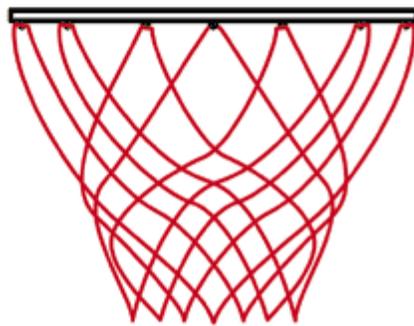


# INSIDE THE PAINT BASKETBALL



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Welcome to Inside the Paint Basketball (ITP). This is a table top simulation of the game of basketball using Fast Action Cards (FAC) and player cards that represent some of your favorite players from the sport. Example player cards and FACs are on the back pages of this rulebook for reference.

## WHAT YOU NEED TO PLAY:

2 Teams  
FAC Deck  
Timing-Scoreboard  
Score Sheet  
Tokens (used to mark score, time and momentum)

## SETUP:

To begin you need to pick out the starting lineups for each team. Each player has a position listed on his card. These are main positions that a player played but looking at the cards and the players height you are welcome to place players at positions you feel they could be playing, this is especially true of college ITP. Once you have the lineups place the players and the team card on your tabletop like so:

AWAY TEAM CARD	C	PF	F	G	PG
HOME TEAM CARD	C	PF	F	G	PG

The player opposite the player from the other team is that players **defender**.

## FAC DECK:

The FAC deck is used to move the play along in ITP. The deck has 200 cards, which are double-sided. Consider the side with the PASS TO section that has a position listed as the **LEFT** while the PASS TO with # number as the **RIGHT**. You will need to shuffle these well before beginning to play for the first time. Easiest way to shuffle is to break the deck into 4 manageable stacks and shuffle each one while inter-mixing the stacks as you go. Place one of the stacks next to the player cards to begin play with the left side showing.

When reading the FACs they are read as if they are one large card with both the left and right sides coming into play on many readings. Only one reading from sections is taken off of each flip of the cards no matter which section is being referenced. Certain sections (PASS TO, SHOT and REBOUND) are sections that may use both left and right at the same time.

## JUMP BALL:

Jump balls are handled by comparing the OFF REB ratings of the highest starting players in the game. You will be looking on the right portion of the FAC under JUMP BALL to get the reading needed to resolve the jump. Once you have the player/team in control you proceed with flipping a FAC and reading the PASS TO section.

- 1) The team with the highest rated player is considered the team with the advantage. If the JUMP BALL reading lists just a position then the highest rated player wins the jump and the player at the position listed is then in control of the ball.

- 2) If the FAC has position with +# listed then that number is added to the lower players OFF REB rating. If that makes his new OFF REB rating higher than his opponents then his team now controls the ball.
- 3) If both jumping players start with equal ratings or after a +# result makes both jumping players are equal then the ball is controlled by the home team.
- 4) There are a few results that say either OB:AWAY or OB:HOME. These are simply balls that were hit out-of-bounds on the tip so the ball goes to the team listed.
- 5) There is one saying REJUMP where you just flip another FAC and redo the jump process.

## **PASS TO section:**

### Finding what player controls the action:

The pass to section of the FAC is the most used and the only section that is used to time the game. The Pass To section is the complete blue section on both sides of the flipped FACs. The left PASS TO section mentions a player on the offensive team that has the ball. Sometimes there is more than one player listed and these positions have parenthesis next to the position. These require the player to qualify to get the ball using the players GOTO rating. The players defender can DENY the listed player the ball if the (##) falls in the defenders DENY range. A reading of just a position means that player has control and can take action with the ball.

If the number shown (##) is less than or equal to the GOTO rating and higher than the defenders DENY rating then he receives the pass and can now take action with the ball. If the first player doesn't qualify then check the second player listed in the same way.

*EX: Jordan and Gervin are playing PG against each other. You get a PASS TO reading that says PG (7). Because Jordan has a GOTO rating of 20 which is higher than the (7) he gets the ball and either uses the 1-40 number on the REG column or makes it so a defensive stop is possible. If the reading had been PG (2) Gervin would have denied Jordan of any action and forced him to pass because Gervin has a DENY rating of 1-2.*

There are even a few FAC readings that mention a third option of players with GOTO ratings above 20. If the first 2 players listed fail to qualify for action check to see if any player on the floor qualifies with the number mentioned. It is very rare for a player to be above 20 for GOTO.

If no player can qualify for an action due to having a low GOTO rating or being denied the ball the sequence is considered a PASS taking time off the shot clock and no other action takes place. You will flip another FAC and proceed to find in the same as above to get a player in control of the ball.

