

SECOND (REVISED)
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STATIS PRO BASKETBALL®

STATIS-PRO BASKETBALL IS THE AVALON HILL GAME COMPANY'S TRADEMARK FOR ITS PROFESSIONAL SPORT GAME

Game of Professional Basketball INSTRUCTIONS

GAME EQUIPMENT

1. Rules Folder
2. Mounted Playing Board with Reference Charts & Tables
3. Fast Action Cards
4. Player cards representing players of every team
5. Scorepad

HOW TO PLAY

Playing the Game: The Pro Basketball Game is simple to play, either face-to-face or solitaire.

To begin play, select your starting lineups and place them on the game board. Guards are placed in "G1" and "G2", forwards in "F1" and "F2", and a center in "C". The visiting team is placed first, and then the home team. Matchups are very important in this game. Each player is said to be guarding the player directly opposite him, so when you place your players you should consider both what their Rebound Ratings are versus their opposite numbers and what sort of defensive abilities a player will have when placed opposite a torrid shooter.

The higher the Rebound Rating, the better a player is in that category. Defense ratings are given either as a plus or a minus, and the lower the defense rating, the better he is in that category.

Home Court Advantage: When making any lineup changes (as well as at the beginning of each game or half) the home team always has the final decision as to who will guard whom.

Fast Action Cards: Shuffle the entire deck and place them face down. When all cards have been played and discarded, that equals one quarter of play. Reshuffle the cards at the beginning of each quarter. (Owners with older sets of 2-sided Fast Action Cards must run thru both sides to complete a quarter.)

Starting the Game: To start the game, flip over the first Fast Action Card and look at the "JUMP TO" category to see which team gets the ball. After each period you can either rotate the ball or continue to jump at the beginning of each period as the NBA used to do.

Floor Action: Each time that a team gets possession of the basketball (after a field goal, turnover, rebound, jump ball, free throw, or at the beginning of a period, etc.) the team that just got the

ball must always refer to "ACTION" on the next Fast Action Card. The ACTION reading will tell you what takes place on the floor. The only time that you do not refer to ACTION is when the defense is using the full-court press; then you refer to PRESS instead.

Advancing the Ball: After ACTION, you may not want to shoot, but might prefer to work the ball around in the hope that a better shooter will get it, or you may just be trying to work down the time clock. If so, call for "ADVANCE" and refer to that section of the Fast Action Card. You will get much better shots under ADVANCE, as players' assist ratings will come into play. A team may call for two ADVANCE readings, after which a shot must be taken.

Shooting: When you decide to have a player shoot, simply call for the shot and refer to the proper rating of either FIELD GOAL or SECONDARY. FIELD GOAL is used when shooting after calling for the ADVANCE rating, while SECONDARY is used when a player shoots right off the ACTION phase of the Fast Action Card. Some players do not have a SECONDARY rating; these use FIELD GOAL for all shots taken. The reason for the SECONDARY rating is that some players have a high percentage of field goals made, but take very few shots. This method keeps them from taking shots directly from ACTION.

Rebounding: When a shot is missed, turn to the next Fast Action Card and look opposite "REBOUND". The reading will tell who gets the ball, or it will call for the high rebounder at a position, often with an addition made to the rebound rating of the defense player. If, after the addition, the players are tied with the same rating, the defensive player always gets the ball. If the Fast Action Card reads, "High at . . ." and then gives two positions, add together the ratings of the two players for each team to see which teams get the ball.

Assist Rating: This comes up under ADVANCE only and when it is called for, use the ASSIST rating as the field goal range of the shooter. It is not possible for a shot with the ASSIST rating to be blocked, nor do you make any adjustments because of opposing players' defensive abilities, either plus or minus.

Three-point shot: Any player may attempt a three-point shot when the play reading is under ACTION. The 3-point rating is a separate category on 1988-89 cards and later; the number in parens means total number of shots per game for that player. On earlier cards, the 3-point number is the number in parens following the FIELD GOAL rating. For example, a (42) means that the three-point attempt is good if the next random number is between 11 and 42. There is no defensive adjustment to this shot. If a player does not have a number in parentheses, he cannot attempt the three-point field goal.

