HOOPPLAN ADVANCED

NBA Basketball Management Simulation

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Version 2.1

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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 Advanced, the more complicated version of the game. In Hoopplan Coach the basic turnfee 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 Coach then you should ask for a copy of the Coach 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" is the person 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.

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.

1.5 TURN CREDITS One full turn credit is normally deducted for each turn played. In addition you may choose to have further part-credits deducted to pay for extra listings (see section 6). 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 (second unpaid turns are not mailed). 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.

1.6 TURNSHEETS Your orders should always be submitted on the turnsheet provided. Think ***before*** you fill in the turnsheet. The recommended method is to write out your plans on another sheet of paper and transfer the final version to your turnsheet only when you've finished.

1.7 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).

1.8 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.

1.9 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, etc. Each week your basic income is 25 LPs plus 3 LPs per defeat (so your basic income is 25 LP for five wins, and 40 LP for five defeats), plus any extra income from Stadium (see 1.10), Merchandising (see 1.11) and Fans (see 1.12), with a maximum income of 50 LPs (not including any income from free agent transactions and waivers). If your income would rise above 50 LPs then basic income is reduced accordingly.

At the end of each regular season you may not carry over more than 50 LPs to the start of the new season. Any excess LPs over 50 are automatically converted into merchandising or increasing your trainers' level.

1.10 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 four then their stadium income is 4 LPs per turn.

1.11 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 is carried forward in full from season to season. You cannot have more than 50 LPs invested in merchandising at any time.

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).

1.12 FANS Each team also gains losing points each turn according to the square root of their current Fans level (see 6.9), representing income from attracting extra fans. For each win achieved during the regular season a team's Fans Level increases by one (the increase is made before income from fans is calculated, but after FANS special actions). A team cannot have more than 100 Fans.

Example: A team has a Fans Level of 25. The extra income from Fans is 5 LPs.

1.13 WAGES Each team must also pay its players their wages each turn (including players on the reserve and draft squads). Each player has a given wages level, which is normally equal to one tenth of their current value (rounding down, minimum 0 LP). Note that 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!

A player's wages are updated at the end of the regular season, ***before*** the draft begins (so you know what next season's wages will be before the draft begins). Player values are updated after the draft, but their wages will not be modified until the end of the following regular season.

1.14 SALARY CAP AND CAP NUMBER In Hoopplan there is a salary cap of 40 LPs. If the total wages of a team's active squad and reserve squad players (although you pay draft squad players wages, these do ***not*** count towards the salary cap) is equal to or above this salary cap then the team will be restricted in signing new players (see 3.14). The total wages of the active and reserve squad players is known as the team's ***Cap Number***.

Note: A player whose value is below 10 LPs will have wages of 0 LPs. This doesn't actually mean that the player plays for free. In real-life there is a minimum salary, which doesn't count against the Salary Cap, and effectively in Hoopplan this minimum salary is ignored to keep things simple for coaches trying to manage the salary cap. In other words, each player's wages represent what they are paid above the minimum salary. In Hoopplan a team in salary cap trouble will usually be able to sign a free agent with 0 LP wages, replacing a player with higher wages, easing the pressure (by reducing the wage bill) though such a player is unlikely to be much use on court to the team.

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

1.16 ROSTER Each team has a roster of up to sixteen players. Twelve players form the ACTIVE squad (this is the same size as an active squad in real life) available for selection each turn, two players form the RESERVE squad, minor league players who can be promoted on demand to the active squad (most teams have players who are active in minor leagues, who attended training camp, and may be called up at short notice). In addition, you may have up to two "draftees" signed on your DRAFT squad. During the first season the draft squad is empty. In later seasons you're advised to clear your draft squad (promote or release them) as soon as possible to minimise your wage bill.

1.17 ZERO LOSING POINTS If your losing point balance drops below zero then you risk your best player holding out (see 3.9), in which case his value (and wage demands) will increase, but he won't be available to play for you.

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 TRADING DEADLINE A trading deadline is imposed after the final turn of the regular season (week 16). This is the final turn you can sign free agents and also the final turn you can ***complete*** trades, so the trading list disappears after week 14 (you cannot list a player for trade after week 14, as any consequent trade could not be completed before the deadline).

1.21 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		Central Division	
BC	Boston Celtics	AH	Atlanta Hawks
MH	Miami Heat	CH	Charlotte Hornets
NJ	New Jersey Nets	CB	Chicago Bulls
NY	New York Knicks	CC	Cleveland Cavaliers
OM	Orlando Magic	DP	Detroit Pistons
PH	Philadelphia 76ers	IP	Indiana Pacers
WW	Washington Wizards	MB	Milwaukee Bucks
		TR	Toronto Raptors
Midwest Division		**Pacific Division**	
DM	Dallas Mavericks	GS	Golden State Warriors
DN	Denver Nuggets	LC	Los Angeles Clippers
HR	Houston Rockets	LL	Los Angeles Lakers
MT	Minnesota Timberwolves	PX	Phoenix Suns
SA	San Antonio Spurs	PT	Portland Trail Blazers
UJ	Utah Jazz	SK	Sacramento Kings
MG	Memphis Grizzlies	SS	Seattle Supersonics

2 STARTUP RULES

2.1 INTRODUCTION These rules apply 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. Each team also begins with a Stadium Level of 5, Merchandising level of 25 and a Fans level of 25. There is a single setup turn, in which you select your initial squad. Each team receives an initial draft list of one hundred players, divided into seven 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 fourteen players from the list provided (the first twelve form your active squad, the remaining two your reserve squad). 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 on your active squad. For the remaining four players you are strongly advised to select at least one more Center, one more Forward (either Small or Power) and one more Guard (Point or Shooting).

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 (levels ten and nine), two players from each of the next two groups (levels eight and seven), three players from each of the next two groups (levels six and five) and two players from the final group (levels four). Consequently your initial squad will be comprised of one level ten, one level nine, two level eight, two level seven, three level six, three level five and two level four players.

2.3.3 Salary Cap and LPs The values of the players you sign cannot add up to more than 500 LPs. In addition to this limitation the total salaries of the fourteen players you sign cannot add up to more than 40 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 DEPTH CHART The computer will create your initial depth chart according the order in which you select your initial roster. The first center selected will fill the first center slot on the depth chart and so on. Once the computer can find no more active squad centers then the remaining places in the depth chart (remember your depth chart is four places deep in each position) will be filled by Power Forwards (the position closest to Center). Similar procedures are followed for the other positions.

2.5 INITIAL SHOOTING PARAMETERS The computer will supply values for each of your players' initial player parameters (see 4.4). These will be reasonably sensible, but you will need to adjust them as you become more familiar with your players' capabilities.

2.6 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 players in your initial selections using the boxes provided. After the setup turn players cannot be renamed until the end of the first season.

Note: This is done simply to aid the GM. Typing in fourteen names for twenty eight teams ***every*** time a new game is started up would be tedious, and rather a waste of time as the names concerned will usually be more or less the same from one game to another.

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 8). 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 managers 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. Player fitness loss and form gains/losses are recorded during pre-season, but form and fitness are all reset to zero prior to the start of the regular season. 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 reserve and draft (for seasons after the first) squads in pre-season games (as long as no more than twelve players in total appear on your depth chart), but remember that they cannot play once the regular season begins unless you promote them to your active squad. This gives you the chance to play draftees in pre-season games before deciding whether you wish to promote or release them.

