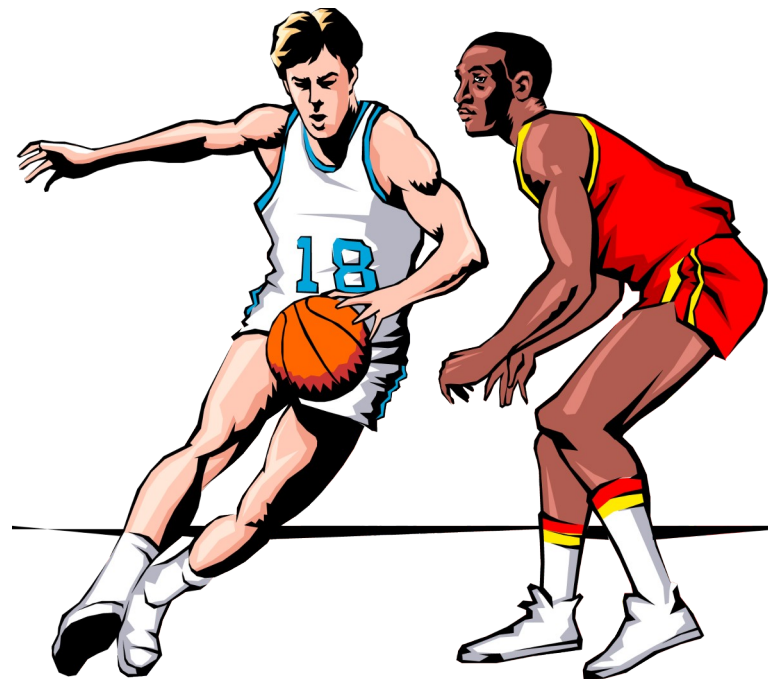


**Court Side College**

# **BASKETBALL**

**version 4.32**



**Now all the realism and excitement  
of pro basketball in a computer game!**

***LANCE HAFFNER GAMES***

# Court Side College Basketball

## PLAYING A GAME

Upon typing “P” to play a game, you will immediately be presented with the opening options screen.

**(1) Play Mode** – by simply hitting “1” you can toggle between Human vs. Human, Human vs. Computer or Computer vs. Computer.

**(2 & 3) Team Selection** – you will be asked to enter the Disk I.D.. This is usually the last 2 digits of the year for the team you want to play. Example: 92 Temple, you would enter “92”. The Disk I.D. for the “Great Past Teams” included with the game is “GRT”. If you want the same Disk I.D. for both teams, hit <cr> the 2nd time through and the previous Disk I.D. will come up. After you enter the Disk I.D., the teams from that season will appear on the screen. You can use the arrow keys on your keyboard to move up, down, or column to column. The page-up or page-down keys will move back and forth between screens of teams. “Enter” or “Return” selects the team and prompts you for any change.

**Disable Players** – After team selection, you will be allowed to disabled up to 5 players per team depending on the size of the team’s roster. The players and the number of games played will be displayed on the screen.

To give you an idea of games played by each player, simply hit the number of the player you want to disable. To re-enable the player, simply hit this number again. You must have 8 active players to start a game, so with 10 man teams you will only be allowed to disable 2. **(Note:** The computer automatically randomly does this, so it is a good idea to go in and check it.

**(4) 3 Point Shot** – The 3-pointer was officially adopted for the 1987 season. All of our teams from this point forward are rated to shoot three’s. Schools who did not play with the three pointer are not rated for it. Type #4 to toggle it on and off.

**(5) Shot Clock-** The 45 second clock was officially adopted for the 1986 season. Simply hit “5” to toggle this on and off. Some of the offensive strategies are dependent upon this selection. To use the “Milk the Clock” offensive strategy, you must be using a shot clock.

To use the “Hold Ball” vs. “Passive Zone” which was a popular tactic in the pre-clock era, you cannot be using a shot clock.

**(6) Location** – Simply type “6” to toggle this.

**(7) Display Pause** – This represents the amount of time messages will stay on the screen during play. Experiment based on how fast you read. “0” is the fastest. The higher the number, the longer the text stays on the screen. We use a setting of 1.6. You may put in seconds as well as tenths of a second.

**(8) Start Game** – When you have all your options set and your teams selected, type “8” to start play.

**(9) Fouls to Disqualify** – You can type “9” to toggle this between 5 and 6 (some conferences have experimented with 6 fouls during conference play).

