



Courtside Chaos

The Game of Professional Basketball at its Most Thrilling

COURTSIDE CHAOS simulates a breathtaking NBA contest filled with spectacular statistical performances, rare plays, and stunning lead changes. Pick any two teams from today or yesteryear, fill out your scoresheet, and watch the action produce high-scoring, legend-making results.

1) Select two teams to play each other and fill out the scoresheet with your chosen lineup. Eight players from each team will be credited with statistics during the game. Players are assigned on the scoresheet based on the following criteria:

Player A is your starting center.
Player B is your best forward.
Player C is your best guard.
Player G is your backup center.
Player H is your second best forward.
Player I is your second best guard.
Players J and K are role players from the bench.

Players D, E, and F are not extra players—instead, these roles will be filled by players you've already penciled into the lineup, giving them dual roles.

Player D is your superstar scorer. Give this distinction to either a guard or forward.
Player E is your best rebounder.
Player F is your best defensive player in terms of steals.

You will probably want to assign roles D, E, and F to your best three starting players so they can amass the statistics they're capable of. If you wish, one player can even fill three roles. (Example: A superstar scoring guard can start as player C and player D. Your starting center, player A, can also be player E so he can grab even more rebounds. Or you could make Player B, your best forward, be your best scorer (D) and your best defenseman in terms of steals (F). Use any permutations of this rule you wish.)

2) A jump ball begins the game. On a roll of 2-7, the ball goes to the home team. On a roll of 8-12, the ball goes to the visiting team.

3) Possessions will almost always begin by rolling the dice and consulting the Action columns. There are four of them. Which column you'll use is dictated by what happened on the most recent possession of the game. If either team's possession ended in a two-point basket, use Action 1. If a team missed a two-point basket, use Action 2. If a team attempted a three-point basket, use Action 3. If the previous possession ended with a foul, turnover, jump ball, any free throws being attempted, etc., use Action 4. (Example: On the previous possession, the Lakers' Kobe Bryant made a layup and was fouled. He shot and made his free throw, so then the Warriors take over the ball, using Action table 4.)

To begin the 2nd, 3rd, and 4th quarters, use Action table 4. The team which won the opening tip inbounds the ball to begin the 4th quarter, while the other team starts things off in the 2nd and 3rd quarters.

Note that there are two main playing charts included with the game—one for use in the first half, the other for use in the second half and overtime. In the second half, the stars will tend to take over the game!

4) The single, upper-case letter that follows each shot tells you who attempted it. Rebounds, steals, and blocked shots are also followed by single letters so they can be credited as well. Lower case letters in parentheses give credit for assists on some made shots. A player cannot give an assist to himself.

In case of a foul, the upper case letter that follows the result does *not* denote who caused the foul. Instead, this is the player who will attempt the free throws in case of a shot, or if the team has been charged with five fouls in the quarter (four in an overtime quarter), after any foul.

5) Keep track of the score of the game on the scoresheet. Each time a team causes the score of the game to change—through a successful field goal or set of free throws or a combination of both on the same play—write down the new score of the game in the next successive box in the appropriate quarter. This will slowly tick off time in the quarter. Three-point plays (field goal + made free throws) count as a single scoring change, as does each set of free throw attempts.

After the 28th and final box is filled (or the 10th box in overtime), the quarter is over. In the 4th quarter or overtime, the TRAILING team has time left for a buzzer beater shot after the 28th box. Go to the Buzzer Beater chart for the result of the play.

6) If the trailing team desperately needs to try one or more three-pointers to try to get back into the game, they may roll only one die on the Action table. A roll of 1, 2, 3, 4, or 5 corresponds to chart numbers 11, 12, 13, 14, and 15. A die roll of 6 results in the ball being lost out of bounds to the defense. Don't use this option unless it's the 4th quarter or overtime and the trailing team has virtually no chance to get back into the game without resorting to three pointers.

