

## XEG College Basketball (2025 update)

This game is designed to replicate college basketball in approximately 20 throws of 3 dice (1 red 1 black 1 blue) with the occasional decider die to solve 50/50 situations. Similar to History Maker Baseball and Fast Drive Football, we use team stats to create team qualities, which then come into play during the games.

### GAMEPLAY

Each gameplay roll takes up 2:00 of clock time, until we get into the final 2:00 of the game.

Roll the 3 colored dice, with the smallest numbers always being read first. A 5-3-2 roll gets read as 2-3-5. Once you have that number, reference the far left column on the main chart. If the criteria are met, use the score generated by that criteria, with the number on the left always being the visitor score, and the right being the home score. A "2-5" result means that during that 2:00 period, the home team outscored the visiting team 5-2.

If the criteria on the left column are not met, move to the middle column, and if the middle criteria are still not met, move to the far right column.

In addition to the score, there are more things that can happen on a result:

- A team can get HOT, which is a team attribute that comes and goes during the game. Once a team gets HOT, they only lose this quality if 1) The half ends, 2) They get 0 points in a 2:00 chunk of clock time, or 3) The result explicitly says that a team "loses HOT".
- The result may also call for free throws with an (X). For each free throw called for, roll 2 dice, **reading the red dice before the black dice**, comparing that to the team's FT range. If it's within the range, the team adds 1 point for each successful FT to their total for that time block.

An (X) is assigned against the fouling team. These are "accumulating fouls." Once a team gets 2 (X)s in a half, they are in "FOUL TROUBLE" and their opponent receives +2 points to their point total every other time block (:16, :12, :08, :04). The fouling team also receives the "FOUL TROUBLE" quality. The +2 does not take effect in the same time block in which a team enters "FOUL TROUBLE."

- There are several instances that call for a roll on the UNUSUAL CHART. To roll against the chart, roll 2 dice in the same way you roll for a free throw. In addition to modifying the score, the UNUSUAL CHART has the ability to change team qualities, add or subtract foul (X) and HOT qualities.

When checking team qualities, there are some instances where the quality will have a • after the quality, this means they have a "semi" quality, and you have to roll a decider dice in that instance to determine if they have that quality in that instance. Because this comes up on an instance-by-instance basis, a team with "SHARP•" could be SHARP at one point in the game and not SHARP later on.

### TIMING

Again, every roll against the MAIN chart takes 2:00, but when you get to the final 2:00 of the game (not half), you must check the score to determine what to do next. Again **this is not the 2:00 block**, but the block that is labelled 0:00 in the second half.

If the difference between the teams is 11+ points, your next roll will be on the normal chart. The game is basically over, we're just winding it down.

If the difference between the teams is 4-10 points, your next roll will be on the FINAL 2:00 CHART **using the same 2 dice method we use for Free throws and the UNUSUAL CHART**. Each roll takes :30, so there will be up to 3 of them before we get to the final shot.

- If at any point while rolling on the FINAL 2:00 CHART, the point difference between teams decreases to 0-3, stop rolling on this chart and switch to the FINAL SHOT chart (still using the same 2-dice method. This will be the final roll of the game (if the game isn't tied after the roll.)

If the point differential does not decrease into that 0-3 level, keep rolling on the FINAL 2:00 CHART until we get to the final :30.

- If a team leads by 4+ in the final :30 of the game, the losing team misses a three and the winning team simply dribbles out the clock. No rolls are needed. If the difference between the teams is 0-3, roll on the FINAL SHOT CHART for what may be the last shot of the game.

If the difference between the teams is 0-3 points at 2:00 and you have not rolled on the FINAL 2:00 CHART, Roll 1d6 to determine initial scoring in the 2:00 leading up to the final shot. (1 = 1-1, 2 = 2-2, 3 = 3-3, 4 = 4-4, 5 = 5-5, and 6 = 6-6.) Then roll 2 dice using the same method used for Free throws and the UNUSUAL CHART. Any points awarded in the final roll will be added to the initial scoring.

To be clear, if you transition from the FINAL 2:00 CHART to the FINAL SHOT chart, you **do not** roll the 1d6 for initial scoring, as the FINAL 2:00 chart provided that initial scoring in the time from 2:00 to the final shot.

If a game goes to overtime, OT consists of **two** 2:00 segments on the normal 3-dice table, followed by a score check to determine the final minute, which will be treated just as you would the final 2:00 of regulation, rolling on the FINAL 2:00 CHART (for one roll before moving to the FINAL SHOT CHART) on a 4-10 point differential, rolling directly on the FINAL SHOT CHART on a 0-3 point differential, or simply dribbling out the clock on an 11+ point differential.

### NEUTRAL SITE

To play a neutral site game, the team with the lower SRS is the home team for the first half, while the team with the higher SRS is the home team for the second half and for overtime. If both team have the same SRS, roll the decider die, assigning one team to each result. Whichever team is rolled will be the designated home team for the second half/OT, while the other team gets home status for half one.

