4th Street Software

Basketball
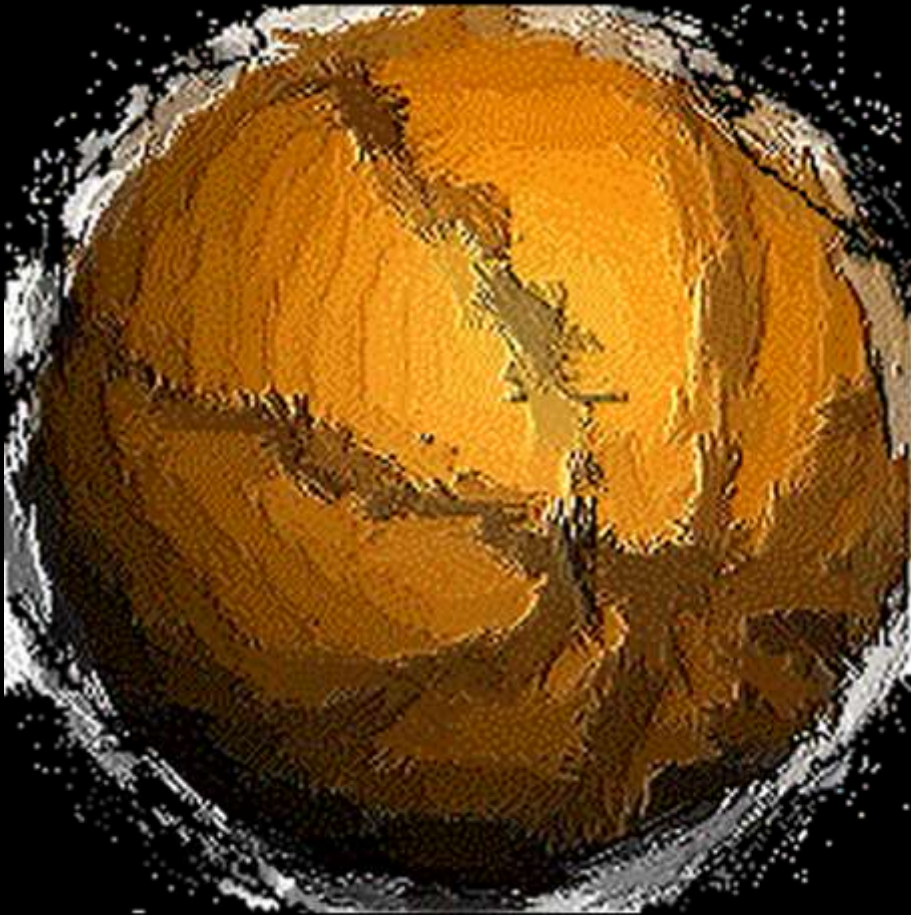
Board Version 1.01

4th Street Basketball Instructions

Thank you for purchasing 4th Street Basketball!

This document has been divided into three sections:

- Player rating explanations
- General play instructions
- Additional rules

Game Contents

Game board

Instruction manual

1 "basketball" token

2 sets (1 red, 1 blue) of round player position markers labeled ①-⑤)

2 sets (1 red, 1 blue) of square player fatigue markers (labeled 1-11)

2 black time pawns

5 red pawns (1 player marker, 2 score trackers, 1 timeout tracker, 1 foul tracker)

5 blue pawns (1 player marker, 2 score trackers, 1 timeout tracker, 1 foul tracker)

5 six-sided dice (red, blue, orange, black, white)

The Players

4th Street Basketball is a player-driven strategy game that relies on player ratings to generate results. A couple of sample player cards are shown below:

Turn your attention to the middle of the card, and you'll see sections labeled "Level 1," "Level 2," and "Level 3." Level 1 is the area nearest the basket. Level 2 is located at about 8-12 feet, and Level 3 is located at or beyond the 3-point line.

Each of these sections are constructed with player performance in mind. For example, if you look at Abdul-Jabbar's "Level 1" section, you'll notice a number of strange-looking circles. Each of these represents the outcome of a shot. A "◎" is a "nothing but net" 2-pointer from this range, while a "↺" is a 50/50 roll-around-the-rim shot that might or might not fall through. More on all that later.

In Level 3, you'll notice completely different symbols on Abdul-Jabbar. The circles have been replaced mostly by triangles. A "▲" means that Abdul-Jabbar passes to another player one zone in front of his current location, while a "►" indicates that he passes again, but this time one zone in front and one zone to his right.

The "Defense" section is filled with all sorts of symbols, ranging from "✖" (a blocked shot) to "↣" (a steal) to "⊠" (a foul). Again, we'll hit all of those symbols up in a bit, but let's take a look at some of the other areas, first.

Each player has received a variety of "grades" describing his performance during the year. The sections covered above, "Level 1" etc., have a player grade (from 0-3) located in the upper-left corner of the section in a gold box.

Abdul-Jabbar's "Level 1" grade is "3," which is outstanding…he's nearly impossible in the paint. His defensive grades of "2/1/0" indicate that when defending Level 1, he performs very well (his grade is a "2"), whereas in Level 2 (grade of "1") and Level 3 (grade of "0") he's a little easier to beat.

These grades are used on almost every play in tandem with a 6-sided "matchup die" …red for the visitor, blue for the home team. The grade is added to the player's respective die, making it more likely for him to win a "matchup" if he has a good grade, less likely if he is rated poorly.

Similarly, Abdul-Jabbar has a set of ratings and grades near the top of his card. In order, they are **rec** (recipient), **ast** (assist), **jmp** (jump ball), **oRb** (offensive rebound), **dRb** (defensive rebound), and **inj** (injury). Each of these is used in a portion of the game, sometimes not too dissimilar to the Level 1, Level 2, Level 3, and Defense grades described previously.

Finally, at the bottom of his card, each player's basic stats line is posted which allows you to make better decisions based on player usage.

Most of these stats are on a "per game" basis. For example, Abdul-Jabbar averages 38.3 minutes per game, 24.8 points per game, he is credited with 4.5 assists per game and 10.8 rebounds per game. He played 82 games during the season, shot 60.4% from the field, 0% on 3-pointers, and 76.5% from the free throw line.

One other important item on player cards is the position they primarily played during the season. This helps control their location during the game when they have possession of the ball. Kareem's position is "⑤," which is code for "center," as shown below:

Position Symbol System	
①	Point guard
②	Shooting guard
③	Small forward
④	Power forward
⑤	Center

Each player is represented on the court with a similarly labeled token in the same color as his team (red for the visitors, blue for the home team.) The tokens are ONLY needed for defense, and ONLY when a team is playing zone.

Some teams may find themselves short-handed at a certain position at times. Playing players at different positions is allowed in 4th Street Basketball…for example, you may have to play 2 point guards (position ①) at position ① and ②. You should try to avoid playing a player more than one level outside his position listing; for example, try not to play a ① at position ③, ④, or ⑤. Similarly, while it is OK to play a ⑤ at ④, try not to have him play at positions ③, ②, or ①. Use the Location Grid based upon the position the player is playing, NOT the position listed on his card.

The Dice

Five, 6-sided dice come with the game…one is red, one is blue, one is orange, one is black, and one is white. The following is a description of their most common uses:

Die	Most commonly used when…
	This is the "Team Red" die, used in resolving matchups.
	This is the "Team Blue" die, used in resolving matchups.
	The orange d6 is used when cross-referencing on player cards and on the location grid.
	The black d6 is used when cross-referencing on player cards and on the location grid.
	The white d6 is used to identify players in matchups.

The Location Grid

A Location Grid is provided for each season of 4th Street Basketball. It controls "setup" plays so we know where a player has control of the ball. As the game was meant to be as flexible as possible, changes in offensive philosophy play a huge role in how Location Grids are generated. For example, in 1979-80, the first year of the 3-point shot in the NBA, teams averaged only 2.8 3P shots per game. In the 2018-19 season that average had climbed to a whopping 32.0 per game! In the 2018-19 Big 10 college season, 36% of all field goal attempts were from beyond the arc.