7) If the trailing team desperately needs to commit one or more intentional fouls to keep the offense from scoring, they may do so in this way: When an 11-51 is rolled on the Action table and a shot is taken, the player who is credited with taking the shot is instead fouled *before* he gets a chance to shoot. Chart numbers 52-66 are played out normally; no intentional foul can be committed. Don't use this option unless it's the 4th quarter or overtime and the trailing team has virtually no chance to get back into the game without resorting to intentional fouls.

8) The trailing team may call one time out in the second half or overtime in order to split the 28th time/scoring box (or the 10th time/scoring box in overtime) in half, providing them another chance to score within it.

9) For the purposes of keeping the game flowing, not all assists are credited on the game boards. At the end of the game, double each player's number of assists to get their full total.

COMMON ACTION TABLE RESULTS

3P	Player attempts a three-pointer.
LJ	Player attempts a long two-point jump shot.
TKJ	Player attempts a two-point jumper from the top of the key.
CJ	Player attempts a two-point jumper from the corner.
TNJ	Player attempts a short two-point turnaround jumper.
SJ	Player attempts a short two-point jumper.
DUNK!	Player scores two on a dunk.
ALLEY OOP!	Player receives an alley oop pass and slam dunks it.
Good	Shot is good, points are credited.
Missed	Shot is missed, roll the dice and consult the REBOUND table.
Blocked	Shot is blocked, roll the dice and consult the REBOUND table.
good/foul, missed/foul	The player is fouled in the act of shooting and will shoot one or two free throws.
DRIVE	Player takes the ball and drives toward the basket. Roll the dice and consult the DRIVE table for the result. The player with the ball gets the credit for all shots.
Loose ball!	The ball is on the floor! Roll the dice and consult the LOOSE BALL table to see who recovers it.
Steal	Ball is stolen, the defense takes it, roll the dice and consult Action table 4.
Steal FB	Ball is stolen, it's a FAST BREAK for the defense. Roll the dice and consult the FAST BREAK table.
24 second violation, Double dribble, 3 second violation, Traveling, Ball lost OB to def	Ball is turned over. The opponent takes it, roll the dice and consult Action table 4.
Ball lost OB to off	Ball knocked out of bounds, but the offense retains possession. Roll the dice and consult Action table 4.
FOUL	A foul is called. Roll the dice and consult the FOUL table.
RARE PLAY	Roll the dice again and consult the RARE PLAY table for the result of the play. Note that there are two Rare Play tables, one for the team trailing on the scoreboard, one for the team leading on the scoreboard.
SCOREBOARD	The result of the play will differ according to which team is leading the game.

COMMON REBOUND TABLE RESULTS

Jump ball	Roll the dice again. On a roll of 2-7, the home team comes down with possession and starts off with Action table 4. On a roll of 8-12, the visiting team gets the ball.
Offense	The offense comes down with the ball. They begin their new possession with Action table 2 or 3, depending on which type of shot was rebounded.
Defense	The defense comes down with the ball. They begin their new possession with Action table 2 or 3, depending on which type of shot was rebounded.
Def FB	The defense comes down with the ball and starts a fast break. Roll the dice and consult the FAST BREAK table.
Off (tap-in)	The offense comes down with the ball and may try to immediately tap it in for a basket. Roll the dice and consult the TAP-IN table. The player that shoots on the tap-in table also gets credit for the initial rebound.
LB FOUL A	A loose ball foul is committed by the defense. Offense player A will shoot two free throws.
Loose ball!	The ball is on the floor! Roll the dice and consult the LOOSE BALL table to see who recovers it.

COMMON FOUL TABLE RESULTS

Offense/Defense	Credit the team with a foul. If they commit more than five fouls in a period, each non-shooting foul awards the other team with two free throw attempts.
Tech O/D	Technical foul on the offense or defense. The opposing team gets one free throw try and possession of the ball. The free throw is shot by any player you choose.
Flagrant Def	Flagrant foul on the defense. Any offensive player may shoot two free throws, and his team gets the ball as well.