3 PLAYERS & SQUADS

3.1 YOUR SQUAD Each team always has an active squad of exactly twelve players, a reserve squad of two players and a draft squad of up to two players. Whenever you sign a free agent to your squad he replaces another player who is waived. Your fourteen active and reserve squad players must always include at least two centers, two power forwards, two small forwards, two point guards and two shooting guards.

For regular season and playoff games you may only select players from your active squad. However, for pre-season games you may select any player (including those on the reserve and draft squads) though you are still limited to a maximum of twelve players actually appearing in the game.

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 of three point range. 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 the player will be under most pressure from defenders. On average a player will be expected to accurately shoot 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, either for himself or for a team-mate. 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 opponents 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 PRIMARY PLAYER POSITIONS Each player has a Primary Position, classified as being one of five positions, 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. For each position there are four particular skills which are referred to as ***Key Skills***. These skills are particularly important for a player at that position, though this does not mean that the other skills are unimportant. To a greater or lesser extent all skills are important for all players, but in some cases skills may be relatively unimportant for a player in a particular position.

3.3.1 POWER FORWARD (PF) A team's Power Forward is normally their main rebounder, and his primary responsibility is to operate around the boards and win the ball on rebounds. The key 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 is sometimes also known as the shooting forward, and is primarily responsible for scoring points. The small forward will typically be required to operate from both inside and outside the key. The key 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 role is primarily to operate around the basket, scoring close shots and blocking opposition close shots. The Center is not necessarily a major basket shooter 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 key skills for a Center are Close Shooting (CSH), Blocking (BLK), Power (POW) and Rebounding (RBD).

3.3.4 SHOOTING GUARD (SG) The Shooting Guard is sometimes known as the Off Guard or Two Guard, and is the backcourt player with primary 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 key 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 is primarily responsible for handling the ball, bringing it upcourt and distribution 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 key 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.

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 LEVELS A player's total abilities are expressed as an overall level, along with a key level, which represents a player's abilities amongst his four key skills only. In addition the player's best key skill is also shown (sometimes with his two other top skills—so if three skills are shown the first is the top key skill, and the other two are his next overall skills). Hence, a player 10/13 MSH means that the player is overall level 10, key level 13 and his best key ability is Medium Shooting. If a player has a lower key level than overall level (his average overall ability ratings are ***higher*** than his average key ability ratings) then he is probably playing out of position.

3.7 FITNESS Basketball is a very demanding sport, with teams playing on average every other day. It is rare for players to be able to play for a whole game and a team will usually require most of their bench (reserve) players to play at least some part in the game. If a player becomes too fatigued during a game then his immediate effectiveness drops, and he will also become susceptible to longer term fitness loss and/or injury.

Each player has a rating for fitness, which begins the season at 100% and will decline during the season, depending upon his stamina rating, experience (rookies will be especially vulnerable, as they are not prepared for a long season after collegiate basketball) and the amount of time he plays during games. Once a player's fitness drops below 50% his effectiveness will begin to drop, though the effect is slight until it reaches 25%. The closer a player's fitness gets to 0% the less effective he will be.

Fitness ***cannot*** be recovered by resting a player. If a player is inactive for a particular game then he will continue to lose fitness, as he will suffer a lack of physical conditioning through being inactive. If a player is losing fitness too quickly then the best solution is to keep playing him, but reduce his playing time.

Good trainers will also reduce the amount of fitness your players lose during the season, making them more effective and also less susceptible to injury.

3.8 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, his current level of fitness (the less fit a player is the more likely he is to suffer an injury), his age and the quality of your trainers. When a player is injured he also suffers an additional loss of fitness.

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.

3.9 HOLDOUTS If, at the end of a turn, a team's LP balance would drop below zero then their highest value player (unless injured) holds out. A number of LPs equal to his wages are saved (essentially the player isn't paid his wages that turn) but he is unavailable for selection the following turn. In addition the player's value increases by 2 LP and his wages are recalculated (see 3.13).

You cannot have more than one player holding out per turn, and you cannot have holdouts during the playoffs.

3.10 POTENTIAL A player's potential represents his ability to improve during and between seasons. A player with potential may be coached (see 6.5) 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 10.7), which may or may not be reflected in a change of class or levels.

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

3.12 EGO A player's ego is a measure of his confidence in his own abilities, ability to improve and value as a player. A player with high ego is more likely to gain in ability at the end of the season, but will also have higher wage demands at the end of a season.

3.13 VALUE AND WAGES Each player has a value, which is a reflection of his ability (or more accurately, a reflection of his opinion of his ability). 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. A players' wages are paid each turn during the regular season, irrespective of whether he is on the active, reserve or draft squad.

A player's wages for the following season are fixed ***before*** the draft begins (at the end of the regular season), unless he moves team (via free agency or trade) or holds out (see 3.9). In these circumstances a player's wages are re-determined, at one tenth of his current value, rounding down. If a player's value subsequently increases; at the end of the playoffs (see 10.7) or through coaching (see 6.5) his wages will not be increased until the end of the following regular season.

3.14 SALARY CAP As in real-life a critical aspect of Hoopplan is the salary cap, which is effectively a limit on the total salaries (known as the team's "Cap Number") you can pay your players on the active and reserve squads (not the draft squad. Although you have to pay your draft squad players their wages, these do not count towards the salary cap). The Salary Cap is 40 LPs.

In Hoopplan the Salary Cap only applies when you want to sign a new player to either your active or reserve squad (either a free agent or a player via trade or a player from your draft squad). When you do wish to sign a new player then once the player has been signed your total wage bill must be within the salary cap OR the wages of the player signed must be lower (even if only 1 LP lower) than the player he is replacing.

Notes: In Hoopplan, as in real-life, a team's wages bill will often rise above the salary cap. For example a team has a total wage bill (Cap Number) of 40 LPs, and at the end of the season three players' wage demands increase by 1 LP, so the team's Cap Number increases to 43 LP. At this stage the team doesn't have to reduce the Cap Number, but if they wish to sign a new player (such as their first round draft pick) onto their active or reserve squad then his salary must be lower than the player he replaces (so if his wages were 6 LPs then the wages of the player replaced must be at least 7 LPs). Meanwhile, a team with a Cap Number of 40 LPs can sign any player as long as the Cap Number doesn't increase and a team with a Cap Number of 38 LPs could sign any player whose wages would increase the Cap Number by up to 2 LPs. Thus the salary cap does not affect a team's veteran players, but only restricts their ability to sign new players.

Note: This system is known as a "soft-cap", and is a simplified version of the salary cap used in real-life Basketball. In real-life American Football the salary cap is much harsher (known as a "hard-cap") and a team is NEVER allowed to have a total wage bill above the Salary Cap (so if one player's wages are increased another player's have to be reduced, or a player released).

3.15 RESERVE SQUAD You have two players held on your reserve squad, players normally playing in a minor league for a "farm team". Such players will usually gain form whilst on the reserve squad and may be activated to your active roster (see 6.2). Your reserve squad players' wages ***do*** count towards your team's salary cap number.

3.16 DRAFT SQUAD Your draft squad is not used during the first season. During the draft, draftees are placed in your draft squad. You can promote players to the active or reserve squad from the draft squad during the season (see 6.3) or release them (see 6.4). 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 do cost you wages although they ***do not*** count towards your team's salary cap number. You are strongly advised to promote or release your draftees as soon as possible after the draft.

3.17 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. Consequently you may find that for short periods an in-form player of lower level may well be more successful than an out-of-form better player.