Below the player listings, in the blue, are defensive results that may or may not stop the offensive player. These are considered possible defensive stops. If the defensive modifier fails to stop the offensive player then use the 1-40 number on the right of the FAC to complete the timed sequence of events by checking where that 1-40 number falls on the qualifying players REG column. **If no player is in control of the ball (qualify) then no defensive stop is even checked (exception when PRESS is deployed, explained later).**

### Shot clock running down for a forced shot:

If because of two (three for college ball) consecutive passes, either because of failing to qualify from a GOTO check or from a PASS result from a players card the shot clock is running out so a team must try a forced shot to beat the shot clock. Flip another FAC and refer to the PASS TO section as normal with these rules:

- This is NOT a timed sequence.
- Disregard ALL defensive stops from the PASS TO section.

- If GOTO checks are needed one player must qualify to take an action as normal, in this case DO NOT use the defenders DENY ratings.
- If a player(s) fail the GOTO check it is a shot clock violation turnover.
- If a player qualifies for an action use the 1-40 number from the right FAC PASS TO section and reference that players Forced Shot section of his card. Use the 1-40 number to find in what range type (2 pt or 3 pt) shot the player is taking. Finish the shot as normal but use the number (##) next to the range the 1-40 falls in as the forced shot shooting pct for this shot. *All defensive stops and possible fouls apply on these shots.*

*EX: If Jordan was called upon to take a forced shot you would use the 1-40 PASS TO number to determine the type of shot taken. A number from 1 to 34 would be a 2 pointer while a 35 to 40 would be a 3 pointer. Once the type of shot is determined use the FG% shown in the ( ) from this section to finish the play. For Jordan he would have a 37 2 pt FG% and a 29 3 pt FG%.*

### Outcomes from the offensive players card:

- 2PT: These are 2 point shots being attempted by a player. When these come up flip another FAC and refer to the SHOT section.
- TO: Turnover by the offensive player giving the ball to the defense out-of-bounds. These can be passes out-of-bounds, traveling, 3 sec or any non-steal turnover. Start the next sequence with the other team flipping a FAC and using the PASS TO section.
- F (2)?: The player is fouled in the act of shooting. Flip a FAC and refer to the F (2)?/WHO? section of the left FAC to find who the foul is on (explained later).
- PASS: The offensive player doesn't do anything with the ball except to pass it to a teammate. Flip another FAC and refer to the PASS TO section. This does take time off the clock.
- AST: The player has made a great pass to a teammate to set up an automatic basket. Flip another FAC and refer to the ASSIST TO section for the scoring player (explained later).
- 3PT: These are 3 point shots being attempted by a player. When these come up flip another FAC and refer to the SHOT section.

### Possible Defensive Stops:

Defensive stops are the section in blue directly beneath the PASS TO on the left FAC. They refer to a defenders rating to stop an action by the offense. All failed defensive stops take you to the offensive players 1-40 ranged section to resolve the sequence.

- F(1): If the defender listed has a CF (commit foul) rating greater than or equal to the number mentioned on the FAC then a non-shooting foul has been called on the defender/position mentioned.
- STEAL: If the defender listed has a STL rating greater than or equal to the number mentioned on the FAC the defender has stolen the ball. Instantly check the FB section of the right FAC card for a possible fast break (check FASTBREAK section of rules). If no fast break flip another FAC and refer to the PASS TO section.
- TO: This has you check the TO (forced TO rating) rating of the opposing team located on the defending teams team card. If the TO rating is greater than or equal to the number mentioned on the FAC the ball handler was forced into a turnover. Flip another FAC and refer to the PASS TO section.

### **SHOT section:**

The shot section in yellow on the FACs is used when any shot is taken. The shot section is broken into two parts with the left card SHOT section having a number from 1-100 while the right card in the

SHOT section has possible defensive stops. If the defensive stops are successful then the 1-100 is not used.

### Possible Defensive Stops On Shot Attempts:

The defender is always the player opposite the shooter in the lineup.

**MISSED:** If the defender/position listed has a DEF rating greater than or equal to the number mentioned on the FAC then the defender/player has forced the shooter to miss the shot. Flip another FAC and refer to the REBOUND section.

**BLOCKED:** If the defender/position listed has a BLK rating greater than or equal to the number mentioned on the FAC then the defender/position has blocked the attempted shot by the shooter. Flip another FAC and refer to the REBOUND section. *A blocked shot does NOT reset the shot clock.*

**F (2):** If the shooter had a FD (foul draw) rating greater than or equal to the number mentioned the shooter has drawn a foul while shooting. Flip another FAC and refer to the F (2)? / WHO? section to see who the foul was on. Use the SHOT # from the left FAC to see if the shooter made the shot. If he did make the shot it is a basket and foul while if he missed it is just a shooting foul.