**(0) Save Settings** – Type “0” and the game will permanently save your settings so they will automatically come up each time you play the game.

**(A) Free Throws on 10th Foul** – Beginning in 1991, two FT’s were awarded on the 10th foul of each half and each succeeding foul. Type “A” to toggle this on or off.

**(B) Human Coach** – You can toggle this to determine whether as coach you only select lineups and strategy or you can choose to coach and play, in which case you will be able to make shot selections as well.

**(C) Shot 3 FTs When Fouled Attempting A Three** – From the 1991 season forward, 3 FT s have been awarded when fouled shooting a three. From 1987 – 1990, only 2 FTs were taken in this situation.

**(D) 1 FT 1 st 6 Fouls** – Prior to the 1973 season, on the first 6 non-shooting fouls of each half, the fouled player attempted 1 FT. From 1973 forward, the rule has been changed so the fouled team simply takes the ball out of bounds.

**(E) Commentary** – You can toggle the commentary on/off. If you want verbose commentary, a full scrolling description will occur during the game. If you don’t care for this and prefer to play more quickly, then terse commentary will appear in the box. Only the

basic information such as the player who has the ball and his shot % will appear.

## **10 MINUTE TICKER**

This feature allows you to simulate playing your game while other games are going on at the same time. The way to utilize this feature is as follows:

**(1)** Use the auto-schedule feature to schedule up to 32 games. Be sure to put in the starting times of each game. Let the computer play these games without watching the final results.

**(2)** Put in the starting time of the game that you are going to play. (At least 1 team must be coached by a human).

**(3)** You can hit “T” at any time during play to display the previously played games in progress. These will be updated about every 4 minutes of playing time. At the end of your game, they will also be displayed as finals regardless of the starting times.

## **EDIT PLAYER CONTRIBUTION PERCENTAGES**

These numbers represent the percent of time a player shoots, rebounds and fouls in relation to the other players on the team. You may change these with this option. In fact, if you want to replay a certain game and have the computer reproduce player usage precisely. You can total up the player’s shots, RB and fouls from the box score. Then take each player’s percentage of the total and input those percentages here.

## **STARTING LINEUPS**

When the computer controls a team, he selects the line-ups. As human coach, you select your line-ups. The 0 and 1 slots are for guards. 2-4 slots are forwards and center. Each team’s roster will be displayed on the screen. Each player is rated for:

FG – 2 point FG %

3FG – 3 point FG %

%3A – The percentage of shots that are 3’s

FT – Free Throw %

ORB – Offensive Rebound Rating  
DRB – Defensive Rebound Rating  
RB – Total Rebound Rating  
PA – Passing rating  
S – Steal rating  
B – Block rating  
CX – Contribution rating (number of times he can shoot, rebound and foul this particular game without his abilities being severely hampered. This will vary from game to game depending on the opponents, numbers of players disabled and your changing of the contribution %)  
PT – Points scored (during this game)  
F – Fouls (during this game)  
FC – Foul Commit Rating

## **HALF-COURT DEFENSES**

**SOLID MAN TO MAN** – This is the man to man used by most teams. In this defense, your team will allow fewer offensive rebounds. Shot % will be slightly lower with a few easy buckets given up.

**PRESSURE MAN TO MAN** – In this defense the team tries to pressure the ball and at the same time overplay passing lanes. This defense will create more steals and turnovers. Fouls, offensive rebounds, and easy baskets will increase as well. Three-pointers will be harder to come by. Excessive fatigue may become a problem for the defensive team if this defense is employed for an extended period of time and to some extent, the offense will be affected fatigue wise.

**PASSIVE 2-3 ZONE** – In this defense, the tempo of the game is slowed. This defense causes less steals and turnovers. Less fouls will be committed in this defense. Blocking out RB's is most difficult, therefore a few more offensive rebounds will be grabbed. In general, FG% will be a little higher vs. this defense, but easy buckets are harder to come by. Not a good defense against the 3-point shot. If you have players who are excessively fatigued, you can rest them in this defense.

**AGGRESSIVE 1-3-1 TRAPPING ZONE** – In this defense, the team tries to trap the ball and steal it or force a turnover. Steals and turnovers will increase. Fouls, easy buckets and offensive rebounds

will also increase. Excessive fatigue may become a problem for the defensive players.