COURTSIDE CHAOS

Game design and content copyright 2006 by Soren Narnia

1st half	ACTION after a 2 point shot is made (1)		ACTION after a 2 point shot is missed (2)		ACTION after any 3 point attempt (3)		ACTION after a turnover, foul, free throws, etc. (4)		REBOUND	
11	3P missed	C	3P missed	C	3P missed	G	3P missed	D	2	Loose ball!
12	3P good!	B(c)	3P good!	D	3P good!	B	3P good!	I	3	Offense G
13	3P good!	H	3P good!	C	3P good!	C	3P good!	J	4	Def FB! C
14	3P missed	B	3P good!	B	3P good!	D	3P missed	B	5	Def FB! E
15	3P missed	C	3P missed	D	3P missed	H	3P missed	C	6	Defense G
16	LJ good	C	LJ good	B(c)	LJ good	I(c)	LJ good	H	7	Defense A
21	LJ missed	B	LJ missed	C	LJ good/foul	B	LJ good	B(i)	8	Defense B
22	LJ missed	K	LJ missed	B	LJ missed	A	LJ missed	C	9	Off (tap-in)
23	24 second violation		Loose ball!		24 second violation		Loose ball!		10	Offense A
24	CJ good	C	CJ missed	C	CJ good	B(c)	CJ missed	D	11	LB FOUL A
25	CJ good	I(c)	CJ good	C	CJ good	I	CJ good	J	12	Defense H
26	CJ missed	B	CJ missed	B	CJ missed	C	CJ good	B	FOUL	
31	TKJ good	A(c)	TKJ good	C(b)	TKJ good	C	TKJ good	K		
32	TKJ good	B	TKJ good	B	TKJ good	G	TKJ missed	B	2	TECH O
33	TKJ missed	C	TKJ missed	G	TKJ missed	B	TKJ missed	A	3	TECH D
34	SJ good	A	SJ good	A(h)	SJ good	C(k)	SJ good	C	4	On the defense – a bad call!
35	SJ good/foul	A(b)	SJ good	B(c)	SJ good	B(g)	SJ good/foul	B(c)	5	
36	TNJ missed	I	TNJ good	I	TNJ missed	C	TNJ good	G	6	
41	SJ missed	B	SJ missed/foul	C	SJ blocked by A	H	SJ missed	A	7	Offense
42	Layup good	A	Layup good	C(a)	Layup good	A(c)	Layup good	C(i)	8	Defense
43	Layup good	B(h)	Layup good	B(c)	Layup good	I(c)	Layup good	C	9	Defense
44	Layup good	J	Layup good	H(b)	Layup good/foul	B	Layup missed/foul	I	10	Flagrant Def.
45	Layup missed/foul	A	Layup blocked by A	J	Layup missed/foul	C	Layup blocked by G	C	11	Tech on D's coach
46	Layup missed	G	Layup missed	A	Layup missed	C	Layup missed	B	12	
51	DUNK!	D	DUNK!	G	DUNK!	A(c)	DUNK!	H	TAP – IN	
52	RARE PLAY!								2	Good K
53									3	Missed C
54	SCOREBOARD!		Team is trailing: Team hustles and starts a fast break!						4	DUNK! A
55	Team is leading: Ball stolen by player F Tie game: Player C hits a long three-pointer!								5	Good B
56	DRIVE	B	DRIVE	D	DRIVE	J	DRIVE	I	6	Good H
61	DRIVE	H	DRIVE	C	DRIVE	C	DRIVE	B	7	Good A
62	Steal	C	Steal	A	Steal	F	Steal	H	8	Missed B
63	Steal FB	I	Steal FB	F	Steal FB	B	Steal FB	C	9	Missed/foul H
64	Traveling		3 sec violation		Ball lost OB to off		Traveling		10	Missed A
65	Ball lost OB to def		Ball lost OB to def		Ball lost OB to def		Ball lost OB to def		11	Good/foul A
66	FOUL	A	DRIVE	B	DRIVE	H	FOUL	I	12	Ball lost OB

