

FTP Sports Games

COURTSIDE BASKETBALL AUXILIARY PLAY BOOKLET

The COURTSIDE BASKETBALL Auxiliary Play Booklet contains a Glossary of Terms for Auxiliary Plays. Most Auxiliary Plays do not use Player Ratings to resolve a play. For the most part, they contain specific directives that give the result of the play. Each type of Auxiliary Play Result will be defined, if necessary, and the result of the play will be given. Each section will also include the Next Action to be taken. The few Auxiliary Plays that do involve a Player Rating will give an explanation on how to resolve the play. Computer Game Center is abbreviated with CGC.

ASSIGNING FOULS

Whenever a Play Result is a DRAWN FOUL, you do not immediately know which Defensive Player the Foul is on.

FOUL ON The Left PRC and Computer Game Center have a FOUL ON Section. If a position is listed, the Foul is called on that Positional Player. If HIGH is listed instead of a position, the Foul will be called on the Defensive Player with the HIGHEST COMMIT FOUL Rating IF the F# on the Right PRC is equal to or greater than the Highest Player's Foul Rating. If not, the Foul is called on the Second Highest Player. The F# is either 4 or 5. In the Computer Game Center, it is the Green # in the FOUL ON Section.

FOUL SWITCHES Each team has 5 Foul Switch Opportunities. When a Foul is called on a player, you can Switch the Foul Call to another player. Loose Ball Fouls cannot be switched. A team only has 5 Foul Switch opportunities, use them wisely.

ASSIGNING STEALS

STOLEN BY Whenever a Play Result calls for a Stolen Ball and a Defender didn't directly make the Steal, refer to the STOLEN BY Section of the Left PRC or CGC. This section will give you a range from HIGHEST down to LOWEST. Refer to the STEAL Ratings of the Defenders on the floor. It is the Green Number at the top of the Individual Defender Card. Think of these players in a Hierarchy From High to Low. Assign the Steal according to what is indicated in the STOLEN BY Section. When the Highest Player has a Steal Rating that is 1.0 or greater than the 3rd Highest Player, he is credited with all Steals attributed to 3rd & 4th Highest and Lowest. If 2 or more Players share the same Rating, use the procedure in the Instruction Manual to make the determination.



TEAM DEFENSIVE AUXILIARY PLAYS

When a Play Result calls for a Defensive Auxiliary Play from a Team Card, use the #20 to determine what the Result from that Team Card is.

STL The Defense makes a Steal, determine who the ball is Stolen By and the result of the Steal (See below).

TO The Defense forces a Turnover, the Offensive Option Color is the player making the TO. For type (See Below).

OB If **ODD** - the ball is knocked out of bounds. Proceed to an In-Bounds Play for the Offense.

If **EVEN** - a Loose Ball occurs. Proceed with a Loose Ball Scenario.

AP An Auxiliary Play is triggered (See Below).

INDIVIDUAL DEFENDER AUXILIARY PLAYS

When a Play Result calls for an Individual Defender Auxiliary Play from an Individual Defender Card, use the #20 to determine what the Result from that Individual Defender Card is.

STL The Defender Steals the ball, determine what the result of the Steal will be (See Below).

O-F The Defender Draws an Offensive Foul. Assign a Foul and Turnover to the Offensive Player (No Team Foul).

F-S The Defender Forces a Shot **WITH** a possible Defender Block.

P-L The Defender Forces a Passing Lane Check. Each Defender has a P-LANE Rating on his Defensive Card.

If the #20 used to get the Result is:

ODD - the player with the Highest P-LANE Rating will be checked.

EVEN - the player assigned to the Offensive Option Color will be checked.

Use a #20 AND if the #20 is within the P-LANE Rating of the Player Check - he makes a Steal. If the #20 is greater than his P-LANE Rating, the Offensive Player gets to make an Offensive Move **WITH NO** Defensive Interaction.

OB If **ODD** - the ball is knocked out of bounds. Proceed to an In-Bounds Play for the Offense.

If **EVEN** - a Loose Ball occurs. Proceed with a Loose Ball Scenario.

AP An Auxiliary Play is triggered (See Below).

OFFENSIVE AUXILIARY PLAYS

When a Play Result calls for an Offensive Auxiliary Play from an Offensive Player Card, use the #20 to determine what the Result from that Offensive Player Card is.