- If the shot that was taken was a 3 pointer only disregard and FD check unless the defensive stop section specifically has a (3pt) notation in it. If it does check for a foul drawn even on a 3 point shot.

### Using the Shot numbers:

Any shot that is not stopped by one of the above situations becomes a possible basket. For these, use the 1-100 number from the left FAC card SHOT# section. This number is used in reference to the shooting pct number from the type of shot taken by the shooter.

- If a 2 point shot was taken refer to the shooters 2PT PCT rating. If the rating is greater than or equal to the SHOT number then the player has made the basket. If he misses flip another FAC and refer to the REBOUND section.
- If a 3 point shot was taken refer to the shooters 3PT PCT rating. This rating is adjusted by the 3PT DEF rating of the other team found on the opposing teams team card. If the adjusted rating is greater than or equal to the SHOT number then the player has made the 3 pointer. If he misses flip another FAC and refer to the REBOUND section.

### **ASSIST TO section:**

Anytime following an AST reading from a players card a FAC is flipped and the ASSIST TO section is checked. This section will read like the PASS TO section does for players sometimes with just a position and sometimes with positions with a qualifier (##). When checking a qualifier for this section use the APR= section of a players card.

- The player making the AST pass cannot get the basket so go to the next player listed if this position comes up.
- There are 3 potential ARP checks per FAC check from left to right until the first player qualifies for the score.
- If after checking all the players and no one qualifies or is the passer give the basket to the highest APR rated player on the floor. (Break ties with high GOTO then FB if needed)

*EX: One of Jordans' teammates gets a AST result making a great pass to a teammate for an easy score. Flipping a FAC and checking the ASSIST TO section we get a PF (5), PG (2) or F (2). If the PF was either the player who made the AST pass or if his APR rating is lower than 5 we then*

*check Jordan (PG) who has a APR of 15 so he qualifies for the assisted pass as that is higher than the 2 required by the FAC.*

## **F (2)?/ WHO? section:**

This section is used when you get a F(2) reading from a players card, when you get a FD from the SHOT section or for loose ball fouls. This section will give you a position and a number (##). Check the referenced players CF rating. It will also say or DEF(HIGH).

- If the CF rating is greater than or equal to the number (##) mentioned then the foul is on that player.
- If the CF rating is less than the number (##) mentioned then the foul is on the shooting players defender.
- If the referenced player is also the fouled players regular defender you first check the player at that position and if his CF rating is greater than or equal to the number (##) mentioned then the foul is on that player. If, however, the CF rating is less than the number (##) mentioned then the foul is on the highest player on the defending team.

*EX. The PG get fouled and you flip a FAC to so WHO? fouled him. The result is a PG (32) or DEF(HIGH). If the defending PG has a CF rating of 32 or higher the foul is on him. If the defending PG has a CF rating lower than 32 the foul is on the highest CF rated player on the defending team.*

- *Card with OFF FL reading* : If the CF rating of the shooting players defender is greater than or equal to the number (##) mentioned then the foul is on the defender.
- *Card with OFF FL reading* : If the CF rating of the shooting players defender is less than the number (##) mentioned then it is an offensive foul on the shooter. *If the player had shot a shot and made it disallow the basket.*

## **REBOUND (REB) section:**

The rebound section of the FACs is triggered by shots that are blocked or missed. The rebound section, in green, has two parts. The left FAC REB section refers to specific positions that could get the rebound. The right FAC REB section has a number from 1-40 in the OFF REB section and a position and number in the FB section.

### Possible outcomes from the REB section:

HOME POS: The home team player at this position gets the rebound. If playing on a neutral floor consider it a jump ball (referenced later).

OFF POSITION (##): The offensive player at this position has a chance to get the rebound. Using the number in (##) to check against that players OREB rating.

- If the OREB rating is greater or equal to the (##) number he gets the offensive rebound.
- If the (##) is greater than the OREB rating of the player the ball is rebounded by the other player listed in the REB section.
- There are some for the secondary position that refer to the High between to positions. Give the rebound to the higher of these to players. Break ties by using the OREB + DREB.

DEF POSITION (##): The defensive player at this position has a chance to get the rebound. Using the number in (##) to check against that players DREB rating.

