Half Court Basketball

Player 1 pts:

Player 2 pts:

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

Half Court Basketball

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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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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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Game Rules
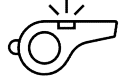
Materials:

1) Each player needs a unique set of 5 homogenous items (Think black beans vs pinto beans)

2) Dice (two). Or an app that simulates dice.

General:

1) The game begins with the offense placing their players (5) 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.
4) Offense and defense alternates rolling the dice at all times in the game.
5) A team can move any combination of their players a cumulative total spaces up to the amount shown on the dice.
6) A team is not required to move their players the full amount shown on the dice.
7) A roll of 2 on any offensive possession results in a steal for the defense, the board is not reset.
8) The first player to reach 21 points is the winner.

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) A successful shot attempt results in points for the shooter. Inside the arc is worth 2 points and outside is worth 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

The painted and restricted area:

An offesive 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:

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

example:
                  Def
Def | Off   (right side)

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

example:
                  Def
                  Off | Def   (left side)

Defense can only defend from their baseline border.

example:
                  Def
                  Off   (middle)

Defense can defend opponent from all borders within the restricted area.

example:
                  Def
Def | Off | Def   (restricted area)
                  Def

Shot Probabilities Chart

Dice Combo	Opportunities	Individual Probability	Cumulative Probability	Weighted Point Probabilities	
				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%			