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Software License Envelope containing Software Diskette(s)  
One User's Manual  
One Player's Reference Card  
One Product Registration Card

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For Technical Support call:  
(301) 963-2002  
Monday through Friday,  
11:00 AM to 5:00 PM Eastern Standard Time, excluding holidays.

Send all correspondence to:  
Bethesda Softworks, 1370 Piccard Drive, Rockville, MD 20850-4304

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## CREDITS

### DESIGN:

**Kenneth C. Dullea**  
**Chris Mate**  
**Mark Whittlesey**

### FOR BETHESDA SOFTWARES:

Producer:	<b>Vijay Lakshman</b>
Computer Graphics:	<b>Sheila McKisic</b>
Documentation:	<b>Bob Hires</b> <b>Jodi Harvey</b>
Packaging Art:	<b>George Eade</b>
Prog. Assist.:	<b>Craig Walton</b>
Sound Effects:	<b>Jason Tanner</b>
Sound Program:	<b>John Radcliff</b>
Post Production	
Supervisors:	<b>C. S. Weaver</b> <b>Jodi Harvey</b>
Quality Control:	<b>Vijay Lakshman</b> <b>Terri Watson</b> <b>Jay Beale</b>
NCAA Liaison:	<b>Jack Waters</b> <b>Mary Empson</b>
Team Statistics:	<b>E. Meyers</b>
Statistics Input:	<b>Wendy Wilcox</b> <b>Kelly Ford</b> <b>Dawn Howard</b> <b>John Muller</b> <b>Sara Parker</b> <b>Shari Mitchell</b> <b>David Marstiller</b>

## FOR MIRAGE GRAPHICS:

Programming: **Mike Adams & Dan Howell**  
**Mike Burton**  
**Kenneth C. Dullea III**  
**Bob Dietz**  
**Bill Rommderdahl**  
**Mark Whittlesey**

Project Advisor: **Eddie Dombrower**

Art/Animation: **Bob Trupe**  
**Connie Goldman**

Sound Effects: **Mike Adams & Dan Howell**

Quality Assurance: **Evan Lewis**  
**Matt Nelson**  
**Josh Machamer**

Thanks to: **Teri Mason, Dwayne Williams**  
**Ken Mason, & Tony Hernandez**

## FOREWORD: NCAA EXECUTIVE DIRECTOR

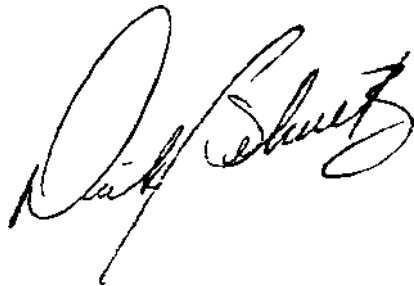
The National Collegiate Athletic Association is a voluntary association of over 1,000 member institutions and organizations devoted to the promotion of intercollegiate athletics as a recreational pursuit within the larger context of education, self-discipline, pursuit of excellence, development of leadership qualities and sportsmanlike conduct. Since 1906, the NCAA has strived to improve intercollegiate athletics and the high principles upon which it is based.

Through the years, the NCAA has grown dramatically - both in its membership and scope of responsibility. Whereas the NCAA originally was concerned with improving safety in intercollegiate sports, its charter has grown to include everything from participating in competition planning as a member of the U.S. Olympic Committee to administering graduate scholarship programs for students of academic promise. NCAA activities have even grown to include insurance programs for the protection of student athletes during travel and competition.

As the scope of the NCAA's influence has increased, so has its interest in promoting to an ever wider audience the values of athletic competition and the principles upon which they are based. Toward this end the NCAA has licensed Bethesda Softworks, an award-winning computer software company, in the development of a computer program that simulates the coaching and playing of college basketball. The result is a fascinating computer program that models the NCAA's annual basketball tournament. The software recreates accurately the 64 team NCAA tournament field and then lets the

userparticipateinthetournamenttobecomethenational champion. The 64 teams compete for standing in the national basketball tournament often described as "The Road To The Final Four," indicating the play-down process from the original 64 teams to the four remaining teams in the final championship play-offs.

I am pleased that the NCAA has granted Bethesda Softworks the right to bring "Road To The Final Four" to millions of fans who might not otherwise have an opportunity to experience the excitement of "participating" in the national championship tournament. It is my hope that through this additional avenue of experience, each of you using this program will develop a better understanding of college basketball and may one day have an opportunity to experience the excitement of the real tournament. I wish Bethesda Softworks every success in this endeavor.

A handwritten signature in black ink, appearing to read "Richard D. Schultz". The signature is fluid and cursive, with the first name "Richard" being more prominent and the last name "Schultz" following in a similar style.

RICHARD D. SCHULTZ  
NCAA Executive Director

## WHAT IS THE NCAA?

The National Collegiate Athletic Association (NCAA®) is the organization through which the nation's colleges and universities speak and act on athletics matters at the national level. It is a voluntary association of more than 1,000 institutions, conferences, organizations and individuals devoted to the sound administration of intercollegiate athletics.

Through the NCAA, member colleges consider any athletics problem that has crossed regional or conference lines and has become national in character. The Association strives to maintain intercollegiate athletics as an integral part of the educational program and the athlete as an integral part of the student body. The NCAA also stands for good conduct in intercollegiate athletics and serves as the colleges' national athletics accrediting agency.

The NCAA has grown dramatically in the past 40 years, with more than 650 new members since 1950.

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## PURPOSES OF THE NCAA®

The National Collegiate Athletic Association's purposes are:

- To initiate, stimulate and improve intercollegiate athletics programs for student athletes and to promote and develop educational leadership, physical fitness, athletics excellence and athletics participation as a recreational pursuit.

To uphold the principle of institutional control of, and responsibility for, all intercollegiate sports in conformity with the constitution and bylaws of the Association.

To encourage its members to adopt eligibility rules to comply with satisfactory standards of scholarship, sportsmanship and amateurism.

To formulate, copyright and publish rules of play governing intercollegiate athletics.

To preserve intercollegiate athletics records.

To supervise the conduct of, and to establish eligibility standards for, regional and national athletics events under the auspices of the Association.

To legislate, through bylaws or by resolutions of a Convention, upon any subject of general concern to the members related to the administration of intercollegiate athletics.

To study in general all phases of competitive intercollegiate athletics and establish standards whereby the colleges and universities of the United States maintain their athletics programs on a high level.



## HISTORY OF THE NCAA®

It was the flying wedge, football's major offense in 1905, that spurred the formation of the NCAA.

The game's rugged nature, typified by mass formations and gang tackling, resulted in numerous injuries and deaths and prompted many institutions to discontinue the sport. Others urged that football be reformed or abolished from intercollegiate athletics.

President Theodore Roosevelt summoned college athletics leaders to two White House conferences to encourage such reforms. In early December 1905, Chancellor Henry M. MacCracken of New York University convened a meeting of 13 institutions to initiate changes in football playing rules. At a subsequent meeting, December 28 in New York City, the Intercollegiate Athletic Association of the United States (IAAUS) was founded by 62 members.

The IAAUS officially was constituted March 31, 1906, and took its present name (NCAA) in 1910. For several years the NCAA was a discussion group and rules-making body, but in 1921 the first NCAA national championship was held, the National Collegiate Track and Field Championships. Gradually, more rules committees were formed and more championships were held.

A series of crises brought the NCAA to a crossroads after World War II. The "Sanity Code," adopted to establish guidelines for recruiting and financial aid, failed to curb abuses involving student athletes. Post-season football games were multiplying rapidly. Member institutions were increasingly concerned about the effects of unrestricted television on football attendance.

The complexity and scope of these problems and the growth in membership and championships demonstrated the increasing need for full-time professional leadership. In 1951, Walter Byers, who previously had served as part-time executive assistant, was named executive director. A national headquarters was established in Kansas City in 1952. A program to control live television of football games was approved, the annual Convention delegated enforcement powers to the Association's Council and legislation was adopted governing post-season bowl games.

The Association's membership was divided into three legislative and competitive divisions in 1973 at the first special Convention ever held. Five years later, Division I members voted to create subdivisions I-A and I-AA in the sport of football.

Women joined the NCAA's activities in 1980 when Divisions II and III established 10 championships for 1981-82. A year later, the historic 75th Convention adopted an extensive governance plan to include women's athletics programs, services and representation. The delegates expanded the women's championships program with the addition of 19 more events.

The President's Commission, created in 1984, called a landmark special Convention in June 1985 at which the membership took decisive actions to strengthen the Association's compliance and enforcement efforts.

The Commission called another special Convention in June 1987 and used it to launch an 18-month National Forum on critical questions regarding intercollegiate athletics.

## **NCAA® CHAMPIONSHIPS**

In 1991-92, the NCAA will administer 76 championships in 21 sports for its member institutions. More than 18,000 men and women student athletes annually compete in these events for national titles.

The National Collegiate Championships series began with a tennis tournament in 1883 and has been conducted under NCAA auspices since 1921, when the National Collegiate Track and Field Championships were initiated. National College Division Championships were held from 1957 to 1973, with 10 sports included.

Reorganization of the NCAA membership structure in 1973 led to the establishment of division championships in each of the Association's three new membership classifications. A football championship for the Division I-AA subdivision was added in 1978, and women's championships became part of the NCAA program in 1981-82.

There currently are nine National Collegiate Championships for which all divisions are eligible, three for men, three for women, and three men's and women's events. There are 23 National Collegiate Division I Championships (13 men, 10 women), 20 National Collegiate Division II Championships (11 men, nine women) and 24 National Collegiate Division III Championships (13 men, 11 women).

Championships for men are offered in one or more divisions in baseball, basketball, cross country, football (except in Division I-A), golf, gymnastics, ice hockey, lacrosse, soccer, swimming and diving, tennis, indoor track, outdoor track, volleyball, water polo, and wrestling.

Women's championships are sponsored in basketball, cross country, field hockey, golf, gymnastics, lacrosse, soccer, softball, swimming and diving, tennis, indoor track, outdoor track, and volleyball.

The NCAA sponsors combined men's and women's national championships in fencing, rifle and skiing.

## TECHNICAL INFORMATION

### Installation and Start Up

#### Object of the Game

Welcome to NCAA Basketball: Road To The Final Four, your ticket to intercollegiate basketball excitement! "Road To The Final Four" is a detailed simulation of the 1991 NCAA Tournament. Only this time you're in charge. Because you have total control, the object of the game can vary from player to player. You choose your objectives. Whether it's to take your team to the finals and win the championship or play one-on-one with the best in the country, it's your decision.

#### Using the Installation Program

"Road To The Final Four" comes with an install program (INSTALL.EXE) that allows you to copy it onto your hard drive. To begin this procedure, the first thing you must do is let the computer know what drive the floppy disk containing the program is in. Assuming that you've inserted the disk into drive A, you would either switch to drive A and install (Example 1), or if you are currently in drive A, simply install (Example 2).

Example 1: Type A: Then hit ENTER. Then type install and hit ENTER.

Example 2: Type a:\install and then hit ENTER

A requestor box will pop up and prompt you to make certain choices. You will be asked to select either:

- 1 - Making backup copies of NCAA
- 2 - Install NCAA (to hard disk only)
- 3 - Restore 1991 NCAA Tournament Data  
(to hard disk only)
- ESC - Quit back to DOS

Except in the case of quitting to DOS, after you've made your selection you'll be prompted for the letter of the hard drive you're using. This will be a letter somewhere between C and Z and can be different from user to user, depending on how you've configured your system. After hitting the right key, (for example say it was C), wait a moment. You'll next be prompted to define the PATH on the hard drive you've chosen. Whatever letter you typed at the first prompt should be used to define the path. If you had typed c, the path would become c:\NCAAV Finally, you should hit ENTER to move on to the next step.

#### Installation Option 1: Making Back Up Copies

It is recommended that you make a back up copy of "Road To The Final Four" for archival purposes. This copy is to be used in case your original disk is damaged or destroyed. This is the only reason you should make a back up copy. Please take a moment to read the material concerning software piracy at the beginning of this manual.

Making a back up copy involves a few simple steps. First make sure you have the right type and number of blank formatted IBM disks. You will need either two 720K micro floppy disks, or one 1.2Meg floppy disk, or one 1.44Meg micro floppy disk. You must have the right number and



type of disks ready because the program will not prompt you for disks.

Assuming you have chosen option 1 when running the install program, you will be asked which drive is to be designated as the "destination" drive. This is the drive to which the program will be copied. Put one of your formatted blank disks in that drive and type in the appropriate letter. For example, if the original disk is in drive A, you would put your blank disk in drive B and type b, and then hit **ENTER**.

A prompt will appear asking you to verify that the original disk is in the "source" drive. If it isn't, insert the original disk and hit **ENTER**. The program will now make a back up copy of the game on your blank disk. These steps will be repeated if you are copying to (two) 720K floppy disks.

#### **Installation Option 2: Installing on a Hard Drive**

Choosing option number 2 will install the program onto the hard drive of your choice. After selecting the drive and the path, you'll be prompted to choose the graphics system you're using. The choices are:

- 1 - EGA
- 2 - VGA/MCGA

Before hitting number two, you should make sure you have enough hard drive space available, and that you have a VGA card installed in your system.

Next you'll be prompted to select the sound system that the game will use. The choices are:

- 1 - None (Defaults to IBM speaker sound)
- 2 - AdLib™ sound card
- 3 - Sound Blaster™ sound card

Choose the option that reflects how your system is configured. After doing so, the install program will run and the game will be installed on your hard drive. When installation is complete, the installer will quit back to DOS and the game will be ready to run. The graphics and sound options you selected should be set as your defaults so that you can ignore the command line parameters section of the game start up instructions.

#### **Installation Option 3: Restoring 1991 Tournament Data**

The final option allows you to quickly restore the player and bracket data from the original disks. All you need do is select this option and specify the drive and the path. The program will do the rest.

Once this is completed, you may find that you'll have to go to the NCAA Menu (F3) and load in the players file: **ncaa1991.men** and the tourney file: **ncaa1991.trn**. Instructions on how to do this may be found in the NCAA Menu section of this manual on pages 52 and 42.

