

# HS HOOPS

## Rulebook

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### 1. GAME COMPONENTS

1. **Possession Charts depicting each high school team.** Each team is rated using several numbers: O (Offense), D (Defense), X (General Execution, an overall performance rating), H (Home court rating), R (Road playing ability), N (Neutral court rating), IL (Inter-league rating), P1 (Offensive pace) and P2 (Defensive pace). Teams are organized by state, and within each state, by region and/or section.
2. **Set of 150 Possession Charts.** Each chart has 100 possible possession outcomes. The 6 possible outcomes: (1) FG: A 2 point field goal is attempted. (2) 3FG: A 3-point field goal is attempted. (3) FOUL: A foul is committed; consult the foul chart. (4) TO: The team in possession turns the ball over. (5) BLK: A shot is blocked. (6) STL: The ball is stolen. Each chart also includes a rebound rating and an assist rating.  
**Score Sheet & Box Score:** The score sheet contains the time tracker & the line score. As each possession occurs, the appropriate number of seconds consumed is stricken from the time track. The line score contains spaces for the competing teams strength ratings, X ratings, rebound ratings, pace ratings and scores by period. The box score is used to tally individual possession results as they occur.
3. **Action Deck** (You may alternately use dice or printed sheets of random numbers from 1-100). Each card consists of 3 entries. Top entry: Not present on all cards; a red diamond followed by a number from 1-10. Used in court advantage situations. Middle entry: A number from 1-100, followed by a shot modifier. Used to determine actions and results of possessions. Bottom entry: A number from 1-50. Used to determine time consumed in a possession.
4. **Time Chart.** Used to determine how much time is consumed after a possession.
5. **Extra Charts:** This chart is explained in section 4, "Other Info".
6. **This Rulebook**

## 2. SETUP

Choose the 2 teams you would like to play. Enter the team names (visitor on top) on the score sheet (next to the S/X columns.) Shuffle the action deck and place the extra charts, score sheet & box score nearby.

### Calculating the Strength (S) Ratings

Add the visiting team's offensive (O) rating to the home team's defensive (D) rating. Divide the sum by 2 (ignore any remainder). Enter this number  $(O+D/2)$  (the S rating) on the visiting team's S/X column, to the left of the forward slash. Enter the visiting team's X rating after the forward slash. Repeat the above, this time using the home team.

### Calculating the Rebound (R) Ratings

Subtract the lower of the 2 teams' REBOUND ratings from the possession charts from the higher. Enter this number on the higher-ranked team's R line of the score sheet. Note that only 1 team (and perhaps none) will have an R rating entered.

### Calculating the Pace (P) Ratings

Add the visiting team's pace (P2) rating to the home team's pace (P1) rating. Divide the sum by 2 (ignore any remainder). Enter this number  $(P1+P2/2)$  (the P rating) on the visiting team's R/P column, to the right of the forward slash. Repeat the above, this time using the home team.

### Determining Which Possession Charts to Use

Draw an action card and read the top entry. Find the possession chart that (1) matches the team's S rating and that (2) falls within the range of the drawn 1-100 number.

**Example:** A team's S rating is 11. The 1-100 number drawn is 56. The team will use the possession chart labeled **11 (55-58) 37 21 70**. The 3 numbers following the (55-58) range indicate the team's 2 point field goal percentage, 3 point field goal percentage, and free throw percentage, respectively.

Teams may NOT use identical possession charts. If duplication occurs, draw more 1-100 entries until 2 different charts are selected.

**Inter-Division/District Play:** Each team is assigned an IL rating. The lower the IL rating, the better the team at inter-division play. To pit 2 non-division teams against one another, subtract the lower IL rank from the higher. Add the difference to the higher ranked team's O rating, and add the difference from the lower ranked team's D rating. Example: The 2 teams have IL ratings of 1 & 3.  $3 - 1 = 2$ . Add 2 to the O rating of the team with the IL rating of 1 and add 2 to the D rating of the team with the IL rating of 3.

### 3. PLAY

Conduct the opening tip-off by drawing two 1-100 entries. The high number gets possession. At the end of each period, give possession to the team that was not in control at the end of the previous period. Draw another action deck card and obtain a 1-100 number. Cross-reference the number to the result on the team's possession chart. Here are the procedures to resolve the outcomes:

**FG:** A 2-point field goal is attempted. Draw an action card, reading the shot modifier. Add or subtract this number from the team's FG%. Draw a 1-100 entry. If the number drawn is less than or equal to the team's FG% number, the shot is good. Add 1 hash mark to the FGA column of the box score, and add a hash mark to the FG column as well (if the shot was good.)

**3FG:** As above, but use the 3FG% number and the 3FGA/3FG columns on the box score.

**FOUL:** A foul has occurred. Draw another 1-100 number and cross-reference the result on the foul chart.

**TO:** The team in possession turns the ball over.

#### **Blocks & Steals**

In the gray shaded area on each possession chart are entries marked BK (Block) & STL (Steal). These entries come into play if on the INITIAL 1-100 draw, a number results in a blank entry on the non-active team's possession chart (the numbers higher than those resulting in a turnover.) Another 1-100 card is drawn, and if the result falls into the range of the BK or STL numbers, the corresponding result is recorded.

Example: A 1-100 result for a team's first action on their possession results in a blank entry. Another card is drawn, and it's number matches that of a BK entry on the non-possessing team's chart. The shot is blocked. Record hash marks for a FGA and a BK on the box score. A rebound check must now be made. See the rebound section for details. If the second draw is a STL entry on the non-possessing team's chart, they have stolen the ball. Make a hash mark under their STL column on the box score.