The Shooting Range: The "shot numbers" on the Fast Action Cards range from 11 to 88. Numbers ending in "9" or "0" are not used, meaning our number sequence is 11-18, 21-28, 31-38, etc. A shot is good if the number opposite SHOT NUMBER is within the range (after being adjusted for defense) of the shooter. **EXAMPLE:** If the FIELD GOAL range of a player is 11-42, and the defense adjustment is "Minus 3", the new range is 11-37 (Remember: no "9" or "0"). The numerical chart on the game board can be used to determine the new range.

Fouls: When a foul is called for, consult the Foul Drawing Table on the game board for an explanation of the steps to use. When a player is fouled in the act of shooting, you do the same thing except you first have the player who was fouled complete his shot attempt. If the shot is good, he receives one free throw, but if the shot misses, he receives two or three free throws, depending on the team foul situation.

A team is permitted four fouls per period without penalty, but after the fifth foul, these changes come about:

1. Each foul calls for two shots.
2. A missed shot while fouled in the act of shooting results in three chances to make two free throws.

An offense charging foul does not count as a team foul.

Steals: Each player has a steal rating. When Fast Action Card calls for a possible steal ("S") then use the rating of the defensive player and if that rating is equal to or greater than that called for, he steals the ball.

Blocked Shots: This takes place in the same manner as steals, except that the Block ("B") rating is used. You cannot block a free throw.

Injuries: If a Z reading calls for an injury to a player, and does not specify how long that player is out of the game, he is considered injured and out of play for the balance of the game currently in progress PLUS the number of games opposite his Injury Rating (Inj). A player with an Injury Rating of "0" is only out for the rest of the game being played. To insure statistical accuracy, we suggest that you never allow a player to miss more games through injury than he did during the season being played. You can easily determine this by merely subtracting from 88 the number of games (G) listed for him on his card for that season.

Stamina: Each player has a Stamina Rating which is a playing time guideline. Stamina is based on field goals attempted, rebounds, and personal fouls. When these factors equal the player's Stamina Rating, he has used up his effectiveness and must be replaced. A player can only exceed his stamina when a sub has also used up his. A sub can also exceed his stamina, but only if both regulars (or one if in the case of the center) have used up theirs first. However, if a sub who has used up his stamina returns to the game, he will always shoot at SECONDARY (if he has such a rating; otherwise he still used his Field Goal rating), and his Defense Rating automatically becomes "Plus 5". When you bring a substitute into the game for the first time, you will get the most accurate simulation of the actual strength of that team by first using the substitutes with the highest stamina. Similarly, the starters for each team should be those players whose stamina is the highest. Beginning with 1988-89 Cards, use the SHOTS number as the STAMINA rating.

ITEMS OPPOSITE "ACTION" ON FAST ACTION CARDS.

Pass to . . . : Ball goes to player at position listed, who can either shoot (using Field Goal Rating, or Secondary Rating if he has one) or advance the ball. Note that in any play made off ACTION a player who shoots *must* use his Secondary Rating if he has one.

Loose Ball Foul on Defense: Defense player commits foul. Use foul number on next Fast Action Card to see which defense player has number within his range. If no player has number, use indicated Foul Drawing (FD) number and Foul Drawing Table to see which offense player drew the foul.

Offense Three Second Violation: Someone on offense was in the lane too long. Ball is turned over to other team.

Consult Z on Next Card: The Z series is designed to bring about unusual events such as technical fouls. When this occurs, you turn to the next Fast Action Card and refer to Z. This is where forced rests come about and make you take a player out of the lineup for the remainder of a period. This element is designed to bring about the occasional flat game where a player contributes little or nothing to his team's effort; something that happens to all players at one time or another.

Defense Foul: Use normal foul procedure as outlined above. NOTE: When a defense foul is called (at any time, including a loose ball foul),

and two or more players on offense have the *same* foul drawing number, the foul is charged to whomever the offensive coach chooses, if the offensive team is at home. This is another segment of the home court advantage. If the fouled team is on the road, however, the foul is committed by the player who has the fewest fouls already charged against him.