- If the DREB rating is greater or equal to the (##) number he gets the defensive rebound.
- If the (##) is greater than the DREB rating of the player the ball is rebounded by the other player listed in the REB section.

- There are some for the secondary position that refer to the High between to positions. Give the rebound to the higher of these to players. Break ties by using the OREB + DREB.
- Defensive POSITION (##): The defensive player at this position has a chance to get the rebound. Using the number in (##) to check against that players DREB rating.
- If the DREB rating is greater or equal to the (##) number he gets the defensive rebound.
  - If the (##) is greater than the DREB rating of the player the ball is rebounded by the other player listed in the REB section.
  - There are some for the secondary position that refer to the High between to positions. Give the rebound to the higher of these to players. Break ties by using the OREB + DREB.
- Loose Ball Foul check OFF/DEF first: This is a loose ball foul called on a player. Flip a FAC and check the F (2)?/ WHO? section to find who the foul was on. If it said check the OFF first check the player at that position for the team that shot the ball. If it says check DEF first check the player at the position for the was defending the shot.
- Check the mentioned player and number against that players CF rating. If the CF rating is greater than or equal to the number mentioned the foul is this player.
  - If the number is greater than the CF the foul is on his defender.
- OFF/DEF OB: This is a rebound that went out-of-bounds. Give the ball to the team on OFF (offense) or DEF (defense).
- Jump Ball (team): This is a jump ball called on the rebound.
- For pro basketball give the ball to the team mentioned (#). H is home and V is visitors.
  - For college ball use the possession arrow to determine who gets the ball.

### Offensive Rebound from a blocked shot

After an offensive rebound following a blocked shot that player DOES NOT get to use the OFF REB number on the right FAC. Instead the shot clock is not reset and you need to return to the PASS TO sequence to complete the offensive possession. If the offense gets a rebound from a forced shot that was blocked it becomes a shot clock violation with no rebound credited.

### Offensive Rebound (*this is not timed*)

If a player gets an offensive rebound you instantly (**DO NOT FLIP A FAC**) refer to the 1-40 number under the OFF REB section of the right FAC. Use this number and check where it falls in the offensive rebounders OREB section on his card.

*EX: Let's say Jordan got an offensive rebound. Under the OFF REB section for rebounds you get a number 31. By checking Jordans' OREB section of his card the 31 fall under 2PT shot so he puts the ball back up but gets to use the 64 from the OREB 2PT PCT line. Play out the shot as any other with that PCT.*

### Rebounds on missed Free Throws

For rebounds following missed free throws follow the same rules as al rebounds with two exceptions.

- ALL DREB ratings increase +10
- There are no fast break checks after a missed free throw.

## FASTBREAK from a Defensive Rebound or Steal (*this is not timed*):

If a player gets a defensive rebound or a steal you instantly (**DO NOT FLIP A FAC**) refer to the FB section of the right FAC. This will have a position and a number (##) mentioned. Check the FB rating of the player at that position of the team now in possession of the ball.

- The FB rate of all offensive players are adjusted for the game based on the opposing teams FB rate which is found on the TEAM card. A team FB rate of a +1 would increase all FB rates of players 1.
- If the FB rating is greater or equal to number (##) mentioned that player gets a fast break chance. Flip another FAC and refer to the FASTBREAK# section to get a number from 1-40 that is used on that players FB section of his card.
- If the FB rating is lower than the number (##) mentioned no fast break takes place. Flip another FAC and proceed with a normal PASS TO check.
- Some FB results say STL only. If the FB check is coming from a defensive rebound disregard any fast break attempt.

*EX: Let's say Jordan is playing PG. You get a FB attempt from defensive rebound and the FB section says PG (11). Jordans FB rate is greater than that (15) so he gets a FB opportunity. Flipping a new FAC check the FASTBREAK section (left FAC) and you get a 28. Checking Jordans FB section of his card you find the 28 falls in the TO area so Jordan turned the ball over on the break.*

## **ASSIST LOOKUPS section:**

Whenever a basket is scored that doesn't already have an assist credited to it instantly (**DO NOT FLIP ANOTHER FAC**) check the ASSIST LOOKUP section of the right FAC. The exception is when a player scores from an offensive rebound put back which cannot have an assist. This will give you a position(s) and a number (##). Use only the REGULAR section for a check unless the situation mentioned below.

- If the player at that position has an AST rating greater than or equal to the number (##) mentioned he gets credit for an assist.
  - If two positions are mentioned only one has to qualify to get the assist. If both qualify give the assist to the higher player.
- If the AST rating is lower no assist is credited on the play.
- Only use the section under FB or ALT for a check if the player under REGULAR was also the shooter or if it was a fast break basket.

