

10:00

During the fourth period and Overtimes following Dead Ball rules apply:

Dead Ball deck is used for all Free Throws, Foul # consultations, Z-results and RPG draws, plus midcourt

Action/Press following Timeout or deliberate foul.

During last 2:00 of game, ball-handler may decline shot or take Forced Shot regardless of Pass # and may triple THREE POINT ATTEMPTS rating. The second Team Foul hereafter is automatically a Penalty Situation.

[Approximately 30 cards remain]

9:00

If Visitor team has not called as many Timeouts as quarters, it must call one during its next non-FB possession.

Rest Period begins/ends.

[Approximately 45 cards remain]

5:00

If Home team has not called as many Timeouts as quarters, it must call one during its next non-FB possession.

Rest Period begins/ends.

[Approximately 75 cards used]

SG PD

Primary Defender

SG PD

PG PD

Primary Defender

PG PD

11:00

During the first three periods following Dead Ball rules apply:

Dead Ball deck is used for all Free Throws, Foul # consultations, Z-results and RPG draws, plus midcourt Action/Press following Timeout or deliberate foul.

During last 2:00 of game, ball-handler may decline shot or take Forced Shot regardless of Pass # and may triple THREE POINT ATTEMPTS rating.

[Approximately 15 cards remain]

C PD

Primary Defender

C PD

PF PD

Primary Defender

PF PD

SF PD

Primary Defender

SF PD