

Hoops Pro Basketball No-Dice Supplemental Instructions © 2017

The Hoops game is played in generally the same manner as the dice/PAC game. The following modifications apply to the FAC game only.

- **TIMER**
 - A timer and pawn will be used to time the game. The timer represents one quarter of play.
 - At the beginning of the game, place the pawn on the 12:00 mark of the timer. Perform the jump ball and determine which player gains possession of the ball. Each time you reference the player possession instruction on the FAC you will move the pawn one space on the timer.
 - Do not move the pawn for fastbreaks or offensive rebounds.
- **Reading the FACs**
 - The first step in the sequence is reading the possession instruction; this will allow you to determine who has possession of the ball.
 - Once you determine who has the ball, turn over a new FAC to determine the number representing a dice roll (white number with red background). Use the rear side of the corresponding FAC to determine which column to reference (Offense 1-10 or Defense). Read the player card accordingly and use the corresponding FAC (same as offense or defense instruction) for rebounding instructions.
 - Supplemental use of Assist Ratings: In addition to the primary purpose of assigning assists on made baskets, you can use Assist Rating checks to determine who receives baskets from assists rolled on player cards. If the player who made the pass is listed, refer to the secondary position.
 - An optional method of determining the defender who committed the foul on “F2” and “B + F(1)” is provided on the FACs. Whenever either of these occur, refer to the “F2 Assign” portion of the FACs- this will provide a position, or list Def (defender).
 - To ensure proper distribution of dice rolls some PACs were created that do not contain possession or rebound information. Use these FACs only for dice rolls. Skip to the next FAC under all other circumstances.

CENTER
<i>Fastbreak: Power Forward</i>
4
⁴⁶ 3
Assist : SG 13 (SF)
DEFENSE
<u>Any>44 or Off PF</u>
Def PF
FT: Def C
F2 Assign: SF
d10 3
Press: PG BH 8 Break Press or TO

2d6 dice roll

Use this reading to assign fouls from offense and fastbreak columns [F2 and Basket + F(1)]

A 1-10 random number is provided to help with determining possession when two or more players have X ratings sufficient to allow them to receive the ball from * FACs.