Each turn a player is rated for how successfully he performed during the week and is given a weekly form rating between -3 (very poor) and 3 (superb). A player's overall form rating for the next week is the sum of his weekly form rating and three quarters of his previous form rating, rounded down (so a player whose form was 3 carries over 2 points into the next week). The weekly rating for form is dependent upon two factors, how the player actually performed and also how well the player is expected to perform. Lower level players will gain more form than more talented counterparts for similar performances. Reserve squad players are assumed to be playing successfully in minor leagues (unless injured), so will generally gain form. Inactive players will not gain nor lose weekly form, so their form values will quickly tend towards zero.

A player's total weekly form for the season is also recorded to determine whether he will convert any remaining potential into improved abilities after the draft (see 10.7). The higher a player's total form during the season the more likely he is to improve at the end of the season. Note that this total form is the sum of the weekly form values (from -3 to 3) and does not take into account form carried over from the previous week.

Form may seem confusing, but is simple. Each week a player is rated from -3 to 3 and this contributes to two factors. His actual form (how well he is currently playing) is a combination of this weekly factor and (to lesser extents) those from previous weeks. His total form (which only affects his chances of gaining skills at the end of the season) is simply the season total of these weekly ratings. Both actual form and total form are shown on team reports (as Frm and Tot respectively)—the weekly rating is not (though you can usually work out what it is).

Note: Form is volatile, and you will notice swings in a player's form from week to week. Remember the maxim "form is temporary, class is permanent". Just because a player is out of form doesn't mean he's utterly useless, just that he isn't performing up to scratch. The quickest way to get an out of form player back into form is to keep playing him, though by doing so you are taking a gamble on his performance.

3.18 CHANGING PLAYER POSITION You may change a player's primary position to another position. Only certain changes of position are permissible as follows:

Power Forward	to	Center or Small Forward
Small Forward	to	Power Forward or Shooting Guard
Center	to	Power Forward
Shooting Guard	to	Point Guard or Small Forward
Point Guard	to	Shooting Guard

In each case the cost of the change, using the special action NEWPOS (see 6.11), is 20 LPs and two points of potential, and the player concerned will take eighty games (more or less a full season) to adjust to the new position, during which he will be significantly less effective at his new position (most of this adjustment is actually made in practice, so the amount of time a player plays during each game isn't very relevant). You cannot change the position of a player who is adjusting position until he has adjusted to the new position, not even if returning him to his original position. Although you could change a Small Forward to Power Forward and then to Center it would cost a total of 40 LPs, four points of potential and take two full seasons. A player who is adjusting to a new position is indicated by a "*" after his position on listings (e.g. a SF*) is a small forward adjusting to the new position.

3.19 NEW SIGNINGS When a new player is signed to a team (either a draftee or a free agent or via a trade), then he will be less effective for about forty games while he and his new team-mates adjust to the player's style. The loss of effectiveness will decrease the more the players practice together and the adjustment period is not visible to the coach, except of course, in the player's and team's performances.

3.20 TRADE LEVEL Each player has a set Trade Level, which represents his basic "value" in a trade. A player's trade level is his overall level plus one fifth of his potential, rounding down. A player may only be traded (see section 7) for another player with the same trade level.

4 GAME INSTRUCTIONS

4.1 INTRODUCTION Your instructions 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 apply for individual games only.

4.2 SHOT RATINGS For each possession the offensive team creates a shot opportunity for a particular player with a particular difficulty rating. If the player concerned decides to attempt the shot (see 4.4) then he shoots the ball, otherwise the team attempt to set up another shot, either for another player, or an easier shot. This process continues until a shot is attempted, or until the shot clock is in the last few seconds (a team only has 24 seconds to attempt a shot)—in which case a shot is attempted regardless of the difficulty, but likely to be a very poor opportunity.

Shot difficulties are rated from 1 to 30, though the actual rating for each shot attempted or refused are never revealed. The ratings concerned are simply used by the players on court to judge whether an opportunity is good enough for them to attempt. The shot difficulty generated will be dependent upon a number of factors, the type of shot set up (see 4.6), the abilities of the shooter and his team-mates and the defensive abilities of the opponents. Once a player has elected to go for a shot then his individual shooting skill (Long Shooting, Medium Shooting or Close Shooting) is considered to determine whether the shot is successful. On average a team will usually accept about one in four shot opportunities. Many will be declined because the shot is simply too difficult, or because the opportunity falls to a player with poor shooting skills (most teams have two or three players whose primary jobs are not to shoot the ball, and when a shot opportunity falls to that player he'll decline it unless a really easy chance is available).

Choosing a good balance for your players' shot ratings is very important. If your choices are too high your players will attempt too many shots which are too difficult for their abilities, so although they will shoot quickly they will be inaccurate. However, if your ratings are too low then your players will decline all but the easiest shots and too often will find themselves at risk of exceeding the shot clock and having to make hurried shots.

Note: In real life players consistently shoot about 50% of shots from two-point range and 40% of shots from three-point range, ***regardless of their shooting skill***. Good shooters are characterised not by the percentage of shots they make but by the number of shots they make. e.g.: a poor shooter will only attempt the very easiest of shots, perhaps getting one or two opportunities per game and makes 50% of them. Meanwhile a good shooter attempts the same shots, making perhaps 70%, but because of his greater ability also attempts more difficult shots, making perhaps 30%, so overall he makes 50% of his shots, but attempts twenty or more per game.

4.3 DEPTH CHART Your depth chart represents the order of priority in which your players are selected to play in each position during a game. In each case a team's depth chart has four spaces for each position. You ***must*** have a player selected for each position in the depth chart and you ***cannot*** select a player more than once for a given position. A player who appears in the first column of the depth chart (a "starter") cannot be selected to play as a backup in another position on the depth chart. When filling in the depth chart in your orders you should only fill in the selections you are changing.

You cannot have more than twelve players selected in your depth chart. During the regular season and playoffs these must be your active squad players, but during pre-season you may select reserve and draft squad players.

Notes: As a team has 15 reserve spaces on its depth chart (3 spaces for each of the 5 positions) and only 7 reserve players available for each game, each reserve player will usually appear on the depth chart two or three times.

Example: A team's active squad lineup is as follows (shirt numbers only):

PF: 12, 37, 9. SF: 4, 17. C: 8, 21. SG: 23, 7. PG: 11, 41, 1.

Depth Chart:	PF	SF	C	SG	PG
	12	4	21	7	11
	9	17	8	23	1
	37	23	37	1	41
	8	9	9	41	23

Notes: The starters are players playing in position, but lower down in the depth chart players routinely back-up a number of positions. PF #9 is a backup at his own position, but also at C and SF and the reserve guards #23, #1 and #41 backup both guard positions.

4.4 PLAYER PARAMETERS Each player has a number of playing parameters which affect his selection to play during a game. Whenever the computer is determining which players should be on the floor in your lineup these parameters, along with the depth chart are considered. The values you select will be dependent upon the role the player is expected to fulfil and will also be dependent upon his abilities. You may change the player parameters for up to three players each turn. When you are changing a player's playing parameters you should only fill in those values you are changing.

4.4.1 MAXMINS (MxM) The maximum number of minutes a player is normally allowed to play during a game. A player's MAXMINS will be ignored once a game enters Overtime. During each game each starter's MAXMINS is modified by their team's Time Factor (see 4.14) for that game. After modifications, starters MAXMINS cannot be less than 18 minutes.

4.4.2 LONGRATE (LRt) The difficulty of shot (see 4.2) a player will normally attempt from long (three point) range. LONGRATE must be in the range 1 to 30.

4.4.3 MEDRATE (MRt) The difficulty of shot (see 4.2) a player will normally attempt from medium (outside the key) range. MEDRATE must be in the range 1 to 30, so all players will always accept the easiest of medium range shooting opportunities.

