T1 T2					
1 2				P1 P2 P3 P4					
3 4				P5 P6 T1 T2					
1 2				P1 P2 P3 P4					
3 4				P5 P6 T1 T2					
1 2				P1 P2 P3 P4					
3 4				P5 P6 T1 T2					

1st Half Team Fouls									
	1	2	3	4	5	6	7	8	9 10

2nd Half Team Fouls									
	1	2	3	4	5	6	7	8	9 10

Time Outs	1	2	3	4	5	6	7
Quarter							
Full Time Out							
Player No.							



MINUTES

20:00
19:00
18:00
17:00
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1:00

NCAA

NBA

Intl/WNBA

High School

SECONDS

:55
:50
:45
:40
:35
:30
:25
:20
:15
:10
:05
:00

SHOT CLOCK

:35
:30
:25 / :24
:20
:15
:10
:05
:00

Florida Gators

Name	Pos	G	2PA	2PCT	3PA	3PCT	FT	REB	AST	DEF
Berry, Jack	G	7	0.71	2	0.29	5	1	1	1	1
Brewer, Corey	G	37	9.62	3	3.22	3	3	2	3	2
Green, Taurean	G	40	8.68	3	5.08	4	5	1	4	2
Hodge, Walter	G	40	3.63	5	1.70	5	1	1	2	1
Horford, Al	F	38	8.05	5	0.08	0	1	4	3	2
Humphrey, Lee	G	40	7.63	4	6.15	5	2	1	2	1
Mitchell, Jonathan	F	30	1.37	2	0.17	3	1	1	1	1
Noah, Joakim	C	40	7.15	5	0.03	5	2	4	3	2
Powell, Brandon	G	23	0.78	5	0.61	5	1	1	1	1
Richard, Chris	C	40	3.55	5	0.00	0	1	2	1	1
Speights, Marreese	C	33	2.58	5	0.00	0	2	1	1	1
Swanson, Brett	G	17	0.76	2	0.41	2	1	1	1	1
Tyler, Garrett	G	9	0.44	5	0.11	0	1	1	1	1
Werner, Dan	F	39	2.18	1	1.49	1	1	1	1	1

Georgetown Hoyas

Name	Pos	G	2PA	2PCT	3PA	3PCT	FT	REB	AST	DEF
Crawford, Tyler	G	29	1.76	2	1.34	3	1	1	1	1
Dizdarevic, Sead	F	15	0.33	1	0.27	2	4	1	1	1
Egerson, Marc	F	13	5.46	3	2.23	1	3	2	1	1
Ewing, Patrick	F	36	2.81	5	1.00	4	1	1	2	1
Green, Jeff	F	37	10.32	4	2.59	3	4	3	4	2
Hibbert, Roy	C	37	7.49	5	0.00	0	2	3	2	2
Izzo, Kenny	F	14	0.14	0	0.07	0	1	1	1	1
Macklin, Vernon	F	31	1.74	5	0.00	0	1	1	1	1
Rivers, Jeremiah	G	34	1.35	2	0.50	1	1	1	1	1
Sapp, Jessie	G	37	7.84	2	3.65	2	1	2	4	2
Spann, Octavius (Tay)	F	16	0.56	3	0.13	5	1	1	1	1
Summers, DaJuan	F	37	7.08	2	3.43	3	3	2	2	2
Wallace, Jonathan	G	37	7.46	4	4.03	5	5	1	4	1

Ohio State Buckeyes

Name	Pos	G	2PA	2PCT	3PA	3PCT	FT	REB	AST	DEF
Butler, Jamar	G	39	6.77	2	5.18	3	5	1	4	2
Conley Jr., Mike	G	39	7.92	4	1.77	2	2	2	4	2
Cook, Daequan	G	39	8.13	3	3.33	4	3	2	2	1
Harris, Ivan	F	39	6.59	2	3.79	3	2	2	1	1
Hunter, Othello	F	39	4.08	5	0.13	3	2	2	1	2
Lewis, Ron	G	39	9.13	2	4.77	3	4	2	2	2
Lighty, David	G	39	3.36	1	1.03	1	2	1	2	1
Oden, Greg	C	32	9.59	5	0.00	0	1	4	1	3
Peters, Danny	-	13	0.38	1	0.00	0	1	1	1	1
Terwilliger, Matt	F	39	1.82	3	0.31	2	1	1	1	1
Titus, Mark	-	14	0.14	4	0.14	5	5	1	1	1

UCLA Bruins

Name	Pos	G	2PA	2PCT	3PA	3PCT	FT	REB	AST	DEF
Abdul-Hamid, Mustafa	G	9	0.44	4	0.33	5	1	1	1	1
Aboya, Alfred	F	34	3.18	4	0.00	0	1	2	1	1
Afflalo, Arron	G	35	12.63	3	6.37	3	4	1	3	1
Collison, Darren	G	34	8.76	4	3.18	5	4	1	4	2
Dragovic, Nikola	F	6	2.17	1	1.67	2	1	1	1	1
Ellis, Joey	G	1	1.00	0	1.00	0	1	1	2	1
Keefe, James	F	31	1.16	1	0.29	3	1	1	1	1
Lee, Matt	G	1	0.00	0	0.00	0	1	1	2	1
Mata, Lorenzo	C	35	4.34	5	0.03	0	1	2	1	2
Richard Mbah a Moute, Luc	F	34	6.82	4	0.88	3	1	3	2	2
Robinson, DeAndre	G	4	0.50	4	0.00	0	1	1	1	1
Roll, Michael	G	35	4.66	2	2.91	3	3	1	2	1
Shipp, Josh	F	34	10.12	3	3.79	2	4	2	3	2
Westbrook, Russell	G	35	2.94	3	0.63	4	1	1	1	1
Wright, Ryan	F	27	0.89	5	0.00	0	1	1	1	1