## **FULL-COURT PRESSES**

**FULL-COURT MAN TO MAN PRESS** – The purpose of this defense is to slow the pace of the game and work on tiring the opposition's guards. When this defense is employed, the offensive team will be asked which player he wants to bring the ball up against this press. It is better to choose the player with the highest pass rating. A turnover or steal in the back court here can be disastrous. You need to keep an eye on your guard's excessive fatigue ratings when facing this press.

**FULL-COURT MAN TO MAN (RUN AND JUMP)** – This is the all out double team press. You can create a lot of steals and turnovers using this press. You may even force an occasional 10 second violation. When they break this press, easy buckets are quite common. Excessive fatigue can really be a problem if this defense is employed for any length of time.

**2-2-1 PASSIVE ZONE PRESS** – This is more or less a nuisance press. It will take some time off the clock and cause an occasional turnover or 10 second violation. Excessive fatigue is slight.

**1-2-1-1 FULL COURT TRAPPING PRESS** – This is the press that made UCLA famous in the 60's. This press can create a lot more turnovers and steals and can result in easy baskets at either end of the floor. Fouls and excessive fatigue can definitely become a problem for the team using this defense.

**MAN TO MAN DENIAL AND FOUL (LAST MINUTES)** – You can use this special defense when you are behind in the late stages of the game. It is a desperation defense and will usually result in either a 5 second violation inbound the ball, steal, foul, or breakaway lay up for the other team.

## **OFFENSIVE STYLE**

**Normal** – This is the normal offensive pattern for this team.

**Aggressive** – The offense works extra hard for a really good shot. You will find more above average shots, while turnovers and steals will also increase.

**Safe** – In this offensive style the primary focus is on avoiding turnovers. However, the shot selection won't be quite as good either.

**Quick Offense** (Last 3 Minutes) – Usually employed when you are behind. You need to get shots off more quickly and to do so you will sacrifice shooting accuracy.

**Delay Offense** (Last 3 Minutes) – Usually employed when ahead. While you are not in a total stall, you are trying to take care of the ball and run some clock. Will still get good shots, just not as frequently.

**NOTE:** The following offenses, if used excessively, will dramatically alter your team and individual statistics. Never the less, we have included them as coaching options to allow you more diversity in coaching strategy.

**Milk Clock to 15 Seconds** – You must be using the shot clock. In this defense, the team attempts to take time off the clock each trip down the floor and only looks for a shot during the last 15 seconds.

**Stall** – Only real good shot – you must be within 10 points of your opponent to use this offense. TO's and steals will be very few. This is primarily employed occasionally by teams who are facing a vastly superior opponent in hopes of reducing the game to a 21 – 20 type affair that they feel they would have a chance to win.

**Total Stall** (Last 3 Minutes) – This is the spread or the Carolina 4 Corners. In this you are forsaking all shots and making the defense foul.

**Hold Ball vs. Passive Zone** – You must be ahead and no shot clock. This was primarily used when a team was ahead and attempted to force a defense out of a passive zone. This offensive strategy more than anything is probably the reason the shot clock was adopted.

**NOTE:** The defensive coach can hit "D" to come out of the passive zone at anytime if facing this offense or any other stall.

**Shoot Only 3-Pointers** (Last 3 Minutes) – You can shoot only threes using this strategy in an effort to catch up quickly.

## CRASHING THE BOARDS

In the last 2 minutes of the game, the computer will allow you to send virtually all 5 players to the offensive boards in a desperate attempt to score. This will increase the chance of a put back basket, but may result in a lay-up at the other end if the other team rebounds.

## CONTRIBUTION RATING

Each player has a "CX" rating. This rating will vary depending upon the opponent you are playing. If you are playing Princeton each players' CX rating will be lower than if you are playing a run'n'gun' team. The "CX" rating is the number of times that a player can shoot, rebound, or foul during a given game. Each time a player shoots, rebounds or fouls, this CX will be decreased by 1. If the CX gets to 0, then this player will be severely reduced in his shooting, passing, rebounding and defensive skills. During the last 2 minutes of each game and overtimes the "CX" ratings are suspended and players perform to their normal levels of skill. Disabling players at the beginning of the game will also affect CX ratings and you can go into the Change Contribution Percent at the beginning of the game and change the percentage thusly, changing the various CX's of the players.