Fouled While Shooting: The first step is to see which defensive man committed the foul, using the foul number on the next Fast Action Card, or the Foul Drawing procedure if necessary. Then complete the shot attempt, always using the FIELD GOAL rating, regardless of when the shot was attempted, and adjusting for defensive pluses or minuses. If the shot is good, one free throw is allowed. If the shot misses, two free throws are allowed. When the offensive player draws the foul, charge the foul to the man who is said to be guarding him.

Any S Rated Player Steals: Can occur on any pass to any position, with the "S" indicating the possibility of a steal. Check the Steal Rating of the defensive player, and if it is as good as that called for on the Fast Action Card, he steals the ball. As an example, if the Fast Action Card reads, "Pass to Center (Any S5 at defense guard steals)", you must have a player with "Steal: 5" at either G1 or G2 to get a theft of the basketball.

Travelling: A turnover as the name implies.

Offense Charging Foul: This does not count as a team foul, but is charged to the individual. To discover who committed the foul, use the foul number with this important change: Use the *offensive players'* foul numbers, and if no player has that number within his foul range, charge the foul to the player who is *closest* to that foul number.

Double Dribble: A turnover.

Ball to Home Team: This means the ball was juggled around, several players touched it, and it winds up out of bounds, with the home team bringing it back into the game. Resume normal play, beginning with ACTION.

Line Violation: Someone on the offense stepped out of bounds while dribbling. Ball is turned over.

ITEMS THAT COME UP WHILE CHECKING OUT REBOUND ON FAST ACTION CARD

Rebound to Defense F1: Player at Defense F1 gets ball and the Fast Break can be used. If Fast Break used, use that chart on the game board.

Rebound to Defense F2: Player at Defense F2 gets ball and the Fast Break can be used. If Fast Break is used, use that chart on the game board.

Rebound to Center: Player at defense Center gets ball and the Fast Break can be used. If Fast Break is used, consult that chart on the game board.

Rebound to Defense G2: Player at Defense G2 gets ball. No Fast Break option.

Rebound to Defense G1: Player at Defense G1 gets ball. No Fast Break option.

High at G1 and G2: Player with the highest rebound rating, offense or defense, gets rebound. If tied, ball to defense player.

High at F1 and F2: Player with highest rebound rating, offense or defense, gets ball. If tied, the ball to defense player.

High in Game: Highest rated player in game, offense or defense, gets rebound.

Offense F1: Offense F1 gets ball and he may shoot again, using field goal rating.

Offense F2: Offense F2 gets ball and he may shoot again, using field goal rating.

Offense Center: Offense Center gets ball and he may shoot again, using field goal rating.

Offense G1: Offense G1 gets ball and he may shoot again, using field goal rating.

Offense G2: Offense G2 gets ball and he may shoot again, using field goal rating.

Defense Goal Tending: Player that just took the shot and missed, now given credit for a field goal. Defense touched ball while on the rim.

High At (Add): When this comes about, you add the number given to the rebound rating of the defense player. Rebound then goes to the player who has the highest rating. If tied, defense always gets ball. If offense player retains rebound, after defense adjustments, offense player may shoot again, using field goal rating.

High on Offense: Highest rated offense player gets rebound and he may shoot at once, using field goal rating.

High on Defense: Ball to highest rated defense player. No Fast Break Option.

Offense Goal Tending: Ball is touched by offense while on rim. Ball given to defense and counted as a turnover.

Defense Foul: Use normal foul procedure. Consult Foul Number first and then Foul Drawing, if needed.

Offense Back Court Foul: This is mandatory two shot foul on offense. Use Foul Number on next Fast Action Card, see if any offense player has number within his range. If no one has specific number, closest to that foul number is charged and man he is paired against shoots two free throws.

Offense Foul: Normal foul on the boards. Use Foul Number on next Fast Action Card, see which offense player has this number within his foul range. If no one has this specific number, charge foul to player who is closest to this number. Counts as a team foul.

Jump: Consult Jump on next Fast Action Card and resume normal play.

