

ALTERNATE VERSION OF APBA BASKETBALL PLAY CHARTS

SHOT ATTEMPT

	A	B	C	D	E
Field: Good	1-18	1-15	1-12	1-9	1-2
Field: Miss	19-30	16-30	13-30	10-30	3-30
Putback: Good	1-18	-	-	-	-
Putback: Miss	19-30	-	-	-	-
Card Result 31	G+1	G+1	G+1	G+1	G+1
Card Result 32	G+1	M-2	O-Foul	M-2	M-2
Card Result 33	M-2	M-2	M-2	M-2	M-2
Card Result 34	M-2	O-Foul	M-2	M-2	M-2
Card Result 35	GFI-3	GFI-4	GFI-2	GFI-1	MFI-3
Card Result 36	GFI-4	GFI-5	GFI-3	GFI-2	MFI-4

Remember to subtract the defensive rating of the opponent before determining the field goal good or miss.

Card results 31-36 are immune to defensive changes.

G+1: The shot is good, and a foul occurred. One free throw.

M-2: The shot is not good, but a foul occurred. 2 free throws.

GFI: The shot is good, and consult the Fatigue and Injury chart with the indicated number.

MFI: The shot is not good, do not check for a rebound and consult the Fatigue and Injury chart with the indicated number. Restart play with the other team.

FREE THROW VIOLATION

11-23	Defense violation, shooter gets a reshoot*
24-42	Offensive violation, no point
53-61	Double violation, ball goes to possession arrow
62-66	Disconcertation, shooter gets a reshoot*

*No reshoot necessary if the free throw was good

FREE THROW

1-18	Good
19-29	Miss
30	Missed Rim
31	Good*
32	Missed
33	Good
34	Missed*
35	Good if Home
36	Good if Home

*See FT Violation Chart if the final shot

FATIGUE AND INJURY

	1ST	2ND	3RD	4TH/OT		1ST	2ND	3RD	4TH/OT
2	-	-	-	-	9	FF	Out 16	Out 24	Out 32
3	-	-	-	FF	10	Out 8	Out 20	Out 28	Out 36
4	-	-	TO	Out 12	11	Out 12	Out 24	Out Q	Out 40
5	-	TO	FF	Out 16	12	Out 16	Out 28	Out 32	Out 40
6	TO	TO	Out 12	Out 20	13	Out Q	Out Q	Out 36	Game
7	TO	FF	Out 16	Out 24	14	Until 3Q	Until 4Q	Game	Game
8	TO	Out 12	Out 20	Out Q	15	Game	Game	Game	Game

Add the number from the shot attempt GFI/MFI number to the shooter's injury rating.

TO: Add one card to the unused shot card deck to the current shot card deck.

FF: A flagrant foul has been called against the highest rated opponent. The shooter receives two free throws. After the two free throws, restart play with a card from the unused shot card deck with the shooting team keeping the ball.

If a player receives two technical fouls in one game, the player is ejected.

Out #: The shooter must be removed for the number of sequences listed.

Out Q: The shooter must be removed for the remainder of the quarter.

Until 3Q: The shooter must be removed until the beginning of the third quarter.

Until 4Q: The shooter must be removed until the beginning of the fourth quarter.

Game: The shooter must be removed for the remainder of the game.

CONTESTED REBOUND/JUMP BALL PROCEDURE

Roll both dice for position and D bonus

Pos (red): 1-C, 2-PF, 3-SF, 4-SG, 5-PG, 6-highest (both teams)

Difference (white): roll is added to defense, +2 is added to the home team

Consult the chart below based on the sum of the two adjusted rebound ratings

For jump balls, consider offense the home team and defense the away team

	≥+9	+8	+7	+6	+5	+4	+3	+2	+1	EVEN
Off.:	11-53	11-52	11-51	11-46	11-45	11-44	11-43	11-42	11-41	11-36
Def.:	54-66	53-66	52-66	51-66	46-66	45-66	44-46	43-46	42-66	41-66

	-1	-2	-3	-4	-5	-6	-7	-8	≤-9
Off.:	11-35	11-34	11-33	11-32	11-31	11-26	11-25	11-24	11-23
Def.:	36-66	35-66	34-66	33-66	32-66	31-66	26-36	25-36	24-36