- AP** An Auxiliary Play is triggered (See Below).
- OB** The ball is knocked out of bounds. Proceed to an In-Bounds Play for the Offense. This is the only result.
- O-F** The Offensive Player Commits an Offensive Foul. Assign a Foul and Turnover to him (No Team Foul).
- TO** The Offensive Player Commits a Turnover. Determine what the Turnover is.

AUXILIARY PLAYS

When an Auxiliary Play is the Result from a Team AP, an Individual Defender AP or an Offensive Player AP, Refer to the Auxiliary Play Section of the Right PRC or CGC.

DEFENSIVE FOUL AWAY FROM BALL Determine which Defender the Foul is on. Assign Team Foul. Possession/F-Throw

KICKED BALL The Ball is Kicked during play. Proceed to an In-Bounds Play for the Offense.

OB-LESS THAN 3 ON 24 CLOCK Ball is knocked out of bounds late in the 24 Second Clock. Use 1/2 Court Final for Play.

OFFENSIVE FOUL AWAY FROM BALL Determine which Offensive Player the Foul is on. Give that player a Turnover.

DOUBLE FOUL Assign a Foul on a player from the Offense and Defense. In-Bounds Play for the Offense. [T-P]

ILLEGAL DEFENSE Or Defensive 3 in Key for recent seasons. Award Illegal Defense Warning - the Offense will get an In-Bounds Play. Award a Technical Foul Shot if the Warning has already been given.

Defensive 3 in the Key always requires a Technical Foul. After Technical Foul Offense has In-Bounds.

24 SECOND SHOT CLOCK VIOLATION The Offense turns the ball over - assign a Team Turnover to the Offense.

LOOSE BALL PLAYS

Whenever a Play Result calls for a Loose Ball, refer to the Loose Ball Section of the Right PRC or the CGC.

FOUR LOOSE BALL PLAYS ARE POSSIBLE: Crazy Bounce, Attempted Save, Scramble or Tie-Up.

CRAZY BOUNCE Two things are determined on a Crazy Bounce: what the ball bounces off of and what the result is.

CARDS and CHARTS - use the L100 to determine what the ball bounces off of and the R100 to determine what the Result will be. This will give you the result of the play and no further description is needed. For the Play Result indicating an Inside-Shot, the Offensive Option Color will determine the shooter.

CGC - Click the CRAZY BOUNCE Button, everything to resolve the play will show up automatically.

ATTEMPTED SAVE The result of the play will tell you if a ball is saved or not saved and what occurs next.

CARDS and CHARTS - **First Draw of Cards** - use the L100 to determine where the Attempted Save will take place. If this shows INJ, the player involved will have an Injury Check and use the R100 to determine which player is involved. **Second Draw of Cards** - use the L100 to determine if the ball is saved or not. If CALL TIMEOUT? is the result, a player may Call a Timeout before falling out of bounds if one is available. Use the R100 to determine what the result of a saved ball is, if it is saved. If the Offense wins Possession, it is a Re-Set that is timed [T-P]. If it calls for a shot, the Offensive Option Color will determine the shooter. If the Defense wins possession, a Pace-Check follows.

CGC - Click the ATTEMPTED SAVE Button, everything to resolve the play will show up automatically.

SCRAMBLE The Result of a Scramble play will have either a Jump Ball or the Offensive/Defensive team winning Possession of the Ball.

CARDS AND CHARTS - the C100 will determine what action is involved. The L100 determines which Defensive Player is involved and the R100 determines which Offensive Player is involved. To resolve the play, use the procedure for a Jump Ball in the Game Instructions to take place between the players involved. If the Offense wins Possession, it is a Re-Set [T-P]. If the Defense wins Possession a Pace-Check takes place. If a shot is called for, the Offensive Option Color determines the shooter. Whether the play calls for a Jump Ball or Scramble for the ball, the procedure is the Jump Ball procedure.

CGC - Click the SCRAMBLE Button, everything to resolve the play will show up automatically.

TIE-UP This is an automatic Jump Ball to take place between two players. Follow the above procedure for a SCRAMBLE on a Loose Ball.