②	1	2	3	4	5	6
1	1A		2B	2C	3A	3C
2	1A		2B	2C	3A	3C
3	1A		2B	2D	3A	3C
4		2A	2B	2D	3B	3D
5	1B	2A	2C	2D	3B	3D
6	1C	2A	2C	2D	3B	3D

The picture above is the Location Grid for shooting guards, as evidenced by the "②" in the top-left corner. A pair of dice, one orange and the other black, are used to cross reference on the chart to find the location of the player. For example, an orange "2" and a black "4" tell us that the shooting guard controls the ball in zone "2A" on a setup play.
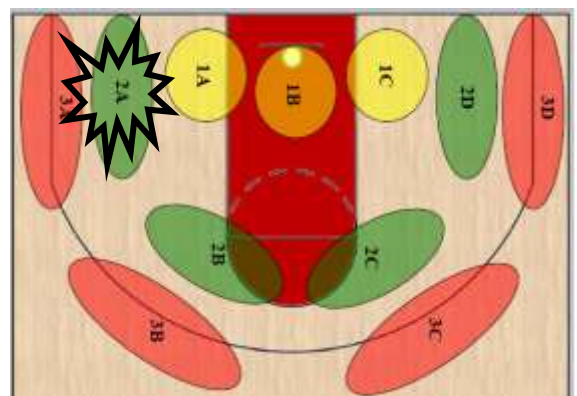
Use the Location Grid based upon the position a player is playing, NOT the position listed on his card. For example, if there are three point guards (position ①) playing positions ①, ②, and ③, use the ①, ②, and ③ positions when referring to the Location Grid during a setup play or a rebound rather than the position listed on the players' card.

Playing the Game

Let's play a sample game for a while so all of these principles can be put together.

After selecting the teams to play with, figure out who your 5 starters will be. It is suggested that you lay out the players as shown below if playing solitaire:
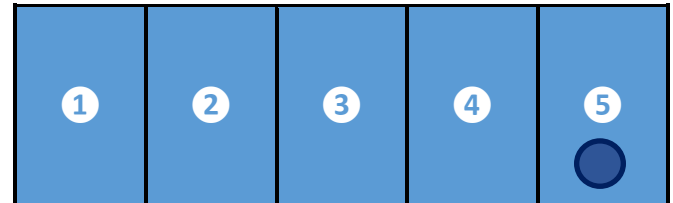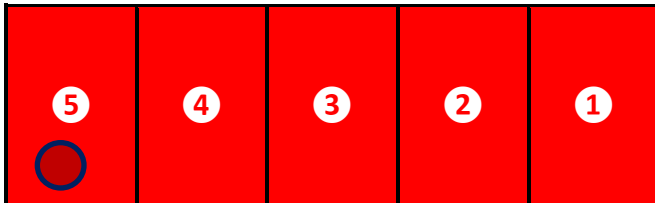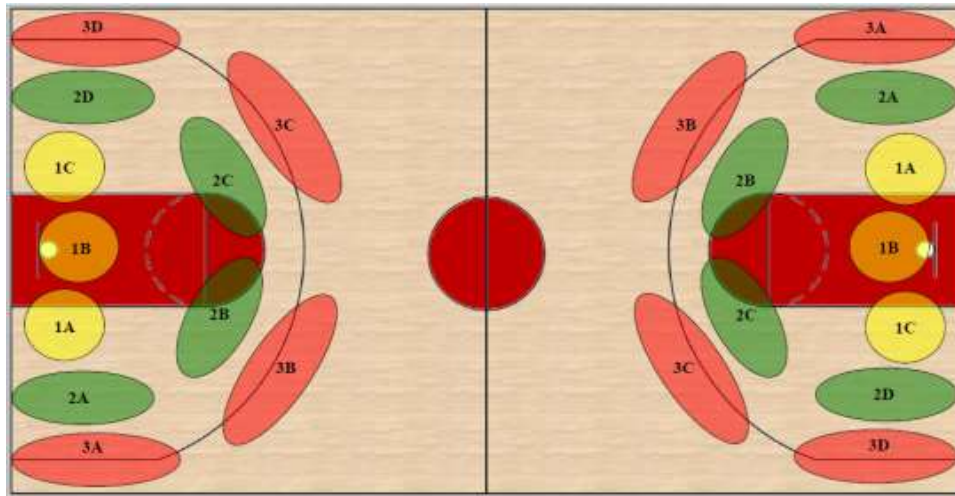
Notice that the red team, the visitors, are on the left side of the court while the blue team, the home team, are positioned on the right. This is arbitrary, but it helps keep order during the game.

Pick a player from each team to participate in a jump ball which will take place at center court. The higher the "**jmp**" rating of each player, the more likely they will gain possession for their team.

Let's start our game with Boston being the visitor ("Team Red") and Los Angeles being the home team ("Team Blue"). Dave Cowens and Kareem Abdul-Jabbar will participate in the jump ball. Place a pawn of matching color on top of each player's card as shown above, indicating that their cards will be the ones used in resolving the matchup.

Both Cowens and Abdul-Jabbar have a **jmp** rating of "2." Now, roll the dice…

Die	Jump Ball
6	Add Cowen's **jmp** rating of 2, giving a total of **8**
5	Add Abdul-Jabbar's **jmp** rating of 2, giving a total of **7**
	Jump balls ordinarily occur at one team's free throw line. We would then use these two dice to determine the possession point. But at center court, we just ignore this part of the roll.
1	This identifies player ① as the man with possession of the ball
Time	Don't take any time off the clock for a jump ball.

Since Cowen's total of "8" beats Abdul-Jabbar's total of "7," Boston wins the tip. Player ① controls the ball, as indicated by the white die.

We now run a "setup" play to find out the location of the ball and who has possession of it in Los Angeles' end of the court. Roll the dice…

Die	Setup Play
2 **4**	These dice are not used on setup plays
3 **2**	Cross-reference the orange "3" with the black "2" on the player ② Location Grid
2	This identifies player ② as the man with possession of the ball
Time	Take 5 seconds off the clock for a setup play

Player ② ends up with the ball, as indicated by the white die roll of "2."

To find out where the ball is located, use the orange and black dice and look at the Location Grid for player 2…

②	1	2	3	4	5	6
1	1A	1C	2B	2C	3A	3C
2	1A	1C	2B	2C	3A	3C
3	1A	2A	2B	2D	3A	3C
4	1B	2A	2B	2D	3B	3D
5	1B	2A	2C	2D	3B	3D
6	1C	2A	2C	2D	3B	3D

…as you can see, the ball is now in zone "2B." Move the ball there…
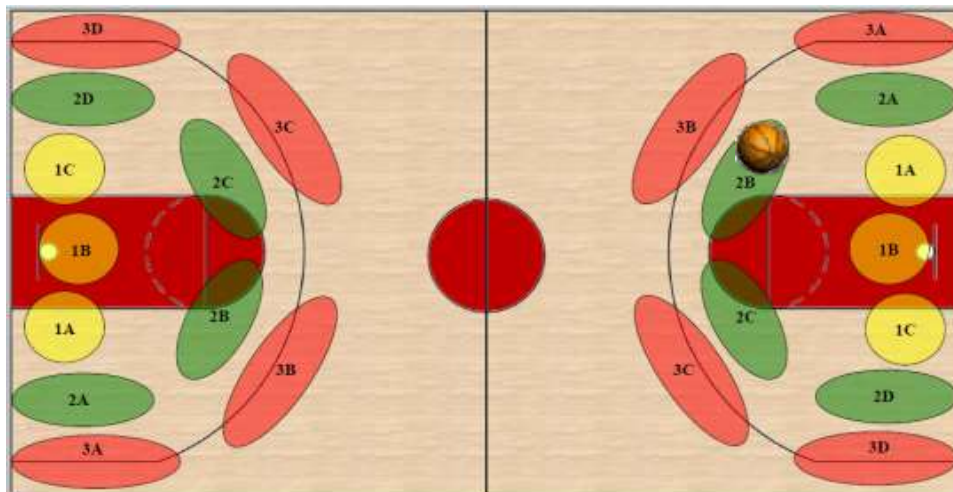
…and place a red pawn on top of the card for player ② for Boston. We will assume that Chris Ford is playing shooting guard today. In 1979-80, zone defenses were not allowed in the NBA, so the matchups for that season were all man-to-man. In 4th Street Basketball that means player ① for Team Red defends player ① for Team Blue, player ② for Team Red defends player ② for Team Blue, etc. Consequently, Ford is defended by Magic Johnson on this play since he is player ② for Los Angeles.