## EXCESSIVE FATIGUE

The "EF" column reflects each player's condition during the game. EF becomes a consideration when you employ defenses that make players work harder than normal. These are Pressure M-M, and any of the full court presses. The more aggressive the press, the quicker the EF will go up. When EF reaches 5, the players abilities will be severely curtailed. The offensive players EF will also increase but not as quickly as the defense. When using the M-M press, the guard bringing the ball up the floor will be fatigued more than the other players.

**REDUCING EF** – Ways to reduce EF are as follows:

**1. Play a 2-3 zone.** Players will tend to rest due to the nature of this defense

**2. Call time out.** Players will recover slightly during a time out.

**3. Replace a player.** If a player rests on the bench for a couple of minutes he will fully recover and his EF will return to 0.

**4. Halftime.** Players will fully recover during halftime.

**TIMEOUTS** – While you can substitute, change offensive style and defense during any deadball situation, there are certain advantages to calling timeouts:

**1.** Occasionally after a time out, the team who called it will experience increased offensive and/or defensive effectiveness.

**2.** Employing any press will be more effective during a time out than if done on the fly during a deadball situation.

**3.** Calling a timeout with a player at the foul line has the possibility of actually “ICING” the FT shooter.

**Last 5 Seconds Strategy** – In a close game when you are behind by 3 or less points with 5 or less seconds left in the game, a special strategy screen will appear on the screen with several options for last second strategy.

**Game Play** – During regular play, the screen is divided into three parts. The top 1/3 of the screen displays the team names, score, and timeouts. In the center of the screen is the time, half, turnovers, rebounds, total fouls and the shot clock.

The middle third of the screen in the lefthand box displays the commentary. The righthand box displays the defense and offensive style along with several options you can use during play. These options are as follows:

**Enter – Pass the ball** – This means you want to continue to work for a better shot. When the pass to choice (0-4) comes up you may pass the ball to the player of your choice.

**(1) Shoot** – This will cause the player to take the shot displayed in the lefthand box. If a star “\*” appears after the shot %, this indicates that the shot is “his shot” against the opposing team and should be taken.

**(2) Call Time Out** – The team in possession of the ball can call

timeout.

**(T) Ten Minute Ticker** – If you have played some games beforehand using the auto schedule and want to check on the progress of these games, this will give you the updated scores screen.

**(D) Change Defense from 2-3 Zone** – If you are employing a passive 2-3 zone and the other team is using a stall tactic on offense, this key allows you to “come out” of the zone and play a more aggressive defense.

The bottom 1/3 of the screen displays both teams starting line-ups. The following information is displayed for each player.

FG – 2 point FG% (if there is a “\*” in front of this number, the player is rated for 3 point shots as well)

FT – Free Throw %

RB – Rebound Rating

CX – Contribution rating. When this rating reaches “0” it will turn red.

The player should be replaced until the last 2 minutes of the game.

EF – Excessive fatigue. If this rating reaches “5” it will turn red and the player should be rested.

PA – Pass rating.

PT – Points scored.

F – Fouls.

## AUTO SCHEDULER

**NOTE:** This function will only work if installed to a hard disk because the files it generates exceed the space on a floppy disk.

The auto-scheduler allows you to schedule any number of games for the computer to play by itself. Simply input the information required and after the computer has played the games, it compiles the stats and creates the 10 minute ticker files automatically. When it asks you if you want to save this file for future use, you can answer “Y” and save all of the schedule information that you have just entered. This allows you to replay the same set of games later without having to enter all of the information again. Give it a file name such as “UCLA68.SAV” or “KY90.SCH”. The name should be a maximum of 8 characters.

After the auto scheduler has played the games and compiled the

Stats, you can play a game and if you have entered all of the start times properly, you can access the ten minute ticker any time during the game and it will update the scores at about 4 minute intervals during each quarter. This way you can play your game and keep tabs on other games of interest at the same time.

**NOTE:** If, for any reason, your computer is turned off or reset while an auto-scheduled series is running, all is not lost. Boot up the game by typing "HELLO" and select option 'P' for play a game. If everything is fine, the auto-play should resume and play to it's completion. However, if play does not continue, you will have to delete the file GAME82 in your basketball directory in order to play any more games.

