

## UNUSUAL PLAY CHART

To use this chart, insert a blank PAC or plain card into the deck once per game. Roll a die prior to the game to determine which half to insert the card.

### 1ST HALF

- 2 Fight breaks out; ejection (a)
- 3 OFF Foul on C; moving pick
- 4 SG trapped, attempts to dribble out; if BH <4 ball is stolen
- 5 Loose ball; out of bounds to home team. Visitor player injured for game (use position chart- 6 no injury)
- 6 Technical Foul on visiting team for arguing a call (use Position Chart, 6 is coach)
- 7 Defense kicks ball. Ball out of bounds to offense.
- 8 Technical Foul on home team for arguing a call (use Position Chart, 6 is coach)
- 9 Player comes up limping: 1-3 home team; 4-6 visitor. (use Position Chart- 6 able to keep playing)
- 10 OFF Foul called as offensive player clears space with elbow (use Position Chart)
- 11 Technical Foul called on visiting team coach; (roll again- if 7- ejected and double T called)
- 12 Technical foul called on home team coach; (roll again- if 3 - ejected and double T called)

### LEGEND

- a Roll 1 die (1-4 visiting team); use Position Chart
- b Roll 1 die- 1-3 is double technical; 4-6 double technical plus both players ejected

### 2ND HALF

- 2 Off C is cherry picking; PG passes ahead for thunderous dunk (credit PG with assist)
- 3 Scuffle breaks out (roll on Position Chart for each team for involved players) (b)
- 4 PG heavily pressured while bringing ball up court; TO if BH <7; if >7 PG handles pressure; draw pac
- 5 Offensive player lands on defender's foot and suffers minor injury; out for rest of quarter - use position chart
- 6 SG harassed bringing ball up court; if home team foul on visiting SG; if visiting team OFF FL
- 7 Illegal Defense Called; draw next PAC
- 8 Guard with highest inside rating drives to the rim; roll 1 die (1-3 fouled, 2 FT; 4-6 OFF FL)
- 9 Ball is loose; mad scramble- home team gains/retains possession
- 10 Guard with highest inside rating tries to split double team; if BH > 4 its an easy layup; if not, TO
- 11 Technical Foul on visiting team (use Position Chart, but roll of 6 is coach)
- 12 Player with highest outside rating fouled on 3pt attempt. Long 2 in non-3pt era.

### Position Chart

- 1 PG
- 2 SG
- 3 SF
- 4 PF
- 5 Center
- 6 Top X rated player

## BUZZER CHART (TRAILING BY 2 OR LESS OR NON 3 PT ATT ERA)

- 2 Top rated X player incredibly drives full length of court; consult Inside column and roll for results
- 3 Defense packs it in; offensive player has ball outside; use Position Chart; consult O column
- 4 Tight defense prevents offense from taking shot; game over
- 5 Offense (use Position Chart) launches airball as final horn sounds
- 6 PF makes long inbound pass to PG, who passes to SG (consult SG defender's D column)
- 7 PG dribbles around perimeter trying to find open man as time expires
- 8 PG passes to SG, who is unable to attempt shot; game over
- 9 PG loses ball; PF recovers it and launches shot just before buzzer (roll again using FS rating)
- 10 Top rated X player misses off balance jumper; off PF tips it..... Roll again (12 is good!)
- 11 2nd highest rated X player nails floater in lane as buzzer sounds... referees call it off- too late!
- 12 Off player (Position Chart) draws contact while shooting...F(2) or OFF FL? roll again (2-9 benefit goes to home team)

Buzzer chart should be used after last PAC expended only if trailing team has possession of ball.

## BUZZER CHART (TRAILING BY 3 IN 3PT SHOT ERA)

- 2 Top rated X player attempts 3 from corner (use 3pt FS rating). If not rated, a roll of 2 is good.
- 3 Off SG leans into defender and attempts 3; if home team foul is called! If Visitors.. Game over
- 4 Off SF makes terrible inbound pass; stolen by Def SG who dribbles out clock
- 5 2nd highest X rated player uses pick to get decent look... takes 3 - roll again and consult 3pt FS rating)
- 6 Off PG fouled while dribbling; shoot FT if in bonus- game ends after FT or on inbound pass
- 7 Offense (Position Chart) lobs 3/4 court shot... not even close; game over
- 8 Off PG sends long pass to corner for open PF; great defensive play by opposing C; game over
- 9 Offensive team has ball... defense is strong and in proper positions... time expires before shot released
- 10 Off player (Position Chart) shoots off balance... airball.
- 11 Highest rated X player has ball while double teamed- launches 3: roll again using 3pt FS rating
- 12 Off SF drills 3 from corner... was foot on line? Referees collaborate... roll again- 2-6 is 3pt basket!

### Position Chart

- 1 PG
- 2 SG
- 3 SF
- 4 PF
- 5 Center
- 6 Top X rated player

### SLOW DOWN OFFENSE- USE TO STOP FASTBREAK- Roll 1 die

#### Last 6 minutes

1-4: Offense holds up

5-6: Fastbreak proceeds as dictated on PAC

#### Last 2 minutes

1-5: Offense holds up

6: Fastbreak proceeds as dictated on PAC

### INTENTIONAL FOUL CHART

- 1 Def SG fouls Off PG
- 2 Def PG fouls best FT shooter
- 3 Coach chooses defensive player who fouls worst FT shooter among SF, SG, or PG
- 4 Def SF fouls highest X rated player
- 5 Def PF fouls second highest X rated player
- 6 Attempt to foul is unsuccessful

### Quick Halfcourt Offense

Any pass from offense column results in a forced shot (I Col is 2pt att; O Col is 3 pt att)

### PUSH THE BALL- Roll 1 die- used on rebounds without fastbreak designations

Note: Fastbreaks from steals and rebounds occur as normal. All results apply to players designated by PAC under fastbreak instructions

#### Last 6 minutes

1-2: Fastbreak

3-4 Held up by defense

5: TO:OF (player designated by PAC)

6: Forced Shot (Player designated by PAC)

#### Last Minute

1-2: Fastbreak

3: Turnover

4: TO:OF

5-6: Forced Shot