Roll the dice.

Die	Regular Play
3	Add Ford's Level 2 rating of 2, giving a total of **5**
1	Add Johnson's Defense rating from Level 2 of 2, giving a total of **3**
2	Use this on the Level 2 section of Ford's card if he wins the matchup, and on the Defense section of
5	Johnson's card if he wins the matchup
3	Not used in this play
Time	Take 5 seconds off the clock

Since Ford's "5" beats Johnson's "3," we'll read the result off of Ford's card. Cross-reference the orange "2" and black "5" on Ford's Level 2 section, and we see the symbol "⊙." Ford's shot was "nothing but net" (as shown on Results Chart) and Boston scores 2 points. Take 5 seconds off the clock for the shot and move the scoring pawn for Boston forward by 2 points.

By the way, Johnson's defensive ratings are "1/2/2," which are in the order "Level 1/Level 2/Level3." Therefore, his grade when the ball is in Level 1 is "1," in Level 2 is "2," and in Level 3 is "2."

Los Angeles now in-bounds the ball on a setup play. Roll the dice…

Die	Setup Play
🟥	These dice are not used on setup plays
🟦	
6	Cross-reference the orange "6" with the black "1" on the player ⑤ Location Grid
1	
5	This identifies player ⑤ as the man with possession of the ball
Time	Take 5 seconds off the clock for a setup play

The ball ends up in the hands of our center, Kareem Abdul-Jabbar. To find out where, we need to refer to the Location Grid for player ⑤…

⑤	1	2	3	4	5	6
1	1A	1B	1C	2A	2C	2D
2	1A	1B	1C	2B	2C	2D
3	1A	1B	1C	2B	2C	3A
4	1A	1B	1C	2B	2C	3B
5	1A	1B	2A	2B	2C	3C
6	1B	1C	2A	2B	2D	3D

7

Abdul-Jabbar has the ball in zone "2D." Move the ball there and place a pawn over Abdul-Jabbar's card. You can put one over the top of Boston's center (Cowens) too, if you'd like. It just helps keep track of player matchups.

Die	Regular Play
3	Cowens' defensive rating in Level 2 is 1, giving a total of **4**
1	Abdul-Jabbar's Level 2 rating is a 3, giving a total of **4**
3	Use this on the Level 2 section of Abdul-Jabbar's card if he wins the matchup, and on the Defense section
4	of Cowens' card if he wins the matchup
3	Used to identify pass recipients, whether a player was in the act of shooting on a foul, or on 50-50 shots
Time	Take 5 seconds off the clock

Kareem has the ball in 2D and is defended by Cowens. Add Cowens' defensive grade of "1" to his red die roll of "3" to give a total of "4," and add Abdul-Jabbar's Level 2 grade of "3" to his blue die roll of "1" to give a total of "4." There's a tie, and when passing, driving, or shooting, the offense always wins on a tie. The result will be read from Abdul-Jabbar's card.

Cross-reference the orange "3" with the black "4" in the Level 2 section of Abdul-Jabbar's card and the result is a blank…Kareem missed the shot, and there is now a rebound situation. Take 5 seconds off the clock, and roll the dice…

Die	Rebound
3	Ford's **dRb** grade is 0, giving a total of **3**
3	Johnson's **oRb** grade is a 2, giving a total of **5**
5	Use these two dice and the location grid to identify the zone where the rebound is collected, but ONLY if
4	the offensive player gains possession
2	Identifies the players in the rebound matchup
Time	Take 5 seconds off the clock

Magic Johnson — 32

2	1979-80	rec	ast	jmp	oRb	dRb	inj
LAL		13	9	2	2	3(16)	+5

Gm	Min	Pts	FG%	3P%	FT%	Ast	Reb
77	36.3	18.0	53.0	22.6	81	7.3	7.7

Chris Ford — 42

2	1979-80	rec	ast	jmp	oRb	dRb	inj
BOS		13	5	1	0	0(0)	+5

Gm	Min	Pts	FG%	3P%	FT%	Ast	Reb
73	29.0	11.2	46.5	42.7	75.4	2.9	2.5

The white d6 comes up with a "2," so the shooting guards (position ②) are fighting for the rebound. Ford is on defense, and his **dRb** grade is 0(0). (The first 0 is his defensive rebound rating, and the one in parentheses is his total rebound rating. We'll cover it later.) Magic is on offense, and his **oRb** grade is a 2. Add these grades to each player's respective die (red for Ford, blue for Johnson). The highest total gains possession. In the event of a tie, the defense automatically wins possession.

In this case, Johnson collects the offensive rebound.

Using the Location Grid for position ② and cross-referencing the orange and black dice we determine that the ball is collected in zone 3B. Place the ball marker there, run 5 seconds off the clock, and roll the dice for the next play.

②	1	2	3	4	5	6
1	1A	1C	2B	2C	3A	3C
2	1A	1C	2B	2C	3A	3C
3	1A	2A	2B	2D	3A	3C
4	1B	2A	2B	2D	3B	3D
5	1B	2A	2C	2D	3B	3D
6	1C	2A	2C	2D	3B	3D
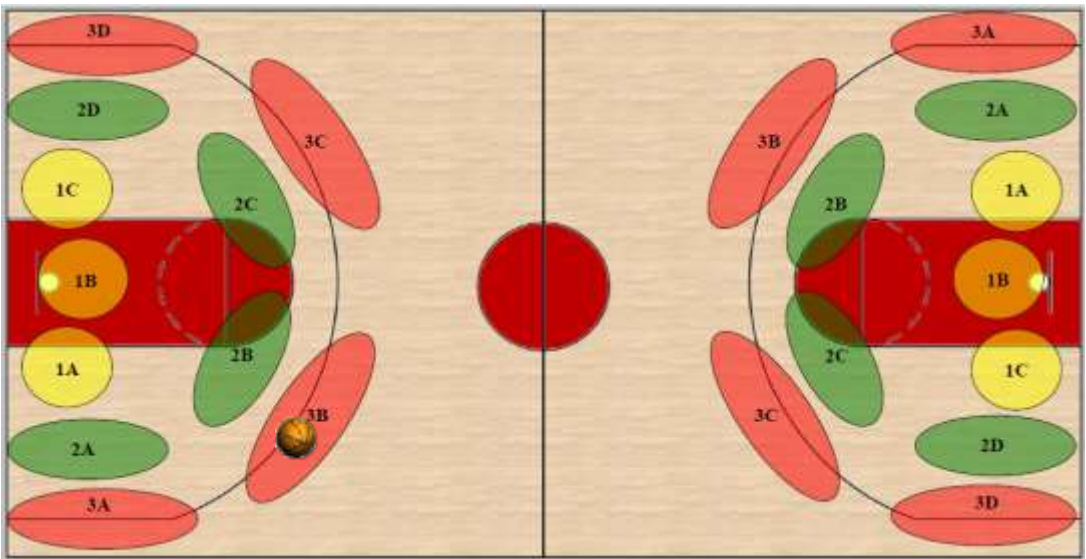
Die	Regular Play
1	Ford's defensive rating in Level 3 is 2, giving a total of **3**
2	Johnson's Level 3 rating is a 2, giving a total of **4**
6	Use this on the Level 3 section of Johnson's card if he wins the matchup, and on the Defense section of
5	Ford's card if he wins the matchup
5	Used to identify pass recipients, whether a player was in the act of shooting on a foul, or on 50-50 shots
Time	Take 5 seconds off the clock

Johnson beats Ford again on the ensuing play, 4 points to 3. Use the orange and black dice to find the result symbol in the Level 3 section of Johnson's card…

…the result is "▲," which is a pass straight ahead into the next zone to player ⑤, as indicated by the white die.

Move the ball to 2B and take 5 seconds off the clock.

The matchup is between Cowens and Abdul-Jabbar again.

