BANK SHOT BASKETBALL

COLLEGE INSTRUCTIONS

Action Deck

Cut the Action deck into four roughly equal stacks. Select one of the card stacks for the base Action Deck for the first ten-minute segment of the first half. Add or subtract the PACE rating for each team. Once the Action deck is exhausted, 10 minutes will have elapsed. For overtime games, prepare the Action deck as noted above. Then, cut the Action card stack in half. The halved Action card stack will represent five minutes of play. If you want higher scores in your games, add five cards to the selected Action deck stack before making the PACE adjustments.

Position Guidelines

G with highest Assist rating should be placed in G1 position.

F with highest Def Reb rating should be placed in F1 position. If three F are in game with no center, F with highest Def Reb rating should be placed in the C position, next highest in F1 and then lowest in F2.

If two C are in the game, the one with the highest Def Reb rating should be placed in the C position and the other in the F1 position.

If three G are in the game, the one with the highest Assist rating should be placed in G1, of the remaining two players, the one with the highest AVG rating should be placed in the F2 position and the third G in the G2 position.

For gameplay purposes some players will have a position listed on their cards that may differ from the position listed on the real season roster sheet. This is due to how the player was used which often differed from their listed position. Every position is carefully reviewed to ensure the greatest statistical accuracy and results as possible.

Matching teams from different eras

When playing teams from different eras, there are two options. The first is to ignore any 3PT ranges and only use 2PT shots for the game. The second option is to use the one team's 3PT ranges for both teams. When the team without the 3PT ranges rolls a Basket or Missed result refer to the Defender's Offense ratings and use the Defender's 3PT ranges behind his Basket and Missed results to determine if the shot was a 2PT or 3PT shot.

College Rules

The rules have differed over the years. Rather than listing every change, we ask that you consult the variety of available online sources for the changes. A few immediate rules that may come into play in most games:

On the 7th, 8th, and 9th foul of the half, the fouled team is in the Bonus and shoots a 1 free throw. If the free throw is good, shoot a second free throw. If the first free throw was missed, continue the game by checking for a rebound. Beginning with the 10th foul, the fouled team shoots two free throws.

As is the case with pro basketball, overtime is five minutes in length. However, regulation time periods are divided into two 20-minute halves.

Players are disqualified from the game after five fouls, whereas pro players are disqualified after six fouls. Each time a player would receive his 3rd foul in a half or 5th in the game, re-roll for a new result instead. Take this new result, even if it is a foul.

After a technical foul has been called, the opponent is rewarded with two free throws and possession of the ball. Choose the player to shoot the free throws from the five players on the board. If using the 10-man board, choose one of the "starting" players from the C1, F1, F2, G1, and G2 player spaces.