	FAST BREAK!			DRIVE!			LOOSE BALL!					
2	Offensive charging foul		2	Traveling		2	To the offense – slam dunk! J(c)					
3	Leaping DUNK over a defender! D		3	Layup good on defensive goal tending call!		3	Ball dived for but no one can come up with it, it rolls all the way into the backcourt, recovered by the trailing team! (HOME team if game is tied)					
4	Layup blocked by H!		4	Offensive charging foul!		4	Jump Ball! (2-7 HOME 8-12 VISITORS)					
5	Short jumper good!		5	Layup missed!		5	To the defense – fast break!					
6	Layup good!		6	DUNK!		6	To the offense – open layup is good! A(c)					
7	DUNK!		7	Amazing layup good!		7	Jump ball! (2-7 HOME 8-12 VISITORS)					
8	Layup good + foul!		8	Layup good + foul!		8	To offense, kicked out for a jumper, good! D(b)					
9	Layup missed + foul!		9	Layup missed + foul!		9	To the defense – fast break!					
10	Ball lost out of bounds		10	Layup blocked!		10	To the defense – fast break!					
11	Layup missed!		11	DUNK over player A!		11	Defense player D dives onto the floor and comes up with it!					
12	Traveling		12	DUNK missed!		12						
FREE THROWS			2 - 7	Good			10	Missed, rebound to def G				
			8	Missed, rebound to def A			11	Missed, rebound to off A				
			9	Good			12	Missed, rebound to off E				

2nd half	ACTION after a 2 point shot is made (1)		ACTION after a 2 point shot missed (2)		ACTION after any 3 point attempt (3)		ACTION after a turnover, foul, free throws, etc. (4)		REBOUND	
11	3P missed	C	3P missed	B	3P missed	B	3P missed	C	2	Jump ball!
12	3P good!	A	3P good!	C	3P good!	D	3P good!	C	3	Offense H
13	3P good!	D(i)	3P good!	C	3P good!	B	3P good!	B(c)	4	Def FB! A
14	3P missed	B	3P good!	D	3P good!	I	3P missed	A	5	Def FB! E
15	3P missed	B	3P missed	H	3P missed	J	3P missed	I	6	Defense B
16	LJ good	C	LJ good	B	LJ good	B	LJ good	A(c)	7	Def FB! A
21	LJ missed	G	LJ missed	I	LJ good + foul	D	LJ good	C	8	Defense A
22	LJ missed	H	LJ missed	B	LJ missed	C	LJ missed	B	9	Off (tap-in)
23	24 second violation		Loose ball!		24 second violation		Loose ball!		10	Offense B
24	CJ good	B(c)	CJ missed	C	CJ good	B	CJ missed	H	11	Loose ball!
25	CJ good	H	CJ good	A(j)	CJ good	C	CJ good	D	12	Defense H
26	CJ missed	B	CJ missed + foul	I	CJ missed	J	CJ good	K	FOUL	
31	TKJ good	C	TKJ good	J	TKJ good	H(g)	TKJ good	B	FOUL	
32	TKJ good	I	TKJ good	B	TKJ good	G	TKJ missed	I	2	TECH O
33	TKJ missed	H	TKJ missed	C	TKJ missed	B	TKJ missed	J	3	TECH D
34	SJ good	A(b)	SJ good	C	SJ good	C	SJ good	B(h)	4	On the defense – a bad call!
35	SJ good + foul	D	SJ good	B(c)	SJ good	D(a)	SJ good + foul	D	5	
36	TNJ missed	G	TNJ good	G	TNJ missed	A	TNJ good	H	6	
41	SJ missed	H	SJ missed + foul	B	SJ blocked by B	A	SJ missed	B	7	Offense
42	Layup good	D(i)	Layup good	C	Layup good	I(b)	Layup good	G(c)	8	Defense
43	Layup good	A(c)	Layup good	A(i)	Layup good	B	Layup good	A(c)	9	Defense
44	Layup good	B(c)	Layup good	D(c)	Layup good + foul	A	Layup missed/foul	A	10	Flagrant Def.
45	Layup missed/foul	D	Layup blocked by A	A	Layup missed/foul	B	Layup blocked by B	B	11	Tech on D's coach
46	Layup missed	A	Layup missed	C	Layup missed	B	Layup missed	H	12	
51	DUNK!	C	DUNK!	B(c)	ALLEY OOP!	A(b)	ALLEY OOP!	D(c)	TAP – IN	
52	RARE PLAY!								2	Good J
53									3	Missed C
54	SCOREBOARD!		Team is trailing: Player D banks a short fade-away jumper!						4	DUNK! A
55	Team is leading: Ball stolen by player F Tie game: Player D hits a three-pointer! (b)								5	Good B
56	DRIVE	A	DRIVE	B	DRIVE	C	DRIVE	D	6	Good I
61	DRIVE	D	DRIVE	D	DRIVE	D	DRIVE	I	7	Good A
62	Steal	C	Steal	F	Steal	B	Steal	C	8	Missed B
63	Steal FB	D	Steal FB	I	Steal FB	F	Steal FB	A	9	Missed/foul H
64	Double dribble		3 sec violation		Ball lost OB to off		Traveling		10	Missed A
65	Ball lost OB to def		Ball lost OB to def		Ball lost OB to def		Ball lost OB to def		11	Good/foul A
66	DRIVE	C	FOUL	C	DRIVE	A	FOUL	B	12	Ball lost OB