Die	Regular Play
6	Cowens' defensive rating in Level 2 is 1, giving a total of **7**
1	Abdul-Jabbar's Level 2 rating is a 3, giving a total of **4**
2	Use this on the Level 2 section of Abdul-Jabbar's card if he wins the matchup, and on the Defense section
3	of Cowens' card if he wins the matchup
3	Used to identify pass recipients, whether a player was in the act of shooting on a foul, or on 50-50 shots
Time	Take 5 seconds off the clock

Dave Cowens   **18**
1979-80   rec   ast   jmp   oRb   dRb   inj
BOS   72   6   2   0   2(27)   +4

Gm   Min   Pts   FG%   3P%   FT%   Ast   Reb
66   32.7   14.2   45.3   8.3   77.9   3.1   8.1

Kareem Abdul-Jabbar   **33**
1979-80   rec   ast   jmp   oRb   dRb   inj
LAL   72   8   2   0   3(36)   +5

Gm   Min   Pts   FG%   3P%   FT%   Ast   Reb
82   38.3   24.8   60.4   0.0   76.5   4.5   10.8

Much like the last time these 2 matched up, the ball is in Level 2, where Abdul-Jabbar has a grade of "3" and Cowens defensive grade is "1." Add these to their respective dice (red for Cowens, blue for Abdul-Jabbar) and see who wins the matchup. This time, Cowens wins with 7 points over Abdul-Jabbar's 4, as explained in the table shown above.

The orange and black dice are used to determine the result symbol. This time, it reveals a "⊠," which means that Cowens committed a foul. If the white d6 is 1-3, Abdul-Jabbar was fouled in the act of shooting and goes to the free throw line for two. If not, it's a foul and a setup play will ensue. Since the white d6 is indeed a 3, Kareem gets two shots from the line.

Re-roll the orange and black dice, but this time add them and look at the "Free Throw" section on Abdul-Jabbar's card. Roll the white die too, as it may be needed depending upon the dice roll.

Die	Free Throw
🟥	Not needed
🟦	Not needed
2 / 1	Add these two together and refer to Jabbar's "Free Throw" section for the result symbol
2	Needed only if a "↺" is the result symbol, which means a 50-50 roll-around-the-rim shot. It's good on rolls of 1-3, no good on 4-6
Time	No time comes off the clock for free throws

The first shot reveals a "↺." Since the white die is a 2, the shot is good, as explained in the table above. Move the score counter for Los Angeles 1 point.

Repeat the process for the second free throw.

Die	Free Throw
🟥	Not needed
🟦	Not needed
5 / 5	Add these two together and refer to Jabbar's "Free Throw" section for the result symbol
6	Needed only if a "↺" is the result symbol, which means a 50-50 roll-around-the-rim shot. It's good on rolls of 1-3, no good on 4-6
Time	No time comes off the clock for free throws

This time, the box under the "10" on Abdul-Jabbar's Free Throw section is blank, meaning he missed. A rebound follows. Roll all the dice.

Die		Rebound
3		This die is normally added to the visiting team player's **Drb** grade
3		This die is normally added to the home team player's **Orb** grade
6		Use these two dice and the location grid to identify the zone where the rebound is collected, but ONLY if the offensive player gains possession
1		
6		Identifies the players in the rebound matchup
Time		Take 5 seconds off the clock

Normally, we just look at the white die to tell us the matchup, find the player with the highest rebound total after adding their respective grades to their respective dice, and declare a winner. If the offensive player manages to capture the rebound, we use the orange and black dice and the location grid to find out what the ball location is.

But this time, the white d6 is a "6." There is no player "⑥," so two things happen:

1. The defense automatically gains possession of the ball, and
2. The player with the highest "**tRb**" grade comes down with the rebound.

The "**tRb**" (total rebound) grade is not labeled on player cards. Instead, it is located in parentheses next to the **dRb** grade, due to the fact that it only used following defensive rebounds.

Larry Bird has the highest **tRb** grade (38) for Boston, so he collects the rebound. Since a setup play will now follow, there is no need to determine the location of the ball.

Take 5 seconds off the clock and roll the dice for Boston's setup play.

Die		Setup Play
(red)		These dice are not needed on setup plays
(blue)		
1		Cross-reference the orange "1" with the black "2" on the appropriate Location Grid section
2		
6		This identifies player the player with the highest "**rec**" rating as the man with possession of the ball. In this case, that player is Larry Bird.
Time		Take 5 seconds off the clock for a setup play

There's that white d6 again! Again, there is no player "⑥," so the ball goes to the player with the highest "**rec**" (recipient) rating. This is typically the player on the court who takes the most shots. In this case, it's Larry Bird with a **rec** of 80. Bird didn't pass to himself…he either took the ball down the court or received a return pass from another player.

④	1	2	3	4	5	6
1	1A	1B	2A	2B	2D	3B
2	1A	1B	2A	2B	2D	3B
3	1A	1C	2A	2C	2D	3C
4	1A	1C	2A	2C	2D	3C
5	1B	1C	2B	2C	3A	3D
6	1B	1C	2B	2C	3A	3D

Bird takes possession of the ball in zone 1A. Take 5 seconds off the clock, move the ball to 1A and roll the dice.
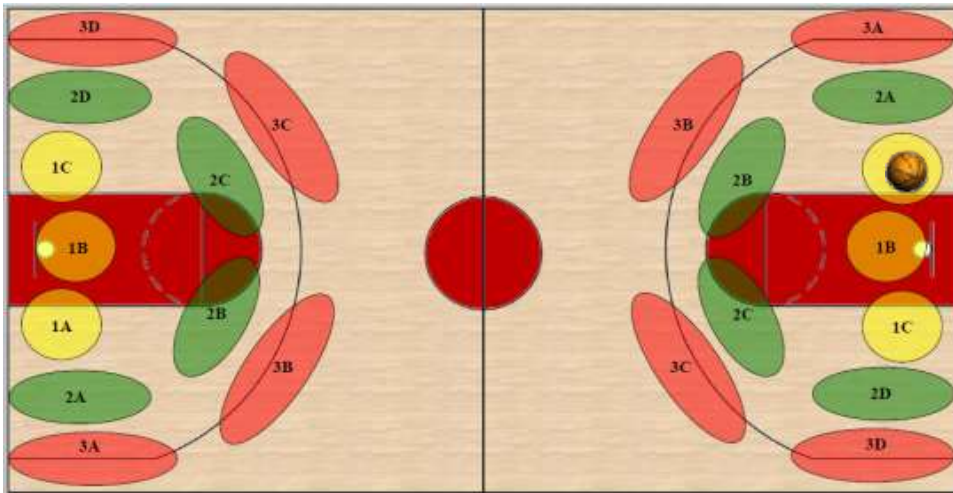
Bird is very close to the basket, so his odds of scoring are pretty good.

The Los Angeles power forward defending is Spencer Haywood.

Die	Regular Play
2	Bird's offensive grade in Level 1 is a 2, giving a total of **4**
3	Haywood's Level 1 defensive rating is a 1, giving a total of **4**
3	Use this on the Level 1 section of Bird's card if he wins the matchup, and on the Defense section of
2	Haywood's card if he wins the matchup
5	If the play is a shot and the shooter is fouled, this die determines whether it was in the act of shooting
Time	Take 5 seconds off the clock

Bird and Haywood tie in their matchup with 4 points apiece. Tie goes to the offense on passes, drives, and shots, so Bird wins the matchup. We'll read the result symbol from Bird's Level 1 section, as shown. It's a "⊛," which indicates a slam dunk!

This section has outlined how about 95% of the game works. A few other items and clarifications follow in the next section.

Jump Balls

Add each player's jmp rating to their matchup die (red or blue) to determine the winner. Use the white d6 to decide which player ends up with possession of the ball. If the jump ball takes place on one team's free throw line (as is usually the case), use the orange and black dice and the Location Grid to decide which zone the ball is in.

If there is a tie, the defending team wins possession unless the jump ball occurred at center court, in which case the home team wins possession.

If the white d6 is a "6," or if it identifies a player who is participating in the jump ball, give the ball to the point guard (player ①) instead. If the point guard is involved in the jump ball, give the ball to player ②.

Jump balls take no time off the clock.

Setup Plays

Identify the player receiving the ball using the white die. Use the orange and black dice combined with the Location Grid for the player receiving the ball to reveal where the ball is located.