STEAL RESULTS

Anytime a Steal takes place, refer to the STEAL section of the Right PRC or the STEAL section of the CGC.

POSSESSION The Defensive Team gets Possession of the ball - run a Set-Offense will possible Defensive Stop.

TRANSITION The Defensive Team gets a Transition Possession.

FASTBREAK The Defensive Team gets a Fastbreak Possession.

If Possession is the result, the Defensive Team may get out in the Running Game if they are Pushing the Pace.

BLOCK RESULTS

Anytime a Blocked Shot takes place, refer to the BLOCK RESULT Section of the Right PRC or the BLOCK Section of the CGC.

The Player recovering the ball is awarded a Rebound Defensive or Offensive - this goes for the Shooter as well. If the ball is blocked Out of Bounds - award a Team Offensive Rebound.

LOOSE BALL A Loose Ball Play takes place, refer to the Loose Ball Section.

D-POSSESS The Defense gets Possession with the Defensive Player listed in the Rebound Battle Section recovering the ball. Check for * Fouls on a Rebound, which may be called on the recovering player.

TRANSITION The Defense gets a Transition Possession. Determine the recovering player who gets a rebound and also check for a * Foul.

FASTBREAK The Defense gets a Fastbreak Possession. Determine the recovering player who gets a rebound and also check for a * Foul.

O-TEAM The Offensive Team recovers the ball. Determine which offensive player recovers the ball from the Rebound Battle Section. Check for a * Foul. IF the Rebound Area is Close or Key, that player will shoot the ball. If it is Tip-Out or Long a Re-Set Possession takes place which is Not Timed.

SHOOTER The Shooter recovers the ball. Give him a Rebound. Check him for a * Foul. He will immediately make an Offensive Move.

OB The ball is blocked Out of Bounds. Credit an Offensive Team Rebound. An In-Bounds play will follow and it is not Timed.

DISH The player Athletically or Powerfully avoids the block and kicks the ball to a teammate with a DISH. Follow all procedures for a DISH Pass and subsequent shot.

JUMP BALL A Jump Ball will take place between the Shooter and the Defender on the blocked shot.

TURNOVERS

Whenever a Turnover takes place, refer to the TURNOVERS Section of the Left PRC or the T.O. Section in the CGC. These Turnovers need no further explanation, except for these 3:

THROWS BALL AWAY Bad Pass made, use STOLEN BY to determine who gets steal - proceed from there.

LOSES HANDLE STL Player Loses Handle on Ball, use STOLEN BY to determine who gets steal - proceed from there.

LOSES HANDLE OB Player Loses Handle on Ball - Out of Bounds. Defense starts with a Pace-Check.

TIP VIOLATIONS

During a Jump Ball or Center Tip, a Tip Violation may occur. Consult the Game Center Chart of the CGC.

STEAL TIP The Offending Team's Player attempts to jump early and steal the tip. The other team gets the ball.

BAD THROW The Referee makes a bad Throw. A Re-Jump is required.

TIP O.B. The ball goes out of bounds. A Re-Jump is required.

AIR BALLS

When an Air Ball occurs, consult the AIR BALL Section of the Game Center Chart or the CGC.

CLOSE A Close Rebound Battle takes place.

CLOSE A Physical Close Rebound Battle takes place.

CL-DEF An un-contested Close Defensive Rebound is the result.

CL-OFF An un-contested Close Offensive Rebound is the result.

L-BALL A Loose Ball Play takes place, refer to the Loose Ball Section.

OB The ball goes out of bounds. Credit the Defense with a Team Rebound. A Pace-Check Follows.

1/2 COURT TRAP

When a 1/2 Court Trap play is called, determine the Result of the Play before marking a Time Sequence. If the Defense Forces a Turnover OR the Offense Finds an Open Player at the Rim, no Time Sequence will be marked. IF the Offense Breaks the 1/2 Court Trap, a Set-Offense will be run with no DEFENSIVE STOP Check.

CARDS and CHARTS - The L100 will determine what action will take place or what the result of the 1/2 Court Trap is.

The R100 will tell you which Offensive or Defensive Player is involved.

CGC - Click the 1/2 COURT TRAP Button, everything to resolve the play will show up automatically.

