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)

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.

**UNUSUAL PLAY CHART**

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

**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

**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.

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