If the white die is a "6," the ball goes to the player with the highest **rec** (recipient) rating.

Setup plays take 5 seconds off the clock unless the team with possession is setting up in their opponent's end, such as coming off of a timeout or an in-bounds pass after a defensive foul on which no free throws were awarded. In those cases no time comes off the clock.

For some seasons (most notably college seasons) 10 seconds will come off the clock instead of 5 for regular setup plays, but no time comes off the clock when setting up in the opponent's end of the court.

Passes

Identify the player receiving the ball using the white die. Use the orange and black dice on the passer's card from the level they are located (Level 1, Level 2, Level 3) to determine what kind of pass has occurred. All passing symbols (▲, ◀, and ▶) result in the ball moving forward to the next zone. Lateral symbols (◀ and ▶) result in the ball additionally moving one zone to the right or left, as illustrated on the next page.

If the white die is a "6," the pass goes to the player with the highest **rec** (recipient) rating.

If the white die is the same as the passer, the pass goes to the player with the second-highest **rec** rating. For example, if player ② has the ball and the white die is also a 2, the player with the second-highest **rec** rating receives the pass.

Result symbol "◉" is a perfect pass which leads to an easy layup for the recipient. It's an automatic 2 points.

Passes take 5 seconds off the clock.

Drives

A drive is much like a pass, except the ball handler maintains possession of the ball by dribbling toward the basket. All drive symbols (△, ◁, and ▷) result in the ball moving forward to the next zone, ala a pass. Lateral symbols (◁ and ▷) result in the ball additionally moving one zone to the right or left, as illustrated on the next page.

As you may have already guessed, the A, B, C, and D designations on the zones are not necessary when playing man-to-man defense. Zone "1A" is treated in the same manner as "1B" and "1C." Zone defenses deviate from this, and will be explained later. Drives take 5 seconds off the clock.

Straight-Ahead pass (▲) or drive (△)
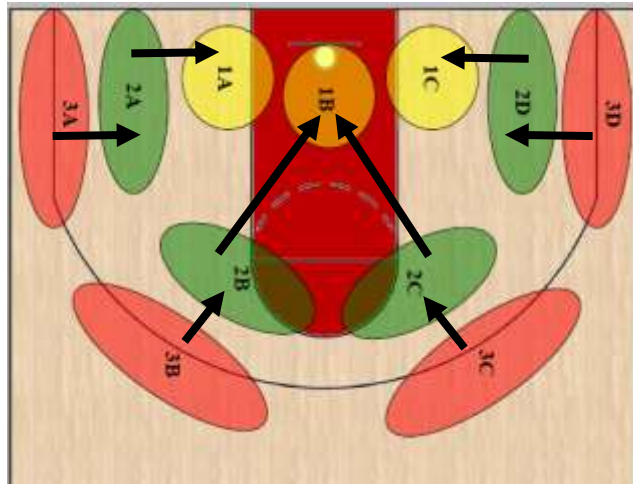
Pass Left (◄) or drive left (◁)
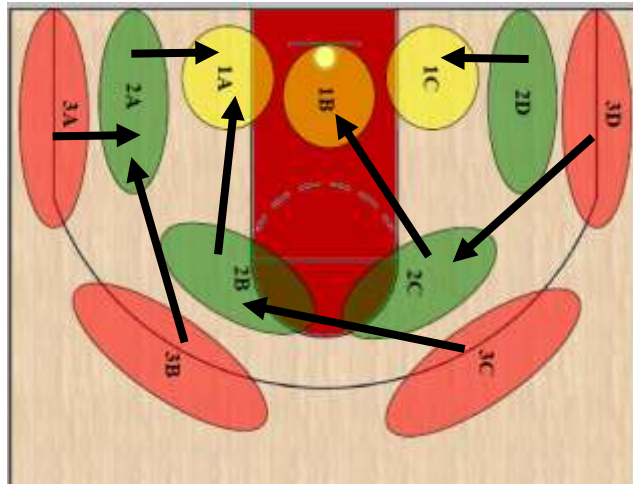
Pass Right (►) or drive right (▷)
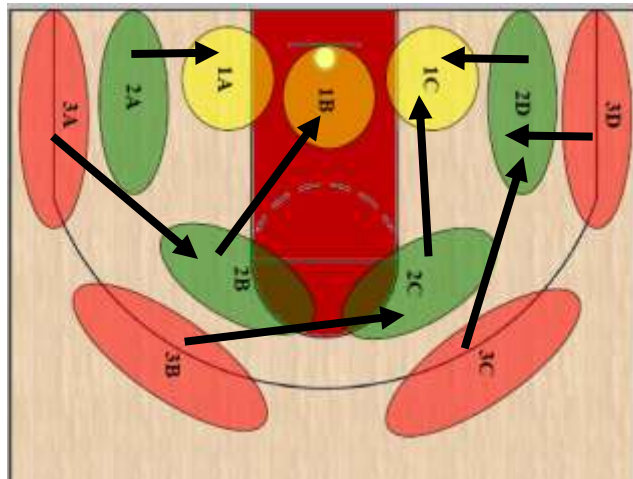
Shots

On an offensive play, use the red and blue dice in tandem with the player ratings as described previously. Once a winner is determined, use the orange and black dice to find the result symbol by cross-reference. A symbol map is included later in this document.

Shots taken from Level 3 are 3-point attempts (unless the 3-point rule is not in use).

In the event of a red dice – blue dice tie, the offensive player wins.

The white die is used on "↺" results, which are 50-50 "roll-around-the-rim" shots. It is also used in the event of a foul…on rolls of 1-3, the offensive player was in the act of shooting and goes to the free throw line. On rolls of 4-6, the offensive player was not in the act of shooting and only goes to the free throw line in the event that his team is in a bonus or double-bonus situation.

When fouled in Level 3, a white die roll of 1 allows the shooter three free throws. Rolls of 2-3 gives the shooter two free throws (he "stepped on the line" during the act of shooting). Rolls 4-6 indicate that the offensive player was not in the act of shooting.

If a shot is no good, a rebound situation occurs.

On "⊗" results, the shot is good and and a foul occurs. This results in the possibility of a 3-point (or a 4-point, if the shot was taken from Level 3) play.

Misses from Level 3 found on defensive player cards may not be 3-point attempts. Check the back of the Location Grid for the season you are playing with in the Season Rules for verification. (This is for scoring purposes only.)

Shots take 5 seconds off the clock.

Rebounds

After a missed shot, including an air ball, a rebound situation arises. The potential rebounders are identified by the white die. Use the **oRb** and **dRb** ratings in tandem with the red and blue dice to determine who gains possession of the rebound.

In the event of a red die – blue die tie, the defensive player wins possession.

If a white die "6" is rolled, the defense automatically gathers the rebound. The player with the highest **tRb** rating gains possession. The **tRb** rating is not labeled on the player's card; it is found in parentheses next to the **dRb** rating.

If the offensive team gains the rebound, use the orange and black dice along with the Location Grid for the rebounding player in order to determine his position on the court. There is no need to do this for defensive rebounds.

Rebounds take 5 seconds off the clock.

Loose Ball

A loose ball occurs after a blocked shot. No ratings are involved, so it is just a simple red die – blue die battle, with the highest roll winning possession. The white die identifies the player with the ball.

In the event of a red die – blue die tie, the defending team gains possession of the ball.

If a white die "6" is rolled, assume the point guards (①) are fighting for the ball.

A loose ball is treated in an almost identical manner as a rebound, except that there are no player ratings involved, and a ⑥ does not lead to an automatic defensive possession. In fact, the winning player is credited with a rebound and the player whose shot was blocked is credited with a field goal attempt.

Loose ball events take 5 seconds off the clock.

Free Throws

Add the orange and black dice, giving a 2 – 12 range, and refer to the shooter's "Free Throw" section for the result.

Free throws take no time off the clock.

Shot Clock

The NBA instituted a 24-shot clock several decades ago. This potentially could cause some issues with the 5-second play system employed by 4th Street Basketball, but we have chosen to treat the misalignment as follows…

Each play in an offensive possession that removes 5 seconds from the game clock also removes 5 seconds from the shot clock. Typically, a setup play (5 seconds), possibly a pass (5 seconds) and probably a shot (5 seconds) will only remove 15 seconds, so there would be no shot clock violation.