*EX: If Jordan (the PG) scores on a fastbreak and the ASSIST LOOKUP says PG (11) under REGULAR and G or F (12) under FB or ALT you would bypass the PG check and see if either the G or F have an AST rate of 12 or better.*

## **REST PERIODS:**

Players in the game are given a rest rating split up by halves. The number to the left of the / is for the first half while the number to the right is for the second half of games. Overtime has no rest requirements. Rest periods are a 3 minute block of time in a game. A player is suggested to rest as many of these blocks of time as shown in his REST rating. Every 3 minutes of game there should be a sub stop. You can either do it right at the set time or wait until any play stoppage (turnover, foul, rebound OOB or made shot) after the 3 minute block has been reached.

*For college basketball the first 2 minutes of each half count as a rest block with the first sub stop coming at the 18 minute mark and then every 3 minutes after that.*

## **GAME TIMING:**

The game is timed in 12-second increments. **The only time the clock advances is when you are getting a result from the PASS TO section.** The exception to this is that the clock DOES NOT advance when getting a player for a forced shot.

## **CHECKING FOR INJURIES BEFORE A GAME optional:**

Before starting a game if you would like you can check for injuries to players on one or both rosters before playing the game. To do so with the FAC deck shuffled flip a FAC and check the 1-40 PASS TO number versus each players INJ rating. If the FAC 1-40 number is less than or equal to the players INJ rating he is hurt for this game. Repeat for all the players on the team.

This option should not be used if you are playing a specific team and using the X Chart Injury system with cumulative games missed.

*EX: Before the game you check player (INJ=5) for injury. If you flip a FAC and the PASS TO number is from 1-5 the player is hurt for this game.*

## **HOME ROAD FACTOR (HRF) optional:**

Each team card has a rating HRF. On certain SHOT# sections this rating can change the shot # depending on this rating. Home teams can sometimes change high shot numbers to a #1 while away teams change low shot numbers a #100. In either case all possible defensive stops apply. When playing on a neutral court disregard all HRF references.

## **MOMENTUM FACTOR (MOM) optional: (MOM symbol=thumbs up symbol)**

During a game there are certain events that can get a team momentum. These are certain made shots, some blocked shots, some great passes, all baskets and a foul as well as a defensive stand. On the FACS there are red thumbs up symbols that can get a teams momentum bar running in its direction. Depending on the current momentum in the game it can change some shot numbers just like the HRF above. Teams with a higher (+) momentum can have high shot numbers changed to a #1 while poor (-) momentum teams can have low shot numbers changed to a #100. As a team goes positive on the momentum bar the other team goes negative by the same amount. The momentum bar gets reset to even (0) after any quarter and halftime break as well as any timeouts.

Each MOM point changes 10 SHOT# numbers, 5 change high SHOT numbers to a #1 and 5 change low SHOT numbers to a #100. So with 200 FACs each MOM point affects shooting percentages by 5% total.

If a team goes below a -5 the team is forced to use a timeout.

When momentum counts:

- Certain shot numbers with the MOM symbol can get a team MOM points but the shot must be made. If a defensive stop like a block or miss comes up the offensive team does not get one.
- Certain ASSIST TO checks have the MOM symbol. No matter who makes the basket from this check that team gets a MOM point.
- Certain BLOCKED results have the MOM symbol. Only if the blocking player actually gets the block does it count for a MOM point.

- ALL BASKETS AND FOUL count as a MOM point. It doesn't matter if the player makes the free throw or not get a team a MOM point.
- The defensive team gets a MOM when they hold a team for a shot clock violation.
- **During a fast break ALL MOM points are doubled including if the defending team gets a MOM blocked shot.**

*It is possible for a team to get 2 MOM points on a play if the SHOT # has a MOM symbol and the play ends up being a basket and foul. If this were to happen during a fast break it would be worth 4 MOM points.*

### **X CHART (optional):**

Certain FB results say X Chart within the result. When these come up play stops and you refer to the X Chart. You first need to flip a FAC and check the 1-100 SHOT# to determine what kind of X Chart result you get. These can be a technical, fight, illegal defense warning, flagrant foul or injury to a player. Instructions on how to proceed with any of these are on the chart itself.

### **STRATEGIES (all optional):**

#### Calling timeouts:

A team can call a timeout in the game. Use the timeout rules that apply for the type and era of the game you are playing. Reasons for calling a timeout could be:

- To call for a specific player to get the ball coming out of the timeout.
- To bring the momentum bar back to even during the game.
- To get a sub in the game at a specific time.
- (PRO ONLY) During the final 2 minutes of the game calling a timeout allows a team to have their first PASS TO check go without moving the clock. Even if the clock reads 0:00 a team can call a timeout and have one more PASS TO sequence before the game ends.