DRIBBLE THROUGH? The Offensive Player indicated attempts to Dribble through the Trap. Use a #100 and the IS Rating

in his DRIVE COLUMN. IF the #100 is within that Rating, he Dribbles Through the trap and a Set-Offense will be run. No Defensive Stop Check occurs. [T-P] If he fails to Dribble Through, the ball is Turned Over. If the #100 is ODD he THROWS THE BALL AWAY - use the above procedure. If the #100 is EVEN check the TURNOVERS Section to determine the Result. If a player has the ball who you don't want to attempt to Dribble Through, a Time Out can be called instead. An Inbound-Play follows.

PASS THROUGH? The exact same procedure as Dribble Through? Except you use the Pass Rating in the PASS COLUMN to determine the result, everything else is exactly the same.

FIND PLY AT RIM? The Offensive Player may find a teammate open at the Rim for a Dunk/Lay-In. IF the #10 is within the Player's Assist Rating, he finds the Open Player. If not, use the Pass Through? Result.

F.C. PRESS AUX PLAY Use the Full Court Press Aux Play to determine the result.

STEAL?[P-LANE#/20] The Defensive Player Indicated will attempt to Steal the ball using his P-LANE Rating and a #20. IF the #20 is within his P-LANE Rating, he steals the ball. Refer to the STEAL Section to find out what happens. If the Defender fails to get the Steal, the Offense Runs a Set-Offense with no Defensive Stop Check. [T-P]

FOUL? Check the Defensive Player for a Committed Foul. If no Foul is committed, the Offense runs a Set-Offense with no Defensive Stop Check. [T-P]

FORCE PASS O.B. The Defensive Player Indicated forces the Offensive Player Indicated to Pass the ball Out of Bounds. Credit the Offensive Player with a Turnover.

FULL COURT PRESS

When a Full Court Press is called, determine the Result of the Play before marking a Time Sequence. If the Defense Forces a Turnover OR the Offense Finds an Open Player at the Rim, no Time Sequence will be marked. IF the Offense Breaks the Full Court Press, a Set-Offense will be run with no DEFENSIVE STOP Check.

Refer to the FULL COURT PRESS Section of the Right PRC or Click the FULL COURT PRESS Button on the CGC.

The Offensive Player, unless listed, is determined from the Offensive Option Color.

BREAK PRESS-TIMEOUT/T.O. The Player Indicated will attempt to Break the Press by Dribbling through it. Use the Player's IS Rating of his DRIVE Column to determine if he is able to Dribble Through. If not, the Player can call a Time Out if one is available. If no Time Out is available, a 10 Second T.O. is the result.

FIND PLY AT RIM? The Offensive Player may find a teammate open at the Rim for a Dunk/Lay-In. IF the #10 is within the Player's Assist Rating, he finds the Open Player. If not, run a Set-Offense, the Press is Broken.

FOUL? Check the Defensive Player for a Committed Foul. If no Foul is committed, the Offense runs a Set-Offense with no Defensive Stop Check. [T-P] *The Defender is the FB-D listed on the PRC or CGC.*

STEAL?[P-LANE#/20] The Defensive Player Indicated will attempt to Steal the ball using his P-LANE Rating and a #20. IF the #20 is within his P-LANE Rating, he steals the ball. Refer to the STEAL Section to find out what happens. If the Defender fails to get the Steal, the Offense Runs a Set-Offense with no Defensive Stop Check. [T-P] *The Defender is the FB-D listed on the PRC or CGC.*

DRAW CHARGE? The Defender listed in the FB-D Section attempts to draw a Charging Foul on the Offensive Player. Use the Individual Defender's D-AUX Section. All Results up to and including his O-F Rating are used to determine if the Offensive Foul takes place. IF there is an Offensive Foul, credit the Offensive Player with a Turnover and a Foul. If no Offensive Foul takes place, the Offense runs a Set-Offense with no Defensive Stop Check. [T-P]

FORCE 10 SECOND T.O. The Defensive Team forces a 10 Second Turnover. Credit the player with possession of the ball with the Turnover. The Defensive Team now has the ball at Half-Court.

F.C. PRESS AUX PLAY Use the Full Court Press Aux Play to determine the result.

FULL COURT PRESS AUXILIARY PLAY

When a Full Court Press Auxiliary Play is called for, refer to the F.C. PRESS AUX Section of the Right PRC or Click F.C. PRESS AUX Button on the CGC.