If there is any time left on the shot clock when an action takes place, then there is no shot clock violation.

For example, a setup play (5 seconds) to Level 3, a pass (5 seconds) to Level 2, another pass (5 seconds) to Level 1, and a shot (5 seconds) will still not result in a violation. If the shot results in an air ball, however, the shot clock continues running. The resulting rebound (5 seconds) will cause the shot clock to expire, creating a turnover for the offensive team.

Because Level 1 actions do not include any passes or drives, and because Level 3 and Level 2 passes and drives always move the ball forward, a shot clock violation should only happen a few times during the course of a game.

The season you are playing with may have a shot clock reset of 14 seconds after an offensive rebound. Check the Season Rules on the back of the Location Grid for that season for clarification.

Timeouts

The timeout rules in basketball can be rather confusing. Rather than differentiate between 60-second timeouts, 20-second timeouts, etc., we have chosen to make them just "timeouts."

All players accrue 1 minute of rest.

The ensuing setup play starts at half-court, and consequently takes no time off the clock.

Injuries

An injury symbol ("⚰") will only occur in a player's Defense section. Play stops immediately. Roll the orange and black dice, add the player's **inj** rating, and refer to the Injury chart for further details. Take 5 seconds off the clock, then with a setup play in the front court without a time runoff.

Steals

When a steal occurs (result symbol "↪"), a setup play immediately follows. Take 5 seconds off the clock.

Man-to-Man

Man-to-Man defense is the easiest to use in 4th Street Basketball. In all situations, player ① defends player ①, player ② defends player ②, etc. The strength of a man defense is that all 5 offensive players are defended. The weakness is obvious…if you have a subpar defender on the court, that player will be exposed repeatedly.

You may call for a double-team by placing one of the player tokens that comes with the game on top of the opposing player's card who you would like to double team. On a successful double-team, add the second defender's defensive grade (minimum 1, so if the second defender's grade is a 0, change it to a 1 in this situation) to the first defender's, but find the result off the first defender's card if the defense wins the matchup. The "first" defender is the player with the same position number (①,②, etc.) as the offensive player in the matchup.

Example: Before a setup play, Team Red announces they are double teaming Team Blue's player ④ with their player ⑤. Team Red's player ④ is already defending Team Blue's player ④ and is the "first" defender. Team Red's ④ has a defensive rating of "2" and their player ⑤ has a defensive rating of "1" in the level where Team Blue's player ④ is positioned. The "2" and "1" are added to the red die when determining the matchup winner. If Team Red wins the matchup, the play result will be read from Team Red's player ④ card. If the offensive team's player ⑤ ends up with the ball, he automatically wins the ensuing action, as he is "uncovered."

Following a shot, the double-team is called off until another setup play occurs.

Zone

Zone defenses are designed to help less-athletic teams against superior offenses. The advantage of a zone is that the area near the basket is well-defended. In fact, defenders can collapse on the ball, easily creating double teams. The disadvantage is that areas are left undefended, particularly on the perimeter.

Use the player tokens labeled ① – ⑤ when playing zone. Players are capable of covering 2 zones at a time and should be placed accordingly. For example, this is an acceptable alignment:
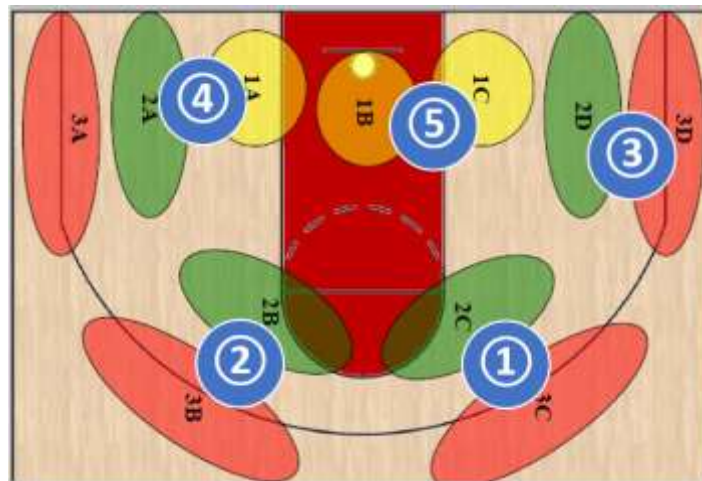
As shown above, each player is overlapping 2 different zones; player ① is covering 2C and 3C, while player ⑤ is covering 1B and 1C. Meanwhile, zone 3A is completely undefended…if an offensive player makes an action from that zone, he automatically wins the matchup.

Double teams are possible with zone defenses but are handled differently than they are in man. Rather than double-teaming a particular player, a zone defense can "collapse" or "expand" to protect against a particular type of play.

For example, let's say Kareem Abdul-Jabbar is simply eating your team up inside. You want to put a stop to it, but man defense isn't working. Let's try a zone defense instead.

We want to take away Abdul-Jabbar's primary strength…his ability to get down low and throw up his patented sky-hook. To do that, we rearrange our defense accordingly:
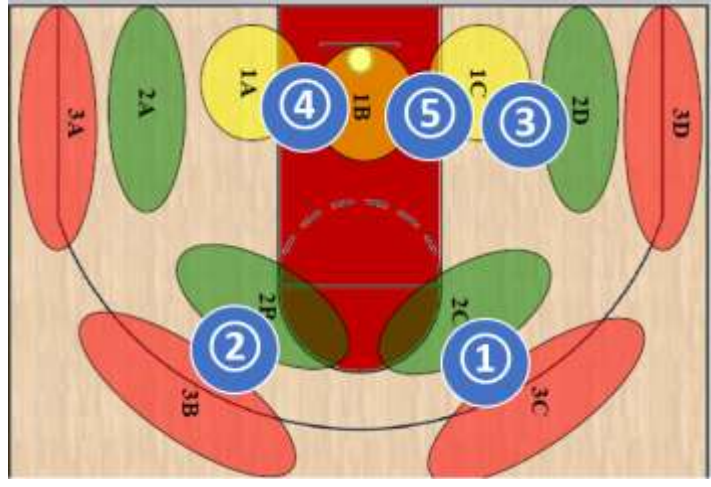
Notice how players ④ and ③ have moved inward? If a player (not just Abdul-Jabbar, but any opposing player) penetrates to zone 1B or 1C, he'll be met with a double team. Add the points of both defenders (the "second" defender is considered the one with the lowest position number – again, his minimum defensive point rating is 1) to the red or blue die and read the result off the player with the highest token number.

For example, a shooting guard for the other team has found himself in zone 1B in the zone setup shown immediately above. Add Team Blue's (the defending team) Level 1 defensive ratings for players ④ and ⑤ to the blue die and resolve the matchup. If Team Blue wins, which is the most likely outcome, the player result will be read off the player with the highest position number…in this case, player ⑤.

Notice too, that collapsing the defense has now left 3 zones completely undefended. Zone 2A, 3A, and 3D are all undefended, so the offense will automatically win matchups from those zones.