## **Starting the Game/Command Line Parameters**

To start the game, you simply type `ncaa` and the command line parameters of your choice. These parameters control several start up options available to you. They may be typed in any order as long as they are separated by blank spaces and do not conflict with each other. Using the parameters can greatly optimize the use of your equipment and speed the game set up process. If you have set the defaults during the installation process and you have made no changes to your hardware configuration since then, some of these commands may be unnecessary.

The parameters include:

### **E - EGA graphics:**

For those using an EGA monitor.

### **M - MCGA graphics:**

The right setting for MCGA monitor users.

### **V - VGA graphics:**

VGA monitor users should use this command. (The M and V parameters perform the same function.)

### **I - IBM speaker:**

For those using the IBM's speaker for sound output.

### **A - AdLib™ board:**

For those using an AdLib board.

### **B - Sound Blaster™ board:**

The right setting for Sound Blaster users.

It is recommended that all users be sure of the type of monitor and sound board they're using and that they select the proper command line parameter. Only one monitor and one sound option can be selected at a time.

## **Example:**

You are starting up a new game on a 386 machine running VGA graphics and using an AdLib sound board. You would type: `ncaa v a` and then hit ENTER. The game will load using the parameters you've selected. If you typed: `ncaa e v` or `ncaa i b` the game would run, however, it would use only the last graphics or sound command line parameter entered. In the first instance, you'd be telling the machine that you're using two different types of monitors, and it would only recognize the last option you entered. In the second, that you were using two different sound boards. Again, it would only recognize the last option entered.

## Keyboard Commands

### Universal Keyboard Commands

Many keyboard commands are active always, including during game play. If selected during game play, most will pause the game in progress. Some will bring up menus. The details of the functions of these menus are discussed in detail in the Menu section of this manual. The universal keyboard commands are:

#### **ESC - Main Menu:**

See Page 34.

#### **F1 - System Settings Menu:**

See Page 34.

#### **F2 - User Settings Menu:**

See Page 36.

#### **F3 - NCAA Menu:**

See Page 38.

#### **F4 - Lineup Menu:**

See Page 53.

#### **P - Play:**

From any menu hitting the p key will take you to the "Pre-Game Screen" that is discussed in some length on page 30. Once in the Pre-Game Screen, hitting the p key will begin the game.

#### **F10 - Quit Game/Escape to DOS:**

If a game is in progress, hitting the F10 key will bring up a requestor box asking you if you want to end the game. If you choose "yes" a second requestor box will come up asking if you want to quit to DOS. If a game isn't in progress, hitting F10 will bring up a requestor box that will give you the options of continuing or quitting to DOS.

#### **CTRL-DEL or CTRL-BREAK - Quit to DOS:**

Either of these keyboard command combinations will quit back to DOS without a requestor box appearing. This can be a very useful feature when you're deep into the second period of a hot game and you hear your boss coming down the hall, looking for those spreadsheets you were supposed to have ready.

### Miscellaneous Keyboard Commands

While the majority of the on-court excitement is controlled using the Action Commands (See Action Commands, page 25), there are a few miscellaneous keystrokes that can affect game play.

These are:

#### **I - Instant Replay:**

Hitting the I key during game play will show a replay of the last several seconds. Holding down the **SHIFT** key while hitting I will show a longer replay on those machines with a larger RAM capacity.

#### **F - Freeze Frame:**

To stop the game in progress without calling a timeout, hit F. The game will pause and, while you won't be able to substitute players or perform other coaching options, you will be able to refocus and reset the camera angles. To return to the action hit f again.

### **F5 - Fatigue Bars/Show Stats:**

This key will do one of two things, depending on when it is activated. During normal game play, hitting F5 will toggle the fatigue bars on and off. These bars show the approximate fatigue level of each player. The players are represented from the top down in this order: Guard 1, Guard 2, Center, Forward 1, and Forward 2.

The function of this key changes when the Between Periods Screen is displayed. Hitting F5 then shows the stats for the game. The Between Periods Screen is displayed during half time, between quarters (if you've chosen to play 4 periods) and before overtime periods.

### **0/1 - Toggle Coaching Window:**

Hitting either of these number keys will toggle which Coaching Window will come on screen. Choose 0 for the Visitor's Coaching Window or hit 1 for the Home Team's Coaching Window. This applies only during actual game play.

### **T - Timeout/Substitutions:**

Hitting T will bring up a requestor box. You'll be able to choose a timeout for either the Visitors or the Home Team. If there are any timeouts left for that team, hitting ENTER will activate one. Your second option is substitution. Select this, and at the next timeout, whether your's or the other team's, your Lineup Menu will come on screen, and you'll be able to make whatever legal substitutions you feel are needed.

### **Space Bar - "Dead Ball" Timeout:**

Hitting the Space Bar calls a timeout that doesn't go into effect until the next time the ball goes "dead."

### **AutoCam™ Control Keyboard Commands**

"Road To The Final Four" allows you a great deal of control over game viewing. Using the AutoCam feature, ten different "cameras" can be positioned around the court, letting you view the game from almost any angle. Positioning these AutoCams takes a certain degree of skill and is not something a first time player should attempt. Seasoned pros, however, will enjoy the control they have and the ability to customize the look of the game to fit their particular taste. Even an experienced player should be careful, however. It is possible to position an AutoCam so it's behind the crowd or not pointing at the action at all.

#### **F - Freeze Frame:**

To adjust any of the cameras, you first have to hit F to freeze the current action.

#### **0 through 9 - Select Camera:**

Once the image is frozen, you can scroll through the 10 cameras by hitting their corresponding number keys - 0 through 9. These are the regular keyboard numbers found above the letter keys, not those on part of the numeric keypad.

#### **Left, right, up, and down arrows - Move Camera:**

The arrow keys will shift the position of the cameras left or right and up and down. All camera movements are relative to the center of the court.

#### **Page up, page down - Adjust Camera Height:**

You can use these keys to change the height of the camera without shifting the camera's position.

#### **Home, end - Zoom:**

Once you've gotten the position correct, use home and end to zoom in and zoom out on the action.

### **SHIFT - Amount of Position Change:**

You might find that you can't get the camera just where you want it. Every time you hit an arrow key, the position shifts, but not quite enough. You can fix this by using the SHIFT key to amplify how fast the camera moves when you hit the arrow keys.

### **ALT and left, right, up, and down arrows - Move Focus:**

Now that you've adjusted the camera angle to exactly where you want it, adjust the area of focus to fine tune the image. You do this by holding down the ALT key and hitting the arrow keys.

### **ALT and Page Up or Page Down - Move Height of Focus:**

You can adjust the height of the area of focus by holding down ALT and hitting either page up or page down. With a little practice, you'll have the game fine tuned to show the action the way you want to see it.

### **ALT D - Original Camera Position:**

Hitting ALT D will return the currently selected camera to its original position before you began alterations.

### **ALT 0 through 9 - Auto-Focus:**

Finally, you can use ALT in combination with any of the regular keyboard numbers to "auto-focus" on any one of 10 predetermined locations. This is another great AutoCam feature.

## **Action Commands**

Action commands are the controls you use to play the game on the court. Using action commands, you'll drive down the court, pass, and shoot a beautiful 2 point swish right through the net. While action commands have their keyboard equivalents, they are listed in their own section because there is much more to them than that. Each action command has a keyboard, keypad, and joystick equivalent. It's up to you to decide how you want to play the game. Use the User Settings Menu (F2) to tell the game what input device you've selected, and then get ready to shoot some hoops!

Listed below are the action commands for offense and defense, and their keyboard, keypad, and joystick equivalents. These controls are the default settings that come with the game. You can easily rearrange which keys or joystick positions activate the action commands. All you need is a word processor that can read text files. Open up the file ncaakeys.txt and you'll see a 3 by 3 square grid with each square containing a single action command and its corresponding key/number commands. This grid corresponds to the positions of the action commands on the keypad, keyboard and joystick. To change the set up, simply type new key/number commands next to the action commands. These must all be in lower case. This is a real power user's tool and is not recommended for first time players. Be sure to write down the new positions of the action commands so you don't forget how you've altered the game. For additional information, consult the Player's Reference Guide.

## Action Commands - Offense

### Stop:

Stops your man dead in his tracks, ready to either pass or shoot the ball.

Keypad -1, Keyboard - Z,

Joystick - Down to left and fire

### Fake Shot:

Throw the defense off balance by faking a shot.

Keypad - 2, Keyboard - X,

Joystick - Down and fire

### Go to 3pt. Line:

Head your player to the 3 point line and get ready to try that long downtown shot.

Keypad - 3, Keyboard - C,

Joystick - Down to right and fire

### Jump:

Sail up toward the basket and then hit "shoot" to try to jam one in.

Keypad - 4, Keyboard - A,

Joystick - To left and fire

### Pass:

Move the ball up and down the court with lightning speed by passing it back and forth.

Keypad - 5, Keyboard - S,

Joystick - Center and fire

Pick direction arrow to pass ball to teammate.

### Spin 90 degrees:

Do a quick pivot and get ready to shoot.

Keypad - 6, Keyboard - D,

Joystick - To right and fire

### Zigzag:

Confuse the defense by zigzagging back and forth across the court. This is an important command in that the player will try to avoid the defenders and get into scoring position.

Keypad - 7, Keyboard - Q,

Joystick - Up to left and fire

### Shoot:

This might be the most important command of all. Get in position and try for those points!

Keypad - 8, Keyboard - W,

Joystick - Up and fire

### Drive to Hoop:

Pound down the court for an unstoppable layup!

Keypad - 9, Keyboard - E,

Joystick - Up to right and fire

### Controlling Player Movement:

Thread your way through the crowd to the basket!

Keypad - 0, Keyboard - Shift + Dir. Arrow

Joystick -Hold Right button and move

## Action Commands - Defense

Call for Help:

Need help covering your man?

Keypad -1, Keyboard - Z,

Joystick - Down to left and fire

Double team:

Put two men on the man with the ball and stop those shots.

Keypad - 2, Keyboard - X,

Joystick - Down and fire

Intentional Foul:

Sometimes you just have to stop the clock, and it could be that the referee isn't looking.

Keypad - 3, Keyboard - C,

Joystick - Down to right and fire

Jump:

He'll have a hard time going for that shot when your body is between the basket and him.

Keypad - 4, Keyboard - A,

Joystick - To left and fire

Block shot:

Stop his easy two-pointer.

Keypad - 5, Keyboard - S,

Joystick - Center and fire

Attempt a Steal:

Take that ball away from them, if you can!

Keypad - 6, Keyboard - D,

Joystick - To right and fire

Play Off:

Sometimes, especially for the faster players, you're not going to want to cover them too closely.

Keypad - 7, Keyboard - Q,

Joystick - Up to left and fire

Play Close:

Other times you're going to want to stick to your man like glue.

Keypad - 8, Keyboard - W,

Joystick - Up and fire

Take Charge:

Finally, you're going to want to brace yourself to stop an offensive charge down the lane and try for that turnover.

Keypad - 9, Keyboard - E,

Joystick - Up to right and fire

Controlling Player Movement:

Stop that advance and defend your basket!

Keypad - 0, Keyboard - Shift + Dir. Arrow

Joystick -Hold Right button and move

## Pre-Game Screen

The first screen that will come up after booting the game is the pre-game screen. It's from this screen that you'll select what game you'll play. If "Road To The Final Four" is set on tournament mode, you'll get to pick which game in the current round you want to play. In the single game mode you'll be able to choose any two teams to play head-to-head. To switch between these two modes, see the section about the NCAA Menu options on page 38.

### Pre-Game Screen Keyboard Commands

Besides being able to use the Universal Keyboard Commands (such as p to start the game) discussed previously, there are three commands unique to the pre-game screen. They are:

#### G - Select Game:

As stated previously, the mode you're in will affect how this key works. See below for how to select a game.

#### F8 - Complete Round:

When in tournament mode, this command completes the current round.

#### D - Demo Mode:

Hitting the d key will shift the game into demo mode. See page 31.

### Selecting a Game

After hitting the g key, if you're in the tournament mode, you'll see a tournament bracket, much like the Tournament Bracket Sheet provided with the game. This version will display all the scores and byes in the currently running tournament. You'll use the cursor keys to scroll through your choices and select the game you want to play. Hitting **ENTER** will start the game you've chosen. If for some reason you've selected a game that has already been played

or chosen a bracket that has yet to be filled, you'll be prompted to try again. If you make no choice, the game will always default to the earliest possible unplayed game.

If "Road To The Final Four" is set on the single game mode, you'll be presented with a separate set of options. Hitting the g key will cause all the teams, listed by region, to appear. The currently selected teams will have the words HOME or VISIT following them. If you want to change the teams selected, use the cursor keys to scroll to the team of your choice and hit either h for HOME, v for VISITOR, or **ENTER** to bring up a pop up selection menu to make your choice. The only limitation is that you can't choose to play the same team as both the home team and the visitors. A team can't play itself!

In either mode, once you've made up your mind, just hit the p key to get the game under way.

### Demo

After a few moments, if you fail to press any key or if you press the d key, the game will automatically go into demo mode. The game demo will continue to play until you stop it by pressing any key. The demo will then stop and you'll go back to the title screen.



## Menus

### Navigating the Menus

Various menus will allow you almost complete control over the details of the game. The main menu, its connected submenus, and many of the game's features are accessed by keyboard "hot keys." These are listed both on screen in the game and here in the manual along with a detailed explanation of their functions. Once inside a menu, you will see a listing of alterable features. You can scroll up and down the features lists by using either the "up" and "down" arrow keys, or the 8 and 2 keys on the keypad. There are four types of features, and each is changed differently. The first type of feature has a small square box to the immediate left of the feature's written description. After scrolling to this type of option, hitting the **ENTER** key will either fill or remove an "x" from within the box, indicating that the feature is or is not selected. Next are features that display a "slider." This graphic indicator can be altered by hitting either the "left" or "right" arrow keys, or the 4 and 6 keys on the numeric keypad. Then there are features listings with no apparent indicators as to whether or not they've been selected. Scrolling to such a feature and hitting the **ENTER** key will take you to still another submenu level. It is on these lowest levels of the menu structure that you can control the tiniest details of game play. Finally, there are features displaying a numeric value. Scrolling to these and hitting the number keys will change the values to the settings you want. In some cases, you'll be limited as to what numbers you can enter, and in other cases, you'll be asked whether you want to save the changes you've made. During some phases of game play, such as free throws, jump balls and shots in progress, the menus will not be accessible.