ITEMS UNDER SHOT NUMBER ON FAST ACTION CARDS

Numbers 11 to 88: Used for determining if either a field goal or a free throw attempt is good. To be good, number must be within range of the shooter. Field goal attempts (and secondary) must be adjusted by the plus or minus of the defensive player who is guarding the shooter. Remember, we use a base 8 and refer to the chart for counting up and down. There are no 9's or 0's in our base scale.

Blocked Shots: When a reading of possible block occurs, consult the defense player cited and if his block rating is as good or better than that called for, he blocks the shot and his team gets the ball. Do not credit a rebound, but charge player who tried shot with a field goal attempt.

ITEMS UNDER ADVANCE ON FAST ACTION CARDS

Pass to F1, F2, C, G1 or G2: Player has choice of either shooting, using FIELD GOAL RATING or working another advance. Each team can work only TWO ADVANCES and then must try a field goal. Secondary is not used when shooting under ADVANCE.

Steals: When S is cited, a steal is possible. Check defense player and if his steal rating is as good or better than that on the Fast Action Card, he steals ball. No Fast Break option available. Example, "Pass to G1 (S2-5 at defense G1, steals). "If the defense G1 is STEAL: 3, he steals ball. Had he been STEAL: 1, he would not have stolen ball.

Pass to Choice: Here is where you can name the player who gets the ball and your choice can either shoot or pass. Most of the time, you will take the shot as your top pick is wide open for a good percentage shot.

Use Passer Assist Rating: Ball goes to player named and you can shoot using the Assist Rating of the Passer as the Field Goal Rating of the shooter. As an example, if the Assist Rating of the Passer is ASSIST: 61, then the field goal shot is said to be 11 to 61. There is no defense adjustment and this shot cannot be blocked. Very good shot when good passer is handling ball.

(Often the player who has the ball will get it right back through advance and this means that he dribbled the ball. If it calls for him to use his assist rating, do just that. Permit him to shoot at his assist rating as he worked to get open, but do not credit him with an assist if basket is made.)

Twenty-Four Second Violation: Offense did not get shot off before clock ran out. Turnover and ball to defense.

Defense Foul and Loose Ball Foul: Use normal foul procedure, employing first the foul number against defense or foul drawing table, if needed.

Ball Thrown Away: Bad passing and ball goes as a turnover to the other team.

ITEMS UNDER Z READING ON FAST ACTION CARDS

Must Rest Remainder of this Period: The player named must sit out the remainder of this period.

For a number of reasons, he is not doing well. This factor brings about the element of a bad game and the deck of Fast Action Cards is programmed in favor of the home team in this segment. This also makes the use of STAMINA more critical in planning. No one position can be forced to rest more than one player per period. Ignore second forced rest at same position. It is possible in some games to have a player forced to rest a portion of every quarter; this means he contributed nothing to his team's performance. Careful substituting will alleviate the damage that can result from forced rest.

Option to Skip Cards: Team named has the choice to skip the number of cards called for. If team chooses to take option, count out the number of cards and do not use them for this period.

Automatic Skip of Cards: When called for, follow the instructions and discard the number of cards from this quarter. However, only one skip per quarter can be forced upon the teams . . . ignore any second call for skipping cards. (However, the team option is still valid).

Flagrant Foul on Defense: Use foul procedure to find out which player committed pre-motivated foul. Offense player gets two shots. As an added wrinkle, obtain a foul number on the next Fast Action Card and if between 81 and 88, the defense player is ejected from the game.

Double Foul: Home team names which player on his team and which player on visiting team committed double foul. No free throws are taken, but a jump ball is used to resume play.

Defense Goal Tending and Technical Foul: Use foul procedure, first the foul number and then Foul Drawing, if needed. The player who committed the foul is also charged with a technical and the man he guards is given credit for a made field goal and also a free throw. When this is done, the offense team also gets ball out of bounds.

Technical Foul on Coaches: Team charged is penalized by opponent getting two free throws for the bench technical and ball out of bounds.

Technical Fouls on Individuals: Use Foul procedure, first the foul number and see which player has the number within his foul range. If no one has the specific number, then man closest to it is charged. Other team gets one free throw and ball out of bounds. A player is ejected from the game if he draws two technical fouls.

