

HOOPLAN COACH

NBA Basketball Management Simulation



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WELCOME TO HOOPPLAN

Welcome to Hoopplan and Play-By-Mail Basketball. Hoopplan is the original Play-By-Mail Basketball game and comes from award winning designers of Sports Games in this country with more than ten years experience. This is your chance to coach your own NBA team— your chance to show that you can do a better job of team management than the real-life coaches—your chance to show you are the best coach and your team is the best team.

In Hoopplan we try to make sure things work just the same as in real-life. Although your players are simulations, their skills and abilities work just the same as in real-life. You have to work out how best to make use of their strengths and weaknesses and it's your decisions that will determine your success or failure.

In Hoopplan you coach your team through the season, playing five games per turn. At the end of the season the top teams go into the playoffs trying to reach and win the Hoopplan Finals. At the same time as the playoffs are running teams participate in the college draft, signing new players for the following season, either to improve their squad or to replace older players whose skills are starting to fall away.

WHAT IS PLAY BY MAIL?

In a Play-By-Mail game you are competing against other players throughout the country, sending in your turns and receiving your results through the postal system. You do not need a computer to play, just a pen, envelope and a postage stamp. Now you have received your rulebook and starter pack you can begin playing the game and coaching your team.

Every two weeks you are sent details of your team's results over the previous turn. You then complete the turnsheet enclosed (checking your rulebook to make sure you don't make any mistakes) in time for the deadline set and we then process your instructions, the computer running every game minute by minute. Remember that you are not playing against the computer, you are playing against other players throughout the country. The turnsheet and rules may seem a little complicated at the start, but you'll soon find that if you follow the rulebook it'll all become clear.

HOOPPLAN COACH AND HOOPPLAN ADVANCED

Hoopplan is a game with two versions, Hoopplan Coach and Hoopplan Advanced. This rulebook is written for Hoopplan Coach, the basic version of the game. The basic turnfee in Hoopplan Coach is kept as low as possible, and the more complicated rules have not been included to keep game play as fluid and easy to follow as possible.

If you are interested in Hoopplan Advanced then you should ask for a copy of the Advanced Rulebook (cost 0.3 credit). As a rule of thumb if you read through the Advanced Rulebook and find it straightforward, and you can afford the higher turnfee, then you'll probably enjoy playing the Advanced game more. If you aren't sure, then we recommend that you begin playing Hoopplan Coach and consider moving up to Hoopplan Advanced at a later stage.

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1 GENERAL RULES

1.1 THE GAME There are twenty eight teams in each game. The league structure is similar to the NBA, arranged into the Eastern and Western Conferences, each of which has two divisions (seven teams per division, Atlantic and Central in the East, Midwest and Pacific in the West). One real life team is missing from the Central Division. Each team plays four games against each conference opponent (two at home and two on the road) and two games against each interconference opponent (one at home and one on the road). Eight teams from each conference advance to the playoffs, played over four rounds ending in the Finals. In this rulebook the players of the game are referred to as “coaches”.

1.2 SCHEDULE Each team plays five games per turn (or “week”, though it doesn’t actually represent a week in game time, more like 10 days). There are 16 weeks in the regular season, so that each team plays an 80 game schedule (two less than in real-life).

1.3 THE GM The “GM” (short for Games Master) is responsible for the operation of the game. The game is actually processed by computer, but is supervised by the GM.

1.4 DEADLINES The GM sets a deadline each turn and games are normally processed on the day of this deadline. Your orders must arrive on or before this deadline. You should, if possible, allow three days for first class post (our experience is that next day delivery has a way of failing at the vital moment) and we advise that you forget about second class post completely, which tends to be very unpredictable. If your orders arrive late then they are discarded. If you miss a turn there is no way to make it up.

1.5 TURNS NOT ARRIVING Occasionally turns get lost in the post. If your results haven’t arrived four days after your deadline was due you should contact your GM (using the hotline phone number) to arrange for a replacement turn to be mailed to you.

1.6 TURN CREDITS One full turn credit is deducted for each turn played. In addition you may choose to have further part-credits deducted to pay for extra listings (see section 10). If you do not have sufficient credits to pay for extra listings then any such requests will be denied. Unpaid turns may be mailed at the discretion of the GM but be warned that if you run out of turn credits you may lose your place in the game. Current turnfees are indicated in startup information and game reports. When the prices of turn credits are changed any credits already bought are normally still worth a full turn.

1.7 TURNSHEETS Your orders should always be submitted on the turnsheet provided. Think *before* you fill in the turnsheet, if the GM cannot read your orders clearly it’s your problem, not his.

1.8 CORRECTIONS In any play-by-mail game, it is necessary to be precise with your instructions. It is *not* the job of the GM to interpret your orders, but only to enter whatever orders he’s given (even though there are some “automatic” corrections that are made by the computer to prevent some of the most obvious foul-ups).

1.9 MESSAGES If you wish to send private messages via the GM, these should be written on message cards (postcards or index cards preferred), clearly labelled with the game name and number, your name and team, and the name and team of the player the message is going to. Inappropriate messages (anything likely to cause offence) won’t be forwarded.

1.10 LOSING POINTS The currency used in the game is losing points, usually abbreviated to LPs (so called because you gain more if you lose, making it tougher for the more successful teams to stay at the top). Losing points are used to coach players, sign free agents, merchandising operations, stadium facilities and so on. Each week during the regular season your basic income is 25 LPs plus 3 LPs per defeat.

Example: If a team wins all five games (losing none) their basic income is 25 LPs. If they win three games (losing two) their basic income is 31 LPs.

1.11 STADIUM LEVEL Each team also gains LPs each turn equal to their current Stadium Level (see 6.7), representing increased income due to higher ticket prices courtesy of better stadium facilities. At the end of the season the Stadium Level drops by two. The maximum level of stadium development is 10.

Example: If a team has Stadium Level six then their stadium income is 6 LPs each turn.

1.12 MERCHANDISING Each turn a team receives additional LPs based upon the total previously spent on merchandising (see 6.8), representing sale of shirts, caps etc. The current total of merchandising is reduced by a

percentage equal to twice the number of wins gained during the turn (rounded down), but double this amount is added to the team's income. The merchandising total cannot be higher than 50 LPs.

Example: A team has spent 40 LPs on merchandising and wins 3 games. The merchandising total is reduced by 6% (2 LPs) and double this amount is received as income (4 LPs).

1.13 FANS Each team also gains LPs each turn equal to the square root, rounding down, of their current Fans Level (see 6.9). For each win achieved during the regular season a team's Fans Level increase by one. The maximum Fans Level is 100.

Example: A team has a Fans Level of 49. The extra income from Fans is 7 LPs each turn.

1.14 MAXIMUM INCOME A team's combined income from Basic Income, Stadium Income, Merchandising and Fans income cannot be higher than 50 LPs. If these totals would be higher than 50 LPs then basic income is reduced accordingly.

1.15 WAGES Each team must also pay its players their wages each turn during the regular season (you don't pay wages during the playoffs or pre-season). Each player has a given wages level, which is roughly equal to one tenth of their value (rounding down, minimum 0 LP). As players decline in ability their wage demands do not necessarily reduce—just because a player wants high wages doesn't necessarily mean he deserves them!

1.16 NOTATION Players are identified by their shirt numbers (from 1 to 99). Player abilities are identified by three letter codes (see 2.2). There are five positions: Center (C), Power Forward (PF), Small Forward (SF), Point Guard (PG) and Shooting Guard (SG).

1.17 ROSTER Each team has a roster of twelve players, available for selection each turn. These are your ACTIVE squad. In addition you may have up to two "draftees" signed on your DRAFT squad. These are players you have signed in the draft, and they cannot be selected until you move them to your active squad. In the first season your draft squad is empty, and in later seasons you are advised to promote or release your draftees as soon as possible—while they remain on the draft squad you cannot play them but you do have to pay their wages.

1.18 TRAINERS Each team has a level for its trainers, from 0 to 20 (see 6.10). Trainers reduce the chances of players suffering injuries, reduce the severity of injuries suffered and also reduce the loss of fitness suffered by players from game to game. At the end of the season your team trainers' level drops by two.

1.19 END OF SEASON At the end of a season a team's Stadium Level drops by two, Fans Levels drop to 25 and Trainers Levels drop by two. Merchandising totals are unchanged.

1.20 TEAM CODES The divisional structure and team codes for the teams in Hoopplan are as follows (remember that for the Central division one team will be absent).