Another scenario might have the opposing team down by 3 points with 5 seconds left in the game. A 3-pointer is their only chance. To defend against this, the zone defense can be expanded outward to defend the 3-point line. To accomplish this, we might set up the defense accordingly:
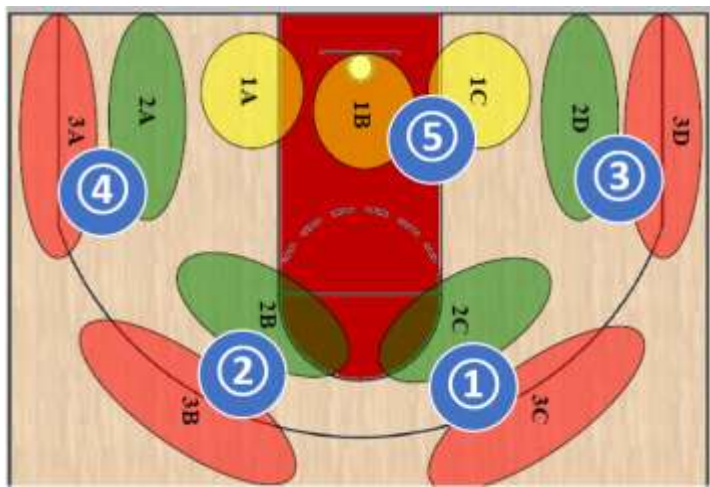
We might even bring our center closer to the 3-point line, creating a potential double-team:
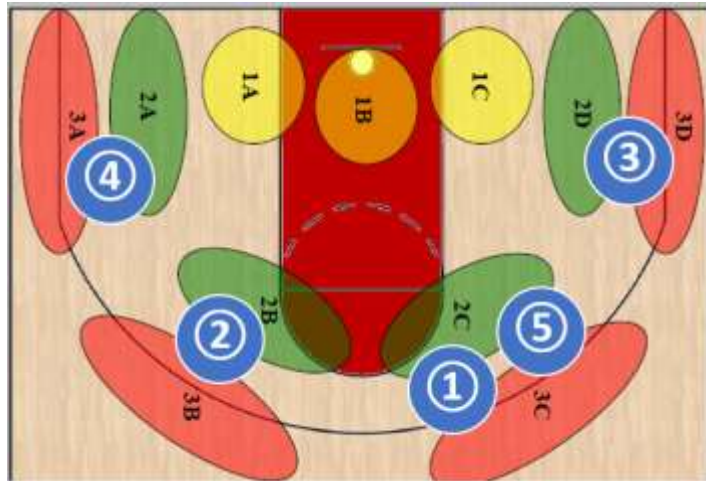
Again, this creates holes in the zone. But if the other team is down by 3 and you give up a 2, you've come out ahead! Notice that the tokens can't quite straddle two Level 3 zones at a time.

Press

The press defense is treated similarly to man-to-man, but with these differences.

- On a setup play, the defense announces that it is in a press defense.
- Press defenses cannot be called following a defensive rebound.
- Setup plays take 10 seconds instead of the usual 5 seconds, unless the setup leads directly to the ball being positioned in Level 1.
- Setup plays initiate a matchup situation.
 - Use the red and blue dice (no ratings are added) with the offense winning any ties.
  - On a white die roll of "6," the offense automatically wins. Otherwise, the white die identifies the offensive and defensive players involved in the matchup.
  - If the offense wins, find the ball handler using the white die and his zone using the Location Grid, as per usual.
  - If the defense wins, re-roll the white die. On a roll of 1, the defender (identified by the white die from the previous roll) is called for a foul. On rolls 2-3 a turnover (steal) is created. On white die rolls of 4-6, treat the play as if the offense had won instead.
  - If the defense creates a turnover, run a setup play immediately for the team that has gained possession. The team losing the turnover cannot call for a press defense.

- On successful passes from Level 3, the ball automatically moves up to Level 1 instead of Level 2, as per the diagram:
- Since press is a form of man-to-man defense, ◀ and ▶ results are treated as ▲.
- Successful drives are treated as if the defense is in man-to-man.
- Double-teams may be called in the same manner as they are in man-to-man.
- If a team had previously been in a press defense but is now unable to press (for example, following a rebound) it reverts to a man-to-man defense instead.
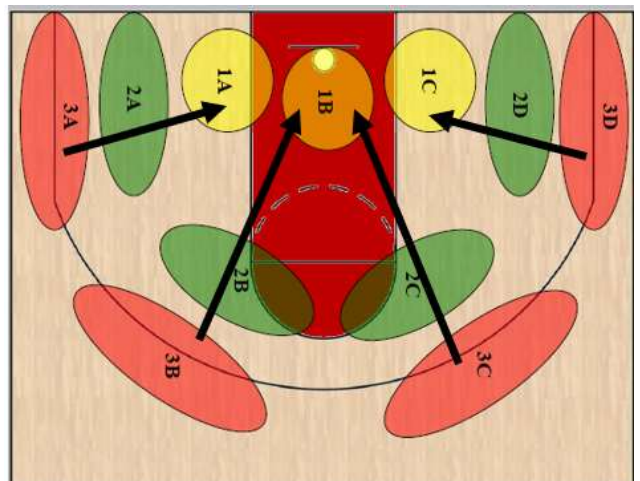
Fatigue

Each player has been given a **fat** (fatigue) rating, located just to the right of his free throw section. The rating represents the consecutive minutes the player may be on the court before becoming worn out and needing a rest.
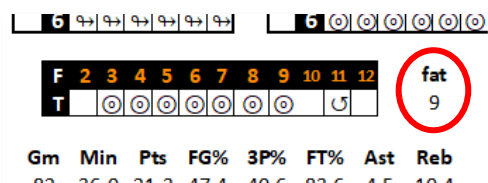
To fully rest, a player needs to come off the court for 5 consecutive minutes, whether he reaches his **fat** rating or not. A quarter break counts as 2 minutes, while halftime counts as 5 full minutes of rest. Treat overtime the same as you would a quarter break. A timeout counts as 1 minute of rest.

Fatigue points are issued every time a player who is fatigued is called upon to shoot, pass, drive, rebound, or defend. Mark his fatigue on the score sheet and reduce his matchup (red or blue) die by one each time he is called upon in a matchup (limit 3).

A player who has accrued 1 fatigue point needs to come out of the game for 10 full minutes before they can come back fully rested. A player accruing 2 fatigue points needs to rest for 12 minutes, and player accruing 3 needs to rest for 15 minutes.

A player who does not reach his fatigue level still needs to be rested either 5 minutes or the number of minutes he had been on the court before being taken out of the game, whichever is less.

Only the minutes section of the game clock is used to track playing and rest time for players. A "Fatigue Manager" board has been included with the game to help you manage playing time and resting players. The "Fatigue Manager" is shown below:
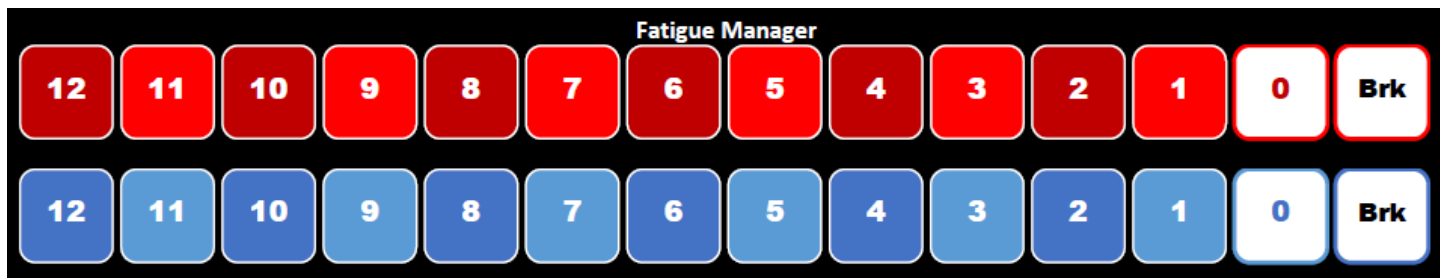
To use it, you have received 11 numbered squares representing up to 11 different players during the game. The numbers correlate to each player's location on the score sheet ("1" for the first player listed, "2" for the second, etc.). Each square token has a colored (either red or blue) side, used when the player is on the court, and a white side, used when the player comes off the court for a rest.

Example 1: Player 1 plays for Team Red and has a fat rating of 8. He started the game, and so Team Red's coach has counted from "12" on the red row to mark off 8 minutes, putting it over the 4-minute mark. We'll only put Player 1's square token on the board for now to make it easier to see. The time management tracker now looks like this:
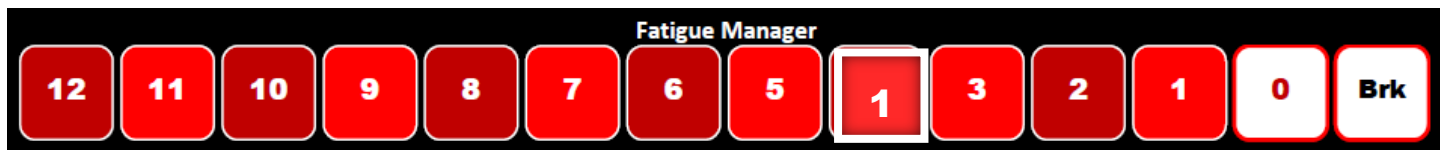
Once the game time reaches 4 minutes, Player 1 is in jeopardy of becoming fatigued. Each time he is involved in a matchup, whether for shooting, passing, driving, rebounding, or for defense, he now accrues a fatigue penalty point. With it, his effectiveness drops, and each fatigue penalty point is deducted from his matchup die (red or blue). The maximum number of fatigue penalty points a player may receive is 3.