4.4.4 CLOSERATE (CRt) The difficulty of shot (see 4.2) a player will normally attempt from close (inside the key) range. CLOSERATE must be in the range 1 to 30, so all players will always accept the easiest of close range shooting opportunities.

4.4.5 SCORERATE (ScR) A player's SCORERATE parameter is only considered for a player selected as a starter, and is only consulted at half-time. If, at the half-time break, the starter has not made SCORERATE points created (see 4.10.4) then his position on the depth chart is swapped with the second player on the chart at that position—effectively he is "benched" as the starter for the second half because he hasn't scored sufficiently in the first half. If a player's SCORERATE is set to 1 then he will never be benched in this manner however poor his first half performance (SCORERATE cannot be set to zero).

4.4.6 FOULOUT (FlO) A player's FOULOUT is either set to Y (Yes) or N (No), and is normally set to No. Normally if a player collects too many fouls early in the game (see 4.10.2) then he will be benched, to try to prevent him being ejected before the crucial concluding moments of the final quarter. However, if a player's FOULOUT is set to yes then this is ignored, and a player will continue to play until he is ejected from the game.

4.4.7 OKLONG (OKL) A player's OKLONG is either set to Y (Yes) or N (No). If a player's OKLONG is set to Yes then he is allowed to attempt long (three point) field goal attempts, otherwise he will never attempt a long field goal regardless of his LONGRATE parameter and the difficulty of the shot concerned.

4.5 DEFENCE Basketball is primarily a game of individual matchups. When playing defence each player normally defends against his direct opponent (the opposition player playing the same position), so the two centers will normally spend the majority of the game in direct competition with each other and so on. Each defender must stay close to the man he is marking, and normally is not allowed to mark someone else or to mark a space. The only exception is that a player in possession of the ball may be double-teamed.

4.6 SHOT TYPES In Hoopplan each shot is described as one of about a dozen different types of shot. Although you do not actually decide which type of shots players will attempt your strategies and the balance of skills of your players will significantly affect the types of shots attempted. Each shot is identified by a three letter code in game reports. These shot types, along with their codes, are as follows:

4.6.1 DOWNTOWN (dwn) All shots from three-point distance are known as Downtown shots, usually set up by a combination of quick passing and screens. The key factor is the passing and screening skills of the shooter's team-mates.

4.6.2 SCREEN (scr) A screen shot is a medium range jump-shot, set up by a screening player who often provides the assist (the final pass). The key factor is the screening ability of the assisting player.

4.6.3 OUTLET (out) An outlet shot is a medium-range shot set up by a player (usually the point guard) driving into the key, sucking in the defence, and then firing an outlet pass to another player outside the key, who then has time to shoot. The key factor is the dribbling ability of the assisting player.

4.6.4 POST UP (pst) A post-up shot is a medium shot from close to the key. The shooting player receives the ball with his back to the basket and then relies on either his power or jumping to turn and get a clean shot at the basket. The key factor is the power or jumping abilities of the shooter and his defender.

4.6.5 JUMPSHOT (jmp) A jumpshot is a medium range shot similar to the screen shot, but with less emphasis on setting a screen and more emphasis on quick passing to set up a clean shot. The key factor is the passing ability of the player providing the final pass.

4.6.6 ALLEY-OOP (all) An alley-oop is a difficult to execute, close range shot where one player passes the ball close to the basket to a team-mate who jumps, catches the ball in mid-air and shoots the ball all in one movement. The key factor is the passing ability of the assisting player.

4.6.7 GIVE GO (giv) A give-go pass is a close range shot where one player passes to a teammate and then quickly moves and receives a return pass to shoot before the defence can adjust. The key factors are the passing skills of the two players concerned.

4.6.8 HOOK (hoo) The hook shot is a close range shot similar to the medium range post-up shot, where the player concerned receives the ball with his back to the basket and tries to turn and shoot. The key factors are the power of the shooter and defender.

4.6.9 DRIVE (drv) The drive shot is a close-range shot where the player concerned receives the ball outside the key and then dribbles (drives) to the basket for a layup or dunk shot. The key factor is the dribbling ability of the player concerned.

4.6.10 QUICK REBOUND (qui) The quick rebound shot is a close-range shot where the player makes an offensive rebound close to the basket and is quickly able to shoot and score. It includes field goals scored on tip-ins from missed shots.

4.6.11 FAST BREAK (fst) The fast-break shot is a close-range shot set up by a team successfully executing a fast-break, allowing their players to outnumber the opposition on the break and make an easy close range shot.

4.7 GAME STRATEGIES There are two types of strategies used for determining game tactics: offensive and defensive strategies. For each game you must use one offensive and one defensive strategy. Each strategy has a three letter code. Different strategies operate in different ways. Some modify the overall mode of play of the team concerned, some modify the balance of shot types created, some modify the balance of shot opportunities created for certain players and some are only used to counter particular offensive/defensive strategies used by the opponent. In some cases the shirt numbers of offensive and/or defensive players are also required. If this is the case then the offensive player's shirt number is referred to as X and the defensive player's shirt number is referred to as Y in the descriptions that follow.

4.8 OFFENSIVE STRATEGIES If you fail to give a valid format for your offensive strategy then your team will automatically use the MIXED offence.

4.8.1 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.

4.8.2 FOCUS X (FOC X) The offensive strategy FOCUS concentrates a team's shooting opportunities on player X, who will get a higher than normal proportion of shot opportunities at the expense of his team-mates. These opportunities will be slightly more difficult as the opposition adjust to the offensive focus.

4.8.3 DECOY X (DEC X) The offensive strategy DECOY concentrates a team's shooting opportunities away from player X, who will get a lower than normal proportion of shot opportunities. The strategy is most effective if the defence KEYS (see 4.9.2) on player X.

4.8.4 JUMP (JUM) The offensive strategy JUMP concentrates on setting up jump shots, outside the key, particularly DOWNTOWN (see 4.6.1) and JUMPSHOT (4.6.5) shots.

4.8.5 SCREENING (SCR) The offensive strategy SCREENING concentrates on setting up screens, creating SCREEN (see 4.6.2) shots.

4.8.6 DRIVE BASKET (DRV) The offensive strategy DRIVE BASKET concentrates on dribbling the ball to the basket, setting up DRIVE (see 4.6.9), OUTLET (see 4.6.3) and GIVE GO (see 4.6.7) shots.

4.8.7 POSTING UP (POS) The offensive strategy POSTING UP concentrates on trying to set up shots just outside the key, particularly setting up POST UP (see 4.6.4) shots.

4.8.8 LOWPOST (LOW) The offensive strategy LOWPOST concentrates on passes into the key, setting up HOOK (see 4.6.8) and ALLEY-OOP (see 4.6.6) shots.

4.8.9 RUNGUN (RUN) The offensive strategy RUNGUN concentrates on playing for fast-breaks on offence. The offensive team will create more FAST BREAK (see 4.6.11) 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.

4.8.10 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.

4.8.11 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.

4.8.12 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.

4.9 DEFENSIVE STRATEGIES If you fail to give a valid format for your defensive strategy then your team will automatically used the MAN TO MAN offence.

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

4.9.2 KEY X (KEY X) The defensive strategy KEY concentrates a team's defence on opposition player X (usually by double-teaming), who will get a lower proportion of shot opportunities at the expense of his team-mates (whose opportunities will be slightly better). This strategy is most effective if the offence is FOCUSing (see 4.8.2) on player X and least effective if the offence is DECOYing (see 4.8.3) away from player X.