Atlantic Division

BC Boston Celtics
MH Miami Heat
NJ New Jersey Nets
NY New York Knicks
OM Orlando Magic
PH Philadelphia 76ers
WW Washington Wizards

Midwest Division

DM Dallas Mavericks
DN Denver Nuggets
HR Houston Rockets
MT Minnesota Timberwolves
SA San Antonio Spurs
UJ Utah Jazz
MG Memphis Grizzlies

Central Division

AH Atlanta Hawks
CH Charlotte Hornets
CB Chicago Bulls
CC Cleveland Cavaliers
DP Detroit Pistons
IP Indiana Pacers
MB Milwaukee Bucks
TR Toronto Raptors

Pacific Division

GS Golden State Warriors
LC Los Angeles Clippers
LL Los Angeles Lakers
PX Phoenix Suns
PT Portland Trail Blazers
SK Sacramento Kings
SS Seattle Supersonics

2 STARTUP RULES

2.1 INTRODUCTION This section applies only to setting up a team in a new league.

2.2 INITIAL BALANCE Each team starts with a balance of 500 LPs and no players signed. There is a single setup turn, in which you select your initial squad. Each team receives an initial draft list of eighty players, divided into six distinct groups (by player level) from whom they should make their initial selections.

2.3 INITIAL SELECTION For your initial squad you *must* pick exactly twelve players from the list provided. There are various restrictions on your initial squad selection.

2.3.1 Positional Balance You must pick at least two Centers, two Power Forwards, two Small Forwards, two Point Guards and two Shooting Guards.

2.3.2 Group Restrictions You are also restricted in the groups from which you may select players. You may only select one player from each of the first two groups, two players from each of the next two groups and three players from the final two groups. Consequently your initial squad will be comprised of one level ten, one level nine, two level eight, two level seven, three level six and three level five players.

2.3.3 Total Values The values of the players you sign cannot be more than 500 LPs.

If you fail to send in your initial selection by the first deadline then a selection will be made for you. The cost of players is related to their abilities and potential, so the more skilled players are more expensive.

2.4 INITIAL LINEUPS The order in which you select your initial roster will determine your initial lineup—the first center selected will be your starting center and so on.

2.5 PLAYER NAMES Initial shirt numbers and names for your players are given on your initial turnsheet. The real-life positions are also shown, but this is only given as a guide when naming your players. You do not have to match the real-life positions with player positions in the game. You may rename up to three of these players using the boxes provided. After the setup turn players cannot be renamed.

2.6 INITIAL BALANCE At the start of the first season each team begins with a Stadium Level of 5, Merchandising Level of 25 and Fans Level of 25.

2.7 FREE AGENTS At the start of a new game a free agent list is also generated, giving a selection of players who may be signed to replace your existing players (see section 7). This list is issued along with the first set of pre-season games.

2.8 LEAGUE ROUNDUP After all teams have made their initial squad selections the fixture list is produced for the first season and the league roundup is issued. This lists all the coaches in the league along with outline information about their squads.

2.9 STANDBYS New coaches may be appointed to an existing team where the old coach has dropped out. The minimum starting LP balance for a new coach is 50 LPs.

2.10 PRE-SEASON WEEKS The setup turn includes a set of pre-season games, played using the lineups determined by your initial selections. This turn is followed by a second round of pre-season games. In pre-season there is no income and nor do you have to pay your players wages. You are allowed to select players from your draft squad (for seasons after the first season) in pre-season games, but remember that they cannot play once the regular season begins unless you promote them to your active squad.

3 PLAYERS & SQUADS

3.1 YOUR SQUAD Each team always has an active squad of exactly twelve players, and a draft squad of up to two players (in the first season your draft squad is empty). Whenever you sign a free agent to your squad he replaces another player who is waived.

3.2 PLAYER SKILLS Each player is rated according to sixteen abilities, each of which reflects a different aspect of his playing skills. Each of these skills is detailed below, along with the three letter code that identifies the skill.

3.2.1 LONG SHOOTING (LSH) Long Shooting represents a player's skill at shooting from three point range. A team will usually have one or two players (usually guards) capable of shooting from "downtown". On average a player will be expected to be able to make between 35% and 40% of his shots from long range.

3.2.2 MEDIUM SHOOTING (MSH) Medium Shooting represents a player's skill at shooting from outside the key but inside the three point line. On average a player will be expected to be able to make between 40% and 50% of his shots from medium range.

3.2.3 CLOSE SHOOTING (CSH) Close Shooting represents a player's skill at shooting from inside the key, when he will be under most pressure from defenders. On average a player will be expected to accurately shoot between 50% and 60% of his shots from close range, but this percentage will be reduced by about 10% by defenders blocking shots.

3.2.4 FREE SHOOTING (FSH) Free Shooting represents a player's skill from the free throw line. Free shooting is a very different skill from any of the other three shooting skills, as a player is not shooting under pressure from the defence and has as much time as he wants to set up his shot. A player will be expected to make from 70% to 80% of his shots from free throw range, but may manage as high as 90% or as low as 60%.

Notes: The four different shooting skills are very distinct, and many players may well be very highly rated in one area and very poorly rated in another. The three field goal skills all represent shooting under pressure and there are many players who are very accurate close-in, but hopeless from long distance, and vice versa. Similarly there are players who are high scoring from the field, yet extremely poor from free-throw range.

3.2.5 DEFENCE (DEF) Defence represents a player's skill at preventing his opponent from creating a good opportunity to shoot. In Basketball a team only makes about 50% of its shots successfully, and a player with good defensive skills may be just as effective in preventing the opposition from scoring as in scoring himself.

3.2.6 REBOUNDING (RBD) Rebounding represents a player's skill at winning the ball on the rebound after a missed field goal. The majority of rebounds are won by the defensive team, but with an average of eighty field goal attempts per game and around forty misses, a player who can gather a number of offensive rebounds will supply his team with a higher number of opportunities to score.

3.2.7 PASSING (PAS) Passing represents a player's skill at passing the ball under pressure to his teammates. A player with good passing will generally turn the ball over to his opponents less, but the main reflection of a player's passing skill will be the number of "assists" he gets, creating good opportunities for his team-mates to score baskets.

3.2.8 DRIBBLING (DRB) Dribbling represents a player's skill at dribbling the ball in traffic, either driving to the basket for a "layup" shot, or driving to suck in the defence and then throwing an "outlet" pass to a team-mate for an easier shot.

3.2.9 POWER (POW) Power represents a player's physical presence on the court and his ability to either hold position against an opponent or drive past an opponent not in position to stop him. Although Basketball is supposedly a non-contact sport there is a high degree of incidental contact, and only significant contact is actually penalised. A powerful player may be able to significantly dominate a weaker opponent.

3.2.10 FOUL RATING (FLR) A player's Foul Rating represents his ability at avoiding committing personal fouls. Many players have excellent offensive or defensive skills, but are hindered by a tendency to draw personal fouls, restricting their effectiveness as they are likely to "foul out" (be disqualified) during games.

3.2.11 BLOCKING (BLK) Blocking represents a player's ability at blocking shots close to the basket. Blocking is a very specialised and difficult skill, as the player must be able to block the ball as soon as the shot is

attempted (the shot can only be blocked while it is travelling upwards, so must be blocked as it leaves the shooter's hand) without fouling the shooter whilst doing so.

3.2.12 STEALING (STL) Stealing represents a player's ability at stealing the ball from opponents, either intercepting a pass or knocking a ball out of an opponent's hands.

3.2.13 STAMINA (STA) Stamina represents a player's physical endurance and ability to continue playing without becoming fatigued. In Basketball no player usually plays for a whole game, and a player with high stamina will be able to play for longer spells and need less rest during a game without becoming tired and susceptible to injury.

3.2.14 SPEED (SPD) A player's speed represents his overall quickness and mobility about the court. A player with good speed is more likely to make successful fast-breaks, chase down opposition fast-breaks, and may also be able to use his superior quickness to set up better quality shot opportunities.

3.2.15 JUMPING (JMP) A player's jumping skill represents his ability to jump, creating a better platform to shoot and also increasing his chances of making rebounds.

3.2.16 SCREENING (SCR) A player's screening ability represents his skill at obstructing opponents trying to reach a team-mate and disrupt his attempt to shoot. In Basketball teams are continually setting up screens to try and disrupt the defence and the quality of shot opportunities are frequently dependent upon other players' screening.