TEAM QUALITIES

Teams are assigned qualities based on their total stats and where they rank relative to everyone else. Star ratings change on a game-by-game basis based on a team's SRS rating, which can be found at <https://www.sports-reference.com/cbb/>.

To calculate star ratings before a game, compare each team's SRS. The team with the lower SRS will not receive a star rating, while the higher SRS team will receiver a start rating according to the following chart:

Difference in SRS	★ rating for the higher team
0-2	0★
3-9	1★
10-16	2★
17-23	3★
24-30	4★
31+	5★

Team qualities are assigned by looking at a team's stats ranked against the other 364 Division 1 College teams, with teams getting the following ratings based on the following rankings:

	TOP 8%	TOP 9-16%	MIDDLE 68%	BOTTOM 9-16%	BOTTOM 8%
Points Per Game	TEMPO	TEMPO•	(No Quality)	SLOW•	SLOW
Total Shooting %	SHARP	SHARP•	(No Quality)	DULL•	DULL
Three Point %	RANGED	RANGED•	(No Quality)	BRICK•	BRICK
Turnovers Committed	SLOPPY	SLOPPY•	(No Quality)	CRISP•	CRISP
Offensive Rebounds	O-BIG	O-BIG•	(No Quality)	O-SMALL•	O-SMALL
Assists	SPREAD	SPREAD•	(No Quality)	SELFISH•	SELFISH
Opponent Shot %	OPEN	OPEN•	(No Quality)	LOCK•	LOCK
Opponent Three Point %	SPACED	SPACED•	(No Quality)	CONTESTED•	CONTESTED
Steals	HANDSY	HANDSY•	(No Quality)	SEDATE•	SEDATE
Blocks	BLOCK	BLOCK•	(No Quality)	ZONE•	ZONE
Fouls Committed	UNRULY	UNRULY•	(No Quality)	TRAINED•	TRAINED
Defensive Rebounds	D-BIG	D-BIG•	(No Quality)	D-SMALL•	D-SMALL

Be mindful when checking these ratings that sometimes having the HIGHEST of a quality is a bad thing, as indicated by the color difference. We've changed from team rankings in numbers to percentages to allow the ratings to work across seasons. Top 8% in 2025 is 29 schools out of 364, while the top 8% in 1998 is 24 schools out of 308.

Teams from a lower division automatically have the qualities of "SLOW• DULL• FT:11-41" with an SRS of -20.

Team Free Throw %	Rating
< 54.6	FT:11-41
54.6-57.0	FT:11-42
57.1-59.5	FT:11-43
59.6-62.5	FT:11-44
62.6-65.5	FT:11-45
65.6-68	FT:11-46
68.1-70.5	FT:11-51
70.6-73.5	FT:11-52
73.6-76.5	FT:11-53
76.6-79.5	FT:11-54
79.6-82.0	FT:11-55
82.1-84.5	FT:11-56
84.6-87.5	FT:11-61
87.6-90.5	FT:11-62
90.6-93.0	FT:11-63
93.1-95.5	FT:11-64
95.6-98.5	FT:11-65
98.6+	FT:11-66

Use the chart to the left to determine a team's Free throw rating, and add that to the end of all of their qualities.

Feedback is always welcome at [MTingle@gmail.com](mailto:MTingle@gmail.com)

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# XEG College Basketball

★	SRS	NAME	QUALITIES	1H FOULS	2H FOULS	1H	2H	OT	TOT
				(X) (X)	(X) (X)				
				(X) (X)	(X) (X)				

1ST HALF	ROLL	VISITOR	HOME	NOTE
18:00				
16:00				
14:00				
12:00				
10:00				
8:00				
6:00				
4:00				
2:00				
0:00				

SRS Difference	High Team receives
0-2	0★
3-9	1★
10-16	2★
17-23	3★
24-30	4★
31+	5★

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	VISITOR	HOME
HALFTIME		

2ND HALF	ROLL	VISITOR	HOME	NOTE
18:00				
16:00				
14:00				
12:00				
10:00				
8:00				
6:00				
4:00				
2:00				

Use if either team is leading by 11+ after 2:00

	ROLL	VISITOR	HOME	NOTE
0:00				

OR

Use if either team is leading by 4-10 after 2:00

	ROLL	VISITOR	HOME	NOTE
1:30				
1:00				
0:30				
0:00				

In OT, first 2 rolls are normal chart, 0:30 and 0:00 rolls should be determined using Final 2:00 / Final Shot logic

OT	ROLL	VISITOR	HOME	NOTE
3:00				
1:00				
0:30				
0:00				

All rolls are 3d6 read from low to high. Example: 6-4-3 is 3-4-6 etc.

Exceptions are Free Throw Rolls, Unusual Chart, Final 2:00 chart, and Final Shot Chart, which are 2d6, read with red die first. Example: 51 is 51.