### **END OF GAME STATISTICS**

At the end of the game, a complete statistical report will be displayed on the screen. This may also be sent to the printer or to an ASCII text file. Auto-play automatically generates and ASCII text file of each boxscore. It names them in the following format: BOXSCORE.game # (i.e., the boxscore for game 3 of an auto-play would be saved as BOXSCORE.3). These files may be edited in a text editor or word processor.

### **VIEW/PRINT COMPILED STATS**

Selecting this option allows you to view stats saved from games that you have played. You will need to enter the name of the stat file as outlined in the section, STATS COMPILER. You may view the results on screen or print them.

### **ENTER A NEW TEAM / CHANGE EXISTING TEAMS, DRAFT TEAM, TRADE PLAYERS**

These are separate functions which are not part of the basic game. They are available from Lance Haffner Games on the DRAFT/TRADE/CHANGE RATINGS DISK. The options are on the menu so that if you do decide to purchase this disk, you may move with ease from the game disk to this one.

### **STANDINGS AND LEAGUE LEADERS**

This is a separate disk available from Lance Haffner Games.

### **LEAGUE UTILITIES DISK**

This is a separate disk available from Lance Haffner Games.

### **A PERSONAL WORD FROM THE DESIGNERS**

At the age of thirteen I began creating and playing every type of sports game imaginable. I was looking for games that were fun, fast, and accurate but without the hassle of dice rolls and pouring over mounds of charts. Then, after becoming a computer programmer, I drew on more than 20 years of sports gaming experience and began to create these games originally, at least for my own enjoyment because I wanted to write sports games that I wanted to play.

As other people began to play them, I realized that they had universal appeal among both sports fans and gamers. So, after an initial four years of development and playtesting and an additional 10 years of being on the market, receiving feedback, and adding many new features, I believe that you are playing the most realistic and enjoyable computer sports simulation on the market today.

However, over the years I have come to realize there is a lot more to life than computers and sports games. On January 5, 1978, I confessed my sins to Almighty God and asked for forgiveness through his Son, Jesus Christ, who died on a cross for my sake. In fact, the really great news is that God is not willing for any to perish, but wants everyone to have eternal life through faith in Christ. He gave me the talent to create these computer sports games and I hope they bring you many hours of joy and happiness.

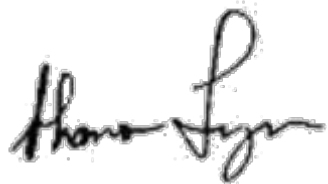
Sincerely,

A handwritten signature in black ink that reads "Lance Haffner". The signature is written in a cursive, flowing style.

I have known Lance since 1987 while completing my chemical engineering degree at the University of Arkansas. I became a part of the Lance Haffner team with the introduction of my Standings and League Leaders disks, followed by the Draft/Trade/Change Ratings disks. Things have sure come a long way since those days. I also

share Lance's religious beliefs and hope that his message is taken to heart. Since being with Lance, I have worked on all of the games. I have enjoyed talking to the many customers who have called with suggestions, complaints or simply just to talk. We here at Lance Haffner games are making a new commitment to high standards in quality and excellence for our products and customer support. Please feel free to write us or call us. It is easy to find things that are wrong, but never let anyone know. Feedback is the only way that we will ever know how we perform in the eyes of the users. Lance and I have spent many hours and plane trips to see each other while developing this version of the game and we sincerely hope that you enjoy it. In closing, I would like to offer a special thanks to my wife, Leanne, who was pregnant through this whole period and patiently tolerated both Lance and myself as we worked out the details and who gave birth to our first, Hanna Deanne Lynn on Valentine's Day, 1992.

Sincerely,



### **DAMAGED DISKS AND SOFTWARE**

Lance Haffner Games will replace an out-of-warranty defective disk provided that the disk is sent postpaid with proof-of-purchase, a brief description of the problem and a check or money order in the amount of \$9.95 (U.S. dollars) to Lance Haffner Games. Tennessee residents please add 8 1/4% sales tax. Terms and prices are subject to change without notice.

### **SUMMARY**

We sincerely hope that Courtside College Basketball brings you and your friends hours of enjoyment because we have sure enjoyed putting it all together. We have made every effort to take the game of basketball and make it as realistic and exciting as we can. We play it ourselves!