3.3 PLAYER POSITIONS Each player has a Position—either Power Forward, Small Forward, Center, Shooting Guard and Point Guard (in real life players are often referred to simply as Forwards, Centers or Guards). Each position has a different role to fulfil and requires a different balance of the sixteen player skills.

3.3.1 POWER FORWARD (PF) A team's Power Forward is normally their main rebounder. His main job is to operate around the boards and win rebounds. The most important skills for a Power Forward are Rebounding (RBD), Power (POW), Blocking (BLK) and Jumping (JMP). If a team has enough quality shooters amongst its other players the Power Forward may well rarely shoot the ball at all and can concentrate on his rebounding duties.

3.3.2 SMALL FORWARD (SF) The Small Forward's (sometimes known as the shooting forward) main job is to score points. The small forward will typically be required to operate from both inside and outside the key. The most important skills for a Small Forward are Close Shooting (CSH), Medium Shooting (MSH), Jumping (JMP) and Defence (DEF).

3.3.3 CENTER (C) The Center's main job is to operate around the basket, scoring close shots and blocking opposition close shots. He is not necessarily a major shot taker for his team, though a dominant player may well be very successful. The Center's role is the most physical on the court and Centers are usually the tallest and most powerful players on a team. The most important skills for a Center are Close Shooting (CSH), Blocking (BLK), Power (POW) and Rebounding (RBD).

3.3.4 SHOOTING GUARD (SG) The Shooting Guard (sometimes known as the Off Guard or Two Guard) is the backcourt player with most responsibility for shooting the ball. The Shooting Guard will normally be a team's three point specialist, and will rarely be required to take the ball to the basket. The most important skills for a Shooting Guard are Long Shooting (LSH), Medium Shooting (MSH), Passing (PAS) and Defence (DEF).

3.3.5 POINT GUARD (PG) The Point Guard is a team's playmaker, and his main job is to handle the ball, bringing it upcourt and distributing it to other players. Point Guards do not usually shoot the ball unless they drive towards the basket for a layup or are offered an easy opportunity by the defence. A Point Guard's effectiveness can usually be measured by his number of assists. The most important skills for a Point Guard are Passing (PAS), Dribbling (DRB), Close Shooting (CSH) and Defence (DEF).

3.4 INTERCHANGING ROLES In Basketball players will often change roles during a game, or play other positions. It is not uncommon for a team to play part of a game with three guards on the court (perhaps instead of the power forward or the center)—known as a "small lineup", or play with two centers (perhaps instead of the shooting guard or the small forward)—known as a "big lineup". In addition most players will be able to play as a backup at more than one position, and there is some overlapping of roles on the court.

In real life you will often see a player (particularly a reserve) referred to as a Center-Forward, meaning he is a

Center who also regularly plays at Forward (usually PF) or as a Forward-Center, vice-versa. Similarly a Guard-Forward is usually a SG-SF.

In Hoopplan you do not have to play a player in position, though a player will normally be most effective playing at his own position. In some cases you will find that you have to play players out of position—due to injuries and so on.

3.5 PLAYER ABILITIES AND CLASS Each player's abilities are rated from 1 to 35, but the actual values are hidden. Instead these abilities are rated according to "classes"—Poor (Po), Fair (Fa), Average (Av), Good (Go), Excellent (Ex) or World Class (WC), each of which covers a range of about half-a-dozen ratings.

3.6 PLAYER LEVEL A player's total abilities are expressed as an overall level. In addition a player's best three skills are often shown on reports.

3.7 INJURIES At the *end* of each turn (i.e. after all games have been played) one of your active-squad players will normally suffer an injury. The chance of suffering an injury is dependent upon a number of factors; how much he played, age and the quality of your trainers. Good trainers will also reduce the amount of fitness your players lose during the season, making them more effective later in the season and also less susceptible to injury. Injuries are not suffered in pre-season nor during the playoffs. When a player suffers an injury its seriousness is expressed as the number of games the player will miss, starting with the first game of the following turn. All injuries will be minor, involving a player missing a handful of games, and no more than ten.

3.8 POTENTIAL A player's potential represents his ability to improve during and between seasons. A player with potential may be coached (see 6.4) during the season to improve his abilities. At the end of a season a player with good form throughout the season and potential is also likely to translate this potential into a permanent increase in ability (see 8.7), which may or may not be reflected in a change of class or levels.

3.9 EXPERIENCE A player's experience represents the number of seasons he has spent playing at the top level. Players with high experience are generally more effective than those with similar abilities but less experience.

3.10 VALUE Each player has a value, which is a reflection of his ability (or more accurately, a reflection of his opinion of his ability). A player's value is usually increased at the end of each season, following the playoffs (after his wages have been fixed for the following season). Once a player has lost all of his potential then as he gets older his abilities start to diminish, but it's unlikely his value will also do so.

3.11 WAGES A player's wages for the following season are fixed at the end of the regular season (unless he signs for a new team as a free agent, or holds out) and are equal to one tenth of his value, rounding down (minimum 0 LP). Players' wages are paid each turn during the regular season but not during the playoffs or preseason.

3.12 HOLDOUTS If, at the end of a turn, a team's LP balance would drop below 0 LP, then their best player "holds out". The player isn't paid his wages (so you save some LPs) but he is unavailable for selection the following turn. In addition the player's value increases by 2 LPs and his wages may increase. You cannot have more than one player holding out at any time.

3.13 DRAFT SQUAD Your draft squad is not used during the first season. During the draft, draftees are automatically placed in your draft squad. You can promote players to the active squad from the draft squad during the season (see 6.2) or release them (see 6.3). Your draft squad is automatically cleared prior to the draft and any rookies not already promoted or released are lost. Note that players kept on your draft squad do not gain form, nor contribute to the team, but you do pay them wages, so you are strongly advised to promote or release your draftees as soon as possible after the draft.

3.14 FORM A player's form is a temporary modification to his abilities, representing whether he is playing well or poorly. Form cannot drop below -9, nor increase above 9. At the end of the season all form is reset to zero, though players with good form throughout the season are more likely to convert potential into improved abilities. As a general rule of thumb a player whose form is 9 is playing about one class above his normal abilities (so an Average player would be playing like a Good player).

4 GAME INSTRUCTIONS

4.1 INTRODUCTION The instructions which you provide for each turn's games are made in several parts, set out on your turnsheet and described in this section. Some of these instructions apply for all games played that turn, whilst some instructions only apply for individual games.

4.2 LINEUP For each turn you have to nominate a starter and backup at each position. You cannot select a player to start in more than one position and you cannot select a player who is a starter as a backup in any other position. You are allowed to select a player as a backup in more than one position, but you are strongly advised not to do so, as this is likely to mean that at some stage you will need the player to be playing more than one position, so the computer will have to make the second selection for you.

It is rare for a player to be able to play for a whole game without a rest and it is common for starters to be rested while their backups play on court instead (the amount of time a starter can play in each game is determined by his Stamina rating—the higher his Stamina the longer he can play).

If a player will return from injury during the turn (i.e. he is currently injured, but for less games than your team is due to play during the turn) then you may select him in your lineup, but he won't play until he recovers from his injury. You *cannot* ask for your lineup to be changed *during* the turn. If you select an injured player as a starter then the backup will start until he is fit. This may mean that for the early games in the turn only one of the two players you nominate will be fit to play, so the computer might have to fill the position for you when the fit player is resting (see 4.3).

4.3 PLAYING TIME Your starters will generally play at the start of the first and third quarters and at the end of the second and fourth quarters. The computer will substitute in your backups when your starters get tired. Occasionally the computer may select a player who isn't your nominated starter or backup at a position, because both the starter and backup are injured, fatigued or in foul trouble (see 4.7).

4.4 GAME STRATEGIES For each game you must use two strategies, one offensive strategy and one defensive strategy. These strategies will affect the balance and style of play. Each strategy has a three letter code. If you fail to give a valid strategy then your team will automatically use the MIXED offensive strategy or the MAN TO MAN defensive strategy.

4.5 OFFENSIVE STRATEGIES

4.5.1 MIXED (MIX) The offensive strategy MIXED is the standard offence, mixing all types of shots with no specific adjustments. If you do not wish to use any specific offensive strategy then you will use MIXED offence.

4.5.2 JUMP (JUM) The offensive strategy JUMP concentrates on setting up jump shots, outside the key (the area of court near to the basket, in which offensive players cannot remain for more than three seconds at a time—and where the majority of physical contact on the court takes place).

4.5.3 SCREENING (SCR) The offensive strategy SCREENING concentrates on setting up screens, where one player shields the defender from the shooter, setting up easier shots.

