

FASTSCORE BASKETBALL
created by Brian Davis

2002-2003 BASKETBALL SEASON

Team	OFF	DEF
Atlanta	4	7
Boston (*)	3	4
Chicago	5	8
Cleveland	3	9
Dallas	10	5
Denver	-2	3
Detroit	3	0
Golden State	10	11
Houston	4	3
Indiana	6	4
LA Clippers	4	7
LA Lakers	9	7
Memphis	7	9
Miami	-1	2
Milwaukee	8	8
Minnesota (*)	7	6
New Jersey	5	2
New Orleans	4	3
New York	6	6
Orlando	7	7
Philadelphia	6	5
Phoenix	5	5
Portland	5	3
Sacramento	9	5
San Antonio (*)	5	2
Seattle	3	3
Toronto	2	6
Utah	5	3
Washington	3	3

Fastscore Basketball is a quick play game designed to generate the score of a basketball game with a few rolls of the dice. This can be used as a supplement to other basketball games, allowing you to quickly play games in a replay scenario, or could be used as a standalone game.

Fastscore Basketball is played using three pages of charts and two differently colored 6-sided dice. Each team has two ratings- an offensive and defensive rating. These ratings are used to determine the number of points the team scores per quarter. Higher OFF ratings represent better offenses, while lower DEF ratings represent better defenses.

Rules for play:

- 1) Determine each team's scoring rating.
 - a) To calculate the scoring rating take the team's OFF rating and add it to their opponent's DEF rating.
- 2) Determine the number of points scored per quarter.
 - a) The visiting team rolls first- roll both dice and read them sequentially- for example, if using a red and white die, and the roll is "3" on the red and "5" on the white die, read the result as "35"
 - b) Refer to the team rating on the Scoring Chart.
 - c) Look up the dice roll in the row corresponding to the team rating (found in the left most column). The number at the top of the column is the number of points scored in the quarter.
- 3) Repeat step 2 for the home team.
- 4) Repeat from step 2 for the 2nd, 3rd and 4th quarters
- 5) Overtime: If the score is tied:
 - a) Subtract 5 from each team's rating.
 - b) Roll two dice for the visiting team and the home team as above. Divide the score by 2 (rounding down) to determine the number of points scored in overtime.
 - c) If the score remains tied, repeat step 5 until a victor is determined.

OPTIONAL RULES:

- 1) HOME COURT ADVANTAGE: To simulate home court advantage, add 4 points to the home team's rating and subtract 4 points from the visiting team's rating.
- 2) CLUTCH RATINGS: Certain teams have an * next to their team name. These are teams that have win-loss records better than expected from their stats alone. In the 4th quarter, if losing by up to 6 points, roll twice for the * rated team to determine the number of times the team scores in the quarter, and take the higher result of the two rolls.