#### Playing Safe: (cannot be called with team in Press, Doubling or Intentional Foul)

You can denote a player in foul trouble to play safe. This will lessen his chance of fouling but also lessen his defensive abilities.

- This will have you disregard some possible F(1)s and STEALS results coming from the PASS TO defensive stops section. The FAC will specifically say No Foul if player playing SAFE.
- This will have you disregard some possible MISSED and BLOCKED results coming from the SHOT # defensive stop section. The FAC will specifically tell you when to disregard a block or miss due to a player playing SAFE.
- Some F (2)?/ WHO? readings have a \*\* notation next to number (##). If this references a position where there is a player playing safe bypass the CF check for the safe player and give the foul to either the defender or an OFF FL depending on the card. *The defender can be the player playing safe.*
- If a player is playing safe he can never be considered the HIGH CF player on the court when determining who the HIGH CF rated player is.

#### Press: (Cannot be called when a team has a player playing Safe or a team is Doubling)

A team can go into press anytime in a game. A press can change and add some defensive stops in the PASS TO section only. If a team is in the press it affects ALL PASS TO checks with the exception of

checking for a forced shot. The press can increase the chances of getting a steal or other turnover but also increase the chance of a F (1) or an automatic AST pass. Some results:

- Some PASS TO readings have a \* next to the first player in a GOTO/DENY check. If a press is in affect and a special PRESS ONLY defensive stop comes up this player does not have to qualify with a GOTO/DENY check an automatically becomes the player that gets fouled, gets a chance for an AST, turns the ball over or gets the ball stolen.
- All F (1) results because of a PRESS become a F (1) on the defender. The player fouled is the first offensive player mentioned in the PASS TO section regardless of GOTO/DENY checks.
- All steals because of a PRESS get to check for a fast break. Credit the turnover to he first offensive player mentioned in the PASS TO section regardless of GOTO/DENY checks.
- All turnovers because of a PRESS get credited to the first offensive player mentioned in the PASS TO section regardless of GOTO/DENY checks.
- If a possible AST chance comes up because of a PRESS check the first offensive player mentioned in the PASS TO section regardless of GOTO/DENY checks.
  - If this players AST rate is greater than or equal to the number mentioned it is an AST result precede like any AST.
  - If the AST rate is less than the number mentioned play the PASS TO section out as normal with all GOTO/DENY checks in play.
- If no special PRESS outcome is called on by the FAC then proceed as a normal PASS TO section would play out including GOTO checks.

#### Doubling a player: (Cannot be used when in Press or when a player is playing Safe)

A team can double one other player on the other team. This decreases the GOTO rating of the doubled player by 4 while increasing all his teammates GOTO rating by 1. It also can cause a missed shot by the player being doubled while changing some possible misses to baskets by the teammates being used to double.

The FAC SHOT section has specific lines that say when a shot is MISSED if the player who shot is being doubled. When a player other than the player being doubled shoots there are specific FAC SHOT section readings that mention that it is not a Miss due to the defender doubling. Doubling defensive players are consider all defenders on the team that are helping double a player. Only the normal defender of that position is not considered to be doubling someone.

Ex: If a team doubles the PG then all other defensive positions except for the PG are considered doubling.

#### Forcing a 3 point shot:

A team can decide to force up a 3 pointer late in the game. This decision must come before a PASS TO card is flipped for a possession. When this is called you proceed with the GOTO/DENY check as always along with any defensive stops. If a player is allowed to take an action and there is no defensive stop the play becomes a forced 3 pointer using the forced shot 3pt Pct in (). Play the shot out as any other shot using that percentage with any 3 pt DEF adjustment coming from the opposing team card.

#### Intentional Fouling: (Cannot be called when a team has a player playing SAFE)

A team can call for an intentional foul late in the game. This must be called before a PASS TO card is flipped for a possession. When it is called flip a FAC but refer to the F (2)?/WHO? section. No time is used off the clock when an intentional foul is called.

- Checking the defensive player listed if his CF rating is greater than or equal to the number (##) mentioned then the foul is on that player and he fouls his offensive counterpart.

- Checking the defensive player listed if his CF rating is less than the number (##) mentioned then the foul is on the player of the defensive teams choosing who fouls his offensive counterpart.
- *Card with OFF FL reading* : The DEF refers to the defensive player defending the offensive player shown on the opposite FB section. Check if his CF rating is less than or equal to the number (##) mentioned if so then it is a foul on the defender otherwise it is an offensive foul on the offensive player shown in the FB section of the right FAC.