4.5.4 DRIVE BASKET (DRV) The offensive strategy DRIVE BASKET concentrates on dribbling the ball to the basket, setting up close range shots or drawing in the defence and then passing the ball outside to an open team-mate for an open shot.

4.5.5 POSTING UP (POS) The offensive strategy POSTING UP concentrates on trying to set up shots just outside the key, usually with a player receiving the ball with his back to basket, turning and jumping to make the shot.

4.5.6 LOWPOST (LOW) The offensive strategy LOWPOST concentrates on passes into the key, setting up close range shots.

4.5.7 RUNGUN (RUN) The offensive strategy RUNGUN concentrates on playing for fast-breaks on offence. The offensive team will create more FAST BREAK shots but this is at the expense of their outside defence as their guards are focusing on being ready to make the fast-break, rather than defending their own basket.

4.5.8 OFFBOARDS (OFB) The offensive strategy OFFBOARDS concentrates on playing for offensive rebounds at the expense of setting up shot opportunities. The offensive team will make more offensive rebounds

but will set up lower quality shot opportunities.

4.5.9 HIGHTEMPO (HTM) The offensive strategy HIGHTEMPO concentrates on playing at a higher tempo than usual, at the risk of making mistakes. The offensive team will create more easy shot opportunities but will also commit more turnovers.

4.5.10 LOWTEMPO (LTM) The offensive strategy LOWTEMPO concentrates on trying to maximise the use of the 24 second clock, slowing down the game and frustrating an opponent trying to play HIGHTEMPO. The offensive team takes more time to set up shot opportunities, so is at more risk of having to make a hurried shot as the 24 second clock expires.

4.6 DEFENSIVE STRATEGIES

4.6.1 MAN TO MAN (MAN) The defensive strategy MAN TO MAN is the standard defensive strategy, with no particular adjustments to the offence. If you do not wish to use any particular defensive strategy then you will use the MAN TO MAN defence.

4.6.2 OUTSIDE (OUT) The defensive strategy OUTSIDE concentrates on defence outside the key, particularly against the JUMP offensive strategy.

4.6.3 INSIDE (INS) The defensive strategy INSIDE concentrates on defence inside the key, particularly against the LOWPOST offensive strategy.

4.6.4 SWITCH (SWI) The defensive strategy SWITCH concentrates on defending against SCREEN strategy, with the defenders looking for screens and switching the men they mark when screens are set. The disadvantage is that by looking to switch men they may be faked-out by an offensive player allowing him an easy shot opportunity.

4.6.5 LOOSE MAN (LOO) The defensive strategy LOOSE MAN concentrates on loose man-to-man defence. The defence will be more effective against the DRIVE BASKET offensive strategy.

4.6.6 TIGHT MAN (TIG) The defensive strategy TIGHT MAN concentrates on tight man-to-man defence. The defence will be more effective against the POSTING UP offensive strategy.

4.6.7 DEFBOARDS (DFB) The defensive strategy DEFBOARDS concentrates on playing for defensive rebounds at the expense of defending the basket. The defensive team will make more rebounds but will allow easier shot opportunities.

4.6.8 FULL COURT PRESS (FUL) The defensive strategy FULL COURT PRESS concentrates on defending as soon as the offensive team take possession (normally the defence retreat to their own key, allowing the offence to bring the ball up-court at their leisure). The strategy will usually create more turnovers and steals, but is extremely vulnerable to fast-breaks and will concede more easy shooting opportunities as well as being more tiring for the defenders.

4.6.9 HALF COURT PRESS (HLF) The defensive strategy HALF COURT PRESS is similar to the Full Court Press but only operates once the offensive team have crossed halfway. The strategy will create more turnovers and steals, but by defending a larger area of court is more vulnerable to close range shots from passes into the key.

4.6.10 BLOCK (BLK) The defensive strategy BLOCK concentrates on trying to block close-range shots rather than preventing the attempt. The difficulty of close-range shots allowed will be easier, but more shots will be blocked.

4.7 FOUL TROUBLE If a player has committed too many personal fouls at any given stage of the game then he may be rested to ensure he is available for the final five minutes of the game. This is known as being “in foul trouble”. If a player commits six personal fouls he is disqualified from further participation in the game.

5 GAME ADJUDICATION

5.1 INTRODUCTION Game adjudication is carried out on a “play by play” basis. This section is a brief introduction to the basics of Basketball and how the results of each Hoopplan game are determined.

5.2 TIME OF GAME A game of Basketball is played over four regulation periods (or quarters) of twelve minutes each. If at the end of the fourth quarter the score remains tied then additional periods of 5 minutes are played until at the end of a period the score is no longer tied. In Hoopplan a game cannot be tied at the end of the second overtime period—the final shot will automatically fail or succeed to ensure any potential tie is broken.

5.3 LINEUPS At the start of each period, and after each foul both lineups are checked for substitutions due to player fatigue, foul trouble etc. (see 4.3 and 4.7).

5.4 START OF QUARTER At the start of the first quarter (and each overtime period) there is a tip-off to determine which team starts with possession. The team who won the first quarter tip-off automatically start possession in the fourth quarter, while the other team start possession in the second and third quarters.

5.5 RUNNING A POSSESSION At the start of a possession a team has a maximum of 24 seconds to setup and attempt a shot (referred to as a field-goal). If possible the team will try to make a fast-break, quickly taking the ball up-court before the defence has time to organise, and may get the chance for an easy basket. Otherwise the team will have to bring the ball upcourt, often unopposed by the defence, who usually retreat to set up the defence of their own basket.

5.5.1 TURNOVERS AND STEALS The defence will harry the offence, trying to steal the ball and force a *turnover*. If the offence concede possession to the defence without attempting a shot a turnover is recorded against the offensive player who gave the ball away—if a defensive player is responsible for the turnover then the defender is also credited with a *steal*. It is also possible that an offensive player will commit an *offensive personal foul*, also a turnover, conceding possession.

5.5.2 THE SHOT CLOCK If the offensive team successfully bring the ball upcourt they will try to set up a shot opportunity for one of their players. Depending upon the player’s shooting ability, difficulty of shot opportunity created and time remaining on the 24-second clock the player may elect to attempt the shot or continue to try and set up a better opportunity. If the team get too close to using up the full 24 seconds then they may have to attempt a *hurried shot* or may not even get a shot off, in which case they commit a **24 second violation** and possession of the ball is transferred to the opposition. A hurried shot may also result at the end of a period if a team has less than 24 seconds to shoot the ball before the clock will run out.

5.5.3 ATTEMPTING THE SHOT If the player decides to attempt the shot then a number of results may ensue. If the shot is on target then the player scores either two or three points (three points if the shot is from outside the three point line) and the defensive team automatically take possession of the ball. If the shot is off-target, or is *blocked* (normally only close-range shots and occasionally medium-range shots can be blocked) by a defensive player, then the ball is “up for grabs” and both teams will try to win the *rebound*. If the offensive team regain possession the 24 second clock is reset *unless* the shot was blocked (in fact in real-life the 24 second clock also isn’t reset if a missed shot fails to even hit the rim or back-board, but in Hoopplan such rare “air shots” don’t occur). If the defensive team win the rebound then the 24 second clock is always reset.

5.5.4 DEFENSIVE SHOOTING FOULS Regardless of whether a shot is successful or not it is possible that the shooter may be fouled in the act of shooting (a defensive personal foul which does not prevent the shooter actually attempting the shot). If this occurs then the defensive player draws a personal foul and the shooter is awarded one or more free throws, each of which scores one point if successful. If the field goal was successful then only one free throw is awarded, and the defensive team take possession regardless of whether the free throw is successful or otherwise. If the field goal was unsuccessful then two free throws (or three if the shot was from three-point range) are awarded. If the final free shot is successful the defensive team take possession, if it is missed then a rebound opportunity occurs as normal, with possession up for grabs.

5.5.5 DEFENSIVE COMMON FOULS The final outcome may be that a defensive personal foul is committed without the offensive team attempting a shot (known as a “common foul”). In this case the offensive team may be awarded two free throws, depending upon how many personal fouls the *team* has committed in that quarter. Each team is allowed to commit four personal fouls in each regulation period or three personal fouls in each overtime period before getting into “team foul trouble” (the number remaining being known as the number of

“fouls to give”). However, if a team has more than one “foul to give” as it enters the final two minutes of a period then the numbers of “fouls to give” is automatically reduced to one (so a team which hasn’t committed any personal fouls during a given period still only has one “foul to give” in the final two minutes of the period).