Any quality with a • after is a "semi" quality, and must be accompanied by a • roll of the decider dice to take effect. "semi" qualities are re-rolled on an instance-by-instance basis in-game.

If a team is in "FOUL TROUBLE" through 2 (X)s in a half or other means, the other team gets +2 points to their total in the following time blocks: 16:00, 12:00, 8:00, 4:00 (FOUL TROUBLE resets at half, end regulation)

Neutral site games roll a decider die in each block to determine "Home" team. • indicates "same as scoreboard", ◊ flips (home is now visitor)

After the 2:00 result in the second half, proceed as follows:

Team winning by 11+: One final roll on normal chart

Team winning by 0-3: Roll a d6 to determine initial scoring

(1 = 1-1, 2 = 2-2, 3 = 3-3, 4 = 4-4, 5 = 5-5, 6 = 6-6) Then proceed to FINAL SHOT chart for 0:00

Team winning by 4-10: Proceed to final 2:00 chart and use 1:30, 1:00, 0:30 time blocks.

If at any point, the point difference decreases to 0-3, stop rolling on this chart and switch to the FINAL SHOT chart.  
If the difference exceeds 10 points, keep rolling on this chart until we get to the final 0:00 block.

If a team is winning by 4+ entering the final 0:00 roll: Losing team misses a 3, winning team dribbles out clock