	FAST BREAK!			DRIVE!			LOOSE BALL!		
2	Offensive charging foul	2		Traveling	2		To the offense – slam dunk!	I(c)	
3	Ball stolen by F, it's a fast break going the other way!	3		Layup good on defensive goal tending call!	3		Ball dived for but no one can come up with it, it rolls all the way into the backcourt, recovered by the trailing team! (HOME team if game is tied)		
4	Layup blocked by A	C	4	Offensive charging foul!	4		Jump Ball! (2-7 HOME 8-12 VISITORS)		
5	Short jumper good!	C(i)	5	Layup missed!	5		To the defense – fast break!		
6	Layup good!	D(c)	6	DUNK!	6		To the offense – slam dunk!	A(c)	
7	DUNK!	B(c)	7	Amazing layup good!	7		Jump ball! (2-7 HOME 8-12 VISITORS)		
8	Layup good + foul!	I	8	Layup good+ foul!	8		To offense, kicked out for a 3 pointer, good!	C(i)	
9	Layup missed + foul!	C	9	Layup missed + foul!	9		To the defense – fast break!		
10	Ball lost out of bounds		10	Layup blocked!	A	10	To the defense – fast break!		
11	Layup missed!	J	11	DUNK over player A!	11		Defense player D dives onto the floor and comes up with it!		
12	Traveling		12	DUNK missed!	12				

FREE THROWS	2 - 7	Good	10	Missed, rebound to def G
	8	Missed, rebound to def A	11	Missed, rebound to off A
	9	Good (use #11 if foul was intentional)	12	Missed, rebound to off E