If the common foul does not lead to automatic free throws then the offence simply restart the game with possession and a fresh 24 second clock. Once a team has no more fouls to give then all defensive common fouls (but not offensive fouls) will send the offensive player fouled to the line for two free throws.

5.5.6 FOULING OUT The final consequence of a personal foul is that a player is only allowed to commit six personal fouls in a single game. Once a player commits his sixth personal foul then he *fouls out* of the game and is *disqualified* from further participation in that game (unless this would mean that the team would have less than five players eligible to play on court). Fouling out is quite common in Basketball.

5.6 HOMEFIELD ADVANTAGE Homefield advantage is a major factor in Basketball, with the home side typically winning 60% of games. There are a variety of reasons for this, support of the home crowd, familiarity with the home court and most of all the fact that with teams playing every other day a visiting team will usually have only arrived in the home city the night before a game is due to be played. Homefield advantage will affect teams in almost every area of the game, with the team playing at home performing better than the visitors. Players’ shooting abilities are not affected, the chances of creating a good shot opportunity will be lower for a visiting team, but when created a visiting player will be just as likely to make the basket as one playing at home.

5.7 WHEN PLAYERS SHOOT A player will attempt a shot when he thinks he has a reasonable chance of making the basket, or when the 24 second clock has almost run out (known as a hurried shot). In Basketball all players tend to make about 50% of their shots and the good shooters are those players who attempt twenty or more shots per game (because they attempt more difficult shots) while their less talented team-mates only attempt a handful of shots (because they only attempt the easiest shot opportunities). This means that a player’s shooting ability isn’t generally reflected in the percentage of shots he makes, but in the number of shots he takes—the better the shooter the more times he’ll shoot, but because he’s taking more difficult shots he still only makes around 50%.

If you want to increase the number of shots a particular player attempts then your only option in Hoopplan Coach is to coach one of his particular shooting skills (see 6.4). The number of shots he decides to take is a reflection of his shooting skills, so the only way to get him to shoot more is to improve his shooting skills.

However, remember that many other skills also determine the chances of your team setting up good shots, so don’t neglect other player skills like passing, dribbling, jumping and screening—if your team are good at setting up easy shots then your shooters don’t need to be as good at shooting the ball to have a decent chance of making a basket.

6 SPECIAL ACTIONS

6.1 INTRODUCTION Each team has five special actions available per turn. Special actions are used to order extra listings, change squad positions of players, coach players and make financial orders. Special actions are mostly carried out after games have been played (PROMOTE and RELEASE actions are carried out before games are played). Special actions are identified by a one word code. Some actions also require a number and/or a value and/or a name, which should be given in the appropriate boxes. *You must use the correct codes.* Each special action is detailed below, along with examples (also see Table 3).

ROSTER MOVEMENTS

6.2 PROMOTE The special action PROMOTE is used to move one player from your draft squad to your active squad, in place of a player who is automatically waived (see 7.3) so that the space on the draft squad becomes vacant. The shirt numbers of the player to be promoted and the player to be waived should be given in the NUM and VAL boxes. You cannot promote a draftee until *all* playoffs have been completed, but remember that for pre-season games you are allowed to select players from your draft squad (see 3.13).

ACTION [PROMOTE] NUM [12] VALUE [26] NAME []

promotes no.12 from the draft squad to replace no.26 who is waived.

6.3 RELEASE The special action RELEASE is used to waive (see 7.3) a player from your draft squad. The shirt number of the player to be waived should be given in the NUM box and the player is automatically released.

ACTION [RELEASE] NUM [11] VALUE [] NAME []

releases number 11 from the draft squad, waiving him.

COACHING AND SCOUTING PLAYERS

6.4 COACH The special action COACH is used to increase one particular skill rating of a given player (see 3.2). You cannot coach a player in a skill at which he is already “Excellent” or “World Class”. The cost is 5 LPs and one point of potential. The player’s value increases by 2 LPs. The shirt number of the player to be coached should be given in the NUM box and the skill to be coached should be given in the NAME box.

After a player has been coached his level is recalculated, as coaching him may lead to an increase in level. A player’s wages are not affected by coaching, even though his value will increase when he is coached.

ACTION [COACH] NUM [34] VALUE [] NAME [BLK]

coaches number 34 in Blocking at a cost of 5 LPs and one point of potential.

6.5 SCOUT The special action SCOUT is used to scout a free agent, a player on the draft list or a player signed to another team. The player’s free agent/draft list/shirt number should be given in the NUM box. If scouting a player signed to another team his team’s two letter team-code should be given in the NAME box. The player’s level, value, potential, experience and skill ratings are reported. There is no cost in LPs.

ACTION [SCOUT] NUM [104] VALUE [] NAME []

scouts free agent number 104 and reports his details.

6.6 STATS The special action STATS is used to scout a free agent or player signed to another team. The player’s free agent/shirt number should be given in the NUM box. If scouting a player signed to another team his team’s two letter team-code should be given in the NAME box. The player’s current season stats are reported. There is no cost in LPs.

ACTION [STATS] NUM [104] VALUE [] NAME []

scouts free agent number 104 and reports his season stats.

FINANCIAL AND TRAINER ACTIONS

6.7 STADIUM The special action STADIUM is used to increase your team’s Stadium Level (see 1.11). The cost is $N \times N - O \times O$ where N is the new Stadium Level and O is the old Stadium Level. The *new* Stadium Level should be given in the NUM box. The maximum Stadium Level is 10.

ACTION [STADIUM] NUM [6] VALUE [] NAME []

Increases a team's Stadium Level to level 6. The cost would be 36 LPs developing from level 0 ($6 \times 6 - 0 \times 0 = 36$) or 11 LPs developing from level 5 ($6 \times 6 - 5 \times 5 = 11$).

6.8 MERC The special action MERC is used to increase your team's Merchandising (see 1.12). The number of LPs to be spent on merchandising should be given in the NUM box. The maximum level of Merchandising is 50.

ACTION [MERC] NUM [16] VALUE [] NAME []

Increases a team's merchandising by 16 at a cost of 16 LPs.

6.9 FANS The special action FANS is used to increase your team's Fans Level (see 1.13). The number of LPs to be spent on fans should be given in the NUM box. The maximum level of Fans is 100.

ACTION [FANS] NUM [22] VALUE [] NAME []

Increases a team's fans by 22 at a cost of 22 LPs.

6.10 TRAINER The special action TRAINER is used to increase the level of a team's trainers (see 1.18) The cost of the action is $N \times N - O \times O$ where N is the new level of trainers and O is the old level of trainers. The *new level* of trainers should be given in the NUM box.

ACTION [TRAINER] NUM [7] VALUE [] NAME []

increases a team's trainers to level 7 (at a cost of 49 LP from level 0, or 24 LP from 5).

GAME REPORT ACTIONS

6.11 SETFULL The special action SETFULL chooses your game reports to be in the play-by-play format (see 9.6 and 10.2). There is no cost in LPs but you will be charged an extra 0.2 credits for the extra listings each turn you receive them.

ACTION [SETFULL] NUM [] VALUE [] NAME []

sets your standard game report format to "full" play-by-play format.

6.12 CANFULL The special action CANFULL chooses your game reports to be normal boxscore format (see 9.6 and 10.2). There is no cost in LPs.

ACTION [CANFULL] NUM [] VALUE [] NAME []

sets your standard game report format to standard boxscore format.

STATS REPORT ACTIONS

You may use these special actions at any time, to order extra stats listings. These listings are only produced during the regular season, but you may still order them during the playoffs, in which case you'll get the regular season stats listings, not playoff stats listings. The TEAMS and TOPPLAYERS listings are automatically issued to all players free of charge after week 8 and week 16 of the regular season (i.e. the halfway point and end of the regular season).

6.13 TEAMS The special action TEAMS orders stats listings for all teams in your game (see 10.3). There is no cost in LPs but you will be charged an extra 0.1 credit.

ACTION [TEAMS] NUM [] VALUE [] NAME []

orders a teams stats listing.

6.14 TOPPLAYERS The special action TOPPLAYERS orders stats listings for the top 66 players in your game (see 10.4). There is no cost in LPs but you will be charged an extra 0.1 credit. Alternatively you may order up-to-date stats listings for an individual player position only. In this case you should put the player position in the NAME box.

ACTION [TOPPLAYERS] NUM [] VALUE [] NAME []

orders a stats listing for the top sixty-six players in your game regardless of position.