### Requestor Box Keyboard Commands

When choosing some options in the menus, requestor boxes will appear in the upper left hand corner of the screen. These will serve either as a warning, to give you an option, or simply as a source of information. Requestor boxes will give one of the three following choices: **READY**, **READY/CANCEL**, or **YES/NO/CANCEL**. You'll be able to use these keyboard commands to make your choices:

**ESC** - To choose either the **CANCEL** option or **READY**, if that is the only choice available.

**R** - **READY**

**C** - **CANCEL**

**Y** - **YES**

**N** - **NO**

## **Main Menu - ESC**

The main menu is your gateway to the inner workings of "Road to the Final Four." Hitting the "Escape" key will pause any game in progress and bring up the main menu. From here you'll have access to the submenus where you can customize the game to your liking. Some features will not be alterable while a game is in progress, so it is suggested that you make any changes you want before beginning game play.

All the Universal Keyboard Commands are available from the main menu. Detailed explanations of the function of each of these "hot keys" are listed elsewhere in this manual.

## **System Settings Menu - F1**

The System Settings Menu is where you can make alterations to the game to take advantage of your hardware configuration and to customize some of the ways the game is presented on-screen. This menu is divided into three main sections and has one listed "hot key." The other "hot keys" for the main and submenus are also active on this screen even though they are not listed.

The first section of the System Settings Menu is "Features." These are:

### **Sound On:**

Scrolling to this feature and pressing the ENTER key toggles the game sound on or off.

### **Director On:**

The "Director" controls the "camera" view of your game. The Director simulates the fast cuts of live NCAA television coverage. With the Director on, the view will switch from "camera" to "camera," giving you the best possible view of the game in progress. Turning the

"Director" off gives you two half-court "bird's eye" views of the action.

### **Play by Play On:**

When the "play by play" feature is activated, a running commentary of your game will appear on the bottom of the screen. It's like listening to the experts in the booth as they give a detailed, running account of the game.

### **Fatigue Bars On:**

The fatigue bars are a graphic representation of the fatigue levels of both teams. With the fatigue bars on, you'll know for sure whether or not you're wearing the other team down or if it's time for you to call a timeout of your own.

### **Fast Simulation:**

With Fast Simulation turned on, you will disable the graphics and you can find out the outcome of a game in a matter of moments. No graphics appear on the screen, but the computer will quickly play the two teams against each other and let you know who won. As the game runs, you will be able to see the scores add up.

The second section displays the Sound Board options. You will not have to worry about this if you've used the command line parameters discussed in the start up section. "Road to the Final Four" supports both the AdLib and Sound Blaster boards as well as IBM Speaker Sound. Simply scroll to the appropriate choice and hit the ENTER key. Remember to make sure that the "Sound On" feature listed above is selected to take advantage of the game's sound capabilities.

The last section is a game speed slider. After scrolling to it, you can adjust the game to whatever speed seems the best for you.

## **User Settings Menu - F2**

The User Settings Menu controls much of how the user interfaces with the game. From this menu the player can make choices about what hardware interface will be used. The menu is divided into two sections, one for the home team and one for the visitors. By altering a few features you'll be able to choose whether you're playing against the computer, playing against a friend, or sitting back and watching as the computer plays itself in a fantasy match-up that you've constructed. Both sections contain the following customizable features:

### **Coach Only:**

When the "Coach Only" feature is selected, you become the Coach for the team you've chosen. As Coach you'll have access to the Lineup Menu (F4). You'll be in charge, making the sort of decisions that can turn the tide of a game at a crucial moment.

If you'd rather get out on the court and play the game with the best college athletes in the country, there are several interface choices.

### **Keyboard:**

Selecting this option puts you in the middle of the action, controlling your team through a series of customizable keyboard commands. (See Action Commands, page 25)

### **Keypad:**

Some players will prefer to interface with the game through the keypad. It's smaller and some find it less confusing to use. Choosing this option will activate the customizable keypad commands. (See Action Commands, page 25)

### **Joystick 1:**

Activate this option if you have a joystick installed in joystick port one and prefer to use this method of playing the game. (See Action Commands, page 25)

### **Joystick 2:**

If you have a second joystick and a friend wants to play, or if for some reason you want to play alone and want to use a joystick hooked into joystick port number two, select this option. (See Action Commands, page 25)

### **Computer:**

Choosing the computer option for either the home or visiting team pits you against the machine in a high level NCAA match-up. If you choose the computer for BOTH the home and visiting teams, you can sit back and watch as the computer plays itself in a fantasy game that you've set up.

### **Team Level: Freshman through Senior**

Team level controls the level of difficulty of the game - a freshman game being the easiest and a senior game being the hardest. Use the slider to choose the level of difficulty that's best for you.

## **NCAA Menu - F3**

Now we're getting into the nitty gritty. It's from within the NCAA menu that you, the player, exercise total control over the smallest details of the game. From inside the NCAA menu you'll be able to select the type of game, the number of players, the camera options, and more. Everything from changing the court color to altering the stats of individual players will be under your control. With a little work you'll even be able to create your own teams and players, whether imaginary or based on past championship winners. With a little research you'll be able to pit the winners of the first NCAA tourney against the current champions in a Final Four fantasy showdown. The NCAA menu allows you to customize these features:

### **Tournament:**

Choose this option if you want to play a series of games.

### **Single Game:**

Another option is playing a single game between two teams. You should note that this and the Tournament option listed above are an either/or proposition. You can play either a Tournament or a Single game, but not both. Choosing the Single Game option will also disable some of the features that deal with tournament play.

### **Tournament Set Up:**

This group of features allows you control over how the tournament is run. If you've chosen to play a single game, some of these options, such as "Seed Teams" will be disabled. You can, however, use the "Modify Rules" feature.

## **Modify Rules (NCAA Submenu 1):**

After scrolling to this feature and hitting ENTER, you'll see a submenu pop up. In this submenu you can control the following:

### **Minutes per Period:**

The default number is set on 20, but you can alter the minutes per period anywhere from 1 to 20.

### **Number of Periods:**

You can choose either a 2 or 4 period game.

### **Players per Team:**

Anywhere from 1 to 5 players can play at a time. This means that if you've always wondered how two of your favorite stars would do in a one-on-one game, you can set it up and find out! The only limitation on this is that they must be from different teams. You can not assign the same team both Home and Visitor status.

### **College Key/Pro Key:**

You can switch from a college key to pro key. This affects the width of the key.

### **Court Color:**

This is a graphic slider that allows you to adjust the color of the court. Move the slider and pick the color that best suits you.

### **Use Shot Clock:**

With this option turned on, the shot clock rule is in effect. Check the rules section of this manual for a full explanation of how the shot clock rule works.

**Number of Seconds on Shot Clock:**

You can set the number of seconds on the shot clock anywhere from 20 to 90. This only applies if the shot clock is in use.

**Use 3 Point Line:**

Turn on this option if you want to enable the 3 point shot rule.

**Distance to Three Point Line:**

When the 3 point line rule is enabled, you can further modify the three point line by adjusting the distance between it and the basket. This is expressed in feet and inches. Feet can be set anywhere from 18 to 35 and inches anywhere from 0 to 11.

**Seed Teams (tourney mode)****Select Game (single game mode) (NCAA Submenu 2)**

"Seed" refers to the ratings system used to set up the tournament. The number one seed is the highest rated team. These ratings are done for each region and determine the team's initial standing in the tournament. After you have seeded a new tournament, you'll be prompted to save your changes when you leave this submenu.

The following keyboard commands are used to seed a new tournament:

**ALT\*- Random Seeding:**

Choosing this option randomly seeds a 64 team tourney.

**ALT R - Restore Tournament:**

Hit ALT R if, after making changes, you want to return to the tourney as it originally stood.

**ALTH - Return to Historical Seeding:**

Changes the game back to the original 1991 tournament seeding. However, this will not restore the game to its original condition if you have made significant editing changes. To do that you must use the installer and your original disks. See Installation Option 3 on page 17.

**ALT C - Clear Seeding:**

Hit this if you want to clear the seeding from the entire tournament.

**ALTM - Move/Swap Team:**

Use this control if you want to move or swap teams from region to region.

**ENTER - Select Team:**

This is a subcommand of ALT M. After scrolling to the team you want to seed, hit ENTER to make changes in its standing. If you're not in the move/swap modes, hitting ENTER will pop up a menu allowing you to seed the team or enter the move/swap modes.

**1 through 16 - Seed Number:**

Once you've selected a team, you may change its seeding simply by typing a number between 1 and 16. Once that's done, just move on to the next team.

**0 and ENTER - Unseed Team:**

Hitting the 0 key will unseed the team currently selected.

### **Display Bracket**

The next section of the NCAA Menu (and not part of the Seed Tourney submenu) is Display Bracket. Choosing this option displays the current tournament bracket. Use the cursor keys to scroll through the tournament set up from region to region. The next game to play will be highlighted.

### **Restart Tourney**

Choosing this option takes the current tourney back to game one. It also clears the scores from the bracket data file.

### **Disk Options**

Disk Options allow you to save or load information using either your hard drive or a floppy disk. In each case the game will remember the last loaded, saved, or copied item the next time it runs. When you do save or copy something, you will be prompted for a name. However, you won't have to enter an extension. Depending upon the option selected, the proper extension will always be included automatically. It is important that you do not alter these extensions for the game to run correctly. Disk options include:

#### **Save Tourney File:**

This saves the current tourney as it stands. You will be prompted to name the tourney and choose on which drive it should be saved.

#### **Load Tourney File:**

This option allows you to load tourneys you have saved previously. It is also the option used to restore original tourney information that you've loaded using the install program.

### **Save Camera File:**

If you've spent some time and effort to fine tune the camera angles to just where you want them to be, you can use this option to save them. Prompts will instruct you to name the current camera file and ask on which drive you want to save it.

### **Load Camera File:**

You can use this option to load camera files that you have saved previously.

### **Players & Stats (NCAA Submenu 3)**

The final NCAA submenu is the Players and Stats Menu. From within this submenu, you have control over every player in the league. First, personal information is listed for each player, such as height, weight, etc. Then each player's abilities are quantified in two ways. First is a set of personal ratings. These numbers describe personal attributes such as strength and speed. The ratings run from 1 to 10, with 10 being the best. The second set is statistics. These statistics are a record of an individual player's performance in certain aspects of the game, such as free throws or rebounds. These statistics are further broken down into two categories. The first, listed as Hist., or historical statistics, are the stats reflecting the player's performance during the regular season. This set of stats is fixed and doesn't change unless you alter them. The second, listed as Accm., or accumulated statistics, shows how well the player is doing in the "Road To The Final Four." As you run the tournament, or even single games, this set of stats will change to reflect how well each player is performing. These are not a determination of how well you are playing, rather how well each player on the

team is performing. Historical stats (only) will alter game play as tournaments or single games progress.

Historical statistics are important. As a whole they affect a complex statistical model that is the heart of "Road To The Final Four." This model determines the outcome of every play and every shot, based upon each player's individual statistics.

Sports professionals have spent many hours of exhaustive research on the performance of every player in the 1991 NCAA tournament to create these ratings and statistics. The beginning player should think twice before altering any of these numbers. However, the more experienced player can, with a little effort, use the player editing tools to create all manner of fascinating possibilities. You can create entire fantasy leagues. Your friends can create their own fantasy teams and you can have your own tournament. With a little research, you can recreate the great teams of previous years and play them against today's champions. You can make up All-Star teams and pit the best against the best, or see how your high school team would do against the NCAA champs. The choice is yours!

The players are grouped together by team. There is information about each team including team name, team color, division, historical seed (the seed each team is within their own region), region, and a complete players list. All this information may be edited. The team color can be changed by scrolling to that option and hitting **ENTER**. The colors will toggle through 10 possible choices. The seed listing can be changed by simply typing in a new value. Region can be changed by entering a new number from 1 to 4. (West -1, Midwest -2, East - 3, and Southeast - 4.)

Scrolling through the players list, you will see information about the highlighted player. This information includes: first name, last name, height, weight, skin color, and class (Junior, Senior, etc.), as well as ratings and statistics. The first five players listed are the default starting lineup.

What follows is a breakdown and explanation of each rating and statistics category. It is recommended that you read through this section carefully before making any changes.

## **Ratings**

### **Pos1 - Position 1:**

This indicates the player's primary position: guard, forward, or center. The positions are:

- G1 - Point Guard
- G2 - Shooting Guard
- C -Center
- F1 - Power Forward
- F2 - Small Forward

### **Pos2 - Position 2:**

Since some players play more than one position, this lists the player's secondary position.

### **Durability:**

This is an indication of the player's stamina. The higher the number, the longer it will be before fatigue sets in during game play.

### **Foul:**

This number rates how often the player fouls. The higher the number, the more likely he is to foul.

**Inside:**

This number rates how well the player shoots within approximately 6 feet of the basket. The higher the number, the more likely he is to sink the shot.

**Midrange:**

This number rates the player's shooting skills from approximately 6 to 15 feet of the basket. Higher numbers are better.

**Outside:**

This number rates the player's chance of making a shot from beyond 15 feet. Again, the higher the number, the more likely he is to make the shot.

**Speed:**

This is a rating of the player's forward speed. The higher the number, the faster the player moves forward.

**Quick:**

This number rates the player's lateral speed. The higher the number, the faster he is at moving from side to side.

**Jump:**

Rating of the player's ability to jump. Players with high numbers in this rating will jump higher than players with low numbers.

**Hands:**

This is a rating of the player's ability to dribble and catch passes. The higher the number, the better the "hands" of the player.