EACH OF THE NEXT 3 RESULTS INDICATE A LOOSE BALL SCENARIO HAPPENS

SCRAMBLE Follow all procedures for a SCRAMBLE Loose Ball.

CRAZY BOUNCE Follow all procedures for a CRAZY BOUNCE Loose Ball.

ATTEMPTED SAVE Follow all procedures for an ATTEMPTED SAVE Loose Ball.

D-PASS LANE?/NO=FASTBREAK This calls for the Defensive Player listed in the FB-D Section to try and Steal the Ball.

Use a #20 and his P-LANE Rating to determine if he makes the Steal. If not, a Fastbreak will be run by the Offensive Team.

BLOCK/CHARGE>FOUL#/SAME=NO CALL The Defensive Player listed in the FB-D Section tries to Draw a Charge. His Foul Commit Rating is compared to the Offensive Player with the ball, indicated by the Offensive Option Color. Whoever has the Higher Commit Foul Rating, will receive the foul. If they are the same, No Call is made.

DEFENSIVE FOUL AWAY FROM BALL OVER AND BACK T.O. Determine which Defender the Foul is on. Assign Team Foul. Possession/F-Thrw The Offensive Team Commits an Over and Back Turnover. Credit the player with the ball, indicated by the Offensive Option Color with a Turnover. The Defending team will take the ball out at Half Court.

FASTBREAK AUXILIARY PLAYS

When a Fastbreak Result refers to a FASTBREAK AUX PLAY, you will refer to the FAST BREAK AUX Section of the Left PRC or Click the FASTBREAK AUX Button on the CGC.

LOOSE BALL A Loose Ball Play takes place, refer to the Loose Ball Section.

KICKED BALL The Ball is Kicked during play. Proceed to an In-Bounds Play for the Offense.

PLAYER CONTROL FOUL The Offensive Player, indicated by the Offensive Option Color is called for a Player Control Foul. Give him a Turnover and a Foul. The Defending team takes the ball out under its own basket. A Pace-Check follows.

BREAKAWAY/CLEAR PATH FOUL The FB-D Defender is called for a Breakaway/Clear Path Foul. The Offensive Player indicated by the Offensive Option Color will be given 2 Free Throws AND the Offense will run an In-Bounds Play. [T-P]

FLAGRANT [1] A Flagrant Foul is called on the Defensive Player using the FOUL ON Method described above. The foul either occurs while the Offensive Player is taking the ball to the basket or is trying a Dunk or Lay-In. The Offensive Player indicated by the Offensive Option Color will get 2 Free Throws and the Defending team will take the ball out under the basket and a Pace-Check will follow. If a Defensive Player Receives 2 Flagrant [1] Fouls in the same game, he is ejected.

FLAGRANT [2] A Flagrant [2] is exactly the same as a Flagrant [1], except that a player called for a Flagrant [2] Foul is immediately ejected from the game.

ALLEY-OOP

Whenever an Alley-Oop is called for, you must determine if the Passer and the Dunker connect. If they do, the Alley-Oop Dunk takes place. Refer to the Left PRC ALLEY-OOP Section or Click the ALLEY-OOP Button on the CGC.

COMPLETE PASS? PASS#/100 If the #100 is within the Passer's PASS Rating in his PASS Column, the Alley-Oop Dunk takes place. If not, the Offense is Re-Set. The Offensive Option Color determines who has the ball.

CATCH PASS? PASS#/100 If the #100 is within the Dunker's PASS Rating in his PASS Column, the Alley-Oop Dunk takes place. If not, the Offense is Re-Set. The Offensive Option Color determines who has the ball.

*On both of these Plays, if the #100 is 90 or higher refer to the ALLEY-OOP AUX PLAYS for the play result.

TIP BALL? D#/10 Use the FB-D Defender to determine if he Tips the ball - which will lead to a Loose Ball. IF the #10 is equal to or less than his P/S Rating, he tips the ball. If not, the Alley-Oop Dunk takes place.

DRAW CHARGE? D#/10 Use the FB-D Defender to determine if he Draws a Charge. Use the DRAW CHARGE from the FULL COURT PRESS Section to determine the result. If no Charge is Drawn on the Dunker, the Alley-Oop Dunk takes place.