	RARE PLAYS: Trailing Team (Home team if the game is tied)
11	Player B drives the lane, slams a dunk over his defender, and is fouled!
12	Player C nails a three pointer and is fouled!
13	Defense called for goaltending on a layup, 2 points to offense player G.
14	Defense called for goaltending on a short jumper, 2 points to offense player H.
15	Player dives into the stands to save a loose ball and rescues it for the offense! Roll on Action Table 4!
16	Player I nails a long jumper as the shot clock expires!
21	Player has to be restrained from the referee after a dubious charging call! Ball turned over!
22	A terrific behind-the-back pass gives player J a layup! (c)
23	Hard foul on player B driving the lane, he winds up in the seats, will shoot two free throws!
24	A questionable goaltending call gives offense player B a free basket.
25	Player B drives the lane, lays it up and in, and is fouled as he falls to the floor! He'll go to the line!
26	Defensive breakdown leads to an open slam dunk! G (h)
31	Backcourt steal! Fast break! F
32	Player C shoots from beyond the three point line---it's an air ball! Rebound to defense A.
33	Player C, double-teamed at the buzzer, throws up a three-pointer and it's good!!
34	A phantom foul on a made layup gives the offense a possible three point play! Player goes to the line. H
35	Amazing reverse move gets player B a nice layup!
36	A hard foul committed on the dribbler as he drives the lane! Ouch! He'll shoot two. H
41	Player I hits a desperation falling jumper as shot clock expires!
42	Offense makes a great play, throwing the ball in bounds with one second left on the shot clock and nailing a jumper! C (b)
43	Player I goes up against the opposing starting center and dunks it!
44	A full court pass results in an easy layup off a sleeping defense! H (j)
45	Player B is fouled hard, falls, and throws up a prayer almost sitting on the court---and it goes in!
46	Player C makes an incredible layup and is fouled! He'll go to the line.
51	A fantastic behind-the-back pass results in a nice layup! A (c)
52	Player gets away with a blatant act of traveling as he goes in for a successful layup! A
53	Player jukes his defender out of his shoes and gets an easy layup! B
54	A long distance alley-oop results in a huge slam dunk! H (b)
55	A desperate, off-balance jumper as the shot clock expires goes in off the glass! I (c)
56	Player C calmly walks the ball across the half-court line and immediately throws up a long distance three pointer...and nails it!
61	Player C dunks the ball over the opposing team's backup center!
62	Player B has to launch a ridiculous prayer from almost half court as the 24 second clock expires and it goes in!!! Three points!
63	A full-court inbounds pass results in a great layup! What a play! B (g)
64	Player B crashes to the court after an off-balance finger roll layup, it's good and he'll go to the line!
65	Opponent's player C robs the man he's covering of the ball, takes it down the court for a great layup!
66	Inbounds pass with 2 seconds on the shot clock results in a beautiful jump shot! H (c)

BUZZER BEATER CHART The TRAILING team gets the ball after the last scoring box has been filled out in the 4th quarter or overtime for one last shot attempt. Roll one die and refer to the chart below.

TEAM DOWN BY 1 or 2 or game tied		TEAM DOWN BY 3 or more			
1	A three-pointer is good at the buzzer, game over!	D	1	A three-pointer is good at the buzzer!	C
2	A jump shot is good at the buzzer, two points!	D	2	A three-pointer is no good, game over!	D
3	A jump shot is good, two points! There is one second left on the clock for the other team to try to score. Roll the die on this table but add 2 to the number on the die. This will be the very last shot of the quarter regardless of the result.	D	3	A three-pointer is good at the buzzer! There is one second left on the clock for the other team to try to score. Roll the die on the left-hand table but add 2 to the number on the die. This will be the very last shot of the quarter regardless of the result.	B
4	A jump shot at the buzzer is no good, game over!	D	4	A three-pointer is no good, game over!	D
5	Jump shot at the buzzer is no good, game over!	D	5	A three-pointer is no good, game over!	C
6	Jump shot at the buzzer goes in and out, no good, game over!	D	6	A three-pointer goes in and out, no good, game over!	B