**Pass:**

High numbers in this category show that the player can make accurate, effective passes.

**Defense:**

This is a rating of the player's ability to steal the ball and block an opponent from driving to the hoop without fouling.

**Block:**

Rating of the player's general ability to block shots. The higher the number, the less that gets past him.

**Strength:**

This isn't a rating of sheer physical strength. Rather, it's a rating of the player's offensive ability to drive past someone with force.

**Class:**

This indicates the player's class level (i.e. Senior, Junior, etc.). Class ratings affect a player's ability to make snap decisions and acts similar to an experience rating.

**Statistics****Hist. - Historical Statistics:**

As stated before, almost all the statistics have two numbers. The first numbers listed in the row entitled Hist, are historical statistics and reflect how well the player did during the regular season. These numbers are fixed and do not change.



**Accm.-Accumulated Statistics:**

The second row of numbers is listed as Accm. or accumulated statistics. These numbers reflect the player's performance during both tournament and single game play. These will change as the program is played.

**Games:**

This is a statistic of the number of games in which the player has participated actively.

**FGA - Field Goals Attempted:**

This number shows the number of field goals the player has attempted.

**FGM - Field Goals Made:**

This number shows the number of field goals the player has made.

**FTA - Free Throws Attempted:**

This number shows the number of free throws the player has attempted.

**FTM - Free Throws Made:**

This number shows the number of free throws the player has made.

**3PTA - Three Point Attempts:**

This number shows the number of 3 point shots the player has attempted.

**3PTM - Three Points Made:**

This number shows the number of 3 point shots the player has made.

**Assists:**

This is a record of the number of assists the player has made during the season.

**REB-Rebounds:**

Statistic of the number of rebounds made by the player during the season.

**STL - Steals:**

Number of steals made during the season.

**BLK - Blocks:**

Number of blocks made during the season.

**TRNOV - Turnovers:**

This is the total number of turnovers the player has made. This is available in the accumulated statistics only.

**MIN - Minutes of Play:**

Total number of minutes of play in the tournament. This is an accumulated statistic only.

**Fouls:**

Total number of fouls made in the tournament. This is an accumulated statistic only.

**Points:**

Total number of points made by the player. This is both an historical and accumulated statistic.

**AVG - Average Points:**

This the average number of points scored by the player per game.

## Players & Statistics Editing Keyboard Commands

### **ENTER - Pop Up Position Menu:**

After scrolling to a player and hitting **ENTER**, a pop up menu will appear and give you the option of placing the player in the starting lineup or editing his statistics.

### **- (minus key) - Previous Team:**

Hitting the minus key will move you back to the previous team on the list.

### **= (equals key) - Next Team:**

Hitting the equals key will move you forward to the next team on the list.

### **F5 - Pick Team:**

This will take you to the list of teams to edit.

### **ALT R - Restore Team:**

Hitting ALT R will restore the currently selected team's statistics to their original state before you began the editing process.

### **ALT S - Save Changes:**

This key combination will save all the changes you've made to the team currently selected. Once this is done, the changes will be permanent. Using the restore team command will not work after using ALT S.

## **F9 - Enter Editing Mode:**

Hitting **F9** will shift you into the editing mode where you can make major changes to the player selected.

## **Editing Mode Keyboard Commands**

### **F9 - End Edit:**

Once in editing mode, hitting **F9** will return you back to the player's list. You can effectively use F9 to toggle between the two modes.

### **ALT A - Auto Rate:**

Hitting ALT A will automatically give the player a new set of ratings based on the player's historical statistics.

### **ALT C - Clear:**

This key combination clears the ratings, name, vital statistics, and the historical and accumulated statistics for the selected player.

### **ALT R - Restore:**

Hitting ALT R will restore the player's ratings to the original state, or to the last time you saved your changes.

### **- (minus key) - Previous Player:**

Moves you to the previous player on the list.

### **= (equals key) - Next Player:**

Moves you to the next player on the list.

### **ENTER - Record New Value:**

After typing a new value into a ratings or statistic field, hit **ENTER** to record that value.

**TAB - Next Field:**

You can use the TAB key to scroll through the various ratings and statistics fields.

**Copy Players File:**

Use this NCAA Menu option to make a copy of a player's file while leaving the original file unaffected.

**Load Players File:**

This option allows you to load players' files from your hard drive. It can be used to restore original players' files that have been reloaded from your start up disks using the Install Option 3.

**Clear Players Stats:**

This option clears all accumulated tourney statistics.

**Printing Player Stats:**

Option F6 sends team stats to a disk file. Option F7 prints stats to a printer. Enter any file name up to 8 Characters.

**Lineup Menu - F4**

The final menu is the Lineup Menu. This menu is very important during normal game play, and it is vital if you've chosen the "Coach Only" option. In that case, it is the only way to interact with the game. In the Lineup Menu, you can switch around your own lineup, check on the other team's lineup, select plays and more.

**Lineup Menu Keyboard Commands****Space Bar - Player Stats:**

After scrolling to a player, you can see his entire set of stats by hitting the Space Bar. Like the condensed set of stats shown in the Lineup Menu, these change during game play. You'll see his vital stats, historical stats, and either his accumulated stats or the stats from the current game.

**F5 - Other Team's Lineup:**

Once in the Lineup Menu you can bring up the other team's lineup by hitting F5.

**Lineup Statistics**

Before the game starts, statistics shown will be based on the historical statistics of each player. During game play the statistics change to reflect the statistics of the game in progress. This change affects not only the statistics themselves but the statistic headings.

Before the game begins, statistics are shown for the following:

**HGHT - Height:**

Measurement of the player's height.

**DR - Durability**

Measurement of the player's staying power.

**AS/G - Assists Per Game**

An historical statistic of the average number of assists per game made by the player.

**RB/G - Rebounds Per Game**

An historical statistic of the average number of rebounds per game made by the player.

**PT/G - Points Per Game**

An historical statistic of the average number of points scored per game by the player.

Once the game has begun, these statistics change to:

**HGHT - Height:**

This statistic remains the same.

**DR% - Durability Remaining:**

Expressed as a percentage, this number shows the player's fatigue level.

**MIN - Minutes Played:**

Shows the number of minutes the player has been actively involved in the game

**F - Fouls:**

Shows the number of fouls committed by the player during the current game.

**AS - Assists:**

Statistic showing the number of assists made by the player during the current game.

**RB - Rebounds:**

Shows the number of rebounds made by the player during the current game.

**FT - Points:**

Statistic showing the number of points scored by the player during the current game.

**Switching Players**

The first five players listed are currently playing in the game. The position they are playing is listed to their left. To switch around your lineup, simply scroll to the player you want to use, hit ENTER, and select the position you want to move him into. You can switch players from within the current lineup or from the bench. However, you can not switch the order of players on the bench. The lineup can only be switched during timeouts or when the ball is dead and during half-time.

**Selecting Playbooks**

True control of what is happening on the court is divided into two categories. The first, Action Commands, have already been discussed in detail. The second category involves using plays. As in most games, plays are preset patterns of actions made by the players designed to accomplish a certain goal. Offensive plays are designed to either score points or put someone in a position to score. Defensive plays are designed to either stop the other team from scoring or to gain control of the ball. "Road To The Final Four" allows you to choose 8 plays from each category, offensive and defensive, to be displayed in the Lineup Menu. These plays are your "playbook". From this list you can choose 4 plays in each category to be your "active play list". These are displayed in the Coaching Window (See pp. 58-59) and can be called at almost any moment during the game.

### **Creating a Playbook**

As with altering the keystroke or keypad equivalents of the Action Commands, creating your own playbook can be done with any word processor that can alter text files. To do this, simply copy the current playbook (ncaa1991.pb) and rename it. You can use any new name as long as it is a legal DOS name and ends in .pb. For example, if you wanted to create a playbook for the 1991 NCAA champs, Duke University, you might call it: dukebook.pb. There are 8 set defensive plays, but there are well over a dozen offensive plays from which to choose. These are listed in the game's directory and all contain the suffix: .pla. To customize your new playbook, simply open it in a word processing program and type in your selected .pla file names. You can even change the names of the plays that will appear on the screen. You can give them any name up to 14 characters long. The only other restriction is that you must retain the original format of the playbook file. The game will not recognize a playbook with an altered format.

### **Printing Lineup:**

Option F6 sends team lineup to a disk file. Option F7 prints lineup to a printer. Enter any file name up to 8 characters.

### **Sample Playbook**

Below is what an actual playbook should look like:

- \* NCAA: Road to the Final Four Playbook: 8 play file names with extensions
- fasbrk.pla
- pickroll.pla
- givengo.pla
- backd.pla
- clearrt.pla
- clearlft.pla
- passgame.pla
- rungun.pla
- \* The actual play names for selection (up to 14 letters each)
- Fast Break
- Pick & Roll
- Give & Go
- Back Door Trap
- Clear Right
- Clear Left
- Passing Game
- Run & Gun
- \* End of file

### **Selecting Plays**

Now that you've either selected a playbook or created your own, you must choose which plays will be your active play list. These plays will be the ones that will appear in the Coaching Window to be called during game play. As stated, you can choose 4 offensive and 4 defensive plays. You can prioritize them from 1 to 4. (1 being the most-often used play, 4 being the least-often used play.) Simply scroll to the play you want and hit ENTER to select its priority.

Once you've selected the 8 plays for your active play list, you're ready to start the game. You can come back to the Lineup Menu and change your active play list during time outs or half-time.

You can choose the same play several times for your active play list but only the highest priority number will appear. For example you could choose Give-and-Go for both your number 1 and number 3 plays. This would mean that the team would execute a Give -and-Go almost 50% of the time. And while it would appear twice in your coaching window, you would only see the number 1 next to it in the Lineup Menu.

### **Coaching Window**

The Coaching Window is visible during game play only. It is from this window that you actually call the plays that will win or lose the game. Selecting a play from the Coaching Window is the equivalent of the coach shouting a play to the players during the game, with the exception that in "Road To The Final Four" the players always follow your coaching advice.

#### **Coaching Window Keyboard Commands**

##### **0/1 - Toggle Coaching Window:**

Hitting 0 displays/removes the Visiting Team's Coaching Window, while hitting 1 displays/removes the Home Team's Coaching Window.

##### **Up and Down Cursor (Keypad)**

##### **Up and Down Position (Joystick)**

##### **W and X (Keyboard) - Selecting a Play:**

Depending on your input device you use these commands to select the play you want to call.

##### **Left or Right Cursor (Keypad)**

##### **Fire Button (Joystick)**

##### **A or D (Keyboard) - Calling a Play:**

Once you've selected the play you want to use, you can call for the play by using one of these commands listed above.

### **Final Score Menu**

The last menu is the Final Score Menu. There are four options available from this menu. They are:

#### **Display Game Stats:**

This shows the stats for each player in the game just played. Depending on the selected option found on the lower right hand side of the screen, these stats will either be displayed on screen, or sent to either the printer or a disk file.

#### **Update Stats & Scores:**

Selecting this option updates all of the accumulated statistics for every player who participated in the game that just finished. Then the win/loss record for the teams are updated and, if the game was played in Tournament Mode, the bracket is updated and the next game is selected.

#### **Display Bracket:**

Once Update Stats & Scores has been selected and the computer has performed the calculations, it is replaced by the Display Bracket option. You can select this option to review the current tournament status.

**Complete Round:**

This is the final option and is available only in the Tournament Mode. When this option is selected, the game shifts into Fast Simulation Mode and completes the current round of games in the tournament being played. If there are no games left in the current tournament round, this option will have no effect.

Your final options are to hit ESC and return to the Main Menu, hit p and play the next game in the current tournament, or hit F10 and quit to DOS.

**COACH'S CORNER****Player Positions****Point Guard (1 Man):**

The Point Guard is the player who initiates the offense. The 1 Man must be a good ball-handler, usually the best passer on the team. His defensive duties include checking the point guard on the opposing team. The Point Guard is usually the smallest man on the team, ranging from 5'5" to 6'5" in height and weighing anywhere from 140 to 180 lbs. He should be quick and able to accelerate rapidly. Shooting distance: 10 to 20 feet.

**Shooting Guard (2 Man):**

This player is usually the best perimeter shooter and is able to pass and dribble well. The offense usually begins with this man on the wing. The Shooting Guard should be lean and fast. He is usually 6'2" or taller and weighs 150 to 190 lbs. Shooting distance: 10 to 20 feet.

**Small Forward (3 Man):**

The 3 Man shoots both from the perimeter and the inside. The Small Forward ranges from 170 to 190 lbs. and is usually 6'4" to 6'7" in height. Shooting distance: 8 to 16 feet.

**Power Forward (4 Man):**

The duties of the Power Forward include rebounding and scoring from the inside. The Power Forward is generally 6'5" or taller and weighs 200 lbs. or more. Shooting distance: 8 feet and in.

### Center (5 Man):

Offensively, the Center's job is to score around the basket and rebound. Defensively, he rebounds and blocks shots. This player is generally the leading rebounder on the team. The Center is usually the tallest man on the team, with a height of 6'8" or above. This player's weight may range from 200 to 240 lbs. Shooting distance: 6 feet and in.

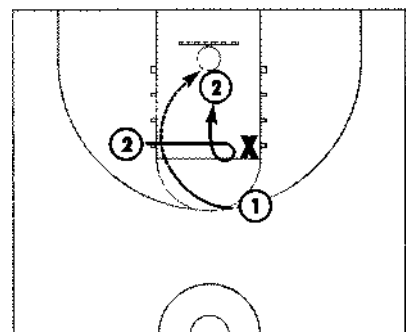
### Plays for Offense

#### Fast Break:

One example of a Fast Break occurs if Team A shoots and misses. Team B rebounds the ball and throws it to one of their players down-court. The Team B player with the ball then makes a "fast break" for the basket. There is no one between the basket and him and he makes an **uncontested** layup. The important thing to note for this play is that in order to have a Fast Break, Team A must first miss a shot and Team B's shot must be uncontested. To use the Fast Break, a team must have quick perimeter players (1, 2 and 3 Men).