STUFF PASS INT BLK#/20 If the #100 is **ODD** check the #20 against the Center's INT BLK Rating. If the #100 is **EVEN** check the #20 against the Power Forward's INT BLK Rating. IF the #20 is within the Player's INT BLK Rating a Loose Ball play takes place. If not, the Alley-Oop Dunk takes place.

END OF GAME/END OF PERIOD SCENARIOS

FULL COURT

When the Final Possession of a Period or Game is from the Full Court, Refer to the FULL COURT FINAL Section

of the Right PRC or Click the FULL COURT Button on the CGC.

1/2 COURT SHOT The Offensive Option Color determines which player has the ball. He will attempt a 1/2 Court Buzzer Beater. If the #100 is 1-10 the Basket is good. 3 points in the 3Pt Shot era.

3/4 COURT SHOT The Offensive Option Color determines which player has the ball. He will attempt a 3/4 Court Buzzer Beater. If the #100 is 1-5 the Basket is good. 3 points in the 3Pt Shot era.

JUMP SHOT The Offensive Option Color determines which player has the ball, and he attempts a Jump-Shot.

FORCED 3Pt SHOT The Offensive Option Color determines which player has the ball, and he attempts a 3Pt Shot. Players with an *100 3-P Rating can take FORCED 3Pt Shot Buzzer Beaters. The *100 indicates a Buzzer Beater is made. This is the only time a player with a *100 3-P Rating can take a 3Pt Shot.

T.O. The ball is Turned Over by the Offensive Option Color Offensive Player. This is a Throw Away.

STEAL The Ball is Stolen from the Offensive Option Color. Use the STOLEN BY section to determine who makes the Steal.

LOOSE BALL A Loose Ball Play takes place, refer to the Loose Ball Section.

1/2 COURT

When the Final Possession of a Period or Game is from the 1/2 Court, Refer to the 1/2 COURT FINAL Section of the Right PRC or Click the 1/2 COURT Button on the CGC.

POSSESSION The ball goes to a Player according to the Offensive Option Color - he makes a move.

INSIDE SHOT The ball goes to a Player according to the Offensive Option Color - he takes an Inside-Shot.

JUMP SHOT The ball goes to a Player according to the Offensive Option Color - he takes an Jump-Shot.

FORCED J-SHOT The ball goes to a Player according to the Offensive Option Color - he takes a Forced Jump-Shot.

T.O. The ball goes to a Player according to the Offensive Option Color - he turns the ball over.

STEAL The ball is Stolen by a Defensive Player. Use the STOLEN BY Section to determine who makes the Steal. The Offensive Player who turned the ball over is determined by the Offensive Option Color.

AUX PLAY An Auxiliary Play takes place - see the Auxiliary Play Section.

3PT SHOT

Once there is :30 Seconds or less at the end of a game AND the Offensive Team calls time out, move the ball to Half Court. When trailing, a team can attempt a 3PT Shot directly off of a pass. If the 3PT Shot is attempted off of the pass, a Time Sequence isn't counted. A Time Sequence will be counted on the Following Possession.

YES The 3Pt Shot is taken by the Offensive Option Color - if he is a 3Pt Shooter - No Time Sequence is counted.

NO The 3Pt Shot is not taken directly from the In-Bounds Pass. Mark a Time Sequence, and the player who received the ball according to the Offensive Option Color may attempt a Forced 3Pt Shot or make an Offensive Move.

T.O. The ball goes to a Player according to the Offensive Option Color - he turns the ball over.

STEAL The ball is Stolen by a Defensive Player. Use the STOLEN BY Section to determine who makes the Steal. The Offensive Player who turned the ball over is determined by the Offensive Option Color.

AUX PLAY An Auxiliary Play takes place - see the Auxiliary Play Section.

INTENTIONAL FOULS TO SAVE TIME

Whenever a team needs to foul in order to force the Opponent to take Free Throws so that time can be saved to get back in the game, the process of Fouling the Offensive Player, who may get Free Throws, doesn't take a Time Sequence. The next possession will. The Offensive Option Color determines who will take the Free Throws. Determine who commits the foul through the Assigning Foul Process.