4.9.3 ALLOW X (ALL X) The defensive strategy ALLOW concentrates a team's defence away from player X, leaving him open at the expense of tighter coverage on his team-mates. Player X will be allowed more and higher quality shooting opportunities and his team-mates will be slightly more effectively defended. This strategy is most effective if the offence is DECOYing (see 4.8.3) away from player X and least effective if the offence is FOCUSing (see 4.8.2) on player X.

4.9.4 OUTSIDE (OUT) The defensive strategy OUTSIDE concentrates on defence outside the key, particularly against DOWNTOWN (see 4.6.1) and JUMPSHOT (see 4.6.5) shots.

4.9.5 INSIDE (INS) The defensive strategy INSIDE concentrates on defence inside the key, particularly against HOOK (see 4.6.8) and ALLEY-OOP (see 4.6.6) shots.

4.9.6 SWITCH (SWI) The defensive strategy SWITCH concentrates on defending against SCREEN (see 4.6.2) shots, 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.

4.9.7 LOOSE MAN (LOO) The defensive strategy LOOSE MAN concentrates on loose man-to-man defence. The defence will be more effective against DRIVE (see 4.6.9), OUTLET (see 4.6.3) shots and GIVE GO (see 4.6.7) shots but will be more vulnerable to HOOK (see 4.6.8) and POST UP (see 4.6.4) shots.

4.9.8 TIGHT MAN (TIG) The defensive strategy TIGHT MAN concentrates on tight man-to-man defence. The defence will be more effective against HOOK (see 4.6.8) and POST UP (see 4.6.4) shots but will be more vulnerable to DRIVE (see 4.6.9), OUTLET (see 4.6.3) and GIVE GO (see 4.6.7) shots.

4.9.9 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.

4.9.10 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.

4.9.11 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.

4.9.12 BUMP X (BMP X) The defensive strategy BUMP concentrates on "greater than normal" physical defending of player X. The player will be fouled more often, so will have less field goal attempts at the expense of free throw attempts, while the defensive players accumulate personal fouls.

4.9.13 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.

4.9.14 SWAP X Y (SWP X Y) The defensive strategy SWAP is used to switch a team's primary defender on a particular offensive player. If, at any time, player X is on offence and player Y on defence, not marking X, then Y will swap defensive duties with the man defending X. This strategy is only generally used so that a good defender can mark an outstanding offensive player, and the two defensive players who have swapped roles will be slightly less effective because they are defending "out of position".

4.10 CHOOSING LINEUPS During a game each team will regularly make checks to its lineup (at the start of each quarter and after each personal foul) to determine which players should currently be playing in the game. This is achieved by referring to the team's depth chart and considering the player parameters of the players involved.

4.10.1 STARTERS PLAYING TIME Normally a team's lineup will be determined by the first column of the depth chart, and these players (known as the "starters") will usually play the bulk of minutes during a game. However, it is rare for a starter to be able to play a full game and so the amount of time a starter will play is governed by his MAXMINS (see 4.4.1) parameter, though there will be some variation in the amount of time he plays according to the opportunities his team have to replace him.

The five starters on a team will normally play an equal proportion of their time in the first and second halves. In the first half the starters will play the final five minutes of the second quarter and the remainder of their time from the start of the first quarter. In the second half the starters will normally play the first five minutes of the third quarter and the remainder of their time at the end of the fourth quarter. Starters will play all overtime periods regardless of their MAXMINS parameters.

Example: A player with MAXMINS set to 32 will ideally play 16 minutes in each half—this would mean he would play the first 11 minutes of the first quarter, the final 5 minutes of the second quarter, the first 5 minutes of the third quarter and the final 11 minutes of the fourth. A player with MAXMINS set to 36 will ideally play 18 minutes in half—the whole of the first quarter (12 minutes) and the first minute of the second (effectively playing the first 13 minutes of the game), the final 5 minutes of the second, the first 5 minutes of the third and the final minute of the third, plus the whole of the fourth quarter (effectively he plays the final 13 minutes of the game).

4.10.2 FOUL TROUBLE If a player has committed too many fouls at a 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" and occurs if he has two personal fouls at any time during the first quarter, three personal fouls in the second quarter, four personal fouls during the third quarter or five personal fouls during the fourth quarter, unless there are less than five minutes to play in a game. If a player's FOULOUT parameter (see 4.4.6) has been set to YES, then "foul trouble" is ignored and the player is allowed to continue playing, and quite possibly foul out of the

game (once a player has committed six personal fouls he is disqualified from further participation in the game).

Note: A player who misses time in an earlier quarter because of foul trouble may be able to play for longer in later quarters, because he has played less time in the earlier periods (i.e. if a player is set to play a maximum of 24 minutes, and because of foul trouble only plays 5 minutes in the first half then he may still play 19 minutes during the second half).

4.10.3 RESERVES If one or more starters are not eligible to play at a given time then the depth chart is considered to determine which players will occupy the positions. The computer examines the second line of the depth chart for each position (in the order they appear on the depth chart) to see if the player occupying that position is eligible to play. If the player has fouled out of the game, or has already played MAXMINS then he will not be eligible to play. The criteria for STARTERS PLAYING TIME (see 4.10.1) ***do not*** apply for selection of backups. Backup players simply keep playing until they reach MAXMINS or, most likely, are replaced by the starter who is eligible to return. If, after, consulting the second column of the depth chart one or more positions are still unoccupied then the third column of the depth chart is considered and then the fourth.

If the computer is unable to find any player from the depth chart using the above criteria then the starters are checked again, ignoring the STARTERS PLAYING TIME and FOUL TROUBLE restrictions. If the computer is still unable to find a player then it checks the backups again, ignoring their MAXMINS parameters. If still unsuccessful it will simply pick a player at random to play the position (if this happens then it's almost certain you've made a mess of your depth chart).

Notes: The depth chart is fairly complicated. You are advised to make sure that each of your seven reserves appears on the depth chart at least twice, to ensure the computer can always find a player to play, otherwise one or more players will get highly fatigued, and will lose fitness and be less effective.

4.10.4 POINTS CREATED At halftime each player's Points Created (PC) is calculated to determine his effectiveness in all areas of the game. Points Created is calculated as follows:

Points Scored + Assists + Steals + 2xBlocks - Turnovers + (Offensive + Total Rebounds)/2

If at halftime, any starter has not scored SCORERATE Points Created then he swaps his position on the depth chart with the second player at that position for the second half, unless the backup has already been promoted to start in another position. At the end of the game the players return to their initial positions on the depth chart.

If you set a starter's SCORERATE to one (the lowest value possible) then he won't be benched at half-time under any circumstances.

4.11 CHANGING DEPTH CHART POSITIONS Your depth chart automatically places a different priority on each of the five positions, as the first position is considered before the second and so on (the initial order of priority being PF, SF, C, SG and PG). You may swap the order in which positions appear using the special action ORDER (see 6.13).

4.12 SELECTING INJURED PLAYERS A player who is injured is not eligible to participate in a game, but may be selected in your depth chart if he will recover from his injury at some stage during the turn (e.g. a player will be injured for the first two games of the turn, but will be fit for the remaining three games). If an injured player appears on the depth chart (including in a starting role) then the computer will ignore him and select the next player on the depth chart for that game. If you select an injured player as a starter then until he recovers from his injury his backup will play as the starter and all criteria applying to starters will apply to him instead.

4.13 REST PARAMETERS Each team has two parameters which determine when the starters might be rested during a particular game to conserve their fitness. If at any time a team is leading by RESTLEAD points then the MAXMINS values for their starters (and only the starters) is reduced by RESTMINS for purposes of deciding which players will be on the court at any given time. If the team's lead then drops to below RESTLEAD the starters' MAXMINS for the current game return to their normal values. RESTMINS must be set between 0 and 12. RESTLEAD cannot be less than 10.