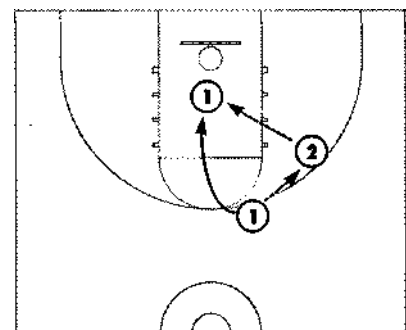
### Pick and Roll:

In this play, Player 1 of Team A is guarding Player 1 of Team B. Player 1 from Team B moves laterally and Player 1 from Team A attempts to follow, but Player 2 of Team B goes to the side of the Team A player and stops him from following Player 1 (this is the "pick" part of the play). Player 2 then turns ("rolls") toward the basket and Player 1 passes the ball to him for a shot. A team should be quick and strong to properly execute this play. See diagram below:



### Give-and-Go:

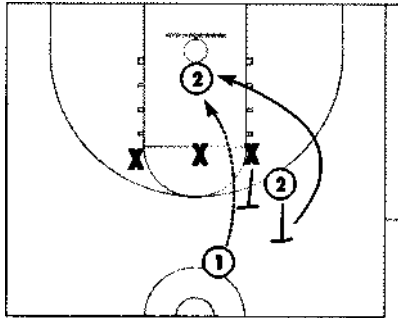
For this play, the players should be quick and good ball-handlers. Player 1 passes the ball to Player 2 and then immediately runs toward the basket. Player 2 then passes the ball back to Player 1, who is now near the basket and able to attempt a shot. See diagram below:





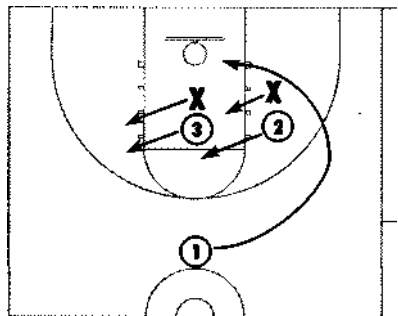
### Backdoor:

In this planned play, Offensive Player 2 moves toward Offensive Player 1 (who has the ball), causing the defensive player to follow. Offensive Player 2 then cuts abruptly behind the defensive player and receives the pass from Offensive Player 1. See diagram below:



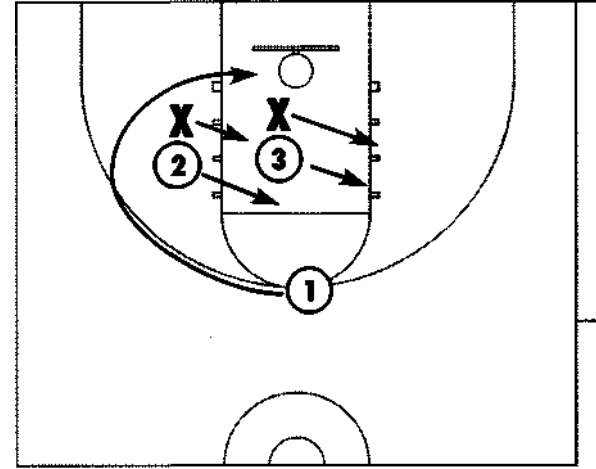
### Clear Out Right:

Ideally, this play should be run against a man-to-man defense. Player 1 (usually the Point Guard) brings the ball down the court while Players 2 and 3 (generally one of the Forwards and the Center) move in to the center of the court, causing the men guarding them to follow. This clears out the right side of the court and allows Player 1 to make a break for the basket. To execute this play, Player 1 must be quick and creative. See diagram below:



### Clear Out Left:

This play is identical to the Clear Out Right except the left side of the court is being cleared. See diagram below:



### Passing Game:

This play is often used as the main offense of a team. Team members must be good passers and able to "read" what is occurring on the floor. The ball will be passed to different players on the floor as they become open. A shot will eventually be taken when a good opportunity arises. This method of offense slows the tempo of a game and is generally used when a team is ahead and can afford to use time on the shot clock. This is not used to "waste" time on the shot clock as there is constant movement in an attempt to get a shot.

### **Run and Gun:**

This is a very fast-paced version of the Passing Game used when a team can not afford to use time on the clock. The team is usually behind in the game. They make one to three passes and the first open shot is taken.

### **Plays for Defense**

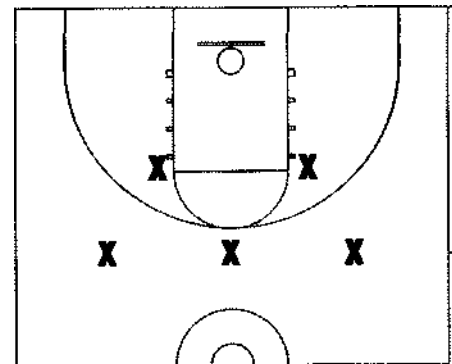
#### **Man-to-Man:**

In this common form of defense, each player is responsible for guarding one specific player on the opposing team. This is an aggressive form of defense that requires athletes with stamina. Man-to-Man allows the defense to control the tempo of the game. This defense also has fewer weaknesses than a Zone and allows for greater control. Man-to-Man should be played if a game is close, as it uses less time on the clock and often forces an opposing team to rush their offense.

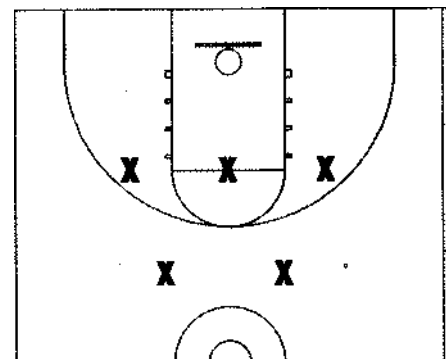
#### **Zone Defenses:**

There are many different types of Zone Defenses as outlined on the following pages, although zones usually become a 2-1-2 Zone after the first pass. In a Zone Defense, a team member is responsible for guarding a specific area of the court rather than a specific opposing player (unless that player is in his area). This type of defense allows the offense to control the tempo of a game, which can serve as a disadvantage. If a team wishes to change the tempo of a game and force the opposing team to walk the ball up the court and pass (for example, against a team that uses the Fast Break), it may switch from Man-to-Man to a Zone Defense. This defense may be used by a team that is ahead and can afford to use time on the clock. It is also easier to recover defensively with a Zone Defense.

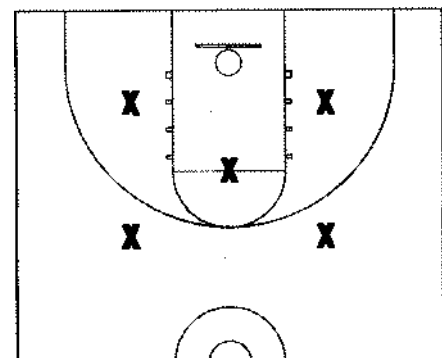
#### **3-2 Zone: See diagram below:**



#### **2-3 Zone: See diagram below:**

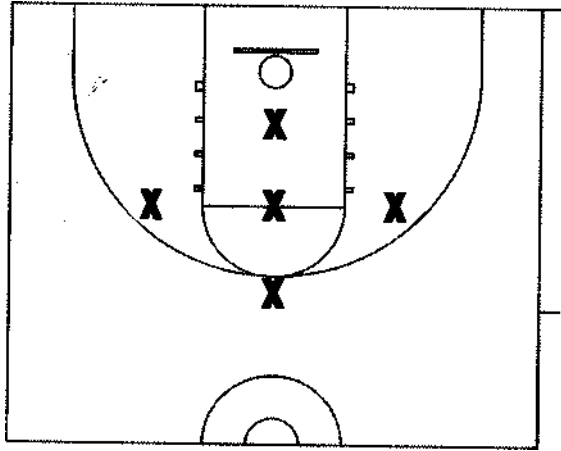


#### **2-1-2 Zone: See diagram below:**



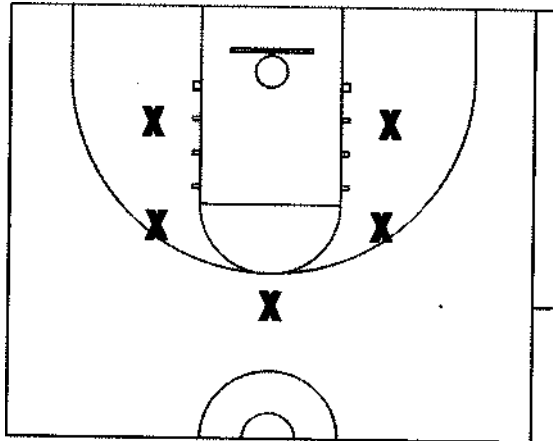
### 1-3-1 Zone:

This defense can be susceptible to the Back Door Offense and other close perimeter shooting. See diagram below:



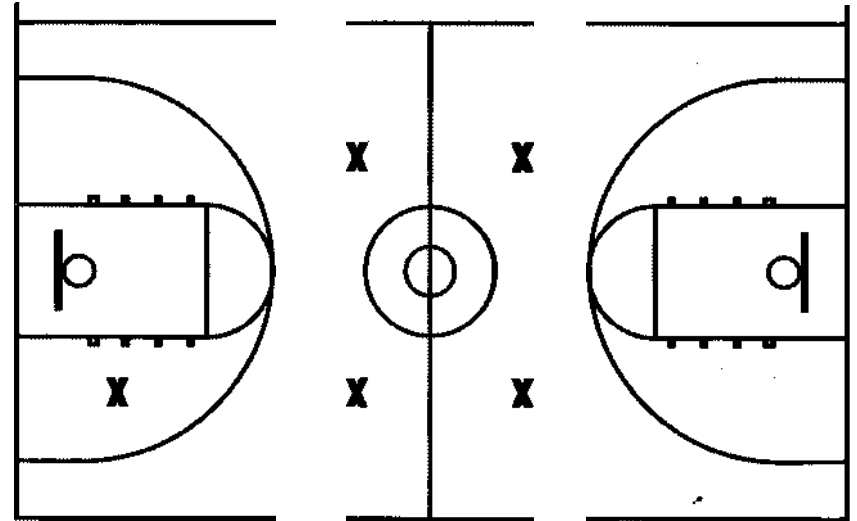
### 1-2-2 Zone:

This is also known as the "Box and One." The Point Guard will generally play Man-to-Man Defense. See diagram below:



### Full-Court Press:

The Full-Court Press consists of applying pressure from the inbound pass near the opponent's basket. This makes passing more difficult for the opposing team, which will ideally force the opponents into making incomplete passes or taking too much time to cross the center line (thereby creating a turnover). The Full-Court Press allows the defense to increase the tempo of a game. See diagram below:



### Intentional Foul:

This defense is generally used late in the game when a team is losing. A player from Team A will intentionally foul a player from Team B, thereby causing the clock to stop. The player who was fouled will then get an automatic two free throws. Ideally, a player from Team A will rebound the last free throw and gain possession of the ball. The team can then attempt to make a shot or they may call a timeout to set up their offense. The importance of this defense is that it stops the clock and allows the losing team to gain possession of the ball and attempt to score.

# **OFFICIAL 1992 READ-EASY MEN'S AND WOMEN'S BASKETBALL RULES**

Edited and abridged from NCAA® *Men's and Women's Read-Easy Basketball Rules*.

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Original manuscript prepared by Henry O. Nichols, Secretary-Rules Editor, NCAA Men's Basketball Rules Committee and Marcy Weston, Secretary-Rules Editor, NCAA Women's Basketball Rules Committee.

## **MAJOR RULES CHANGES FOR 1991 -92**

### **MEN'S RULES CHANGES**

The most significant rule change is based on a philosophy of maintaining a balance between offense and defense as the NCAA Men's Basketball Rules Committee decided to change the shot-clock rule. The shot clock will be reset when a try for goal strikes the basket ring. This change will reward good defensive play as the shot clock will not be reset when the offensive team recovers a blocked shot inbounds.

Other changes are: contact technical fouls will count toward a player's five fouls for disqualification and will count toward the team total needed to reach bonus free-throw situations; players will be required to keep their shirts tucked in their game pants; a player-control foul cannot be called during an interrupted dribble and a maximum of one technical foul will be assessed prior to the start of the game to a team that violates lineup, squad list and correct-number provisions.

### **WOMEN'S RULES CHANGES**

The rule change having the most significant effect on the game is resetting the shot clock when the ball hits the rim and, therefore, rewarding strong defensive play. If a blocked shot stays inbounds, the clock will continue to run with the offense having the remaining seconds should it regain possession. Recovery by the defense would start a new shot-clock period.

The NCAA Women's Basketball Rules Committee also affirmed its concern about appropriate player contact by changing the fighting rule penalty to next game suspension for first ejection and suspension for the remainder of the season and tournament play for a second fighting ejection. Dead ball contact technical fouls will now count towards a player's five fouls for disqualification as well as toward the bonus.

Additional changes are: tights and undergarments now can be the same color as the game pants and can be worn for any reason; a player-control foul cannot be called during an interrupted dribble and a maximum of one technical foul will be assessed prior to the start of the game to a team that violates line-up, starters, and jersey-number provisions.

# RULE 1

## COURT AND EQUIPMENT

### 1. This is Basketball

An American-invented game hinged to science, skill and speed. It's played by two teams with five or sometimes fewer players on each side. The ball is round and can be batted, bounced, rolled or thrown within the jurisdiction of the playing rules. The object of the game is tossing the ball through one of the two 10-foot-high baskets at opposite ends of the floor. If Team A shoots successfully into its own basket, it's two points for Team A. Unfortunately, it is also two points if Team A shoots successfully into Team B's basket.

### 2. Court Dimensions and Markings

Unless you're an architect, you probably don't care that the ideal playing area is 50 feet wide by 94 feet long, with at least 3 feet (preferably 10 feet) of open area outside the boundaries.

