

Replay Basketball - Card Result Readings

Missed Shot

+	Possible Injury	(Column 3/Row 6) Missed 2 pt. FGA + <i>possible</i> injury to the shooter
2?	Shot contest by defender	Blue die higher than Column 1 D rating = shot missed / if not = made basket
2\$	Possible Clutch Shot	If last 6 min. or overtime = made basket / if not = missed 2 pt. shot
2^x	Possible 3 Pt. Shot	Blue die is higher than raised # = 3 pt. shot attempt / otherwise = made 2 pt. shot
2^H	Shooter Hot?	Made if shooter is hot / if not = missed 2 pt. shot
2F1	Good & Fouled	Count the basket, plus foul by regular defender
2F1?	Good & possible Foul	Basket Good & if Blue die higher than def Column 6 D rating = no foul
3A?	Possible 3 Pt. Shot	Blue die higher than D “prevent 3A?” rating = Pass / if not= 3 pt. attempt
A	Great Pass!	Made 2 pt. basket / Blue die determines who made the basket
B?	Possible Blocked Shot	Blue die higher than def. Column 3 rating = blocked shot / if not = 2 pt. basket
C2?	Shot contested by Center	Blue die higher than Column 1 D rating = shot missed / if not = made basket
CB?	Possible Block by Center	Blue die higher than Center Column 3 D rating=blocked shot / if not = 2 pt. basket
F1	Non shooting foul	Foul by regular defender
F1?	Possible foul	Blue die higher than def. Column 6 D rating = no foul / if not = foul by defender

F1*	Personal & Team Foul	Personal foul & Team defensive foul – check Column 6* Fouls Chart
F2	Fouled while shooting	Foul by regular defender while in the act of shooting
F2?	Possible shooting foul	Blue die higher than def. Column 6 rating = missed 2 pt. FGA / if not = shot foul
F2*	Personal & Team Foul	Personal foul & Team defensive foul – check Column 6* Fouls Chart
OF		Offensive Foul (turnover)
P	Pass	Draw next Play Card (three P or P? is a shot clock violation)
P+	Nice Pass	Blue die determines who takes the shot... (+10) to shooters rating
P-	Play breaks down	Blue die determines who takes the shot...(– 10) to shooters rating
P?	One-on-one move	Blue die higher than Column 5 D rating = move denied (Pass) / if not = Col. 2 shot
PB?	Possible Block by PF	Blue die higher than PF Column 3 D rating = blocked shot / if not = 2 pt. basket
SB?	Possible Block by SF	Blue die higher than SF Column 3 D rating = blocked shot / if not = 2 pt. basket
ST*	Possible Steal	Blue die higher than def. Assist position on Play Card = steal / if not = next FAC
ST?	Possible Steal	Blue die higher than def. Column 4 D rating = steal / if not = next FAC
TO		Turnover charged to offensive player

Cold Shooter? = shooter missed 4 consecutive shots (all “?” in Column 1 are now missed shots)

Hot Shooter? = shooter made 4 consecutive shots (all “2H” results are now made baskets)

Team Fast Break Ratings: **Double Green** (Most Effective) > **Yellow** (Average) > **Double Red** (Least Effective)

Fast Action Card Reading Reminders:

- You are checking against the Defense on every “?” result
- **Defense wins** the battle when the blue die reading is **higher** than the defenders rating
- **Offense wins** the battle if the blue die reading is **equal to or lower** than the defenders rating
- Think of “P?” as the player can either get open to shoot or he may have to pass
- Results of “\$” or “H” are missed shots, unless it is “clutch time” (\$) or the shooter is “hot” (H)
- Shoot a **3-Point attempt** when the blue die result is higher than the raised #
- Use the actual dice rolls to resolve any dead ball results and free throws in the last two minutes of a close game (within 10 points)...**or**....use 120 card FAC deck (10/min.), and dice rolls on all dead ball results and free throws throughout the entire game

Suggested Resting Of Players

Starters:

- Rest – 6 players: leave at 6:00 minute mark of 1st / 3rd
- Rest – 3 players: leave at 3:00 minute mark of 1st / 3rd
- Starters (if fully rest, and not in foul trouble) play the entire 2nd / 4th

Reserves:

- Depth Chart governs who plays / shifts on the court for all substitutions
- All Reserves (even Rest-9 players) are considered fully rested at the 6:00 minute mark of 1st / 3rd if not yet used in the half
- 2nd string players play before 3rd string players

Shaded Squares:

- Always played according to the chart with one exception: If not yet fully rested, Rest – 1 and Rest – 3 players must leave the game to serve their normal rest at the next dead ball
- Reserves must rest the charted time or their normal rest, whichever is greater
- No player ever has to rest more than 6 minutes, unless dictated by the Rest Chart