	RARE PLAYS: Leading Team (Visiting team if the game is tied)
11	Player A has to be restrained from the ref after he fouls someone in the act of missing a layup! B
12	Backcourt steal! F
13	Player A misses a dunk! Rebound to defense A, fast break!
14	Player B throws up an air ball from fifteen feet, rebound to defense B!
15	Player C misses a wide open layup!
16	A fight breaks out on the court! The refs break it up, no one is ejected. Tensions are high! Jump ball.
21	Player B nails a long three pointer as the 24 second clock expires!
22	Technical foul on the leading team's coach! Other team will shoot one free throw and get the ball.
23	Backcourt steal! Fast break! F
24	Backcourt steal! Fast break! F
25	An amazing reverse move frees player B for a layup, it's good!
26	A poor offensive charging call gives the ball to the other team! I
31	A poor offensive foul call gives the ball to the other team! H
32	Team commits an inbounds throw violation, too much time is taken, they turn it over!
33	A ten second violation is called on the offense, that's a turnover!
34	After being fouled in the act of shooting, player H shoots a terrible first free throw, and an air ball on the second, rebound to defense G!
35	A dubious traveling call gives the ball to the other team!
36	Player F steals the ball and speeds down the court for a guaranteed basket, but the opponent's player A makes an amazing defensive play at the last second to block an easy layup! Ball out of bounds to the trailing team!
41	A beautiful no-look pass results in a nice layup! A (c)
42	Player A misses an alley oop! Rebound to defense G!
43	Defense presses, forces the offense into throwing the ball out of bounds!
44	Player J drives the lane and the defense's center (A) blocks the shot out of bounds! Go back to the Action table, use #4.
45	Defense presses, forces a 24 second violation!
46	A bad pass to no one sends the ball out of bounds to the other team.
51	An awful air ball on a jumper by player K is rebounded by defense A, fast break!
52	A terrible pass results in a steal! C
53	Player C shoots from long range, and it's an air ball, rebound to defense A!
54	Player C nails a long jumper as the shot clock expires!
55	Player commits a brutal foul on the shooter (H), a vicious hit, two free throws will be attempted!
56	The ball goes off the dribbler's foot, ball out of bounds to the other team.
61	A dunk attempt by player A is blocked by defense G!
62	Player B jukes his defender beautifully and nails a fifteen-foot jumper!
63	Full court pass to player B, he goes in for a dunk!
64	Player H sinks a long three pointer off the glass!
65	Player stripped of the ball, it's stolen by defense J, no foul is called, fast break!
66	Player stumbles and falls making a move, ball is picked up by the defense. Fast break!

BUZZER BEATER CHART The TRAILING team gets the ball after the last scoring box has been filled out in the 4th quarter or overtime for one last shot attempt. Roll one die and refer to the chart below.					
TEAM DOWN BY 1 or 2 or game tied			TEAM DOWN BY 3 or more		
1	A three-pointer is good at the buzzer, game over!	D	1	A three-pointer is good at the buzzer!	C
2	A jump shot is good at the buzzer, two points!	D	2	A three-pointer is no good, game over!	D
3	A jump shot is good, two points! There is one second left on the clock for the other team to try to score. Roll the die on this table but add 2 to the number on the die. This will be the very last shot of the quarter regardless of the result.	D	3	A three-pointer is good at the buzzer! There is one second left on the clock for the other team to try to score. Roll the die on the left-hand table but add 2 to the number on the die. This will be the very last shot of the quarter regardless of the result.	B
4	A jump shot at the buzzer is no good, game over!	D	4	A three-pointer is no good, game over!	D
5	Jump shot at the buzzer is no good, game over!	D	5	A three-pointer is no good, game over!	C
6	Jump shot at the buzzer goes in and out, no good, game over!	D	6	A three-pointer goes in and out, no good, game over!	B

	FGM	FGA	3PM	3PA	FTM	FTA	rebounds	assists	stl	blk
A/										
B/										
C/										
G										
H										
I										
J										
K										
	FGM	FGA	3PM	3PA	FTM	FTA	rebounds	assists	stl	blk
A/										
B/										
C/										
G										
H										
I										
J										
K										

Opening jump ball: 2-7 HOME TEAM 8-12 VISITING TEAM

1st quarter										
Vis										
Home										
2nd quarter										
Vis										
Home										
3rd quarter										
Vis										
Home										
4th quarter										
Vis										
Home										
Vis										
Home										
The TRAILING TEAM gets to try a buzzer beater shot after the final box of the 4th quarter and overtime!										
Vis									←overtime	
Home										
Vis										

Team Fouls	1st qtr	2nd qtr	3rd qtr	4th qtr	Overtime	Overtime	Overtime