

<u>FAC SECTION</u>	<u>WHO GETS PASS</u>	(ONLY TIME YOU WOULD HAVE A TIMED SEQUENCE)
PASS TO	POS	Use the 1-40 number on the right FAC to get the action from the players card REG section
PASS TO	POS (#)	If the # is greater than the players GOTO rating he does not get to take an action. Check the next player mentioned on the same card for an action. If no one qualifies flip a timed FAC as this sequence was a PASS. NO Defensive stops can happen unless an offensive player qualifies to take an action.
PASS TO	FORCED SHOT (not timed)	If after 2 passes (or 3 in college) either from failed qualifiers or a PASS from the players card in secession the team goes into forced shot mode. A player still needs to qualify for an action, if none do it is a shot clock violation. If a player qualifies use ONLY the 1-40 number to the right checking the players shot type (2 or 3) from his Forced Shot section. Proceed as any other shot.
<i>Defensive players DENY rate can force a qualified player to not qualify if the POS (#) falls in the defensive players DENY range</i>		

<u>FAC SECTION</u>	<u>OFFENSIVE 1-40 COLUMN OUTCOMES</u>	
PASS TO	2PT or 3PT	Shot: Flip FAC and check SHOT # section versus PCT for shot taken
PASS TO	TO	Turnover: Flip FAC and check PASS TO section
PASS TO	F (2)?	Shooting foul: Flip FAC and check F (2)? Section to see who the foul was on. If POS (#) is less than players CF rate then foul on that player otherwise foul on shooters defender (can be the same guy)
PASS TO	PASS	Pass: Flip FAC and check PASS TO section. Time elapses on the shot clock.
PASS TO	AST	Great Pass: Flip FAC and check AST TO section to see who gets the automatic basket using the players APR= rate to qualify. If no one then give basket to the highest APR= rated player. (Cannot assist self)

<u>FAC SECTION</u>	<u>DEFENSIVE STOP ?</u>	<u>DEFENSIVE PLAYER PASSES STOP CHECK</u>	<u>DEFENSIVE PLAYER FAILS STOP CHECK</u>
PASS TO	F (1)	Non-shooting foul: Flip FAC and check PASS TO section	Player w/ball uses 1-40 in REG Column
PASS TO	TO	Turnover: Flip FAC and check PASS TO section	Player w/ball uses 1-40 in REG Column
PASS TO	Steal	Steal: Instantly look at Fastbreak section of FAC to see if a FB develops. If no flip FAC and check PASS TO section.	Player w/ball uses 1-40 in REG Column
SHOT #	Missed	Shot is missed, flip FAC and check for rebound	Resolve shot with shot #
SHOT #	Blocked	Shot is blocked, flip FAC and check for rebound	Resolve shot with shot #
SHOT #	F (2)?	If FD >= number than foul. Resolve whether basket was made using shot pct.	Resolve shot with shot #
<i>3 pointers disregard the missed and block defensive stops. Only the F(2)?s the say (3 pt) are used on 3 point shots. Use the defending teams 3 PT DEF to adjust all 3 point FG shots.</i>			

<u>FAC SECTION</u>	<u>OUTCOME</u>	
REB	Pos or Pos	Check rebound rating of the first player if his rebound rate is greater than or equal to the (##) then he gets the rebound otherwise give it to the other player. If Offensive rebound use the OFF REB 1-40 number from right FAC to resolve action on rebounders OFF REB section immediately.
REB	Defensive Pos or Pos	Check rebound rating of the first player if his rebound rate is greater than or equal to the (##) then he gets the rebound otherwise give it to the other player on the defense
REB	Loose ball foul	Flip FAC and check F(2)? / WHO? Section. If player CF rating is greater than or equal to the (#) than foul on that player otherwise defender gets the foul.

<u>OTHER THINGS</u>	<u>OUTCOME</u>	
FB	after steal (STL only) or DEF rebound	To qualify for a FB the player mentioned must have a FB rate greater than or equal to the number in ( ). Position (#) STL only after a steal. Position (#) after both. If FB then flip FAC and check the FASTBREAK section for a 1-40 number, use this number only the FB players FB section of his card
Other assists	when a basket is made without an AST outcome	Check the right FAC (do not flip) in the REGULAR section for a player and (rate). If the players Assist rate is greater or equal to this number he gets an assist. If the player who made the shot is the same as the player mentioned use the FB or ALT section for a possible player. During a fastbreak basket use the REGULAR and then the F or ALT section to check for an assist. No assist if no players qualify.