### **COPYRIGHT NOTICE**

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Lance Haffner Games will replace this product free within 30 days of purchase if defective in material or manufacture, provided it is delivered or sent postpaid with proof of purchase (dated sales receipt) to Lance Haffner Games. This warranty shall be void if the disk has been misused, damaged by playback equipment, or if the purchaser causes or permits the disk to be serviced or modified by anyone other than Lance Haffner Games. No other warranty is expressed or implied.

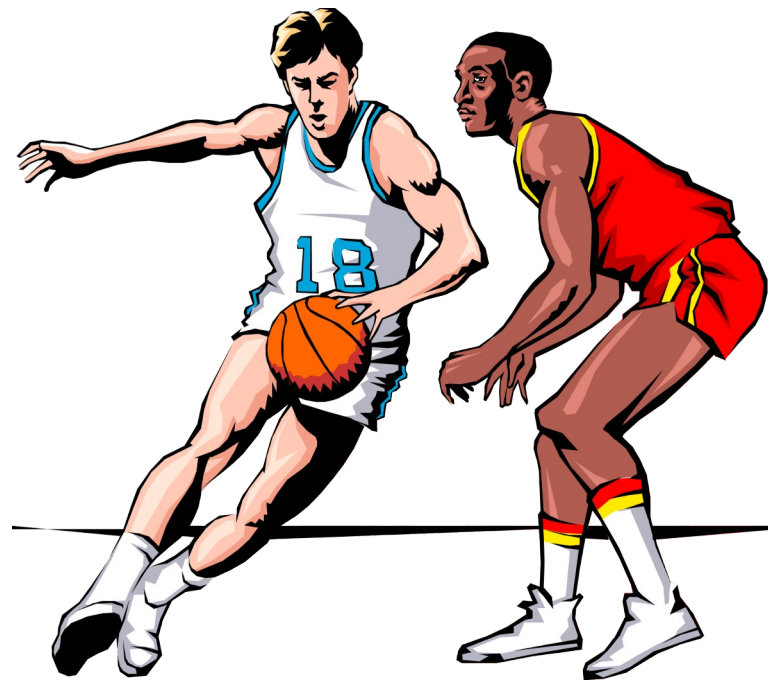
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**Court Side College**

# **BASKETBALL**

**version 4.1**



**Draft / Change Ratings / Input**

***LANCE HAFFNER GAMES***

## **COURTSIDE**

### **Draft/Change Ratings/Input**

#### **EDIT / PRINT EXISTING TEAMS**

This allows you to change any rating (team or player) on any team included with the game.

You can also move a team from one disk ID to another. This program also allows you to print out a roster of any team.

#### **INPUT NEW TEAMS**

**NOTE:** Use whose #'s throughout this procedure, no decimals.

#### **SEASON AVERAGES** (These are averages per game for one team.)

1. **Season FGA/G:** In 1993, a college team averaged 60 FGA/G; high schools averaged 45. (See season average chart at the end of this section.)
2. **Season RB/G:** In 1993, a college team averaged 35 RB/G; high schools averaged 26.
3. **Season FG%:** In 1993, colleges shot 46%; high schools about 42%.
4. **Season Steals/G:** In 1993, a college team averaged 7 per game; high schools averaged about 5.
5. **Season Turnovers/G:** In 1993, a college team would average 8 per game; high school teams average 6.
6. **Season 3 FGA/FGA%:** This is the percent of total FGA's that were 3 point attempts. In 1993, colleges shot about 22%; high schools probably were about the same.
7. **Season 3 FGA%:** In 1993, college teams hit about 36% of their 3 pt. shots; high schools shot about 34%.

#### **OMITTING CERTAIN STATS**

Input allows you to omit certain stats that were not kept in

earlier seasons. You may input ratings instead. The statistical categories you may omit are: assists, steals and turnovers, personal fouls, and blocks. Simply check Y or N as to whether you have the stats or not. If you do not have the stats for any or all of these categories, it certainly would be the best choice to input the stats and let the computer calculate the ratings.