Besides sidelines and end lines (see court diagram on page 118), markings include a center circle; a division line through the center circle from sideline to sideline, dividing the court into two equal parts; a free-throw lane (12 feet wide) and free-throw line (15 feet from the backboard) at each end of the court, a broken restraining line outside the court 6 feet from, and parallel to, the end lines.

The center circle has a 6-foot-radius. The area inside the circle is a No Man's Land — territory the eight non-jumpers may not occupy until one of the two jumpers has tapped the ball.

The three-point arc, measured 19 feet 9 inches from the center of the basket, serves as the boundary line to let the referee know that three points will be awarded for a successful field-goal attempt from beyond the line.

There are reasons for the other court markings, too. For instance, the division line through the center circle separates each team's "front court," which is that half of the court that includes its own basket, from its "backcourt." For men, a team may not retain continuous control of the ball in the backcourt for 10 seconds. Each team's own free-throw lane (between the free-throw line and the end line) is an area wherein none of its players may remain for three seconds.

### 3. Baskets and Backboards

The modern goal at each end of the court represents tremendous architectural progress since Dr. Naismith started it all with a wooden peach basket.

The basket now is a metal ring, 18 inches in inside diameter, with a white cord (twine or plastic) 12-mesh net, 15 to 18 inches in length, suspended from beneath the ring to check the ball momentarily as it passes through.

The basket ring is securely attached to - but six inches from - the backboard. Its upper edge is 10 feet above the floor and, naturally, parallel to the floor. Movable and nonmovable rings are legal.

For the college game, the only acceptable backboards are those that are rectangular. The two sizes are 6 feet wide by 4 feet high and 6 feet wide by 3-1/2 feet high. Of course, the boards at both ends of the court must be the same size and shape. The backboards must be padded across the bottom and 15 inches up each side.

#### **4. The Ball**

The item of equipment most eyed by everyone unquestionably is the basketball itself. Yet few on or off the court are aware that the inflated circumference that must pass through that 18-inch hoop is 29 to 30 inches, (approximately 9-1/2 inches in diameter) for men and 28-1/2 to 29 inches for women. The men's ball weighs almost a half pound more than a football, 20 to 22 ounces (a football weighs 14 to 15 ounces) and the women's ball weighs 18 to 20 ounces. The basketball has a leather (or, occasionally, composition) cover of an approved orange shade. The game ball normally is provided by the home team.

#### **5. Player Benches**

Of course, the only logical place for the player benches is on the same side of the court as the scorers' and timers' table. Nevertheless, until this became an official recommendation, it was not uncommon for the two teams to be seated on opposite sides, requiring one team's entering substitutes to jog clear around the court to report to the scorers.

#### **6. Coaching Box**

Coaching boxes were established because some coaches were abusing the bench decorum rule to the point where some unfortunate incidents occurred as a result of coaches straying from their bench area.

## **RULE 2**

### **OFFICIALS AND THEIR DUTIES**

#### **1. The Officiating Staff**

The makeup of the officiating corps is strictly a matter of economics. In most cases, the workable number is four: a referee, an umpire, a scorer and a timer. In some cases, seven officials are used in a lineup comprising a referee, two umpires and the same number of scorers and timers. No one phase of basketball has made greater progress than the officiating corps. During the time of the center jump after each field goal or free throw, two officials did it all, the referee on the court and one combined scorer-timer on the sidelines.

#### **2. Referee Is Official in Charge**

Although the duties of the officials may not concern you as a spectator or player, you should know that the referee is the boss. If you missed the announcement, the referee is the official who tosses the ball up for the center jump at the start of the game and each overtime period.

The referee's assigned chores range from inspecting and approving all equipment before the game's starting time to approving the final score. In between, besides racing up and down the court at alarming speeds, the referee is responsible for notifying each team three minutes before each half is to begin and deciding matters of disagreement among the officials.

The referee has the power to make decisions on any points not specifically covered in the rules and even to forfeit the game when this is deemed necessary.

### 3. Officials Conduct Game

During actual play, there is no practical difference between the referee and umpire(s). They are equally responsible for the conduct of the game, and because of the speed of play their duties are dictated essentially by their respective positions on the court from moment to moment. For this reason, the rules specify that no official has the authority to question decisions made by another official. The officials' control, which begins 30 minutes before starting time for men and 15 minutes for women and concludes with the referee's approval of the final score, includes the power to eject from the court any player, coach, or team follower who is guilty of flagrant unsporting conduct. When the referee leaves the court at the end of the game, the score is final and may not be changed.

As we pointed out earlier, jump balls will occur only at the start of the game and all overtimes, but officials still must concentrate upon throwing the ball up straight. At other times, play will be resumed with a throw-in. The team not obtaining the ball after the initial center jump will begin the alternating process.

### 4. Officials<sup>7</sup> Signals

All that arm waving following an official's whistle blast is not a personal idiosyncrasy. When a foul occurs, the official is required by the rules to:

- (a) signal the timer to stop the clock
- (b) designate the offender to the scorer
- (c) use the fingers to indicate the number of free throws

When a team is entitled to a throw-in, an official must:

- (a) signal what caused the ball to become dead
- (b) indicate the throw-in spot (except following a goal)
- (c) designate the team or player entitled to the throw-in

### 5. Duties of Scorers and Timers

Scorers must:

- (a) record, in numerical order, names and numbers of all players
- (b) record field goals made and free throws made and missed
- (c) keep a running summary of points scored
- (d) record fouls called on each player and notify officials when a player-disqualification or bonus-free-throw situation arises
- (e) record timeouts and report when a team's allotted number has been used
- (f) record when a squad member has been ejected for fighting

It is the game-clock and shot-clock operators' responsibility to keep everyone abreast of key factors, while carrying out the timing regulations spelled out in the official playing rules.

# RULE 3

## PLAYERS, SUBSTITUTES, AND EQUIPMENT

### 1. Fewer Than Five Can Play

Five is basketball's magic number, from a player standpoint. Five players are required on each team to launch play. Once the action is under way fewer than five can play if no legal substitutes are available. Every team must have a captain.

### 2. The Captain

The captain is the team's representative on the floor. While anyone may request a timeout, only the captain may address an official on matters of interpretation or information.

### 3. Substitutes

A substitute becomes a player only when he or she has reported his or her name and number to the scorer and is beckoned onto the court by an official when the clock is stopped. If the substitute enters to replace a player who is about to attempt a free throw, the substitute must withdraw until beckoned onto the court again. A player who has left the game cannot reenter until some time has "ticked off" the game clock.

### 4. Jersey Numbers

Each player must wear 4-to 6-inch numbers on the front and back of the jersey. It won't surprise you that players of a team may not wear the same numbers, but chances are you never noticed this one: numbers 1 and 2 are illegal, as is any number with a digit greater than 5.

Legal numbers are 0, 3, 4, 5 as single digits, then 10 through 15, 20 through 25, and so on through 55. Yes, 00 is legal. That's because most officials only have five fingers on each hand, with which to signal to the scorer the number of the player who committed the foul, and one or two fingers indicates the number of free throws. Three-digit numbers also are illegal. Illegal undershirts or illegal visible undergarments, like jewelry, may not be worn at any time.



# RULE 4

## DEFINITIONS

### 1. The Language Gap

Increased national and sometimes international radio and television coverage of basketball has produced many different terms.

If you are in tune with the game, you will know what is meant by "swish for two" or "getting a cripple off a give and go." Even Dr. Naismith, the man who invented the game, might have trouble understanding that these two phrases mean a successful field goal.

Maybe you still are trying to decode the word "carom." Actually, it's the recovery of a missed field-goal attempt and more commonly called a "rebound." And just in case you are thinking the word "assist" is limited to your favorite shortstop or hockey player, be advised here and now that an "assist" is credited to the player whose pass to a teammate directly led to a field goal.

### 2. Some Official Terms

Among the officially defined terms having player-spectator significance are these:

#### ALTERNATING POSSESSION

In jump-ball situations other than at the beginning of the game or overtime periods, teams alternate taking the ball out of bounds. The team that does not get possession of the tap starts the alternating throw-in process.

## BASKET

The 18-inch ring and appended net through which players attempt to throw the ball. A team's own basket is the one into which its players try to throw the ball. For men, the visiting team has the choice of baskets for the first half, and the teams change baskets for the second half. In women's play, each team shoots at the basket farthest from its bench in the first half, and the teams change baskets for the second half.

## BASKET INTERFERENCE

Applies in the following situations:

1. When the ball is touched while any part of it is on or within the basket or within the imaginary cylinder above the basket.
2. When any part of the basket is touched while the ball is on or within the basket. Two or three points always are awarded when a player commits basket interference at an opponent's basket, except during a free throw. If it was a three-point attempt, score three points. In the case of a free throw, only one point may be awarded.

## BLOCKING, CHARGING

Blocking is illegal personal contact that impedes the progress of an opponent. Charging is illegal personal contact by pushing or moving into an opponent's torso.

## **BONUS FREE THROW**

A second free throw awarded for each common foul (except a player-control foul) committed by a player of a team that had already committed six or more fouls, including personal and contact technical fouls, in a half of a game, provided the first free throw is successful. For men, beginning with the tenth foul, including personal and contact technical fouls, in a half, two free throws are awarded for each common foul (except a player-control foul). A player-control foul is counted as a team foul for reaching the bonus.

## **CLOSELY GUARDED**

A defensive player is in a guarding stance within six feet of the player with the ball.

## **CONTROL**

A player is in control when holding or dribbling a live ball while inbounds. Team control exists while a live ball is being passed between team members.

## **DISQUALIFIED PLAYER**

One barred from further participation in the game because of committing a fifth foul, including personal and contact technical fouls, or for other reasons, such as a flagrant foul. For any squad member to leave the bench area if a fight has or is about to break out, calls for automatic disqualification from that game. The coach may leave the bench area without penalty to enter the court in order to serve as a peacemaker.

## **DRIBBLE**

Ball movement caused by player in control who bats, pushes or taps the ball to the floor any number of times with either hand, but not with both hands simultaneously. A dribble ends when the dribbler catches the ball or touches it with both hands simultaneously. A dribble also ends when an opponent bats the ball or when the ball becomes dead. An interrupted dribble occurs when the ball is loose after deflecting off the dribbler or after it momentarily gets away from the dribbler. During an interrupted dribble, a three-second lane violation, a player-control foul, acknowledgment of a timeout request and (men) a five-second closely guarded dribbling violation can not occur.

## **DUNKING**

Reaching above the rim to put the ball through the basket. Legal only during the game for men but anytime for women.

## **EXTRA PERIOD**

An extension of time to break a tie score.

## **FIGHTING**

In the opinion of the official, if any flagrant foul is deemed to be a fight, the fighting penalty is invoked. This could include, but is not exclusive to, an attempt to strike an opponent with the arms, hands, legs, feet, or a combative action by one or more players.

## **FOUL**

A rules infraction for which the penalty is one or more free throws (except a double foul or player-control foul). Fouls come in the following categories:

### **(a) COMMON FOUL**

A personal foul that is neither flagrant nor intentional, nor committed against a player trying for field goal, nor part of a double or multiple foul.

### **(b) DOUBLE FOUL**

Opponents commit simultaneous personal or technical fouls against each other.

### **(c) FLAGRANT FOUL**

A violent or unsporting act or a noncontact, abusive display; not necessarily intentional. A flagrant personal or flagrant technical foul carries a two-shot penalty plus possession of the ball, in addition to ejection from the game.

### **(d) INTENTIONAL FOUL**

One that the official judges to be designed, or is not a legitimate attempt to directly play the ball or a player; not based on severity of the act.

### **(e) MULTIPLE FOUL**

Two or more teammates commit simultaneous personal fouls against the same opponent.

### **(f) PERSONAL FOUL**

Involves contact with an opponent while the ball is live or after the ball is in possession for a throw-in.

### **(g) PLAYER-CONTROL FOUL**

A common foul committed by the player who is holding or dribbling a live ball.

### **(h) TECHNICAL FOUL**

Usually a noncontact foul by either a player or a nonplayer; can be a contact foul when the ball is dead.

### **(i) UNSPORTING FOUL**

Unfair, unethical or dishonorable conduct.

## **FREE THROW**

The privilege given a player to score one point by an unhindered try for goal from behind the free-throw line.

## **FRONT COURT, BACKCOURT**

A team's front court is the part between the division line and its own (basket) end line; its backcourt is the rest of the court, including the opponent's basket. During a dribble from backcourt to front court, the ball and both feet must be completely in the front court for the dribbler to be considered in the front court.

## **FUMBLE**

Accidental loss of player control by dropping the ball or permitting it to slip from one's grasp.

## **GOALTENDING**

Applies during a try for a field goal or free throw, or when a tapped ball is in flight toward the tapper's basket. The ball may not be touched while it is above ring level and has the possibility of entering the basket. Three points are awarded for goaltending a three-point attempt. Two points are awarded the tapper or thrower-for-goal when an opponent violates the goaltending provisions during a two-point attempt. Goaltending a free throw is a technical foul. No points may be scored when a teammate of the tapper or shooter commits a goaltending violation.

## **GUARDING**

Guarding is the act of legally placing the body in the path of an offensive opponent. There is no minimum distance required between the guard and opponent, but the maximum is six feet when closely guarded. Every player is entitled to a spot on the floor provided such players get there first without illegally contacting an opponent.

- a. To establish an initial legal guarding position on the player with the ball:
  - (1) The defensive player must have both feet touching the floor;
  - (2) The defensive player's torso must be facing the opponent;
  - (3) No time and distance are required;
  - (4) If the opponent with the ball is airborne, the defensive player must have established legal position before the opponent left the floor.

- b. To establish legal guarding position on the player without the ball:

- (1) Time and distance are factors required to establish an initial legal position;
- (2) The defensive player must give the opponent the time and distance to avoid contact;
- (3) The distance need not be more than two strides;
- (4) If the opponent is airborne, the defensive player must have established legal position before the opponent left the floor.

## **HELD BALL**

When opponents grasp the ball so firmly that control can not be obtained without undue roughness.

## **HOLDING**

Illegal personal contact with an opponent that interferes with that player's freedom of movement.