## FOULS

If an initial 1-100 entry results in a FOUL, draw another 1-100 number and cross-reference the result on the foul chart. Use the team's FT% from their possession chart to determine free throw success. Note: The shot modifier is NOT applied to free throws.

Possible results:

**Offensive charging foul:** Possession lost, no team foul recorded

**Defensive foul:** Possession retained, mark as a team foul. If team foul number 6-9 for the half, fouled team shoots the 1-and-1. If team foul 10 or more for the half, fouled team shoots 2. Use the FT% number on the possession chart.

**Defensive shooting foul (2):** A player is fouled attempting a 2-point field goal. Determine if the shot is good by drawing a 1-100 number. If the number is less than or equal to the shooting team's FG%, add 2 points to their box score and award a single free throw.

**Defensive shooting foul (3):** As above, use 3FG% & 3FGA/3FG.

**Technical foul (O):** The team in possession is charged with a technical foul. Award 2 free throws and ensuing possession to the opponent.

**Technical foul (D):** As above, non-possessioning team charged.

Note: After a team collects 2 technical fouls, their X rating is reduced by 1.

## REBOUNDING

After a missed FG, 3FG, FT, or BK, a rebound draw is made. First, we must determine the rebound modifier: Subtract the lower of the 2 teams' REBOUND ratings from the possession charts from the higher. The result will be added to the higher rated team's rebound draw.

### Free Throw Rebounds

When drawing for a rebound after a missed free throw, add 30 to the non-shooting team's rebound rating.

Example:

The home team has a REBOUND rating of 13, the visitor has -4.  $13 - -4 = 17$ . The visiting team misses a shot. Two 1-100 cards are drawn, non-shooting team goes first. The home team adds 17 to their 1-100 result; the visitor draw remains unmodified. The high number gets the rebound. In the event of a tie, the rebound goes to the non-shooting (in this case, the home) team.

## **TIMING THE GAME**

The time track is located on the score sheet. After each play, except for free throws and tip-offs, draw an action deck card, referring to the bottom (1-50) entry. Cross-reference the result to the possessing team's appropriate time chart column. (This number is obtained by using the calculation described in the setup section. Strike off the given number of seconds from the time track.

A high school basketball game lasts for four 8-minute quarters. If a game is tied at the end of regulation, additional 4-minute overtimes are played until a winner emerges. For score keeping purposes, overtimes are considered extensions of the 4<sup>th</sup> quarter.

## **COURT ADVANTAGES**

When selecting teams at the start of the match, refer to the home team's H rating, and the visiting team's R rating. If the H rating is greater than the R rating, the home team will enjoy a home court advantage equal to the difference in the two. Write this number on the line at the bottom of the score sheet labeled Court Advantage.

How it works:

On the initial 1-100 draw for action on a home team's possession, if a red diamond & numeral appears at the top of the action card, the home/neutral court advantage takes effect if the entry is less than or equal to the home team's calculated advantage. Effects possible are:

- If the next 1-100 draw calls for a field goal (2 or 3 point), it is automatically good.
- If the next draw calls for a foul, the home team has the option of ignoring the foul (after the type of foul committed has been established).
- If the next draw calls for a home team turnover, it may be ignored.

If the 2 teams are playing at a neutral court, the same procedure is used during play. Use the competing teams' N ratings to determine if either has an advantage. Note that it is entirely possible that no court advantage will exist.

## CHARTS

Although the game engine is mostly self-driven, there are a few instances where your input is required. These situations involve the use of the Charts. They are:

**DESPERATION 3:** This may be called when there are less than 10 seconds left in a period. Draw a 1-100 number and cross-reference the team's X rating for the result. No more plays are possible in the period after the attempt. The desperation 3 is not mandatory.

**PRESS:** May be called at any time to attempt to pressure the controlling team. Draw a 1-100 number and cross-reference the pressing team's X rating for the result. The press will either result in the ball being taken away by the pressing team, the pressing team committing a defensive foul, or will have no effect.

**FOUL CHART:** This chart was discussed earlier in the foul section.

## 4. OTHER INFO

Some additional notes:

**GOAL TENDING:** Some of the 1-100 entries are red. If the first draw for a rebound after a 2 point shot results in a red 1-100 number, defensive goal tending is called. Score/tally 2 points for the shooting team.

**INTENTIONALLY MISSING A FREE THROW:** A team may miss a free throw on purpose at any time in hopes of getting an offensive rebound. Draw a 1-100 entry; if it reads 98, 99 or 100, the shooting team gets the offensive rebound.

**ASSISTS:** Each possession chart has an ASSIST rating at the lower right. Use of the assist statistic is optional. To implement, simply draw an additional 1-100 card after a successful field goal (2 or 3-point.) If the drawn number is less than or equal to the ASSIST rating, tally an assist for the scoring team.

### WHEN TO TICK OFF TIME:

1. After a successful field goal (2 or 3-point.)
2. After a rebound (offensive or defensive)
3. After a foul is committed (but not after free throws)
4. After a turnover or successful press
5. After a steal

**STATISTICS:** The game engine will generate a complete box score. For those desiring more detail, individual player stats may be incorporated by determining each player's percentage of each stat garnered. Example: The team's top rebounder gets 20% of the team's rebounds; calculate that percentage and tally.