#### Calling for a play:

A team can call for a play to a specific player after a timeout. When this is done all play sequence stays the same with the exception that the first (only the first) position listed on the next PASS TO section is considered the position of the player be called on. He still must pass the GOTO/DENY check if needed and all defensive stops are in play. If he passes the GOTO/DENY check and no defensive stop is made use the 1-40 number from the right FAC to get the result from his card. If he fails a possible GOTO/DENY check then check the secondary players on the PASS TO section to see if they qualify for an action. *The secondary player can be the player being called upon for a play.*

#### Stall or hold for last shot:

A team may decide to stall or hold for last shot. This needs to be decided before flipping for a PASS TO. You never check for a 1-40 number from the PASS TO right card FAC as all offensive actions are considered a pass for this timed sequence. The only other action other than a pass that can happen is if there is a defensive stop on the PASS TO card like a TO, steal or a F (1).

#### **SPECIAL COLLEGE TEAM CARD:**

For college teams there are special team cards that are more of a team summary. These can be used against each other or when playing a full roster team versus a team card. The team card has all the same ratings as a regular players card with one exception the rebounding area. The rebound section is broken up into 3 areas separated by a /. Each section is based upon a position.

- Left section is checked for all FACs that you check a C or PF for the rebound
- Center section is for F rebound checks
- Right section is for all G and PG rebound checks

# INSIDE THE PAINT BASKETBALL SAMPLE PLAYER CARDS

Offensive Rebound section

Assist Rate

Height

Injury Rate

Position

Player Name → Michael Jordan

Team Name → Chicago 89-90

Minutes played per game (rest 1st half/ rest 2nd half) ← MIN 39 (1/1)

