

Half Court Basketball

Player 1 pts:

Player 2 pts:



Left Zone					Middle Zone				Right Zone				
8	8	7	6	5	4	3	3	4	5	6	7	8	8
8	8	7	6	5	4	4	4	4	5	6	7	8	8
8	8	7	6	5	5	5	5	5	5	6	7	8	8
9	8	8	7	6	6	5	5	6	6	7	8	8	9
9	8	8	7	6	6	6	6	6	6	7	8	8	9
10	9	8	8	7	7	6	6	7	7	8	8	9	10
11	10	9	8	7	7	7	7	7	7	8	9	10	11
12	11	10	9	8	7	7	7	7	8	9	10	11	12
12	12	11	10	9	8	7	7	8	9	10	11	12	12
12	12	12	11	10	9	9	9	9	10	11	12	12	12

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9	9	8	7	6	5	4	4	5	6	7	8	9	9
9	9	8	7	6	5	5	5	5	6	7	8	9	9
9	9	8	7	6	6	6	6	6	6	7	8	9	9
10	9	9	8	7	7	6	6	7	7	8	9	9	10
10	9	9	8	7	7	7	7	7	7	8	9	9	10
11	10	9	9	8	8	7	7	8	8	9	9	10	11
12	11	10	9	8	8	8	8	8	8	9	10	11	12
12	12	11	10	9	8	8	8	8	9	10	11	12	12
12	12	12	11	10	9	8	8	9	10	11	12	12	12
12	12	12	12	11	10	10	10	10	11	12	12	12	12

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9	8	8	7	6	6	5	6	6	7	8	8	9
9	8	8	7	6	6	6	6	6	7	8	8	9
10	9	8	8	7	7	6	7	7	8	8	9	10
11	10	9	8	8	7	7	7	8	8	9	10	11
12	11	10	9	8	7	7	7	8	9	10	11	12
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10	9	9	8	7	7	6	7	7	8	9	9	10
10	9	9	8	7	7	7	7	7	8	9	9	10
11	10	9	9	8	8	7	8	8	9	9	10	11
12	11	10	9	9	8	8	8	9	9	10	11	12
12	12	11	10	9	8	8	8	9	10	11	12	12
12	12	12	11	10	9	8	9	10	11	12	12	12
12	12	12	12	11	10	10	10	11	12	12	12	12

Game Rules



Materials:

- 1) Each player needs a unique set of 3-5 homogenous items (Think black beans vs pinto beans)
- 2) Dice (two). Or an app that simulates dice.

Set up:

- 1) The game begins with the offense placing their players anywhere on the board outside of the 3 point arc.
- 2) Next, the defense can place their players anywhere within the 3 point arc.
- 3) The first two steps will be reperformed throughout the game when the rules call for the board to be reset.

Dice rolling and player movement:

- 1) Offense and defense alternates rolling the dice at all times in the game.
- 2) A team can move any combination of their players a cumulative total spaces up to the amount shown on the dice.
- 3) A team is not required to move their players the full amount shown on the dice.
- 4) A roll of 2 on any offensive possession results in a steal for the defense, the board is not reset.

Offense:

The offensive player rolls **two** die and can move their players only horizontally and vertically, not diagonally.

Defense:

The Defensive player rolls **one** die and can move their players any direction, including diagonally.

To shoot:

- 1) Offensive player must not have a defender on their defensible borders at the start of the turn.
AND
- 2) Offensive player must announce their intent to shoot prior to rolling the dice.

To score:

- 1) The amount shown on the dice must be equal to or greater than the value of the space from which the shot was attempted.

Successful shots:

- 1) 2s and 3s. A successful shot attempt results in points for the shooter. Inside the arc is worth 2 points and outside is 3.
- 2) Make it, take it. The board should be reset after each score and a new possession begins with the scorer retaining offensive possession.

Unsuccessful shots and rebounding:

- 1) An offensive rebound is only possible when the offensive has a player(s) in the paint when the shot occurs. The shot square value minus the number of offensive players in the paint equals the lower range of the offensive rebounding opportunity. *For example, a shot attempt from an 8 with 2 offensive players in the paint results in an offensive rebound if a 6 or 7 is rolled.*
- 2) A defensive rebound results by default when both the shot attempt and the offensive rebound are unsuccessful. *For example, player rolls 5 (or less) when shooting from an 8 when two offensive players are in the paint.*
The board is not reset upon a defensive rebound.



Shot Clock:

3 offensive rolls. If the offensive player cannot shoot prior to their 4th roll, the possession results in a shot clock violation and the current offensive possession is terminated. The board should then be reset.

Game Rules Continued

The painted and restricted area:



An offensive player can stay in the paint for one roll, after which, they need to shoot or move out of the paint or else the possession terminates and the board is reset.

To defend a shot:

When a defensive player is in the bordering vicinity of an offensive player's square as shown below by zone, that offensive player cannot take a shot.

Right Zone:

Defense can defend opponent from baseline and the inside basket facing borders.

Left Zone:

Defense can defend opponent from their baseline and the inside borders.

Middle Zone:

Defense can only defend from their baseline border.



Restricted Area:

Defense can defend opponent from all borders when the offensive player is within the restricted area.

Examples of defended shots by zone												
Left Zone					Middle Zone			Right Zone				
10	10	9	8	7	6	5	DEF	7	8	9	10	10
10	10	9	8	7	6	DEF	OFF	DEF	8	9	10	10
10	10	9	8	7	7	7	DEF	7	8	9	10	10
11	10	10	9	8	8	7	8	8	9	10	10	11
11	10	10	9	8	8	8	8	8	9	10	10	11
12	11	10	10	9	9	8	9	9	10	10	11	12
13	DEF	11	10	10	9	DEF	9	10	10	11	DEF	13
12	OFF	DEF	11	10	9	OFF	9	10	11	DEF	OFF	12
12	12	13	12	11	10	9	10	11	12	13	12	12
12	12	12	13	12	11	11	11	12	13	12	12	12

Shot Probabilities Chart

Dice Combo	Opportunities	Individual Probability	Cumulative Probability	<u>Weighted Point Probabilities</u>	
				2 pointer	3 pointer
2	1	3%	100%	Turnover	Turnover
3	2	6%	97%	1.94	
4	3	8%	92%	1.83	
5	4	11%	83%	1.67	
6	5	14%	72%	1.44	
7	6	17%	58%	1.17	1.75
8	5	14%	42%	0.83	1.25
9	4	11%	28%	0.56	0.83
10	3	8%	17%		0.50
11	2	6%	8%		0.25
12	1	3%	3%		0.08
	36	100%			