ACTION [TOPPLAYERS] NUM [] VALUE [] NAME [SF]

orders a stats listing for the top sixty-six small forwards (SF) in your game.

6.15 ALLPLAYERS The special action ALLPLAYERS orders stats listings for every single player (over 300) in your game (see 10.5). There is no cost in LPs but you will be charged an extra 0.5 credit.

ACTION [ALLPLAYERS] **NUM** [] **VALUE** [] **NAME** []

orders a stats listing for every player in your game.

6.16 LEADERS The special action LEADERS orders stats listings for the top thirty-two players in twelve miscellaneous categories (field goal percentage, free throw percentage, long field goal percentage, assists, steals, blocks, total rebounds, offensive rebounds, defensive rebounds, turnovers, personal fouls and minutes played) in your game (see 10.6). There is no cost in LPs but you will be charged an extra 0.1 credit.

ACTION [LEADERS] **NUM** [] **VALUE** [] **NAME** []

orders a stats listing for the leaders in twelve miscellaneous categories in your game.

OTHER REPORTS ACTIONS

6.17 ROUNDUP The special action ROUNDUP orders an up-to-date league roundup (see 9.8). There is no cost in LPs but you will be charged an extra 0.3 credit.

ACTION [ROUNDUP] **NUM** [] **VALUE** [] **NAME** []

orders an up-to-date league roundup.

6.18 SCHEDULE The special action SCHEDULE orders an up-to-date league schedule (see 9.8). There is no cost in LPs but you will be charged an extra 0.2 credit.

ACTION [SCHEDULE] **NUM** [] **VALUE** [] **NAME** []

orders an up-to-date league schedule.

7 FREE AGENTS

7.1 INTRODUCTION Free agents are players currently unsigned, and are available to be signed by any team. Free agents are not available after the end of the regular season. Free agents are signed after games are played. Each free agent has a value, which represents the minimum cost of signing him and his value when signed.

7.2 SIGNING FREE AGENTS Each team has the opportunity to sign one free agent per turn. When you sign a free agent he replaces an active squad player, and the player replaced is automatically waived (you cannot sign a free agent to replace a player on your draft squad). When you make a free agent bid you should specify the list number of the player to be signed, the shirt number of the player to be replaced, the amount you are offering (which must be at least as high as the free agent's current value) and the new shirt number and name (assuming the player isn't already named) for the player to be signed. You cannot allocate an incoming free agent a shirt number of a player already on your roster.

Num [107] **Waive** [36] **Amount** [28] **Shirt** [16] **Name** [Joe Smith]

bids 28 LP for free agent no.107. If the bid is successful then the player signed becomes no.16 Joe Smith, and no.36 is waived.

7.3 WAIVER VALUES AND COMPENSATION When a player is waived, either as a result of a promote action (see 6.2), release action (see 6.3) or a free agent bid then half of his value (rounded down) is recovered. These LPs received when waiving a player are available for any free agent bid concerned and the player normally becomes a free agent (if the free agent list is full he may simply retire). When a free agent is signed his previous team receives half of his value (not half of the amount bid) as compensation. If the player is injured when waived his injury is cancelled when he goes onto the free agent list.

This system means that if you waive a player and someone else (or even you) picks him up later you actually recover his full value (in two portions). This method allows teams to conduct trades after a fashion (at players' "face" values) without being able to fiddle the system. It also allows teams in financial difficulties to release a high value player and sign a cheaper player to increase their LP balance and reduce their wage bill.

7.4 SIGNING VALUES AND TIED BIDS When bidding for a player you may offer more than the minimum amount required. If more than one team bid for the same player then the highest offer wins. If two teams make equal bids then the winner is the team with the better record, or the higher LP balance and if equal then the winner is determined randomly. The value for a player is not affected by a bid which is higher than his current value, the player takes the extra LPs bid as a "signing bonus".

7.5 UNSIGNED FREE AGENTS If players remain on the free agent list without teams signing them their values will drop slowly, reflecting their keenness to be picked up by a new team. Eventually a player will decide to retire, though you are given a week's warning of this. A player about to retire will appear with a " + " sign next to his number, and will retire after the following week's round of bids. When a new free agent is added to the list (i.e. not having been waived by another team) then he is automatically assigned a "previous team", so compensation is always awarded to someone when a free agent is signed.

7.6 INSUFFICIENT LOSING POINTS Normally you cannot make a free agent bid for a player if you do not have sufficient LPs to cover the cost of signing him (including compensation). If you try and bid more LPs than you are allowed to, the computer will automatically reduce your offer to the highest legal bid you could make.

However, if the cost of signing a player is equal to or less than the LPs which will be recovered by the waiver of the player he will replace (which is only half his value) then the bid will be allowed, even if the team's LP balance is below zero. Such bids can only be made at the minimum value of the free agent concerned. There will usually be some cheap, low quality players available on the free agent list so teams in financial trouble can make bids for players, but they can only sign free agents whose values are up to half those of the players they will replace. Effectively this means that they can sign lesser players to replace their better players, enabling them to reduce their wage bill.

Example: A team's balance is -3 LPs. They can sign a free agent value 14 LP to replace a player value 30 LP, as the net gain is 1 LP. A free agent value 16 LP could not be signed to replace a player value 30 LP as this would entail a further reduction in losing points.

8 PLAYOFFS AND DRAFT

8.1 INTRODUCTION At the end of the regular season the two divisional winners and the six next best teams in each conference move forward to participate in the playoffs. The two divisional winners are ranked 1 and 2 according to their regular season records and the remaining six teams are ranked 3-8 according to their regular season records. In the first round of the playoffs 1 plays 8, 2 plays 7, 3 plays 6 and 4 plays 5. In the second round of the playoffs the winner of 1 vs. 8 plays the winner of 4 vs. 5, and the winner of 2 vs. 7 plays the winner of 3 vs. 6. The two winners of these games play each other in the third round for the conference title and the two conference winners play each other in the Hooplan Finals, the fourth round of the playoffs.

Tiebreakers for teams with equal records are points difference (points scored minus points conceded), points scored or the toss of a coin.

The remaining six teams in each conference move forward into a similar competition called the Consolation Finals and are ranked 1-6. In the first round of the Consolation Finals 1 plays 6, 2 plays 5 and 3 plays 4. In the second round of the Consolation finals the three winners from the first round are joined by the lowest ranked loser from the main playoffs (known as the “lucky loser”). The winner of 1 vs. 6 plays the winner of 3 vs. 4 and the winner of 2 vs. 5 plays the “lucky loser” (who is the lower seed).

8.2 PLAYOFF FIXTURES The first round of playoffs (and all Consolation series) are played over the best of five games, with a 2-2-1 format (the higher “seeded” team plays games 1, 2 and 5 at home and games 3 and 4 on the road). The second and third round of playoffs are played over the best of seven games, with a 2-2-1-1-1 format (the higher seeded team plays games 1, 2, 5 and 7 at home and games 3, 4 and 6 on the road). The final round of playoffs are played over the best of seven games, with a 2-3-2 format (the higher seeded team plays games 1, 2, 6 and 7 at home, and games 3, 4 and 5 on the road). Once any team has clinched a playoff series then no further games are played in the series.

8.3 PLAYOFF ELIMINATION Teams that have been eliminated from their respective playoff series (except the “lucky loser”, see 8.1) will have three pre-season (practice) games scheduled against other teams who have also been eliminated. There are no injuries in pre-season.

8.4 DRAFT The Draft is run at the same time as the playoffs. There are two rounds in the draft. The first round of the draft is run the same turn as the second round of the playoffs and the second round of the draft is run the same turn as the third round of the playoffs. At the end of the regular season the draft order is determined. The twelve teams who failed to make the playoffs make the first twelve selections, but their order is determined by a process known as the “lottery”. The worst team (according to regular season record, tiebreakers as above) has 12 chances of drawing the first pick, the next worst team has 11 chances and so on down to the best of the twelve which has just one chance. These teams are then drawn at random to fill the first twelve positions in the draft order. The sixteen playoff teams draft from thirteenth to twenty-eighth in reverse order of their regular season records.

Notes: in real-life this lottery system has been replaced by an even more complicated system and the playoff teams are ranked in terms of their playoff records. In Hooplan the simplified lottery system and regular season records are used instead.

8.5 DRAFT LIST The draft list, containing about eighty rookies, is issued in week thirteen of the regular season. Draftees may be scouted once the list has been issued. During the draft the actions report is replaced by the draft list, draft order and next turn’s schedule. The details shown for each rookie are similar to those for free agents: level, position, value and top three skills.