2 PT Shooting rate for each section →

Regular Offense Section →

3 PT Shooting rate for each section →

Goto Rate →

Offensive Reb Rate ←

Defensive Reb Rate ←

Free Throw Rate ←

Foul Draw Rate ←

Forced shot section

Type shot 1-40 range (##) shot percentage ←

Defensive Rate ←

Commit Foul Rate ←

Block Rate ←

Steal Rate ←

Deny rate ←

APR (assisted pass rate) = Rate

Fastbreak Section

FB Rate

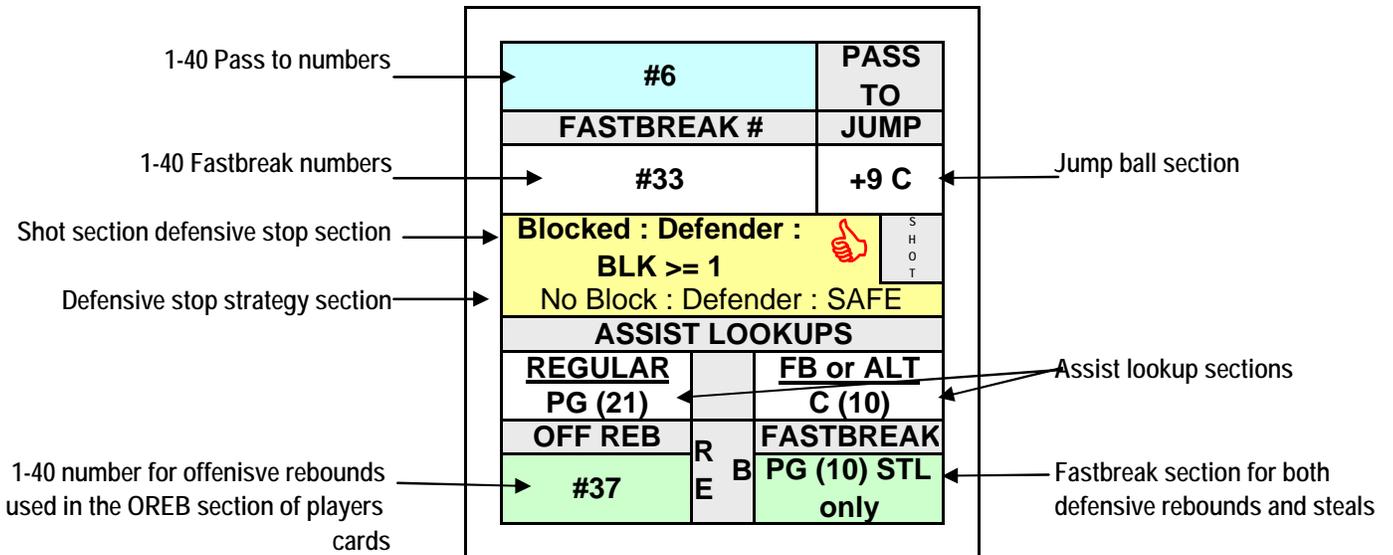
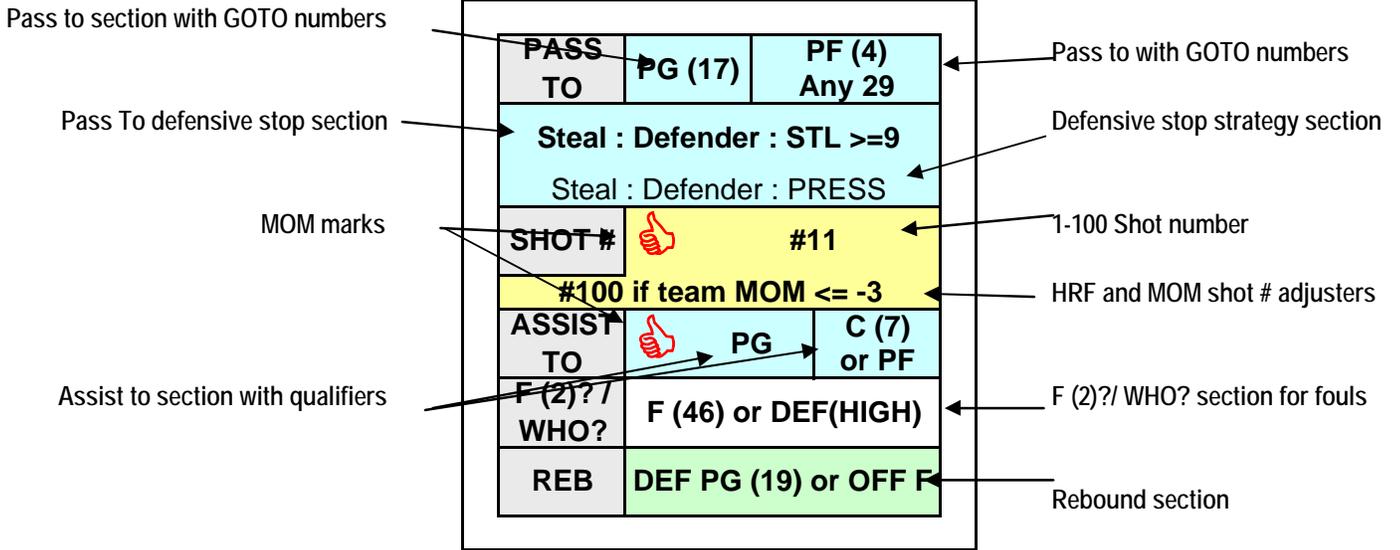
REG	<b>16</b>	OREB		FB	ORB	6
<b>54</b>	2PT PCT	<b>64</b>	2PT PCT	<b>74</b>	DRB	8
1-27	2PT	1-31	2PT	1-27	FT%	85
28	TO	32	TO	28-29	FD	22
29-30	F (2)?	33-38	F (2)?	30-32	Forced Shot	
	PASS		PASS		2pt: 1-34 (37)	
31-35	AST	39-40	AST	33-38	3pt: 35-40 (29)	
36-40	3PT		3PT	39-40	CF	DEF
	3PT PCT		3PT PCT		33	9
<b>38</b>				<b>43</b>	STL	BLK
					6	2
<b>20</b>	APR=	<b>19</b>		<b>15</b>	DENY	<b>1-3</b>

George Gervin	6-7	(0)	G-F
San Antonio 77-78		MIN	35 (2/1)
REG	<b>9</b>	OREB	
<b>50</b>	2PT PCT	<b>64</b>	2PT PCT
1-31	2PT	1-30	2PT
32-33	TO	31	TO
34-37	F (2)?	32-39	F (2)?
	PASS		PASS
38-40	AST	40	AST
	3PT		3PT
	3PT PCT		3PT PCT
<b>18</b>	APR=	<b>15</b>	

FB	ORB	5
<b>70</b>	DRB	11
	FT%	83
1-29	FD	14
30-32	Forced Shot	
33-36	2pt: 1-40 (33)	
37-40	CF	DEF
	30	6
	STL	BLK
	4	4
<b>14</b>	DENY	<b>1-2</b>

# INSIDE THE PAINT BASKETBALL SAMPLE FAC CARDS

## LEFT CARD



## RIGHT CARD