

SCORE CARD BASKETBALL - THE COLLEGE GAME

PLAYER ROLL PER HALF

SCORING RATING

Dice Roll	AA	A	B	C	D	E
11-22-44-55-99-100	BONUS	BONUS	BONUS	BONUS	BONUS	BONUS
1-10	16	13	12	11	10	8
12-21	14	11	10	9	8	6
23-33	12	9	8	7	6	4
34-38	10	7	6	5	4	2
39-43	6	5	4	3	0	0
45-49	0	0	0	0	2	2
50-54	5	4	3	3	0	3
56-66	7	6	5	4	3	0
67-77	11	8	7	6	5	3
78-88	13	10	9	8	7	5
89-98	15	12	11	10	9	7

BONUS ROLL - ADD DICE ROLL TOGETHER

Dice #	AA-C	D-E	D-BONUS
0	22	Roll A-C	40
1	D-Bonus	13	32
2	20	11	30
3	18	9	28
4	16	7	26
5	14	5	24
6	8	3	22
7	6	2	15
8	4	5	13
9	0	0	20
10	5	5	10
11	7	2	12
12	9	4	21
13	15	6	23
14	17	8	25
15	19	10	27
16	21	12	29
17	D-Bonus	14	31
18	23	Roll A-C	35

FOUL CHART - ROLL PER HALF

PERSONAL FOULS

Dice Roll	F	G	H	FOUL RATINGS	
11-22-99-100	4	4	4		
1-10	2	2	3	0-1.9-AVE	F
12-21	0	1	0	2 to 2.9-AVE	G
23-33	1	0	2	3 & Above	H
34-44	0	1	1		
45-55	2	0	2		
56-66	0	2	1		
67-77	1	0	2		
78-88	0	1	0		
89-98	2	3	3		

PLAYER DEFENSIVE RATING - 6-SIDED DIE

Z	(1) 0-pts; (2) -1pt	(3-4) -2pts	(5) -3pts	(6) -4pts
Y	(1) 0-pts	(2-3) -1pts	(4-5) -2pts	(6) -3pts
X	(1) 0-pts	(2-3) -1pt		(4-6) -2pts
W	(1-2) 0-pts	(3-4) -1pt		(5-6) -2pts

OFF PLAYER RATINGS

AA = 25-pts + per game
 A = 20 to 24.9-pts + per game
 B = 15 to 19.9-pts per game
 C = 10.5 to 14.9-pts per game
 D = 6 to 10.49-pts per game
 E = Less than 6-pts per game

DEF PLAYER RATINGS

0 - 5.49 No Rating
 5.5 to 9.49 W
 9.5 to 13.49 X
 13.5 to 17.49 Y
 17.5+ Z

BONUS FOUL SHOTS - (Defender Gets 2 shots for Every Foul Over)

Use Player's Foul Shooting Percentage and Roll two 10-sided DICE

Roll for Each Shot

* Player Percentage = Dice Roll Numbers - Good

Example: A player that is an 81-percent Shooter will be 1 to 81 - Good

Instructions: Set your Basketball Starting Lineup. (5-starters by pos + 6th man)

Once lineup is set, ROLL for each player's scoring based on their rating.

Now, go back and roll for each player's personal fouls PER HALF.

Record Points and Fouls on Your Scoresheet - **6th Man = 1/2 totals (pts/fouls)**

You can CHANGE LINEUPS EACH HALF.

BONUS: Go to Bonus Scoring Chart and roll if you roll 11, 22, 44, 55, 99 or 100

FOUL CHECK

Players get 5-fouls in the game. (If they FOUL OUT or go over the limit for a game and it comes in a HALF, PLAYER ONLY GETS 1/2 PTS for that HALF and DEFENDER gets bonus 1-and-1 bonus foul shots for each personal foul from that HALF.)

SUGGESTION: Cut down your dice rolls by rolling all dice together PER player ... two 10-sided for scoring and 2 for fouls, along with a 6-sided for DEF PLAYER ADJUSTMENT.