8.6 DRAFTING PLAYERS During the draft each team, in order, signs one “rookie” player to their draft squad. There is *no cost* for signing these players. Your turnsheet will have a number of spaces available for choices equal to your position in the draft order. When your turn comes to draft the computer searches through your list of preferences until it finds an available player. In each round of the draft you *must* select a player. If you really don’t want to sign anyone then you are advised to take the highest value player available and release him as soon as possible, as you pay nothing for signing him and get LPs both when you release him and if someone else then signs him.

At the same time as you give your draft selections you should also give a shirt number and name for the player you will select. If you do not give a name for the player then the computer will make up a (not very imaginative)

name for you when the player is drafted.

Example:

[1: 25] [2: 22] [3: 28] [4: 26] [5: 21]

Orlando Magic are drafting fifth. Their first choice is draft no.25. If 25 has already been drafted when their turn comes round (remember four other teams will be drafting players before they do) they wish to draft no.22. If 22 has also been signed they wish to draft no.28 and so on. If nos.25, 22, 28 and 26 have been drafted then they will sign no.21 (he must be free, as the four teams drafting before them must have taken the other four players).

8.7 END OF SEASON ASSESSMENT At the *end* of the playoffs (the turn *after* the draft is concluded) each of your veteran players is assessed for gain or loss of abilities. Each player loses one point of potential. If a player has potential to lose then he will generally gain in abilities, particularly if his form during the season was good, whilst if a player has no potential left to exploit then he will generally lose abilities. However, a player's skills may increase or decrease slightly regardless of his form and potential, reflecting slight swings in ability from one season to the next. These gains and losses may or may not lead to a visible change in a player's level and/or classes (a player with potential might lose a single ability but this could lead to his level dropping, from the very bottom of one level to the very top of another).

A player's value (which reflects how much he thinks he is worth) will usually also increase at the end of a season. The amount will be dependent upon a player's performances and whether his abilities have improved, but you may find that a player's value increases after a poor season or when his abilities are declining.

A player's wages are redetermined at the end of the regular season, *before* the draft begins (so you know whose wages will be increasing for the following season). As these are dependent upon a player's value, this means that his wages for the following season are determined *before* his value increases, so the effects of any increase in value aren't likely to be reflected in higher wages until the following season.

In Hoopplan players do not normally retire whilst they are signed. Instead their abilities diminish and their values (and wage demands) increase until their current team decide to release the player. With high experience a veteran may still be very effective once his abilities begin to fade, but eventually he will reach a stage when his high salary can be better employed amongst more talented younger players.

8.8 DRAFTEES You may not promote (see 6.2) or release (see 6.3) signed draftees until after the end of season player assessment (see 8.7). However, you may select draft-squad players in preseason games (see 2.10).

8.9 PRESEASON GAMES There is no full preseason turn in Hoopplan prior to the start of the regular season (except the first season). In the final (fourth) round of the playoffs 24 of the 28 teams will be playing preseason games. The final week of the playoffs is immediately followed by the start of the new regular season.

8.10 SQUAD BALANCE Remember that each season you'll be signing one or two new players in the draft (your second pick may not be up to the job) and possibly one or more free agents, so the average "career" of a player will be about eight to ten years. Don't be afraid to "use up" players' potential in coaching, but also don't assume that just because a player has run out of potential he is past it, though that point may be approaching.

9 STANDARD GAME REPORTS

9.1 INTRODUCTION The game reports give you full details of the key aspects of the game throughout the turn. A number of reports are common to all players in the game, brief details of all games, etc. Each team also receives a number of individual reports, giving more detailed information pertaining to their team. Full details of the various stats given in these reports can be found in section 11.

9.2 LEAGUE RESULTS Each turn you receive details of the results for all games played in the league that turn. In each case the score is given, along with quarterly scores (overtime period scores are not shown) and team totals for long field goals made and attempted, total field goals made and attempted, free throws made and attempted, blocks, steals, offensive and total rebounds, assists, turnovers and personal fouls. In addition the highest points scorer and the strategies used by each team are shown.

9.3 LEAGUE STANDINGS The league standings are also issued each turn, detailing won-lost records, games behind, current winning or losing streak, average points scored and conceded per game, home and road records, LP balances and stadium, merchandising, fans and trainers levels for each team.

During the playoffs the league standings are replaced by a number of different tables (the league standings are meaningless once the regular season has finished). In week 17 (playoff week 1) the regular season Head to Head records for each team in conference games are shown and in week 18 (playoff week 2) the regular season Head to Head records for each team in interconference games are shown.

In week 19 (playoff week 3) a number of miscellaneous regular season stats are shown:- the number of times each team and their opponents scored under 100 points, 100 points or over, each team's record in overtime games, record in games decided by three points or less, record in games decided by ten points or less and each team's overall record against each division in their league. In week 20 (playoff week 4) the full preseason standings are shown (note that some teams won't have played any preseason games at all, while some teams will have been playing preseason games for three turns).

9.4 ACTIONS REPORT The actions report gives details of the schedule for the next turn, new injuries and holdouts, free agent signings and the current free agent list. Free agents are shown along with details of their previous team, level and best three skills, experience and current value. A “ + ” sign after a free agent's number indicates he is about to retire (be deleted).

9.5 TEAM REPORT Your team report gives full details of all players currently on your roster, lineups and full financial details. Details of any free agent bids, special actions and injuries suffered the previous turn are also reported.

9.6 GAME REPORTS The standard Hoopplan Coach game reports give the half-time and full-time boxscores plus linescores for each game showing the quarter by quarter scores and full statistics for each player.

9.7 BOXSCORES The boxscores for each game show every player who actually played in the game, in the order in which they appeared on the floor. For each player the number of minutes played, long field goals made and attempted, total field goals made and attempted, free throws made and attempted, blocks, steals, offensive and total rebounds, assists, turnovers, personal fouls and total points scored are shown.

Note: The number of minutes played will always add up to 240 (48 x 5) for a non-overtime game, and a player who played is always credited with a minimum of one minute played (even if he only managed one second) so don't be surprised if you find some surprising roundings up and roundings down of seconds played into minutes played in boxscores.

9.8 ROUNDUP AND SCHEDULE The league roundup and schedule are issued at the start of a new season. The roundup gives outline details of each team's squad: including player level, position, experience, value and his top three skills. The schedule gives the full fixtures for the regular season.

10 OPTIONAL GAME REPORTS

10.1 INTRODUCTION You may choose to receive one or more optional game reports to increase your enjoyment of Hoopplan. These reports are *not* the standard reports so you are charged extra to receive them (we don't think that these reports will help you to be more successful, but they may increase your enjoyment of the game). These extra, optional game reports (and their charges) are as follows.

10.2 PLAY-BY-PLAY REPORTS (COST 0.2 CREDIT PER TURN)

If you choose to receive full play-by-play reports of your games (see 6.11), then you will continue to receive play-by-play reports until you cancel this option (6.12).

Play-by-play reports take up two pages per game and give the result of each play (including the key players) in an abbreviated form of codes (full descriptions would be too long). In each case the report consists of the code for the team on offence, the shirt number of the offensive player, the result of the play and where appropriate the shirt number of a secondary player (assisting, blocking, rebounding, etc.) on the play. At first these may seem rather cryptic and difficult to follow, but after a short while you'll soon recognise all the codes and find them easy to read. The codes for these plays, along with examples follow:

10.2.1 FREE THROWS (FT) - MH 7 FT 1/2 D42 Miami Heat no.7 made 1 of 2 free throws. Defensive player no.42 made the rebound, which shows that the second (and final) free throw missed. If the final free throw was successful, then no rebound would be reported as the defensive team automatically take possession.

10.2.2 FIELD GOAL MADE (FG) - MH 7 FG A23 Miami Heat no.7 made a 2 point field goal, team-mate no.23 was credited with an assist. Not all field goals have an assist.

10.2.3 LONG FIELD GOAL MADE (LFG) - MH 7 LFG Miami Heat no.7 made a long (3 point) field goal with no assist.

10.2.4 FIELD GOAL MISSED (FX) - MH 7 FX O32 Miami Heat no.7 missed a 2 point field goal, offensive player no.32 made the rebound.

10.2.5 LONG FIELD GOAL MISSED (LFX) - MH 7 LFX D42 Miami Heat no.7 missed a long (3-point) field goal, defensive player no.42 made the rebound.