Technical Foul for Zone Defense: Defense cannot use zone and was caught in act. Offense gets one free throw for player of choice and ball out of bounds.

Note on Disqualifications: Player is ejected from game for:

1. Six personal fouls
2. Two technical fouls
3. Flagrant foul and a new number from 81 to 88
4. Fighting if at F1 and Z calls for fight to occur.

ITEMS UNDER PRESS ON FAST ACTION CARDS

Defense Foul: Use normal foul procedure; first, foul number, and then, if needed, foul drawing table.

Add to Shooting: When this occurs, add a full value of 10, 20, 30 or 40 to the player and use his field goal rating. This means a steal attempt failed, the press was broken and offense player gets a layup attempt. Ignore base 8 in this case and add a full value as called for.

Back Court Foul: Use normal foul procedure. Offense player gets two free throws as foul was in back court.

Ball Out of Bounds to Home Team: Ball kicked by several players and is awarded to home team.

Steals: May come up and use as explained under STEALS.

Fouled while Shooting: Use foul procedure as explained in general rules.

Ball Thrown Away: A turnover caused by increased defense pressure.

Offense Charging Foul: Player tried to force way through defender. Use system to determine offense foul. Ball to other team.

Consult Z on Next Card: Turn to next Fast Action Card and use the Z READING.

Travelling, Double Dribble: Both turnovers. Ball to other team.

Line Violation: Offense did not get ball across mid court within ten seconds. Ball is turned over.

On any other press reading, do exactly what the reading says.

ADDITIONAL RESULTS FOR PRESS AND Z READING

Line Violation, Ball Thrown Away, Double Dribble, Travelling, 10 Second Violation— Offense gives up ball in all of these cases, and other team takes over. This also applies to 24-second violation on ADVANCE.

*Technical Foul—*One or two shots (if specified) by other team; any player may shoot at shooting team's discretion, including subs.

*Charging—*Foul charged to ball handler. Defense takes over ball; no shot unless in penalty situation.

Double Foul— Each team gets one shot, then have jump ball.

KEEPING TRACK OF THE BASKETBALL

When playing this game, it is not really necessary to have an actual representation of the basketball; however, many players find it convenient to keep track of who has the ball by placing a coin next to the card of the player currently holding it.

We get more questions about the use of stamina than anything else in this game. In order to avoid the aggravation to us of thousands of questions, and the aggravation to yourself of waiting many months for a reply, we encourage you to remember the *spirit* of the stamina rule, which is that regulars should play only to an extent that shows realism, and proper use of subs does this. If the subs do not get their full playing time, you will not be reflecting the realities of the pro game, and since this is essentially a statistical game there is no real way for us to force you to do this. If you play the subs with the highest stamina at each position first, however, you will be best approximating this.

Should the score be tied at the end of the regular game, it goes into an overtime. Overtime lasts for the duration of 75 Fast Action Cards.

We can offer you **updated** Player Cards that reflect real-life performances, normally available only two months after the season ends. Updated Player Cards can be ordered separately each year simply by writing us for complete information.

will be answered only upon receipt of a self-addressed envelope containing first-class postage.

Ask for Parts List. Write to: The Avalon Hill Game Co., 4517 Harford Road, Baltimore, Md. 21214.

RATE YOUR OWN: If you wish to rate teams we do not rate, or just want to break our hard-working hearts by rating your own NBA teams, you may do so using the formulae below. See our Parts List for blank Player Cards. Please do not ask us for more information on rating the players, as this is all we have. Some of your ratings may have to be subjective.