## **JUMP BALL**

A method of putting the ball into play at the start of the game and all overtimes by tossing it up between two opponents in the center circle.

## **KICKING**

A violation when it is a positive act. Accidentally striking the ball with the foot or leg is not a violation.

## **LOCATION OF A PLAYER**

Where a player is touching the floor determines the location inbounds or out of bounds or in the front court or the backcourt. When the player is jumping or leaping, the location is determined by where the player last touched the floor. For instance, if a player leaps over the side or end boundaries to retrieve a ball before either the player or the ball touches any object out of bounds, the player is considered inbounds when the ball is touched. It is not a violation when, after a jump ball or during a throw-in, a player is the first to secure control of the ball while both feet are off the floor and the player then returns to the floor with one or both feet in the backcourt.

## **PASS**

Movement of the ball from one player to another, usually by throwing, bouncing or rolling it.

## **PIVOT**

When a player holding the ball steps any number of times in any direction with the same foot, while the other (pivot foot) holds its point of contact with the floor.

## **SCREEN**

Legal action by a player to delay or prevent opponent from reaching a desired position, without causing conflict.

## **SHOT-CLOCK PERIOD**

The time a team has from gaining possession of the ball until the ball must leave a player's hand on a shot. The shot-clock period is 45 seconds for men and 30 seconds for women.

## **SHOT-CLOCK TRY**

A try for field goal is defined as the ball having left the player's hand(s) prior to the sounding of the shot-clock horn and subsequently striking the basket ring or entering the basket.

## **THROW-IN**

A method of putting the ball in play from out of bounds in accordance with Rule 7.

## **TRAVELING**

Essentially, only a single step can be taken while holding the ball. Anything else is traveling, also called "running with the ball" or "steps."

## **TRY FOR FIELD GOAL**

An attempt by a player to score two or three points by throwing the ball into the basket from any place on the court. However, the act of shooting begins when a player starts the motion for a try and ends when the ball is in flight.

## **VERTICALITY**

Verticality applies to a legal position. The basic components of the principle of verticality are:

- (a) Legal guarding position must be established and attained initially, and movement thereafter must be legal;
- (b) From this position, the defender may rise or jump vertically and occupy the space within his or her vertical plane;
- (c) The hands and arms of the defender may be raised within his or her vertical plane while the defender is on the floor or in the air;

- (d) The defender should not be penalized for leaving the floor vertically or having his or her hands and arms extended within the vertical plane;
- (e) The offensive player, whether on the floor or airborne, may not "clear out" or cause contact that is a foul;
- (f) The defender may not "belly up" or use the lower part of the body or arms to cause contact that is a foul outside his or her vertical plane;
- (g) The player with the ball is to be given no more protection or consideration than the defender in the judging of which player has violated the rules.

## **VIOLATION**

Lesser rules infraction for which the penalty normally does not involve a free throw (see Rule 9).

## **3. Unofficial Terms**

Among the terms that are not defined in the official rules book but have become common to the unofficial language of basketball are:

### **AIRBALL**

A shot that does not hit the rim, net, backboard or a defender's hand.

### **ALLEY-OOP**

A teammate cuts to the basket from the side away from the ball as the passer lobs the ball in the vicinity of the rim, but not on the rim or in the cylinder. The pass caught outside the rim is then dunked into the basket.

### **ASSIST**

A pass to a teammate who scores directly or doesn't dribble more than twice before scoring a field goal.

### **BACKDOOR**

An offensive maneuver whereby a player cuts behind the defenders and receives a pass for a field-goal attempt.

### **BALL CONTROL**

An offense that prolongs possession of the ball by delaying a field-goal try until an advantageous moment.

### **BALL HANDLER**

Player who habitually advances the ball from his or her team's backcourt to the front court, initiating the attack.

**BALL HAWK**

Player who specializes in recovering loose balls.

**BASE LINE**

The end boundary line.

**BENCH WARMER**

A substitute who seldom plays.

**BOARDS**

The backboards.

**BOXING OUT**

The defensive player turns and faces the basket following a shot and, with his or her back to the opponent, makes sure that the player being guarded can't rebound the ball.

**CAROM**

Recovery of the ball after an unsuccessful goal try. More commonly called a rebound.

**CARRYING**

Same as traveling, as defined in Section 2.

**CENTER**

Usually the tallest on the team, this player typically is positioned somewhere in the center of the front court.

**CHARITY STRIPE**

The free-throw line; hence, "charity shot."

**CONVERSION**

Successful free throw, turning a try into a point.

**CRIPPLE**

An easy, unopposed field-goal attempt.

**DOUBLE DRIBBLE**

Player continues dribbling after touching the ball with both hands. Also called when a player stops and then resumes dribbling without having shot or passed the ball. A violation.

**DOWNTOWN**

Previously referred to as a shot that was considered too distant for the normal shooter to take. Now it is referred to as a three-point attempt.

**DRIVE**

To move the ball by dribbling past defenders for a field-goal attempt from directly underneath or very close to either side of the basket.

**FAST BREAK**

Attempt to advance the ball quickly to a scoring position before defensive players can reach their backcourt.

**FORWARDS**

Players (usually two per team) who typically, on offense, are stationed on either side of the free-throw lane and near the base line.

**FRONTLINERS**

Collective term for the two forwards and center.

**FULL-COURT PRESS**

Closely guarding opponents in their backcourt as well as in their front court. The strategy of applying tough defensive pressure even before the ball is inbound and continuing that strong pressure while the offensive team has the ball. The defensive pressure attempts to force a turnover.

**GIVE-AND-GO**

Player passes to a teammate and races for the basket, anticipating a return pass.

**GUARDS**

Players (usually two per team) who typically station themselves on offense in the back half of their front court and who generally initiate the offensive attack.

**GUNNER**

A player, presumed to be very accurate with field-goal attempts from long range, who shoots often.

**HAND CHECKING**

Illegal use of hands.

**HIGH POST**

A player who is stationed in or near the free-throw semicircle on offense.

**HITCH HIKER**

The member of a three-person officials' crew who remains fluid near the center division line.

**HOOK**

A one-handed field-goal attempt in which the ball travels in an arch from the shooter's side over the head.

**HOOP**

The basket; also called the cage or the bucket.

**JUMP SHOT**

Field-goal attempt by a player with both feet off the floor, enabling the player to shoot over a defender.

**KEY**

The area at either end of the court that includes the free-throw semicircle and lane.

**LAYUP**

Field-goal attempt by a player directly underneath or close in to either side of the basket.

**LOW POST**

Differs from high post in that a player is stationed just outside free-throw lane close to his or her own basket.

**MAN-TO-MAN DEFENSE**

Each player guards an assigned opponent.

**OUTLET PASS**

A quick pass from the rebounder to a teammate to start the fast break.

**OVERTIME**

One or more extra periods to break a tie score.

**PALMING**

Same as traveling, as defined in Section 2.

**PATTERN OFFENSE**

An offensive system in which the players run predetermined patterns in order to get a player in the open for a field-goal attempt.

**PERIMETER SHOOTER**

A player who scores primarily from long range, in contrast to the inside players who score primarily from short distances.

**PICK**

Same as screen, as defined in Section 2.



**POINT GUARD**

The player who directs and controls the offense and is responsible for getting the ball to teammates for them to shoot.

**POWER FORWARD**

The forward that excels in rebounding and defense. Usually the physically stronger of the forwards.

**REBOUND**

Recovery of the ball after an unsuccessful goal try. Also called a carom.

**RUN AND GUN**

Similar to "fast break."

**RUNNING**

Same as traveling, as defined in Section 2.

**STEPS**

Same as traveling, as defined in Section 2.

**STUFFING**

Same as dunking, as defined in Section 2.

**STUNTING**

Sometimes referred to as multiple defenses. The strategy of changing defenses in order to confuse opponents.

**SWISHER**

A successful field-goal attempt (usually from long range) that apparently does not touch the basket rim.

**SWITCHING**

When two or more players on the same team change assignments because a teammate has been blocked off because of a legal screen. Most switching takes place when man-to-man defenses are used.

**THREE**

Score three points for a shot taken beyond the three-point arc.

**TIME LINE**

The division line across midcourt, so called because in men's basketball, the attacking team must advance the ball across it to the front court within 10 seconds after gaining possession. There is no time limit in women's basketball.

**TIP IN**

A successful field-goal attempt on a rebound.

**TIP-OFF**

The jump ball that starts the game and any overtime period.

**TRANSITION GAME**

To change from offense to defense efficiently and smoothly.

**TRAP**

When two or three defensive players position themselves to prevent the player with the ball from moving with the ball or passing it.

**TURNOVER**

Any loss of possession without a goal attempt.

## **TWO (OR THREE) ON ONE**

Two (or three) players converging on a basket with a lone defender between them and a goal attempt.

## **WING**

A forward who, on offense, plays farther away from the basket toward the sideline than is usual.

## **ZONE DEFENSE**

Players cover assigned court areas, rather than specific opponents. May also be called 1-3-1, 2-1-2, 2-2-1 or 1-2-2 zones, to indicate the number of defenders in each of three lines parallel to the base line.

# **RULE 5**

## **SCORING AND TIMING REGULATIONS**

### **1. Goal Defined**

Just two words are required to establish the legality of a field-goal - "live" and "high." If the ball is live when the attempt is made and high enough to drop through the hoop and come out below the net, it's a field goal and two or three points without dispute.

Should the ball enter from below and still drop through the hoop and net, or pop out before passing through the net, it is not a field goal. You can never score a field goal directly from a throw-in.

### **2. Scoring Values**

Scoring point values are:

- (a) three points for a successful shot taken from beyond the three-point field-goal line;
- (b) two points for the team into whose basket a field goal is thrown;
- (c) one point for a free throw. Note that if a player accidentally throws a field goal into the opponents' basket, it is two for the opponents (no individual credit).

### **3. Winning Team**

As you might guess, the winner is the team with the most points when the game ends - except in one rare forfeit situation. If a team refuses to play when instructed to do so by an official, the other team wins by forfeit. If

less than 30 minutes of playing time has been completed, the score is recorded as 2-0. If 30 minutes of playing time has been completed, the score stands for statistical purposes even if the team with fewer points is declared the winner.

#### **4. Periods: Regular and Extra**

Collegiate teams play two 20-minute halves with a 15-minute intermission between halves.

Leaving the ties to football and hockey, basketball assures a winner every time by extra periods of play until a decision is reached. Each extra period is five minutes long in collegiate play. A one-minute intermission precedes each extra period; and each team is entitled to one additional timeout per extra period, but players are not given extra fouls beyond the disqualifying five.

#### **5. End of Periods**

Each period ends when time expires except when the ball is in flight on a field-goal attempt or when a foul is called as time expires. In the former situation, the period ends with the success or failure of the attempt; in the latter case, when the foul has been administered.

#### **6. Timeout**

The list of reasons for stopping the clock is as long as your arm, falling into two main categories:

- (a) Timeout called by an official on his or her own initiative for a foul, held ball, violation, injury or in any emergency.
- (b) Timeout called at the request of a player, the scorer or for women, the coach.

Any player on the floor may request a timeout whenever the ball is dead or when the player's team is in possession of the ball. Such timeouts without penalty are limited to five per team (plus one for each extra period). In games on commercial television, the five timeouts will be reduced to four for women and three for men. Timeouts in excess of the allotted number are granted at the expense of a two-shot technical foul (free throw by the opposition) for each.

A timeout is charged against a team for each 75 seconds (or fraction thereof) consumed when it requests the clock be stopped. However, no timeout is charged for an injury if play is resumed within 75 seconds or if a player is so seriously injured he or she requires help from other than squad personnel to leave the court. And if a player loses a contact lens, it's timeout on the house while the search is on.

#### **7. Time In**

An official signals with a chopping motion (refer to Officials' Signals pages 119-121) when the clock is to be started. On a throw-in from out of bounds, or following an unsuccessful free throw when the ball is to remain live, the game clock is not started until the ball touches or is touched by a player on the court. The shot clock does not start until a team gains possession inbounds.

# RULE 6

## LIVE BALL AND DEAD BALL

### 1. Live Ball

An Ivy League education really isn't required to determine the status of a live or dead ball. A live ball is one that is legally in play. A dead ball is one that isn't legally in play.

The ball becomes live when:

- (a) it leaves the referee's or umpire's hands on a jump ball;
- (b) during a throw-in;
- (c) when the referee or umpire places the ball at a free thrower's disposal for a free-throw attempt.

A ball becomes dead at the sound of the referee's or umpire's whistle.

### 2. Center Jump

This probably is the only maneuver in basketball that goes back to the game's invention in December, 1891, at Springfield College in Massachusetts. Now, the game (and each overtime period) is started by a jump ball between any two opponents in the center circle.

### 3. Other Jumps

In jump ball situations, other than at the start of the game and the start of extra periods, teams will alternate taking the ball out of bounds at the spot nearest to where the jump-ball situation occurred. The team not obtaining the initial jump will start the alternating process.

### 4. Jump-Ball Procedure

Each jumper must have both feet on or inside the half of the jumping circle that is farther from his or her own basket. The eight nonjumpers must remain entirely outside the circle until the ball has been tapped, but they are entitled to alternate positions between opponents around the jumping circle. They may move after the ball has left the official's hand.

An official tosses the ball up between the jumpers to a height greater than either can jump and so that it will drop between them. If it falls to the floor without being tapped by either jumper, the official tosses the ball again.

Although both jumpers must take proper positions in the circle, a player is not required to make a futile jump when matched against a much taller opponent, unless neither jumper attempts to tap the ball. In this unlikely circumstance, the ball is tossed again with both players ordered to jump.

There are some things a jumper may not do:

- (a) Leave the circle until the ball has been tapped.
- (b) Tap the tossed ball before it reaches its highest point.
- (c) Tap the ball more than twice.
- (d) Catch the ball, unless it touched a nonjumper.
- (e) Fist the ball.

The jump ball (and those restrictions) ends when the tapped ball touches one of the eight nonjumpers, the floor, the basket or the backboard.