10.2.6 FIELD GOAL BLOCKED (FB) - MH 7 FB B41 D32 Miami Heat no.7 had a field goal blocked by defensive player no.41, the rebound made by defensive player no.32.

10.2.7 DEFENSIVE SHOOTING FOUL (SPF) - BC 9 SPF 32 (1) Boston Celtics no.9 was fouled and prevented from making a field goal by defensive player no.32. The foul is no.32's first personal foul of the game (the number shown in brackets). The offensive player will automatically be entitled to two free throws (or three if shooting from 3 point range) because he was fouled in the act of shooting.

10.2.8 DEFENSIVE COMMON FOUL (CPF) - BC 9 DPF 41 (2) Boston Celtics no.9 was fouled, not in the act of shooting, by defensive player no.41 (his second foul of the game). If the defence has no more "fouls to give" (see 5.5.5) then the offensive player fouled is automatically entitled to two free throws.

10.2.9 FIELD GOAL MADE - FOULED IN THE ACT (FG PF) - BC 1 FG A22 PF30

Boston Celtics no.1 made a 2 point field goal, assisted by team-mate no.22, despite being fouled in the act of shooting by defensive player no.30 (his number of personal fouls is not shown, because of lack of space). The shooter is automatically entitled to one free throw in addition to scoring the field goal.

10.2.10 LONG FIELD GOAL MADE - FOULED IN THE ACT (LFG PF) - BC 1 LFG PF3 (3)

Boston Celtics no.1 made a long (3 point) field goal despite being fouled in the act of shooting by defensive player no.3 (his third personal foul). The shooter is automatically entitled to one free throw in addition to scoring the field goal. There is no assist on the play, so there is space to show that it is no.3's third foul of the game.

10.2.11 TURNOVER (TO) - BC 1 TO Boston Celtics no.1 turned over possession of the ball on a simple error (pass out of bounds, travelling, double dribble, etc.). There is no steal on the play.

10.2.12 TURNOVER AND STEAL (TO S) - BC 1 TO S40 Boston Celtics no.1 turned over possession, having the ball stolen by defensive player no.40.

10.2.13 OFFENSIVE PERSONAL FOUL (TO OPF) - BC 1 TO OPF (3) Boston Celtics no.1 committed an

offensive personal foul (his third of the game). Possession of the ball is automatically turned over but the opposition is not entitled to any free throws regardless of the offensive team's "fouls to give" situation.

10.2.14 TWENTY FOUR SECOND VIOLATION - BC 24 secs Boston Celtics failed to shoot within the 24 second clock. The ball is automatically turned over to the defence.

10.2.15 NO SHOT - BC no shot Boston Celtics failed to get a shot off before the end of the period (usually occurs when a team gets possession with only one or two seconds left).

10.3 TEAM STATISTICS (COST 0.1 CREDIT) If you order the team statistics listing (see 6.13) then you will receive full offensive and defensive statistics for every team.

10.4 TOP PLAYER STATISTICS (COST 0.1 CREDIT) If you order the player statistic listings (see 6.14), then you will receive player stats for the top sixty six players in your game, or for the top sixty six players at a given position.

10.5 FULL PLAYER STATISTICS (COST 0.5 CREDIT) If you order the full player statistic listings (see 6.15), then you will receive details of player stats for every single player in every single team in your game.

10.6 LEADERS STATISTICS (COST 0.1 CREDIT) If you order the leaders statistic listings (see 6.16), then you will receive details of player stats for the top thirty two leaders in twelve miscellaneous categories throughout your game.

10.7 REPLACEMENT RULES If you need a replacement rulebook then ask your GM for a new copy. You will be deducted 0.3 credit for the new rulebook.

11 STATISTICS

11.1 INTRODUCTION Basketball is a statistical game, some obvious and some obscure. Many statistics will appear in Hoopplan results, so these statistics, along with brief explanations and their common abbreviations are detailed below.

11.1.1 GAMES PLAYED (GP) The number of games in which the player has appeared.

11.1.2 GAMES STARTED (GS) The number of games the player started.

11.1.3 MINUTES (MIN) The number of minutes a player has actually been on court.

11.1.4 THREE POINT FIELD GOALS (3FG) The number of field goals a player has made from three point distance, normally reported as FGM/FGA, field goals made and attempted.

11.1.5 FIELD GOALS (FG) The total number of field goals a player has made (including three pointers), normally reported as FGM/FGA, field goals made and attempted.

11.1.6 FREE THROWS (FT) The total number of free throws a player has made, normally reported as FTM/FTA, free throws made and attempted.

11.1.7 OFFENSIVE REBOUNDS (ORB) The total number of offensive rebounds made.

11.1.8 TOTAL REBOUNDS (TRB) The total number of rebounds (including offensive rebounds) made. Offensive and Total rebounds are often shown together, O-T.

11.1.9 ASSISTS (AST) The total number of assists made. An assist is awarded to any player that makes a pass which leads directly to a team-mate making a field goal.

11.1.10 STEALS (STL) The total number of steals made. A steal is awarded when a player takes away possession of the ball from an opponent.

11.1.11 BLOCKS (BLK) The total number of shots blocked.

11.1.12 TURNOVERS (TOV) The total number of times the player turned possession of the ball over to an opponent without missing a field goal. Many turnovers will also be credited as a steal to the defensive player who took possession.

11.1.13 PERSONAL FOULS (PFL) The total number of personal fouls committed.

11.1.14 DISQUALIFICATIONS (DS) The total number of times a player has been disqualified (fouled out) from further participation in a game, because he committed six personal fouls.

11.1.15 POINTS (PTS) The total number of points scored by a player.

11.1.16 POINTS PER GAME (PPG) The average number of points scored per appearance (total points divided by games played).

11.1.17 GAME HIGH (HIG) The highest number of points scored in a single game during that season.

12. QUICK REFERENCE TABLES

TABLE 1: COST OF STADIUM AND TRAINERS

<u>Level</u>	<u>Cost</u>	<u>Level</u>	<u>Cost</u>	<u>Level</u>	<u>Cost</u>	<u>Level</u>	<u>Cost</u>
1	1 LP	6	36 LPs	11	121 LPs	16	256 LPs
2	4 LPs	7	49 LPs	12	144 LPs	17	289 LPs
3	9 LPs	8	64 LPs	13	169 LPs	18	324 LPs
4	16 LPs	9	81 LPs	14	196 LPs	19	361 LPs
5	25 LPs	10	100 LPs	15	225 LPs	20	400 LPs

Notes: Maximum level for Stadium is 10. Table shows cost of development from level 0. If level is above 0 then subtract the cost of the original level (e.g. developing from 6 to 9 costs $81 - 36 = 45$ LP).

TABLE 2: INCOME FROM FANS

<u>Range</u>	<u>Income</u>	<u>Range</u>	<u>Income</u>	<u>Range</u>	<u>Income</u>	<u>Range</u>	<u>Income</u>
1-3	1 LP	16-24	4 LPs	49-63	7 LPs	81-99	9 LPs
4-8	2 LPs	25-35	5 LPs	64-80	8 LPs	100	10 LPs
9-15	3 LPs	36-48	6 LPs				

TABLE 3: SPECIAL ACTIONS

Full details on the use of these actions are given in section six of the rules and you are strongly advised to read the relevant section before using the special action.

<u>ACTION</u>	<u>RULE</u>	<u>NOTES</u>
ALLPLAYERS	6.15	orders a stats listing for every player - cost 0.5 credit
CANFULL	6.12	sets game reports to standard format
COACH	6.4	improves one ability for a chosen player
FANS	6.9	increases the level of a team's Fans
MERC	6.8	increases the level of a team's Merchandising
LEADERS	6.16	orders a leaders stats listing - cost 0.1 credit
PROMOTE	6.2	moves draft squad player to active squad, waiving the player replaced
RELEASE	6.3	waives a player on the draft squad
ROUNDUP	6.17	orders a league roundup of all player skills - cost 0.3 credit
SCHEDULE	6.18	orders a league schedule - cost 0.2 credit
SCOUT	6.5	scouts a free agent, draftee or other team's player for his abilities
SETFULL	6.11	sets game reports to full format - cost 0.2 credit per turn
STADIUM	6.7	increases the level of a team's Stadium
STATS	6.6	scouts a free agent or other team's player for his season stats
TEAMS	6.13	orders a stats listing for all teams - cost 0.1 credit
TOPPLAYERS	6.14	orders a stats listing for the top 66 players - cost 0.1 credit
TRAINER	6.10	increases the level of a team's Trainers