NORMAL/MAIN CHART

1-1-1	<i>Both teams are raining threes!</i> 9-9 + BOTH HOT!	1-1-1		1-1-1	
1-1-2	5★ HOME? 0-9 + HOME HOT!	1-1-2	5★ VISITOR? 9-0 + VISITOR HOT!	1-1-2	4-4
1-1-3	4-5★ VISITOR? 8-0 + VISITOR HOT!	1-1-3	4-5★ HOME? 0-8 + HOME HOT!	1-1-3	4-4 + 2FT EACH TEAM (X)
1-1-4	3-5★ HOME? 0-6 + HOME HOT!	1-1-4	3-5★ VISITOR? 6-0 + VISITOR HOT!	1-1-4	3-3
1-1-5	2-5★ VISITOR or SLOW HOME? 4-0	1-1-5	2-5★ HOME or SLOW VISITOR? 0-4	1-1-5	3-3
1-1-6	1-5★ HOME or SLOW VISITOR? 2-5	1-1-6	1-5★ VISITOR or SLOW HOME? 5-2	1-1-6	3-3
1-2-2	5★ HOME? 0-6 + HOME HOT!	1-2-2	5★ VISITOR? 6-0 + VISITOR HOT!	1-2-2	4-4
1-2-3	4-5★ VISITOR or LOCK VISITOR? 4-0	1-2-3	4-5★ HOME or LOCK HOME? 0-4	1-2-3	6-6
1-2-4	3-5★ HOME or SHARP HOME? 0-4	1-2-4	3-5★ VISITOR or SHARP VISITOR? 4-0	1-2-4	5-5
1-2-5	2-5★ VISITOR or SHARP VISITOR? 4-0	1-2-5	2-5★ HOME or SHARP HOME 0-4	1-2-5	4-4
1-2-6	1-5★ HOME or SHARP HOME? 0-3	1-2-6	1-5★ VISITOR or SHARP VISITOR? 3-0	1-2-6	3-3
1-3-3	2-5★ VISITOR or SPREAD VISITOR? 5-2	1-3-3	2-5★ HOME or SPREAD HOME? 2-5	1-3-3	3-3
1-3-4	1-5★ HOME or SELFISH VISITOR? 2-5	1-3-4	1-5★ VISITOR or SELFISH HOME? 5-2	1-3-4	2-2
1-3-5	1-5★ VISITOR or UNRULY HOME? 2-2 + 1FT VIS (X)	1-3-5	1-5★ HOME or UNRULY VISITOR? 2-2 + 1FT HOME (X)	1-3-5	2-2
1-3-6	2-5★ HOME or FOUL TROUBLE VISITOR? 2-6	1-3-6	2-5★ VISITOR or FOUL TROUBLE HOME? 6-2	1-3-6	4-2
1-4-4	SLOW VISITOR or HOT HOME? 0-2	1-4-4	SLOW HOME or HOT VISITOR? 2-0	1-4-4	2-2
1-4-5	SLOPPY VISITOR or OPEN VISITOR? 2-6	1-4-5	SLOPPY HOME or OPEN HOME? 6-2	1-4-5	5-5
1-4-6	DULL VISITOR or LOCK HOME? 0-3	1-4-6	DULL HOME or LOCK VISITOR? 3-0	1-4-6	2-2
1-5-5	RANGED HOME or SPACED VISITOR? 2-6	1-5-5	RANGED VISITOR or SPACED HOME? 6-2	1-5-5	5-3
1-5-6	BRICK VISITOR or CONTESTED HOME? 0-2	1-5-6	BRICK HOME or CONTESTED VISITOR? 2-0	1-5-6	3-5
1-6-6	CRISP HOME? 2-5 + 1FT HOME (X)	1-6-6	CRISP VISITOR? 5-2 + 1FT VISITOR (X)	1-6-6	4-3
2-2-2	SLOPPY VISITOR or HOT HOME? 2-6 + HOME HOT!	2-2-2	SLOPPY HOME or HOT VISITOR? 6-2 + VISITOR HOT!	2-2-2	3-4
2-2-3	O-BIG HOME or D-SMALL VISITOR? 2-4	2-2-3	O-BIG VISITOR or D-SMALL HOME? 4-2	2-2-3	4-4
2-2-4	O-BIG VISITOR or D-SMALL HOME? 4-2	2-2-4	O-BIG HOME or D-SMALL VISITOR? 2-4	2-2-4	3-3
2-2-5	UNRULY VISITOR? 2-2 + 2FT HOME (X)	2-2-5	UNRULY HOME? 2-2 + 2FT VISITOR (X)	2-2-5	4-4
2-2-6	HANDSY HOME or SLOPPY VISITOR? 2-4	2-2-6	HANDSY VISITOR or SLOPPY HOME? 4-2	2-2-6	5-5
2-3-3	BLOCK HOME or O-SMALL VISITOR? 2-6	2-3-3	BLOCK VISITOR or O-SMALL HOME? 6-2	2-3-3	5-3
2-3-4	ZONE VISITOR or D-BIG HOME? 2-4	2-3-4	ZONE HOME or D-BIG VISITOR? 4-2	2-3-4	3-5
2-3-5	SPREAD HOME or SEDATE VISITOR? 2-4	2-3-5	SPREAD VISITOR or SEDATE HOME? 4-2	2-3-5	2-4
2-3-6	4:00 OR LESS LEFT IN GAME? 2-4 + 2FTS VISITOR (X)	2-3-6	8:00 OR LESS LEFT IN GAME? 4-2 + 2FTS HOME (X)	2-3-6	3-3
2-4-4	DECIDER DICE • ? 2-6 + VISITOR LOSES HOT	2-4-4	DECIDER DICE ○ ? 6-2 + HOME LOSES HOT	2-4-4	
2-4-5	DECIDER DICE • ? 2-2 + 2FTS VISITOR (X)	2-4-5	DECIDER DICE ○ ? 2-2 + 2FTS HOME (X)	2-4-5	
2-4-6	DECIDER DICE • ? 2-2 + 2FTS HOME (X)	2-4-6	DECIDER DICE ○ ? 2-2 + 2FTS VISITOR (X)	2-4-6	
2-5-5	DECIDER DICE • AND HOT VISITOR? 8-4	2-5-5	DECIDER DICE ○ AND HOT HOME ? 4-8	2-5-5	6-6
2-5-6	DECIDER DICE • AND HOT HOME? 2-6	2-5-6	DECIDER DICE ○ AND HOT VISITOR? 6-2	2-5-6	4-4
2-6-6	UNUSUAL CHART	2-6-6		2-6-6	
3-3-3	DECIDER DICE • AND FOUL TROUBLE VISITOR? 2-6	3-3-3	DECIDER DICE ○ AND FOUL TROUBLE HOME? 6-2	3-3-3	UNUSUAL CHART
3-3-4	FOUL TROUBLE VISITOR or TRAINED HOME? 0-2	3-3-4	FOUL TROUBLE HOME or TRAINED VISITOR? 2-0	3-3-4	4-4
3-3-5	FOUL TROUBLE V? 2-6 + 2FTS H(X) + HOME HOT!	3-3-5	FOUL TROUBLE H? 6-2 + 2FTS V(X) + VISITOR HOT!	3-3-5	2-2
3-3-6	FOUL TROUBLE H? 6-2 + 2FTS V(X) + VISITOR HOT!	3-3-6	FOUL TROUBLE V? 2-6 + 2FTS H(X) + HOME HOT!	3-3-6	5-5
3-4-4	2-6 + HOME HOT!	3-4-4		3-4-4	
3-4-5	2-2 + 2FT EACH TEAM (X)	3-4-5		3-4-5	
3-4-6	HOT VISITOR? 8-4	3-4-6	HOT HOME? 4-8	3-4-6	6-5
3-5-5	5-6 + ADDITIONAL 2PTS FOR ANY TEAM WITH TEMPO	3-5-5		3-5-5	
3-5-6	5-4 + ADDITIONAL 2PTS FOR ANY TEAM WITH TEMPO	3-5-6		3-5-6	
3-6-6	4-5 + ADDITIONAL 2PTS FOR ANY TEAM WITH TEMPO	3-6-6		3-6-6	
4-4-4	7-7 + ADDITIONAL 2PTS FOR ANY TEAM WITH TEMPO	4-4-4		4-4-4	
4-4-5	8-5 + ★ COUNT	4-4-5		4-4-5	
4-4-6	5-8 + ★ COUNT	4-4-6		4-4-6	
4-5-5	4-4 + 2FT EACH TEAM (X)	4-5-5		4-5-5	
4-5-6	<i>and one for the visitors!</i> 2-0 + 1 FT VISITOR (X)	4-5-6		4-5-6	
4-6-6	<i>and one for the home team!</i> 0-2 + 1 FT HOME (X)	4-6-6		4-6-6	
5-5-5	UNUSUAL CHART	5-5-5		5-5-5	
5-5-6	DECIDER DICE • ? 3-3 + 2 FTS VISITOR (X)	5-5-6	DECIDER DICE ○ ? 3-3 + 2 FTS HOME (X)	5-5-6	
5-6-6	5-5 + ★ COUNT	5-6-6		5-6-6	
6-6-6	<i>Both teams have gone ice-cold!</i> 0-0	6-6-6		6-6-6	