### TEAM STATISTICS (Total statistics for the season)

1. **TEAM #:** This is the # in the file where your team will reside. We suggest that you initialize a separate diskette for your teams and keep up with what you input on a piece of paper. Each diskette will hold over 200 teams. We don't recommend inputting teams on the "teams" diskette supplied with the game. This is the number you will input when 'Team - 1' and 'Team - 2' prompt you to enter a team during the game.
  2. **TEAM NAME:** Keep this as short as possible. (15 characters maximum) Example: 84 Central H.S.  
84 Colo State
  3. **STRENGTH OF SCHEDULE ADJUSTMENT:** This is the rating used to determine how the team must be adjusted for varying. 0 is an average major conference. Some of the really strong conferences such as BIG EAST AND ACC will have minus ratings. The higher the ratings, the weaker the schedules. These ratings can vary from team to team within a conference. Example: BIG 8 = 2, Oklahoma might be 0, while Missouri might be -2. Iowa State might be 2. This would indicate Missouri had a tougher non-conference schedule than Oklahoma who faced a tougher non-conference slate than I.S.U.  
Align independents with the conference they played most of. Divisions II, III and NAIA would probably range between 13 and 20.
- (4 – 14) **TEAM TOTALS:** Input the actual season totals for the team and their components.
4. **FGA** = Field goals attempted
  5. **FG%** = Field Goal %

6. **FTA** = Free throws attempted
7. **FT%** = Free throw %
8. **RB** = Rebounds
9. **AST** = Assists (if unavailable, enter 0)
10. **FOULS** = (if unavailable, enter 0)
11. **TO** = Turnovers (if unavailable, enter 0)
12. **STLS** = Steals (if unavailable, enter 0)
13. **3 FGA** = # of 3 pt. FGA (opponents only)
14. **3 FGA %** = 3 pt. FG% (opponents only)
15. **DISK ID** = 3 digits MAX, numbers and letters.  
Example: 88, 92X, ABC, etc.
16. **HOME COURT FACTOR:** (1-6) This is how strong this team plays at home.
- 17 & 18. **TEAM COLORS**

### INDIVIDUAL STATISTICS

Each team roster can have up to 10 players. If a team has less than 10 players, put 'X' in name and '1' in the stat categories, except 3 FGA and 3 FG%. Put 0 in those.

1. **PLAYER'S NAME:** Please keep to 12 characters or less.
2. **GAMES:** # of games he played in. If unavailable, # of games team played.
3. **MP:** Minutes played (Total). If unavailable, use '0'.
4. **FGA:** # of shots player attempted during season.
5. **FG%:** FG% in whole #. Example - .478 would be input as 48.
6. **FTA:** Total # of free throws taken during the season.
7. **FT%:** Free throw % in whole #. Example .743 would be input as 74.
8. **OFF RB:** Total # of offensive rebounds during the season.  
(NOTE: If you don't have OFF RB, enter '0')

9. **DEF RB** = Total # of defensive rebounds during season.

(**NOTE:** If you don't have offensive rebounds, enter total rebounds here)

10. **AST:** Total # of assists during season. If this stat is unavailable and you pressed 'N' when asked earlier if you had this stat, enter 0 and you will be given an opportunity to input ratings directly later on.

11. **PF:** Personal fouls committed during season. If unavailable, handle same as #10 above.

12. **STL:** Total # of steals for season. If unavailable, handle same as #10 above.

13. **BLK:** Total blocked shots a player had during season. If unavailable, handle same as #10 above.

14. **3 FGA:** Total # of 3 pt. shots taken during season.

15. **3 FG%:** 3 pt. FG%, whole #. Example .32 would be 32.

#### COLLEGE BASKETBALL SEASON AVG. CHART

YEAR	FGA/G	FG%	RB/G
1939	64	26	51
1940	64	26	51
1941	66	27	53
1942	66	27	53
1943	67	28	54
1944	67	28	54
1945	68	28	54
1946	68	28	54
1947	69	29	53
1948	69	29	53
1949	67	31	52
1950	68	32	51
1951	69	33	51
1952	70	34	54
1953	69	35	53
1954	68	35	52
1955	69	37	51
1956	69	38	51
1957	68	38	50
1958	67	38	48

#### COLLEGE BASKETBALL SEASON AVG. CHART

(Cont'd)

YEAR	FGA/G	FG%	RB/G
1959	66	39	47
1960	66	39	47
1961	66	41	46
1962	67	40	47
1963	64	42	44
1964	67	43	45
1965	68	43	44
1966	69	44	46
1967	66	44	44
1968	67	44	45
1969	66	44	44
1970	68	44	45
1971	68	44	45
1972	67	45	44
1973	70	45	42
1974	68	45	41
1975	68	46	39
1976	66	47	38
1977	65	47	38
1978	64	47	37
1979	62	48	36
1980	60	48	35
1981	58	48	34
1982	56	48	33
1983	57	48	34
1984	56	48	33
1985	57	48	34
1986	57	48	34
1987	59	46	36
1988	58	47	35
1989	59	47	36
1990	59	47	36
1991	59	47	36
1992	60	46	36
1993	60	46	35

## INPUTTING YOUR OWN RATINGS

### STEALS AND TURNOVERS

The computer will display what the team's ST rating should be. By raising and lowering the individual team steal ratings, you should get the ST rating as close to what the computer says it should be as you can.