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Cognizant of this, Team Red's coach decides to pull Player 1 from the game at the 3:55 mark...Player 1 has reached his fatigue point but has not been involved in any matchups. Consequently, he must be removed for 5 consecutive minutes to be considered fully rested. Team Red's coach flips his square token over to the red-on-white side and moves it ahead 5 minutes. The time management tracker now looks like this:
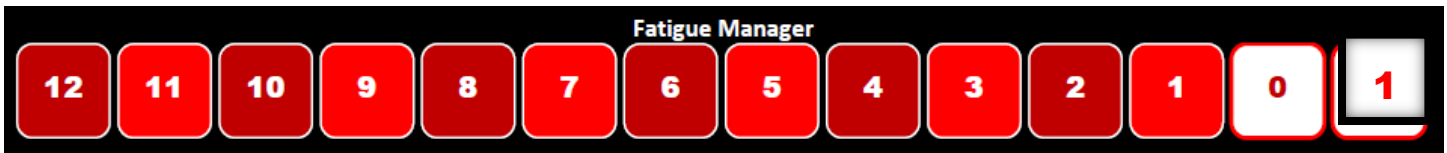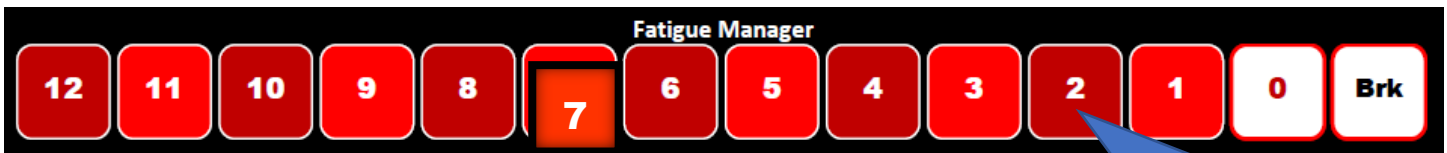

Player 1 will be fully rested after the conclusion of the quarter break.

Example 2: Player 7 has a fatigue rating of 5. He did not start the game but came in when Player 3 was injured at the 2:45 mark of quarter 1. The time management board now looks like this:

Player 7's token is placed at the "7" minute mark of quarter 2...he will play 2 minutes until the end of quarter 1, then get 2 minutes of rest during the quarter break, which will mean he comes back completely rested at the beginning of quarter 2. His coach therefore moves his token 5 minutes from the 12-minute mark on the fatigue manager.

Player 7 came into the game at 2:45. We only pay attention to the minute portion (the "2") of the time reading, so his playing time starts at "2."

Player 7 remains in the game until the 9:10 mark, so has not reached a fatigued state. At that point, he has now played 3 consecutive minutes (started at the 12-minute mark with a clean slate, we are now at the 9-minute mark...12 – 9 = 3) and must rest for 3 minutes to be considered fully rested. The Team Red coach flips over his token and places it over the 6-minute mark on the fatigue manager.

Assists

If you choose to keep track of assists, you'll need to keep track of who touched the ball prior to a basket being scored. Typically, this will occur on a pass play or on a setup play immediately following a steal or rebound. You should be aware that this will usually not give the same assist totals as are found in actual game play...extensive game replays usually have the assist totals at roughly 75% of actual.

If you would like to "make up" for the other 25%, refer to the white die after scoring a basket; if it is a 1, give an assist to the player on the court with the highest **ast** (assist) rating. If the player making the basket has the highest **ast** rating, give the assist to the player with the next-highest **ast** rating.

3-Second Defense

When playing a zone defense for professional games, no player may stay in zone 1B for more than one consecutive action, including a shot, drive, or pass.

Additional Strategies

- **3-Point Offense.** If a team is behind by 10 or fewer points during the last minute of play, they may employ a 3-point offense if they desire. All players use the position "⓪" Location Grid, shown below:

⓪	1	2	3	4	5	6
1	3A	3A	3B	3C	3C	3D
2	3A	3A	3B	3C	3C	3D
3	3A	3A	3B	3C	3C	3D
4	3A	3B	3B	3C	3D	3D
5	3A	3B	3B	3C	3D	3D
6	3A	3B	3B	3C	3D	3D

- **Desperation Defense.** If a team is behind by 10 or fewer points during the last minute of play, they may employ a desperation defense by intentionally fouling if they desire. During a setup play, use the team's red or blue die to indicate which player is charged with a foul. If that die is a 6, no foul is called and play resumes. Take 5 seconds off the clock for the setup play.
- **Intentionally missed free throw.** If a team is behind by 10 or fewer points during the last minute of play, they may call for an intentionally missed free throw. Roll the orange and black dice and add them together; if the result is 9-12, the free throw shooter misses the rim, and the opposing team inbounds with a setup play. Otherwise, normal rebounding procedures are employed.
- **Foul Trouble.** A coach may elect to have a player in foul trouble "play it safe," thereby lessening the likelihood that he will be charged with another foul but diminishing his defensive impact on the game. Players "playing it safe" must be announced to their opponent and have their defensive ratings reduced by 1 in all levels. If their defensive rating was already a 0, the offensive player automatically wins matchups when pitted against this player.
- **Milk the Clock.** During the last minute of play during any period, the offensive coach may elect to have his player ① take possession of the ball in Level 3 (he may choose which of the 4 zones) and hold the ball for up to 15 seconds in place of the setup play, unless the defense is in a press defense. If the defense is using the press, the offense must successfully advance the ball, but the ball is then located in level 3 (again, the offense may choose which of the 4 zones) with player ① in possession. If the offense successfully advances the ball, they may still hold the ball for an additional 5 seconds (the successful advance automatically takes 10 seconds).
- **Kick it Out.** A coach may elect to employ the "Kick it Out" strategy once each period for up to 3 consecutive minutes. A player who gains possession in Level 1 will "kick the ball out" to a player in Level 3 as though he were passing the ball. Since there are no passing symbols in the Level 1 section of player cards, the player needs to win his matchup with the ball automatically being passed out to Level 3. The player receiving the ball is determined in the usual manner for passes. The new location of the ball is determined using the orange d6, with a roll of 1 a pass to 3A, rolls of 2 and 3 going to 3B, 4 and 5 going to 3C, and 6 going to 3D.

Acknowledgements

Symbol Map

Code	Interpretation	Code	Interpretation
⊙	Nothing but net	↕	Traveling
✳	Dunk	⇄	Turnover-out of bounds
↺	In and out? (50/50)	⇈	Jump ball
⊗	Shot made, foul drawn	▲	Pass forward
⊘	Bank shot in	◄	Pass left
○	Air ball	►	Pass right
	Missed shot off backboard or rim	△	Drive forward
		◁	Drive left
↪	Steal	▷	Drive right
✖	Block	◉	Beautiful feed for layup
⊠	Foul	☢	Weird play
⊡	Charging foul	☠	Injury

Injury Chart

The player whose card the "☠" symbol was found is injured. Roll 2 dice, add them to the player's **inj** rating and consult the chart below.

Roll + inj	Injury Description and Length
17	Player is hurt, but not injured. He may remain in the game
16	
15	
14	
13	
12	
11	Player must be removed until the next play stoppage
10	
9	Player must be removed for the remainder of the period
8	
7	Player must be removed for the remainder of the game
6	
5	Player misses the rest of this game + one more game
4	
3	Player misses the rest of this game + two more games
2	
1	Player misses the rest of this game + three more games
0	Roll 1 die. Player misses the rest of this game + die roll more games
-1	Roll 2 dice and add them together. Player misses the rest of this game + dice roll more games
-2	Roll 3 dice and add them together. Player misses the rest of this game + dice roll more games
-3	Roll 2 dice and add them together. Player misses the rest of this game + dice roll more games