FT: Use percent made and this table

%	Range						
015	11-	265	11-31	515	11-51	765	11-71
031	11-12	281	11-32	531	11-52	781	11-72
046	11-13	296	11-33	546	11-53	796	11-73
062	11-14	312	11-34	562	11-54	812	11-74
078	11-15	328	11-35	578	11-55	828	11-75
093	11-16	343	11-36	593	11-56	843	11-76
109	11-17	359	11-37	609	11-57	859	11-77
125	11-18	375	11-38	625	11-58	875	11-78
140	11-21	390	11-41	640	11-61	890	11-81
156	11-22	406	11-42	656	11-62	906	11-82
171	11-23	421	11-43	671	11-63	921	11-83
187	11-24	437	11-44	687	11-64	937	11-84
203	11-25	453	11-45	703	11-65	953	11-85
218	11-26	468	11-46	718	11-66	968	11-86
234	11-27	484	11-47	734	11-67	984	11-87
250	11-28	500	11-48	750	11-68	1000	11-88

11-28 1.0 to 2.0
11-31 2.1 to 3.0
11-32 3.1 to 4.0
11-33 4.1 to 5.0
11-34 5.1 to 6.0
11-35 6.1 to 7.0
11-36 7.1 to 8.0
11-37 8.1 to 9.0
11-38 9.1 to 10.0
11-41 10.1 to 11.0
11-42 11.1 to 12.0
11-43 12.1 to 13.0
11-44 13.1 to 14.0
11-45 14.1 to 15.0
15.1 and higher, no secondary rating

FOUL RANGE: Add all FOULS PER MINUTES for team members. Total and find out what percent each player made of the fouls. Then assign the 64 numbers (11 to 88) to each player based on the percent he drew. (Shortcut method: Each player gets 4 numbers and adjust some for higher foul rates and take away from others with few fouls).

FOUL DRAWING: Based on Free Throws Attempted per minutes played. Do same as rebounds. Divide FTA by Minutes Played and use number rounded to a whole number. Ex: .23 is now 23, etc.

BLOCK: Get blocks per minutes played and use number as a whole. Ex: .03 is Block 3. If lower than .005 . . . rating is 0. .006 is rating of 1.

STEAL: Get actual steals per minutes and from total SUBTRACT 2. Example: Steal per minute of .05 is whole number 5 . . . minus 2 is Steal: 3.

STAMINA: Based on FGA, REB and PF per game. This total on a per game basis is his stamina rating.

DEFENSE RATING: Range the teams in order from best to worst—based on POINTS ALLOWED PER GAME. Then across from each ranking are the ratings to be assigned to the individual players. Assign according to your knowledge of the game. (Fouls per min. is a good guideline as to aggressive play and defense ability).

Rank	rate	rate	rate	rate	rate	rate	rate	rate	rate	rate	rate	rate	rate	rate	rate	rate
1	-5	-5	-4	-3	-3	-2	-1	0	0	1	2	3	4	4	5	
2	-5	-4	-4	-3	-3	-2	-1	0	0	1	2	3	4	4	5	
3	-5	-4	-3	-3	-2	-2	-1	0	0	1	2	3	4	5	5	
4	-5	-4	-3	-2	-2	-2	0	0	0	1	2	3	4	5	5 (5)	
5	-5	-4	-3	-2	-1	-1	0	1	1	1	2	3	4	5	5	
6	-5	-4	-3	-2	-1	0	0	1	1	2	3	4	4	5	5	
7	-4	-4	-3	-2	-1	0	0	1	1	2	2	3	4	5	5 (that's right)	
8	-4	-3	-3	-2	-1	0	0	1	1	2	3	3	4	5	5	
9	-4	-3	-2	-1	0	0	1	1	1	2	3	3	4	5	5	
10	-3	-3	-2	-1	0	0	1	1	1	2	3	3	4	5	5	
11	-3	-2	-2	-1	0	1	1	2	2	3	4	5	5	5	5	
12	-3	-2	-1	0	0	1	1	2	2	3	4	5	5	5	5	
13	-3	-2	-1	0	1	1	2	2	2	3	4	5	5	5	5	
14	-3	-2	-1	0	1	2	2	2	3	3	4	5	5	5	5	
15	-3	-2	-1	0	1	2	2	3	3	4	4	5	5	5	5	
16	-3	-2	-1	0	1	2	3	3	4	4	5	5	5	5	5	
17	-3	-2	-1	0	1	2	3	4	4	4	5	5	5	5	5	
18	-3	-2	-1	0	1	2	3	4	4	5	5	5	5	5	5	

Rest same as 18