### INDIVIDUAL STEAL RATINGS

Most players will have 1. Some subs will have 0. Guards will usually have 1, 2, or 3. A real pick pocket will have 4. The higher these ratings are, the higher the team's ST will be.

### TEAM OFFENSIVE STEAL ADJ.

Range is -10 to 10. This is how well a team protects the ball from being stolen or intercepted. The lower the number, the better the team is at holding on to the ball.

Increasing this number by 1 lowers ST by .4.

Decreasing this number by 1 raises ST by .4.

### TEAM TURNOVER RATING

Average = 4. Range = 1 to 7. This reflects a team's tendency to turn the ball over. The higher this number, the more a team will turn the ball over.

Increasing this number by 1 lowers ST by 1.5.

Decreasing this number by 1 raises ST by 1.5.

### TEAM DEFENSIVE TURNOVER ADJ.

Average = 0. Range = -4 to 4. This indicates a team's ability to pressure an opponent and force turnovers.. The higher this number, the better they are at it.

Increasing this number by 1 lowers ST by 1.5.

Decreasing this number by 1 raises ST by 1.5.

## INPUTTING ASSIST RATINGS

The screen will allow you to input ratings for each of the 10 players. After you have finished, the computer will calculate an

AA rating. This rating should equal approximately 3. You can raise and lower the rating and raising and lowering various players' assist ratings.

## INPUT FOUL COMMIT RATINGS

This screen allows you to input how often a player fouls. Average = 40. Range = 15 to 99. When you are finished, PF should = 40 or be close.

## SHOT BLOCK RATINGS

This allows you to enter block ratings for the players. It is self explanatory.

## CONFIGURE DRIVES FOR TEAMS, STATS

(You only need to do this the first time.)

If on Harddisk, C:\<subdir>

Example: C:\CBB (if your sub directory is called CBB)

## DRAFT A TEAM

You can draft a completely new team from existing teams or draft players to an existing team.

First, you must enter team #, DISK ID and name.

4. **TEAM STAMINA RATING:** This number will range from 70 (Princeton) to about 150 (Oklahoma) with 114 being average. This determines at what tempo your team will play.
5. **DEF FG ADJ:** This will range from 10 to -10 with 0 average. '-' is better.
6. **DEF 3 FGA/FGA ADJ:** This is how well the team defends the three pointer from being taken. (-5 to 5, 0 average). '-' is better.

7. **DEF 3FG%:** This is how well the team will defend the 3 shot % (-5 to 5, 0 average) '-' is better.
8. **OFF STEAL RATING:** This is how well the team takes care of the ball. (6 to 2, 4 average) lower is better.
9. **OFF TURNOVER RATING:** Rate at which team turns the ball over. (6 to 2, 4 average) lower is better.
10. **DEF TO ADJ:** Turnovers this team causes (4 to -4, 0 average) higher is better.
11. **DEF FOUL ADJ:** How often will this team foul. (5 to -5, 0 average) lower is better.
12. **ENTER 99 IF USING 6-9:** Just enter 99 here, always.
- 13 & 14. **TEAM COLORS**
15. **TEAM FGA/G:** How many FG/G do you want this team to attempt? Average is 59 or 60. Slow teams attempt 50 to 45. Running teams, 70 to 75.
16. **LEAGUE FGA/G:** Average FGA for one team in your league or population of teams, usually 59 or 60
17. **TEAM GAMES PLAYED:** # of games this team will play
18. **HOME COURT FACTOR:** (1 to 6) How strong at home? Higher is better. 3 is average.

***NOW YOU ARE READY TO DRAFT AWAY.***

## **MODIFY REPLAY STATS**

This program allows you to change statistics once you have played a game and compiled it.