## 5. Dead Ball

To know how many times the ball becomes dead during a game, you can come close by counting the officials' whistle toots. Better still, watch for the officials' arm-overhead signal for stopping the clocks (see Officials' Signals on pages 119-121) whenever a held ball, foul or floor violation occurs, a goal is made, time runs out on the clocks, etc.

# RULE 7

## OUT OF BOUNDS AND THE THROW-IN

### 1. Out Of Bounds

A player causes the ball to be put in play out of bounds when the player touches all or any part of the boundary line. This is an automatic forfeit of possession. If a player loses control of the ball, and it touches any part of the boundary line, or the ceiling, or equipment that might be hanging from the ceiling, it produces an immediate throw-in situation for the opponents. A similar throw-in situation develops if the ball touches a player already out of bounds.

### 2. Out Of Bounds Awards

The ball is awarded to the opposing team out of bounds after:

- (a) every field goal and all successful free throws, except technical free throws;
- (b) each player-control foul;
- (c) after each common foul until the bonus-free-throw rule is in effect;
- (d) in jump-ball situations;
- (e) for a violation when the defense causes a five-second closely guarded situation;
- (f) the free throws for an intentional or flagrant personal foul have been shot (see Rule 10).

After technical free throws, the ball is awarded to the shooting team at midcourt. After a timeout, out-of-bounds possession remains with the team in control

when the clocks were stopped, unless an infraction or end of the period is involved.

### **3. The Throw-In**

Any player of the team in control may make the throw-in. Only a designated thrower-in may be out of bounds. The player making the throw-in has five seconds to release the ball to a player inbounds. The thrower-in can not leave the designated area nor score a field goal from out of bounds, and opponents are restrained from harassing the effort by being required not to cross the out of bounds boundary or the boundary's vertical plane.

# **RULE 8**

## **FREE THROW**

### **1. Procedure**

When a free throw is awarded, the official takes the ball to the free-throw line of the offended team. After reasonable time for the players to take their positions, the official indicates the number of free throws that are being awarded and places the ball at the disposal of the free thrower, who then must make the throw within 10 seconds.

### **2. Player Positions**

On a free throw for a personal foul, the free thrower's opponents are conceded the most favorable positions for recovery of the ball if the throw is not successful. They occupy the two 3-foot spaces nearest the basket on either side of the free-throw lane (diagram page 118). Otherwise, opponents are entitled to alternate lane positions. Only the four marked lane spaces on each lane line may be occupied. All other players must be behind the free-throw line extended and behind the three-point field-goal line.

If the ball is to be dead after an unsuccessful last free throw (as for a technical foul), players do not take positions along the free-throw lane, since no recovery is pending.

### **3. The Free Thrower**

The offended player attempts the free throw for a personal foul. Should that player be injured or disqualified, his or her substitute attempts the throw. On a technical foul, however, the free throw may be

attempted by any player of the opposing team, including an entering substitute.

The free thrower, or any player beyond the three-point arc, may not enter the free-throw lane until the ball touches the ring or backboard. However, all players who are lined up in marked lane spaces may enter the lane once the free thrower releases the ball.

#### **4. Resumption of Play**

If a single free throw (or second of two free throws) is successful, the ball is put in play by opponents with a throw-in, as after a field goal. If the free throw is missed (except on a technical, intentional or flagrant personal foul), play is resumed via recovery of the rebound.

# **RULE 9**

## **VIOLATIONS AND PENALTIES**

### **1 . Definition Expanded**

The relationship between a violation and a foul in basketball is roughly comparable to that of a parking violation to a speeding ticket. The penalty for the former usually is less severe. Also, a player may commit any number of violations, but only five fouls, including personal and contact technical fouls, without his or her license to continue to play in the game being revoked. Violations fall into three general classes as to penalty:

- (a) Floor violations, for which the penalty awards the ball to opponents out of bounds.
- (b) Free-throw violations, which may either cancel the throw or award a substitute throw.
- (c) Violation of opponents' basket (goaltending), which awards 1, 2 or 3 points to opponents.

### **2. Floor Violations**

The long list of errors that turn the ball over to the opposition out of bounds should give you some idea of the skill required in floor play, an often underrated phase of the game. It is a floor violation to:

- (a) Cause the ball to go out of bounds, or fail to observe the throw-in provisions. A player who touches a ball that has been thrown in while that player is out of bounds causes a violation.
- (b) Run (travel) with the ball; or kick it, except accidentally, or strike the ball with the fist.

- (c) Cause the ball to enter the basket from below.
- (d) Dribble a second time (double dribble) while the ball is in one's continuous possession (see definition of dribble, Rule 4).
- (e) Be the first to touch a ball that one's own team has caused to go from front court to backcourt or, for men, fail to advance the ball from backcourt to front court within 10 seconds.
- (f) Excessively swing arm(s) or elbow(s), even without contact.
- (g) Linger 3 seconds in one's own free-throw lane.
- (h) Fail to observe jump-ball provisions of Rule 6-4.
- (i) Be guilty of basket interference at one's own basket.
- (j) Be closely guarded. A closely guarded violation occurs when:
  1. A team in its front court controls the ball for five seconds in an area enclosed by screening teammates.
  2. (Men) A closely-guarded player, in his front court, dribbles or holds the ball for five seconds. (Women) A closely-guarded player, anywhere on the court, holds the ball for five seconds.

- (k) Fail to attempt a field goal, once team control has been established, prior to the shot-clock horn sounding. If the shot-clock horn sounds after the ball is released, the attempt must hit the rim or enter the basket or it is a violation.

### **3. Free-Throw Violations**

A free-throw violation by the thrower or the thrower's teammates voids the goal, if successful; and (unless another free throw is to follow) the ball is awarded to opponents out of bounds at the spot nearest to where the violation occurred. In this case, it would be the end line.

Such violations include:

- (a) Attempting the throw from anywhere except within the free-throw semicircle and behind the free-throw line.
- (b) Failure to throw within 10 seconds, or failure of the ball to enter the basket or touch the basket ring.
- (c) Occupancy of lane space nearest basket by thrower's teammate.
- (d) The free thrower having a foot on or above the free-throw line or any lane boundary until the ball has touched the ring or backboard.
- (e) Purposely faking a free-throw attempt.

If opponents commit violation (d) above or if they disconcert the free thrower, as by entering or leaving a lane space during the attempt, a substitute throw is awarded if the attempt is unsuccessful. If both teams



commit a free-throw violation, the whole thing is called off and play is resumed by a throw-in.

Players not occupying a marked lane space may not enter the lane or other lane boundaries until the ball touches the ring or backboard or until the free throw ends.

#### **4. Goaltending**

This violation (see Definitions) at opponents' basket awards two or three points on a field-goal attempt. On a free-throw attempt, one point is awarded and a technical foul is assessed.

# **RULE 10**

## **FOULS AND PENALTIES**

### **1. The Deadliest Sin**

Basketball's most severe rules infractions are labeled fouls, of which there are two distinctly

different general types:

- (a) the personal foul, involving illegal player contact with an opponent;
- (b) the less frequent technical foul, which is an infraction of the game's administrative rules by a nonplayer or a player without player contact on a live ball or with player contact on a dead ball.

The best example of a technical foul involving nonplayers in recent years has been the two-shot penalty leveled against coaches displaying improper bench decorum.

### **2. Personal Foul**

For all its enforcement complexities, a personal foul is simply anything that violates basketball's no-contact principle: holding, pushing, tripping, charging into or physically impeding the progress of an opponent, even laying a hand on an opponent, except as incidental contact.

Ah, but here's the rub — when two players collide, whose fault is it? The official rules book goes to infinite pains to help the harassed official exercise this fine line of judgment.

### 3. Personal-Foul Penalties

The wrongdoer is charged with a foul in the scorebook, and for the fifth foul, including personal and contact technical fouls, the player is disqualified for the remainder of the game. Also, the offended player is awarded one or more free throws as follows:

- (a) One free throw, plus a bonus try if the first is successful, starting with the seventh foul of the half, including personal and contact technical fouls. For men, two free throws are awarded starting with the 10th foul of the half, including personal and contact technical fouls.
- (b) Two free throws for a foul against a field-goal thrower whose two-point try fails.
- (c) Three free throws for a foul against a field-goal thrower whose three-point try fails. If the foul is intentional or flagrant, the ball also is awarded out of bounds to the offended team at the spot nearest to where the foul occurred.
- (d) Two free throws plus possession of the ball out of bounds for an intentional or flagrant foul.

### 4. Technical Foul

The relative rarity of the technical foul call is a notable tribute to the discipline of the modern game, because the list of "shall nots" is astonishingly long, with applications to just about everybody on the premises. Team infractions include failure to supply proper lineup data to the scorers, having more than five players participating

simultaneously, calling an excess timeout, maneuvers that slow the action, and even occupying the wrong players' bench. For the player, however, there are even more opportunities for a technical foul. Some of the things a player must not do are:

- (a) Wear an illegal number, or change jersey number during game without reporting the change to the scorers, or, for men, "dunk" the ball during game practice or warm-up (player may be disqualified).
- (b) Grasp, slap, strike either basket or cause either ring to vibrate. A player may never place a hand on the backboard to gain an advantage. A player may grasp the basket if, in the judgment of an official, the player is trying to prevent an obvious injury to himself or herself or another player.
- (c) Leave the court for any unauthorized reason, or purposely delay returning to the court after being out of bounds.
- (d) Interfere with the ball after a goal, or fail to promptly pass the ball to an official when called for a violation.
- (e) Gesture in such a manner as to show resentment, or knowingly attempt a free throw to which the player is not entitled.
- (f) Enter the court as a substitute without both reporting to the scorers and being beckoned to the court by official.
- (g) Goal tend a free throw.

- (h) Play a musical instrument while the game is in progress.
- (i) Disrespectfully address or contact an official.
- (j) Use profanity, bait an opponent or hand-block an opponent's vision.

Those last two apply as well to coaches and other nonplaying personnel, who also may not object to an official's decision by rising from the bench, gesturing or inciting crowd reactions; nor may they enter the court or leave the coaching box without an official's permission. All fouls charged to bench personnel shall be assessed to the head coach as well as the offender.

#### **5. Technical-Foul Penalty**

Two free throws for all technical fouls plus possession of the ball to the offended team at either end of the division line.

If a technical foul is committed by bench personnel, team attendants, followers, or for purposeful throwing of debris onto the court once the official's jurisdiction begins, the offended team shall be awarded two free throws; and the foul shall be assessed to the head coach or co-head coaches.

For any flagrant technical or flagrant personal foul committed by a coach, squad member, team attendant or follower, two free throws shall be awarded. The offender shall go to the team's locker room or leave the building until the game is over.

Any squad member who participates in a fight shall be assessed the penalty for a flagrant foul. The first time that individual participates in a fight during the season,

the individual will be suspended from participating in the team's next game. If the same individual participates in a second fight, that individual will be suspended for the remainder of the season, including tournament competition. Any player under suspension for fighting may not sit on the team bench.

The third technical foul charged to a coach, squad member or any bench personnel shall be considered a flagrant technical foul.

(Men) The second technical foul for unsporting conduct that is charged directly to a coach, squad member or any bench personnel shall be considered a flagrant technical foul and leads to ejection.

The referee may forfeit the game if any individual fails to comply with any part of the above penalties.

# THE COURT

MINIMUM of 3 FT  
Preferably 10 ft. of unobstructed space outside

RECTANGULAR BACKBOARD  
IS 72 IN. WIDE

DIVISION  
LINE

6 FT. RADIUS  
OUTSIDE

18 IN. DIAMETER

72 IN.

2 IN. WIDE

19 FT.

OPTIMUM LENGTH 94 FT. INSIDE  
ALL LINES SHALL BE 2 IN. WIDE (NEUTRAL ZONES EXCLUDED)

6 FT. RADIUS  
OUTSIDE

2 FT. RADIUS  
INSIDE

12 FT.

2 IN. WIDE BY 3 FT. DEEP

COACHING BOX  
28 FT.

COACHING BOX  
28 FT.

6 FT.

6 FT.

## Official Basketball Signals



Traveling



Illegal dribble



3-second violation



Excessive swinging of elbow(s)



Over and back or carrying the ball



Throw-in, free throw or designated spot violation



Not closely guarded



Lane violation



5 or 10 second violation - use both hands for 10



Direction signal



Designates out-of-bounds spot



Stop clock  
for foul



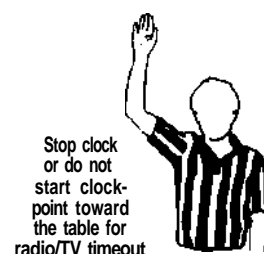
Technical foul



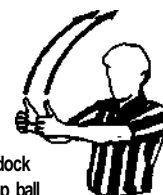
Blocking



Start dock



Stop clock  
or do not  
start clock-  
point toward  
the table for  
radio/TV timeout



Stop dock  
for jump ball



Holding



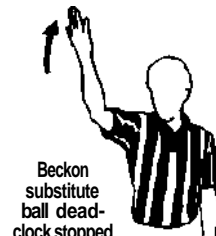
Pushing or charging



Illegal use  
of hands



(Men) Player control foul



Beckon  
substitute  
ball dead-  
clock stopped



Shot  
clock  
violation



Official's timeout



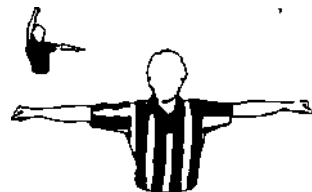
Shot dock  
reset



(Women) Player control foul



Intentional  
foul



Double foul



Bonus free throw  
for 2nd throw drop 1 arm -  
for 2 throws use 1 arm with 2 fingers -  
for 3 throws use 1 arm with 3 fingers



3-point  
field goal



Attempt  
And if  
successful



No Score

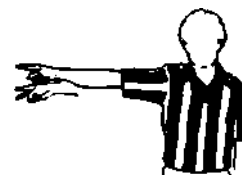


Goal counts  
or is awarded

OR

AND

PLUS\*



Point(s) scored  
use 1 or 2 fingers



Direction signal

\* for awarded goal on basket interference or goaltending

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