4.14 TIME FACTORS For each game your team plays you may specify a Time Factor. This is the number of minutes by which each starter's MAXMINS will be modified for the game concerned, reflecting how hard or easy you consider the game will be. The Time Factor must be set between -6 (maximum rest for starters) and 6 (maximum extra time for starters).

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 personal foul both lineups are checked for any substitutions due to time restrictions, foul trouble etc. (see 4.10).

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 downcourt 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 then 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 (see 4.2) 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 offensive team 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 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. Players will also lose more fitness when playing away from home than when playing at home.

5.7 OFFENCE-DEFENCE BALANCE In Basketball about 200 points are scored between the two teams in a typical game. If both teams are either scoring above or below this rate then the players will naturally adjust the nature of their play to try and redress the balance. If the teams are “under-scoring” then players will work that bit harder on offence (creating better opportunities) at the expense of defence and vice-versa.

5.8 FITNESS AND MOMENTUM Each player will lose a basic amount of fitness during a game regardless of how much he plays (either through fatigue, or loss of fitness through inactivity). If a player plays too much then he will lose additional fitness, but if he is able to play for less minutes he will conserve fitness. In addition a player may lose extra fitness if he is required to dominate the offensive focus of his team (takes too high a proportion of shots).

5.9 FITNESS OVER THE SEASON Don’t try to prevent players’ fitness loss during the season. Players will lose fitness throughout the season as a natural consequence of playing. Your ideal task to is to retain as much fitness as possible going into the playoffs. There is no point in having a super-fit team if you fail to qualify for the playoffs, or have such a low seeding that you’ll never have homefield advantage. Similarly if you exhaust all your players during the regular season in obtaining a superb playoff seeding you will find that your team will flop in the playoffs. It is up to you to judge and decide the optimum balance between conserving fitness and winning during the regular season as you build towards the playoffs.

6 SPECIAL ACTIONS

6.1 INTRODUCTION Each team has five special actions available per turn. 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.

Special actions that pertain to active squad movements and game parameters (ACTIVATE, PROMOTE, ORDER, NEWPOS, TRYPOS, RESTLEAD, RESTMINS, ALLMINS and STARTMINS) are all processed ***before*** games are played. Renaming and financial actions (in processing order:- STADIUM, MERC, FANS, COACH, TRAINERS, RENAME, SWAP, SCOUT and STATS) plus free agent bids (see section 8) are processed after games have been run but ***before*** income and wages for the turn are processed, so the losing points you have available for all financial actions are your LP balance at the end of the previous turn.

ROSTER MOVEMENTS

6.2 ACTIVATE The special action ACTIVATE is used to move a player from your reserve squad to your active squad, in place of a player who moves the other way. The shirt numbers of the player to be activated and

the player he is replacing are given in the NUM and VAL boxes respectively. Activations are processed before all games are played.

ACTION [ACTIVATE] **NUM** [27] **VALUE** [54] **NAME** [ ]

activates number 27 from the reserve squad to the active squad, replacing number 54.

6.3 PROMOTE The special action PROMOTE is used to move one player from your rookie squad to your active or reserve squad, in place of a player who is automatically waived (see 8.3) so that the space on the rookie 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. Promotions are processed before games are played. You cannot promote a draftee until all the playoffs have been completed, but you can play draft squad players in pre-season games (see 2.10). Your fourteen active and reserve squad players must always include at least two centers, two power forwards, two small forwards, two point guards and two shooting guards. Promotions are subject to the salary cap restrictions (see 3.14).

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

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

6.4 RELEASE The special action RELEASE is used to waive (see 8.3) a player from your rookie squad. Releases are carried out before games are played. The shirt number of the player to be waived should be given in the NUM box and the player is released.

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

releases number 11 from the rookie squad, waiving him.

COACHING AND SCOUTING PLAYERS

6.5 COACH The special action COACH is used to increase one particular skill rating of a given player (see 3.2). The cost is 5 LPs and one point of potential and the player's value increases by 2 LPs, but his wages are not updated. 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. The actual gain in ability due to coaching depends on the current skill level of the player (coaching a player in a key skill is less effective than coaching a non key-skill) and may or may not lead to a visible gain in class. The higher that player's current rating, the lower the gain from coaching.

After a player has been coached his levels are also recalculated. Consequently coaching a player may lead to a change in level or class, but not necessarily in either. Coaching will ***always*** improve a player's ability, but this may not always be visible.

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

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

6.6 SCOUT AND STATS The special actions SCOUT and STATS are used to scout a free agent, a player on the draft list or a player signed to another team. If you wish to scout a player signed to another team you should give his team's two-letter team code in the NAME box. The player's free agent number/draft number/shirt number should be given in the NUM box. SCOUT reveals details of a player's levels, value, potential, experience and skill ratings. STATS reveals details of a player's current season stats. If one of your players is scouted by another team then the team's two letter code is shown in the ScT column of your team report. There is no cost in LPs for either action.

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

scouts free agent number 104.

FINANCIAL AND TRAINER ACTIONS

6.7 STADIUM The special action STADIUM is used to increase your team's Stadium Level (see 1.10). The cost is NxN - OxO 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.

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 (6x6 – 0x0 = 36) or 11 LPs developing from level 5 (6x6 – 5x5 = 11).

6.8 MERC The special action MERC is used to increase your team's Merchandising (see 1.11). If you try to increase your merchandising above 50 LPs the computer will adjust your order to the maximum increase allowed. The number of LPs to be spent on merchandising should be given in the NUM box.

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 Fans Level (see 1.12). The number of LPs to be spent should be given in the NUM box. If you try to increase your number of FANS above 100, the computer will adjust your order to the maximum allowed.

ACTION [FANS **] NUM [** 12 **] VALUE [ ] NAME [ ]**

increases a team's fans by 12, at a cost of 12 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 NxN - OxO 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).

POSITIONAL ACTIONS

6.11 NEWPOS The special action NEWPOS is used to change the Primary Position (see 3.18) of any player on your roster. A player cannot be converted during the playoffs. The cost is 20 LPs and 2 points of potential. A player cannot be converted if he is already still adjusting to a new position following a previous conversion, nor if his new key level (following conversion) would be lower than his overall level. The player immediately converts to the new position but takes eighty games to fully adjust to the new position.

ACTION [NEWPOS **] NUM [** 34 **] VALUE [ ] NAME [** SF **]**

converts player shirt number 34 to Small Forward.

6.12 TRYPOS The special action TRYPOS is used to determine what the key level of a particular player would be if converted to a new position (using a NEWPOS action, see 6.11). Note that a player's overall level does not change if he changes position. The cost is 1 LP. The shirt number of the player to be tried out should be given in the NUM box and the position concerned should be given in the NAME box. The player must be eligible to convert to the new position (see 3.18).

ACTION [TRYPOS **] NUM [** 12 **] VALUE [ ] NAME [** C **]**

finds out the key level of player no.12 if he were converted to Center, costing 1 LP.

MISCELLANEOUS AND PARAMETER ACTIONS

6.13 ORDER The special action ORDER is used to change the order in which the player positions appear on your depth chart (see 4.3). The five player positions should be written, in the new order, in the NAME box. There is no cost in LPs.

ACTION [ORDER **] NUM [ ] VALUE [ ] NAME [** PG SF C SG PF **]**

changes the order of priority on the team's depth chart, so that PG appears first, followed by SF, C, SG and PF.

