

Die	Visiting Team:	Dunk Range:	Home Team:	Dunk Range:
1-PG	Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 Rebounds: 1 2 3 4 5 6 7 8 Steals: 1 2 3 4 5 6 Blocks: 1 2 3 4 5 Fouls: 1 2 3 4 5	Visiting PG	Home PG Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 Rebounds: 1 2 3 4 5 6 7 8 Steals: 1 2 3 4 5 6 Blocks: 1 2 3 4 5 Fouls: 1 2 3 4 5	Home PG
2-SG	Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 Rebounds: 1 2 3 4 5 6 7 8 Steals: 1 2 3 4 5 6 Blocks: 1 2 3 4 5 Fouls: 1 2 3 4 5	Visiting SG	Home SG Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 Rebounds: 1 2 3 4 5 6 7 8 Steals: 1 2 3 4 5 6 Blocks: 1 2 3 4 5 Fouls: 1 2 3 4 5	Home SG
3-SF	Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 Rebounds: 1 2 3 4 5 6 7 8 Steals: 1 2 3 4 5 6 Blocks: 1 2 3 4 5 Fouls: 1 2 3 4 5	Visiting PG	Home PG Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 Rebounds: 1 2 3 4 5 6 7 8 Steals: 1 2 3 4 5 6 Blocks: 1 2 3 4 5 Fouls: 1 2 3 4 5	Home PG
4-PF	Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 Rebounds: 1 2 3 4 5 6 7 8 Steals: 1 2 3 4 5 6 Blocks: 1 2 3 4 5 Fouls: 1 2 3 4 5	Visiting PG	Home PG Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 Rebounds: 1 2 3 4 5 6 7 8 Steals: 1 2 3 4 5 6 Blocks: 1 2 3 4 5 Fouls: 1 2 3 4 5	Home PG
5-C	Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 Rebounds: 1 2 3 4 5 6 7 8 Steals: 1 2 3 4 5 6 Blocks: 1 2 3 4 5 Fouls: 1 2 3 4 5	Visiting PG	Home PG Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 Rebounds: 1 2 3 4 5 6 7 8 Steals: 1 2 3 4 5 6 Blocks: 1 2 3 4 5 Fouls: 1 2 3 4 5	Home PG

8-sided die roll of 1, 2, 3, 4 or 5 goes to player in that position. Put 3 dimes on players of your choice with either a 6,7 or 8 on their card next to their normal position, and those players will get the ball on rolls of 6-8 from left to right. We put pennies on other players who only get the ball on a 1-5. If you roll a 6, 7 or 8 and no player on the court gets that number, then roll again but if the 2nd roll a 6-8 the result is a turnover on shot clock violation. If the 2nd roll is 1-5, then increase the 20-sided die roll by 2 for rushed shot trying to beat shot clock, except a roll of "1" on the second roll of the 20-sided die is a desperation 3-pointer made regardless of position.

Turnovers (not counting steals): ~~1~~ 2 3 4 5 6 7 8 9 10 11 12 13 14 15

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Game starts 20-20 with 13 rebounds, 2 steals, 3 turnovers (not counting steals), 1 blocked shot and 10 fouls per team. For any of 5 spots NOT filled below, add 2 points, 1 rebound to one or more of the starters at start of game.

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Points: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 Rebounds: 1 2 3 4 5 6 7 8 Steals: 1 2 3 4 5 6 Blocks: 1 2 3 4 5 Fouls: 1 2 3 4 5	Visiting Reserve
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If more than 10 players being used, write them below the scoresheet and write in R for rebound, S for steal, B for block, F for foul and keep track of total points scored. Official score is the running score below even if off from total above.

Reserves play 44th-38th possession OR ADVANCED bring each starter in when his playing time number equals the number of possessions left.

When the first dice are rolled in the game, the score is considered tied 20-20 with 7 minutes to go in the half and all 10 players with 2 pts. If playing quarters in women's game instead of halves in men's game - then score is considered to have been tied 14-14 after one quarter.

Last 5 minutes or overtime. In the final 9 possessions write the updated score in the top left section of the box. If either (or both) team(s) commits a foul, or has a steal and chooses to fast-break, then also play an extra possession in the bottom part of the cell. The team behind can choose to intentionally foul to make this happen, in which case skip the 20-sided die and the result is a foul unless a turnover or steal results. (if overtime, start here on a new sheet.)

Rebound Chart

Pos	1st Half	Away	Home	Rebound	Pos	2nd Half	Away	Home	Rebound	Rebound if miss?	Pos	Away	Home	Rebound	Rebound if miss?	20-sided die=position 6-sided=range on card
	7:00	20	20	Start	33	20:00			High Defense		21	12:35			High Defense	1-3 = Off C
44	6:41			Check Rebound chart	32	19:17			Check Rebound chart		20	11:58			Check Rebound chart	4-5 = Off PF
43	6:05			Defensive C	31	18:41			Defensive C		19	11:22			Defensive C	6-7 = Off SF
42	5:29			Check Rebound chart	30	18:04			Check Rebound chart		18	10:45			Check Rebound chart	8 = Off SG
41	4:50			Defensive PF	29	17:28			Defensive PF		17	10:00			Defensive PF (end of 3rd Q)	9 = Off PG
40	4:22			Check Rebound chart	28	16:51			Check Rebound chart		16	9:31			Check Rebound chart	10 or 20 = High in Game
39	3:45			Defensive SF	27	16:14			Defensive SF		15	8:54			Defensive SF	11-13 = Def C
38	3:07			Check Rebound chart	26	15:38			Check Rebound chart		14	8:17			Check Rebound chart	13-15 = Def PF
37	2:30			Def. SG, bring starters into game	25	15:01			Defensive SG		13	7:40			Defensive SG	16-17 = Def SF
36	1:52			Check Rebound chart	24	14:25			Check Rebound chart		12	7:03			Check Rebound chart	18 = Def SG
35	1:15			Defensive PG	23	13:50			Defensive PG		11	6:26			High Defense	19 = Def PG
34	0:37			Check Rebound chart	22	13:11			Check Rebound chart		10	5:49			Check Rebound chart	10 or 20 = High in Game

Dunk Range (use chart or subtract or add opposing team's "Adj Dunk" from team's "Dunk" or "Lay-up" range keeping in mind to skip 57-60 since those are not possible rolls on the 51-66 range). If in range, Offense gets 2-point bucket OR games for a possible 3-point shot multiplying the shooters 3-point range by 3 (e.g. 1-4 become 1-12) but anything outside the range is a miss. If the dunk number is below 50, that is a STOP range and guards force a turnover while others force miss & get rebound. Dunk range adjusts for eras. 3-point shots were rare or did not exist in the past, as well as level of competition. Otherwise 2 players with the exact same stats would have the same card, while one faced Power Conference and the other low level foes.