UNUSUAL CHART (roll 2d6 and read them red dice first, black dice second)

11	<i>Shot clock malfunction slows down the game.</i> 4-4 + BOTH TEAMS LOSE HOT!	41	<i>Unexpected players score!</i> Roll and add 2D6 for each TM score
12	<i>Long review slows down the game.</i> 3-3 + BOTH TEAMS LOSE HOT!	42	<i>Student section disturbance causes delay</i> 4-4 + BOTH LOSE HOT!
13	<i>Funny bounces make a difference.</i> Roll and add 1D6 for each TM score	43	HOME gets an unexpected big man three! 3-6
14	VISITOR Big man hurt! 4-4 + Lose V O-BIG + D-BIG, add D-SMALL + O-SMALL for game	44	VISITOR gets an unexpected big man three! 6-3
15	HOME Big man hurt! 4-4 + Lose H O-BIG + D-BIG, add D-SMALL + O-SMALL for game	45	VISITOR jumpers are heating up! 8-2 + VISITOR HOT!
16	VISITOR Top G hurt! 4-4 + Lose V SPREAD + RANGED, add BRICK + SELFISH for game	46	HOME jumpers are heating up! 2-8 + HOME HOT!
21	HOME Top G hurt! 4-4 + Lose H SPREAD + RANGED, add BRICK + SELFISH for game	51	VISITOR coach is T'ed up after a HOME run! 0-6 + 1FT HOME (X)
22	<i>The refs are letting them play!</i> 8-8 + Remove one (X) from each team	52	HOME coach is T'ed up after a VISITOR run! 6-0 + 1FT VISITOR (X)
23	1-5★ VISITOR + TRUE ROAD GAME? <i>Home crowd rallies the underdogs!</i> 0-8 + HOME HOT!; Else 0-0	53	VISITOR is fouled shooting 3! 0-0 3FTS VISITOR (X)
24	VISITOR foul is under review. DECIDER DICE • ? 4-4 No foul. Else 4-4 + 2FT HOME (X)	54	HOME is fouled shooting 3! 0-0 3FTS HOME (X)
25	HOME foul is under review. DECIDER DICE • ? 4-4 No foul. Else 4-4 + 2FT VISITOR (X)	55	<i>Teams are heating up!</i> 8-8 + BOTH TEAMS HOT!
26	TIED? 5-5; Else LOSING TEAM fouled shooting 3! 2-2 + 3FTS LOSING TEAM (X)	56	1-5★ EITHER TEAM? <i>Adapting defense!</i> 6-6 + LOSE 1★; Else 6-6
31	<i>It's the ref show out there!</i> 0-0 + 4FT EACH TM, BOTH GET FOUL TROUBLE	61	<i>Aggressive ref!</i> 2-2 + 2FT EACH TM, BOTH GET FOUL TROUBLE
32	VISITOR with a chance for a 4-point play! 6-2 + 1FT VISITOR (X)	62	TEAM WITH 10+ PT LEAD? 9-0 for LOSING TEAM; Else 7-7
33	<i>Coach EJECTED!</i> DECIDER DICE • ? 4-4 HOME Loses ALL positive team qualities; Else Same but to VISITOR	63	HOME with a chance for a 4-point play! 2-6 + 1FT HOME (X)
34	TIED? 6-6; Else TEAM LOSING BY 5+? 6-0 for LOSING TEAM; Else 5-4 for LOSING TEAM	64	TIED? 5-5; Else 5-2 for LOSING TEAM
35	<i>Wild sequence of events opens the game up!</i> 10-10 + BOTH TEAMS Lose SLOW, add TEMPO	65	VISITOR three under review vs shot clock. DECIDER DICE • ? 5-2; Else 2-2
36	<i>Things get chippy after a whistle!</i> 6-6 + BOTH TMS lose TRAINED, add UNRULY	66	HOME three under review vs shot clock. DECIDER DICE • ? 2-5; Else 2-2