6.14 RESTLEAD The special action RESTLEAD is used to set your team's RESTLEAD parameter, the leading margin at which your team will begin to rest its starters during the game (see 4.13). RESTLEAD cannot be set to less than 10.

ACTION [RESTLEAD **] NUM [** 12 **] VALUE [ ] NAME [ ]**

sets a team's RESTLEAD to 12.

6.15 RESTMINS The special action RESTMINS is used to set your team's RESTMINS parameter, the number of minutes your team will try to rest its starters during the game once their lead exceeds RESTLEAD (see 4.13). RESTMINS must be set between 0 and 12. If you do not wish to take the option of resting your starters then set RESTMINS to 0.

ACTION [RESTMINS **] NUM [** 4 **] VALUE [ ] NAME [ ]**

sets a team's RESTMINS to 4.

6.16 ALLMINS The special action ALLMINS is used to modify the MAXMINS (see 4.4.1) parameters for **all** of your players. The amount they should be modified by (which must be between -6 and 6) should be given in the NUM box. There is no cost in LPs. ALLMINS actions are processed before games are played and before modifications to individual player parameters are processed (see 4.4).

ACTION [ALLMINS **] NUM [** -2 **] VALUE [ ] NAME [ ]**

reduces all of a team's players' MAXMINS parameters by two minutes.

6.17 STARTMINS The special action STARTMINS is identical to the special action ALLMINS (see 6.16) except that only the MAXMINS for the five players you have selected as starters are modified. The amount they should be modified by (which must be between -6 and 6) should be given in the NUM box. There is no cost in LPs. ALLMINS actions are processed before games are played and before modifications to individual player parameters are processed (see 4.4).

ACTION [STARTMINS **] NUM [** 1 **] VALUE [ ] NAME [ ]**

increases all of a team's starters' MAXMINS parameters by one minute.

RENAMING ACTIONS

6.18 RENAME The special action RENAME is used to change the shirt number and name of a player on your roster. There is no cost in LPs. The shirt number of the player to be renamed should be given in the NUM box, the new shirt number in the VAL box and the new name for the player in the NAME box. The new shirt number must not match the shirt number of another player on your roster. You may only RENAME a player on the final turn of the playoffs (it is important to not allow renamings during the season, as other coaches need to know that the shirt numbers and names of players on the roundup issued at the start of the season are accurate and correct throughout the season).

ACTION [RENAME **] NUM [** 23 **] VALUE [** 47 **] NAME [** DAVE JOHNSON **]**

6.19 SWAP The special action SWAP is used to swap the names and numbers of two players on your roster. There is no cost in LPs. The shirt numbers of the two players whose names and numbers are to be swapped should be given in the NUM and VAL boxes. You may only swap the names of players on the final turn of the playoffs.

ACTION [SWAP **] NUM [** 16 **] VALUE [** 68 **] NAME [ ]**

EXTRA LISTINGS

There are a number of extra stats listings you may order. In each case there is no cost in LPs, but you will be charged a certain number of extra part-credits to pay for the listing. If you order any of these listings during the playoffs then you will receive the final ***regular*** season stats listing concerned.

6.20 TEAMS The special action TEAMS orders stats listings for all teams in your game. The cost is 0.1 credit. In Hoopplan Advanced this listing is automatically issued in weeks 2, 4, 6, 8, 10, 12, 14 and 16 as part of the standard turnfee.

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

orders a teams stats listing.

6.21 TOPPLAYERS The special action TOPPLAYERS orders stats listings for the top 66 players in your game. The cost is 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.

In Hoopplan Advanced the listings of top 30 power forwards and the top 30 small forwards are issued in weeks 2 and 10, top 30 centers and top 30 players of all positions in weeks 4 and 12, top 30 point guards and top 30 shooting guards in weeks 6 and 14 and the top 66 players of all positions are issued in weeks 8 and 16, all as part of the standard turnfee.

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.

6.22 ALLPLAYERS The special action ALLPLAYERS orders stats listings for ***every*** player (over 300) in your game. The cost is 0.5 credit.

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

orders a stats listing for every player in your game.

6.23 LEADERS The special action LEADERS orders a stats listing which gives the top 32 players in the league in twelve statistical categories: field goal percentage, free throw percentage, long field goal percentage, assists per game, steals per game, blocks per game, rebounds per game, offensive rebounds per game, defensive rebounds per game, turnovers per game, personal fouls per game and minutes played per game. The cost of is 0.1 credit.

In Hoopplan Advanced this listing is issued in the first week of the playoffs (giving the final regular season listings), all as part of the standard turnfee.

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

Note: The roundup is issued at the start of the season as part of the standard turnfee.

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

orders an up-to-date league roundup.

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

Note: The schedule is issued at the start of the season as part of the standard turnfee.

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

orders an up-to-date league schedule.

6.26 SETFULL and CANFULL The standard, play-by-play, reports you receive in Hoopplan Advanced are known as "Full Reports". You have the option in Hoopplan Advanced of choosing to receive the Hoopplan Coach reports (which only report half-time and full-time boxscores, plus scoring in each quarter in the form of linescores) instead, in which case you'll only be charged 0.9 credit each turn (so you save 0.1 credit).

To choose to select the Hoopplan Coach format reports use the special action CANFULL (which applies for that and future turns). To return to full reports use the special action SETFULL.

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

cancels the full format for game reports.

7 TRADING RULES

7.1 TRADING PLAYERS Teams may conduct "one-for-one" trades of players in their squads. Trading takes place in three stages over three turns. On the first turn a team places a player they wish to trade on the trading list, using a LIST (see 7.2) action. On the second turn any team who wish to make an offer for a player on the trading list make an OFFER (see 7.3), offering a player of the same TRADE LEVEL (see 3.20) in exchange for the player previously LISTed. Finally on the third turn the team which originally LISTed the player decides which (if any) of the OFFERs to ACCEPT (see 7.4). All other offers are automatically rejected.

Notes: The Trading List shows all players who have been LISTed for trade that turn. A player cannot be LISTed for trade on consecutive turns, and if no-one makes an OFFER for him then the LIST on him is cancelled. All OFFERs for a player ***must*** be made the turn after he is listed and ACCEPTs must be made the turn after an OFFER has been received. Note that the second and third stages of a trade (OFFER and ACCEPT) are processed ***after*** a player disappears from the Trading List (the trading list is only used to set the ball rolling). An example of how a trade is conducted is shown below:

Turn 1 - Denver Nuggets LIST 32. Denver Nuggets no.32 appears on the Trading List.

Turn 2 - Boston Celtics OFFER 23 32 DN, Chicago Bulls OFFER 14 32 DN. Both Boston and Chicago have offered players in exchange for Denver's no.32.

Turn 3 - Denver Nuggets ACCEPT 32 23 BC. Denver accept Boston's offer (and by default reject Chicago's offer). Denver's no.32 and Boston's no.23 are automatically traded, each team paying a quarter of their incoming player's value as a signing bonus. Each player takes the same shirt number as the player he has just replaced (so Denver's no.32 becomes Boston's no.23 and vice versa).

General Notes: Trades in Hoopplan must be limited. Trades involving multiple players and/or draft picks are not sensible because it is important to ensure that trades are "fair". In real-life the coaches of teams are being paid to run their teams, and getting the rough end of a trade deal is a hazard of life. In a PBM game there is far too much scope for coaches to do private deals, take advantage of other coaches or compromise the development of their team to win quickly (then they simply drop out of the game). Other PBM games have shown that if a system is too flexible then coaches will get their friends to join a league, trash their teams by trading their best players to their friend and then drop out, ruining the game for everyone else in the league. The same applies with draft picks, the essential long-term building block of a team—if trading for picks is allowed then too many coaches simply trade their draft picks for players, win straight away and then drop out having compromised their team's development. The restrictions on Trading Levels are intended to prevent these abuses while allowing a limited degree of trading.