FINAL 2:00 CHART If difference is 4-10 pts. Each roll is :30. If difference is reduced to 0-3, go to final shot chart to end game. If 4+ with :30, losing TM misses 3 and winning team dribbles out clock

11-13	LOSING TM hits a three, then fouls! 3-0 for LOSING TM + 2 FTS WINNING TM	
14-16	LOSING TM hits a two, then fouls! 2-0 for LOSING TM + 2 FTS WINNING TM	
21-22	LOSING TM RANGED or WINNING TM SPACED? 3, then foul 3-0 for LOSING TM + 2 FTS WINNING TM;	Else missed 3 then foul 0-0 + 2 FTS WINNING TM
23-24	LOSING TM SHARP or WINNING TM OPEN? 2, then foul 2-0 for LOSING TM + 2 FTS WINNING TM;	Else missed 2 then foul 0-0 + 2 FTS WINNING TM
25-26	LOSING TM BRICK or WINNING TM CONTESTED? Missed 3 then foul 0-0 + 2 FTS WINNING TM;	Else 3 then foul 3-0 for LOSING TM + 2 FTS WINNING TM
31-32	LOSING TM DULL or WINNING TM LOCK? Missed 2 then foul 0-0 + 2 FTS WINNING TM;	Else 2 then foul 2-0 for LOSING TM + 2 FTS WINNING TM
33-34	LOSING TM SLOPPY or WINNING TM HANDSY? Turnover then foul 0-0 + 2 FTS WINNING TM;	Else 2 then foul 2-0 for LOSING TM + 2 FTS WINNING TM
35-36	1-5★ LOSING TM? Losing team hits a 2, then fouls. 2-0 for LOSING TM + 2 FTS WINNING TM;	Else missed 2 then foul 0-0 + 2 FTS WINNING TM
41-42	2-5★ LOSING TM? Losing team hits a 3, then fouls. 3-0 for LOSING TM + 2 FTS WINNING TM;	Else missed 3 then foul 0-0 + 2 FTS WINNING TM
43-44	1-5★ WINNING TM? Missed 2 then foul 0-0 + 2 FTS WINNING TM	Else; 2 then foul 2-0 for LOSING TM + 2 FTS WINNING TM
45-46	2-5★ WINNING TM? Missed 3 then foul 0-0 + 2 FTS WINNING TM	Else; 3 then foul 3-0 for LOSING TM + 2 FTS WINNING TM
51-56	LOSING TM misses a three, then fouls! 0-0 + 2 FTS WINNING TM	
61-62	LOSING TM misses a two, then fouls! 0-0 + 2 FTS WINNING TM	
63-64	LOSING TM HITS a two, then gets a STEAL and they get fouled! 2-0 for LOSING TM + 2 FTS LOSING TM	
65	LOSING TM HITS a two, then gets a STEAL and hits ANOTHER TWO! 4-0 for LOSING TM	
66	LOSING TM HITS a three, then gets a STEAL and hits ANOTHER TWO! 5-0 for LOSING TM	

FINAL SHOT CHART (If difference between the two teams is 0-3 points. If not using Final 2:00 chart to get here, roll 1d6 for initial scoring. 1= 1-1, 2=2-2, etc)

11	TIED: Home 3 misses. Overtime!	DOWN 3? Losing team hits 3! Overtime!	Else Losing team hits 3! Game over!
12	TIED: Visitor 3 misses. Overtime!	DOWN 3? Losing team misses 3. Game over	Else Losing team hits 2 at the buzzer!
13	TIED: 1-5★ VISITOR hits 2! Ballgame! Else miss + OT!	DOWN 3? Losing team misses 3. Game over	Else Losing team misses 2. Game over.
14	TIED: 2-5★ VISITOR hits 3! Ballgame! Else miss + OT!	DOWN 3? Losing team can't get the ball! Game over.	Else Losing team misses 3. Game over.
15	TIED: 3-5★ VISITOR hits 2! Ballgame! Else miss + OT!	DOWN 3? Losing team makes 3 after :00! No good!	Else Losing team can't get the ball! Game over.
16	TIED: 4-5★ VISITOR hits 3! Ballgame! Else miss + OT!	DOWN 3? 4-5★ LOSING TM hits 3 at :00! Else miss	Else Losing team makes 2, but after :00! Game over.
21	TIED: 5★ VISITOR hits 3! Ballgame! Else miss + OT!	DOWN 3? 2-5★ LOSING TM hits 3 at :00! Else miss	Else 1-5★ LOSING TM hits 2! Else miss. Game over
22	TIED: 1-5★ HOME hits 2! Ballgame! Else miss + OT!	DOWN 3? RANGED LOSING TM hits 3! Else miss	Else 2-5★ LOSING TM hits 2! Else miss. Game over
23	TIED: 2-5★ HOME hits 3! Ballgame! Else miss + OT!	DOWN 3? LOSING TM = HOME? 3! OT! Else miss	Else 3-5★ LOSING TM hits 3!!! Else miss. Game over
24	TIED: 3-5★ HOME hits 2! Ballgame! Else miss + OT!	DOWN 3? Losing team hits 3! Overtime!	Else 4-5★ LOSING TM hits 3!!! Else miss. Game over
25	TIED: 4-5★ HOME hits 3! Ballgame! Else miss + OT!	DOWN 3? Losing team misses 3. Game over	Else 5★ LOSING TM hits 3!!! Else miss. Game over
26	TIED: 5★ HOME hits 3! Ballgame! Else miss + OT!	DOWN 3? 3-5★ LOSING TM hits 3 at :00! Else miss	Else SHARP LOSING TM hits 2! Else miss. Game.
31	TIED: Home 2 misses. Overtime!	DOWN 3? Losing team hits 3! Overtime!	Else RANGED LOSING TM hits 3!!! Else miss. Game.
32	TIED: Visitor 2 misses. Overtime!	DOWN 3? 1-5★ WINNING TM? Underdog 3 for OT!	Else Losing team HITS AND 1 AT :00! 1FT!
33	TIED: UNRULY V? 2FTS H at :00! Else, miss + OT!	DOWN 3? Losing team misses 3. Game over	Else Losing team hits 3! Game over!
34	TIED: UNRULY H? 2FTS V at :00! Else, miss + OT!	DOWN 3? Losing team misses 3. Game over	Else Losing team hits 2 at the buzzer!
35	TIED: Visitor 2 at the buzzer hits! Ballgame!	DOWN 3? Losing team misses 3. Game over	Else Losing team misses 2. Game over.
36	TIED: Home 2 at the buzzer hits! Ballgame!	DOWN 3? Losing team can't get the ball! Game over.	Else Losing team misses 3. Game over.
41	TIED: Visitor 3 at the buzzer hits! Ballgame!	DOWN 3? Losing team hits 3! Overtime!	Else Losing team can't get the ball! Game over.
42	TIED: Home 3 at the buzzer hits! Ballgame!	DOWN 3? Losing team misses 3. Game over	Else SHARP LOSING TM hits 2! Else miss. Game.
43	TIED: Home fouls at the buzzer! 2FTS V at :00!	DOWN 3? 5★ LOSING TM hits 3 at :00! Else miss	Else RANGED LOSING TM hits 3!!! Else miss. Game.
44	TIED: Visitor fouls at the buzzer! 2FTS H at :00!	DOWN 3? LOSING TM = VISITOR? Miss! Else 3!	Else Losing team airballs it at the buzzer. Game.
45	TIED: SHARP VISITOR hits 2! Game! Else miss + OT!	DOWN 3? Foot on the line! Losing team hits 2, loses	Else Losing team fouled on 3 at :00! 3FTS!
46	TIED: DECIDER DICE •? Home 2 wins it! Else Visitor 2 wins it!	DOWN 3? DECIDER DICE •? Losing TM ties it! Else miss	Else DECIDER DICE •? Losing TM hits 2! Else Losing TM hits 3!
51	TIED: SHARP HOME hits 2! Game! Else miss + OT!	DOWN 3? RANGED LOSING TM hits 3! Else miss	Else Losing team fouled on shot at :00! 2FTS!
52	TIED: EITHER TEAM 1-5★? Underdog hits 2! Else miss+OT	DOWN 3? 1-5★ WINNING TM? Underdog 3 for OT! Else miss	Else 1-5★ WINNING TM? Underdog hits 2! Else miss. Game.
53	TIED: Home 3 misses. Overtime!	DOWN 3? Losing team 3 GOOD AND 1 at :00! 1FT!	Else RANGED LOSING TM hits 3!!! Else miss. Game.
54	TIED: Visitor 3 misses. Overtime!	DOWN 3? 1-5★ LOSING TM hits 3 at :00! Else miss	Else SHARP LOSING TM hits 2! Else miss. Game.
55	TIED: Visitor 2 at the buzzer hits! Ballgame!	DOWN 3? Losing team hits 3! Overtime!	Else Losing team hits 3! Game over!
56	TIED: Home 2 at the buzzer hits! Ballgame!	DOWN 3? Losing team misses 3. Game over	Else Losing team hits 2 at the buzzer!
61	TIED: Visitor 3 at the buzzer hits! Ballgame!	DOWN 3? Losing team misses 3. Game over	Else Losing team misses 3. Game over.
62	TIED: Home 3 at the buzzer hits! Ballgame!	DOWN 3? Losing team fouled on 3 at :00! 3FTS!	Else Losing team misses 3. Game over.
63	TIED: Home 3 misses. Overtime!	DOWN 3? Losing team makes 3 after :00! No good!	Else Losing team can't get the ball! Game over.
64	TIED: Visitor 3 misses. Overtime!	DOWN 3? Losing team can't get the ball! Game over.	Else Losing team makes 3, but after :00! Game over.
65	TIED: Home 2 misses. Overtime!	DOWN 3? Losing team misses 3. Game over	Else Losing team misses 2. Game over.
66	TIED: Visitor 2 misses. Overtime!	DOWN 3? Losing team misses 3. Game over	Else Losing team misses 3. Game over.



ADVANCED OPTION

There is a way to add individual scoring to the game with a few additional dice rolls, though it currently isn't supported on any of the seasons that have been created. To set up individual scoring, you only need three things:

- Team rosters, Player positions, Player points scored

Once you have this information, order the players by points scored, and denote any player that is a guard or forward/guard with a G. This is so we can use them exclusively on plays that explicitly call for 3 point shots and re-roll if anyone else comes up.

Next, add up all the points and find the points percentage scored by each individual player. If a team scored 2400 points over a season and one player scored 500 of those points, his points percentage is 20.8%.

Next we want to translate those points percentages to the 11-66 that we get from 2d6 rolled together. There are 36 total outcomes there, meaning that each die result is worth 2.77%. First, we save 66 for anyone with a point percentage of 2.77% or less, writing it as "x66". Now we allocate the rest of the dice rolls in ranges based on their point percentage. That guy who has a points percentage of 20.8% would get 7.5 dice, which we round to 8. So he receives a range of 11-22 (11, 12, 13, 14, 15, 16, 21, 22). The next player will start on dice roll 23.

Things WILL start to get a little muddy at the end, so use judgement and be flexible. This is not an exact science.

Finally, apply a secondday D6 value to all of the players in the x66 category based on their points percentage. So for a player to be selected here, The 2D6 must be 66, followed by a secondary D6 of their dice roll. X66 players are only used in very particular game conditions: The game must be in the second half with a 10+ point differential. If these game conditions are not met, you re-roll the player.

Here are two teams created using this format:

So now let's saw we're in a game and Michigan State is the visiting team. We roll a 1-2-5. "2-5★ VISITOR or SHARP VISITOR? 4-0" Let's say that Michigan State meets that criteria and gets 4 points. Now we roll an additional 2D6 to get the scorer: 25. Looking at the range chart, Malik Hall gets credit for all 4 of those points, and we move on to the next time block.

Michigan State	POS	PTS	PTS %	Range		Mississippi State	POS	PTS	PTS %	Range	
Tyson Walker	G	582	24.1%	11-23		Josh Hubbard	G	583	22.9%	11-22	
Malik Hall		416	17.2%	24-33		Tolu Smith		335	13.2%	23-31	
A.J. Hoggard	G	363	15.0%	34-42		Cameron Matthews		322	12.7%	32-36	
Jaden Akins	G	337	14.0%	43-51		Shakeel Moore	G	256	10.1%	41-44	
Tre Holloman	G	193	8.0%	52-54		Dashawn Davis	G	228	9.0%	45-51	
Carson Cooper		118	4.9%	55-56		D.J. Jeffries		206	8.1%	52-54	
Coen Carr		109	4.5%	61-62		Jimmy Bell		173	6.8%	55-61	
Mady Sissoko		109	4.5%	63-64		Shawn Jones	G	157	6.2%	62	
Xavier Booker		90	3.7%	65		Trey Fort	G	99	3.9%	63	
Jeremy Fears Jr.	G	42	1.7%	x66 1-2		KeShawn Murphy		99	3.9%	64	
Jaxon Kohler		38	1.6%	x66 3		Gai Chol		34	1.3%	65	
Davis Smith	G	10	0.4%	x66 4		Andrew Taylor	G	27	1.1%	x66 1-4	
Steven Izzo	G	3	0.1%	x66 5		Jaquan Scott	G	13	0.5%	x66 5	
Nick Sanders	G	3	0.1%	x66 6		Adrian Myers	G	10	0.4%	x66 6	

A simple, but effective to get individual scoring if that's what you desire. I'll work on creating some advanced teams in the future. Playing out a full game like this, Michigan State overcame 31 points from Josh Hubbard to sneak out a 75-72 win. Jaden Akins had a big second half, scoring 15 of his 21 in the second frame.

Michigan State	POS	PTS	PTS %	Range		Mississippi State	POS	PTS	PTS %	Range
Tyson Walker	G	17				Josh Hubbard	G	31		
Malik Hall		17				Tolu Smith		8		
A.J. Hoggard	G	7				Cameron Matthews		4		
Jaden Akins	G	21				Shakeel Moore	G	4		
Tre Holloman	G	4				Dashawn Davis	G	6		
Carson Cooper						D.J. Jeffries		5		
Coen Carr		4				Jimmy Bell		5		
Mady Sissoko		2				Shawn Jones	G	4		
Xavier Booker		3				Trey Fort	G			
Jeremy Fears Jr.	G					KeShawn Murphy				
Jaxon Kohler						Gai Chol		5		
Davis Smith	G					Andrew Taylor	G			
Steven Izzo	G					Jaquan Scott	G			
Nick Sanders	G					Adrian Myers	G			