7.2 LIST The special action LIST places a player on the trading list. The shirt number of the player is given in the NUM box. There is no LP cost. Only one player may be listed per turn. You cannot LIST a player if he was also LISTed the previous turn (as you will be awaiting OFFERs for him). You cannot LIST a player less than two weeks before the Trading Deadline (as any trade could not be concluded prior to the Trade Deadline).

ACTION [LIST **] NUM [** 12 **] VALUE [ ] NAME [ ]**

puts player no.12 on the trading list.

7.3 OFFER The special action OFFER is used to offer one of your players in exchange for a player LISTed on the Trading List the previous turn. Your player ***must*** have the same Trade Level (see 3.20) as the other team's player. The shirt number of ***your*** player should be given in the NUM box. The shirt number of the other team's player should be given in the VAL box and his team's two letter team-code should be given in the NAME box. You cannot make an offer for a player who was not on the trading list the previous turn. When you make an OFFER you are subject to the usual salary cap restrictions (see 3.14) as regards the wages of the outgoing and incoming players on your squad. No check is made on the salary cap restrictions for the other team at this stage (but their salary cap will be checked when and if they try to ACCEPT your offer the following turn).

Note: There is no cost for an OFFER action and all OFFERs remain secret to the two teams concerned in the offer. Only the team who originally LISTed the player know exactly who have been offered to them, though all

teams making offers are informed whether their offers are valid, and subsequently whether they are accepted or rejected.

ACTION [OFFER] **NUM** [34] **VALUE** [12] **NAME** [DN]

offers player no.34 to the Denver Nuggets in exchange for Denver's no.12.

7.4 ACCEPT The special action ACCEPT is used to accept an OFFER for one of your players which was received the previous turn. The shirt number of ***your*** player should be given in the NUM box. The shirt number of the other team's player should be given in the VAL box and his team's two letter code should be given in the NAME box. If the ACCEPT is valid then the trade is immediately conducted and the two players swap teams. Each player takes the shirt number and squad position of the player he's replacing. ***Both*** teams pay the player they sign a quarter of his value as a signing bonus (this payment is made even if the team's LP balance drops below zero), though neither player's value increases. When you make an ACCEPT you are subject to the usual salary cap restrictions (see 3.14) regarding the relative wages of the outgoing and incoming players on your squad. No check is made on the salary cap of the other team—if the original OFFER was valid when made it cannot be subsequently invalidated. All successful trades are shown on the league actions report.

ACTION [ACCEPT] **NUM** [34] **VALUE** [12] **NAME** [BC]

accepts the offer of Boston Celtics' no.34 in exchange for no.12

7.5 TRADING DEADLINE You cannot complete a trade after the trading deadline (see 1.20). Note that to complete a trade before the trading deadline you will have to begin the trading process (with a LIST action) two turns earlier, so LIST actions are not permitted within two turns of the trading deadline.

7.6 WRITING TRADING ORDERS You need to be very careful when writing trading orders. For OFFER and ACCEPT actions you must give the team code ***and*** the shirt number of the other player involved in the trade, and if you fail to do so the action will fail. If you mess up a trade it'll take you a few turns to redo the trade, so make sure you write your orders correctly and clearly.

7.7 NEWLY SIGNED PLAYERS You cannot trade away a player (either by ACCEPTing a trade, or following an OFFER you previously made) the same turn as you sign him to your team (otherwise there would be a chance of a team accidentally signing a player in one trade, and immediately trading him away again).

8 FREE AGENTS

8.1 INTRODUCTION Free agents are players who are currently unsigned, and are available to be signed by any team. Free agents are not available after the final turn of the regular season (see 1.20). Each free agent has a value, which represents the minimum cost of signing him and his value when signed. Free agent bids are processed after games have been played and after all special actions have been processed.

8.2 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 or reserve squad player (you cannot sign a free agent to replace a draft squad player), and the player replaced is automatically waived. 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 and your team's total Cap Number (see 3.14) must be equal to or below the salary cap once the player is signed or the player's wages must be lower than the player he is replacing.

8.3 WAIVER VALUES AND COMPENSATION When a player is waived, either as a result of a promote action (see 6.3), release action (see 6.4) or a free agent bid (see 8.2) 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.

When a player is waived he normally goes onto the free agent list, as long as there is a space available for him, or a lesser player occupying a spot. If there isn't a space available, but a lower level player is on the list, or even a player with the same level and a lower value, then the waived player will replace the lesser free agent, who disappears.

8.4 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".

8.5 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.

It is possible that a free agent will "disappear" without warning, if a higher quality player is waived and takes over his place on the free agent list (see 8.3). Such occurrences will be rare, and will only happen to very low level players.

8.6 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 do try and bid more LPs than you are legally 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.

8.7 FREE AGENT LIST Frequently after the end of season wage increases your team will be over the salary cap, before you have signed any draftees. Note that you can probably reduce some of your players' wages by waiving them (i.e. sign a cheap nobody to replace them) and leaving them on the free agent list for a few weeks while their values drop (values drop by 10% each turn) and then resigning them when their wages will be lower.

If you do this there is some risk, as someone else can bid for the player as well as you, but you have a financial advantage in that the compensation paid to the player's previous team comes to you, so the cost of signing him is effectively cheaper for you than other people. You also need to make sure that you have sufficient salary cap space to sign him back onto your team when you decide to do so.

8.8 NEWLY SIGNED PLAYERS You cannot waive or trade a player who has been signed by your team earlier in the turn (there is some scope for a team making a mess by signing a free agent, or player by trade, and then trading him away again later that turn, so the computer will disallow any player movements that involve a player your team has signed earlier in the turn).

9 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 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 (if any), levels and best three skills (the first skill shown being the best key skill), experience and current value. A "+" sign after a free agent's number indicates he is about to retire (be deleted).

9.5 STATISTICS A number of statistical reports are also periodically issued (see section 6), team stats (which give details of offensive and defensive stats for all teams) and individual player stats, listing the individual leaders throughout the game.

9.6 TEAM REPORT Your team report gives full details of all players currently on your roster, depth chart and full financial details, plus details of any free agent bids, special actions and injuries suffered the previous turn.

9.7 GAME REPORTS Your game reports give the lineups for each team, a play-by-play report of the game (including substitutions) plus the boxscores summarising the game statistics. The initial lineups show the shirt numbers and names of the five starters, along with their positions, plus the numbers and names of the players on the bench. During the game whenever a team changes its lineup, the new lineup is shown (in positional order as shown for the initial lineup) with a change of player shown by his shirt number being underlined. The game score and game clock are also regularly shown. At halftime the Points Created (see 4.10.4) and minutes played for each player are also shown.

In Hoopplan Advanced you also have the option (see 6.26) of only receiving the Hoopplan Coach game reports instead of the Hoopplan Advanced game reports (saving you 0.1 credits per turn). In this case you only receive half-time and full-time boxscores and linescores which show the total scoring by each team in each quarter.

9.8 PLAY-BY-PLAY REPORTS The play-by-play reports give the result of each play (including the key players and shot-type) 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 player 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:

9.8.1 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.

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

9.8.3 LONG FIELD GOAL MADE (LFG) - MH 7 LFG Miami Heat no.7 made a long (3 point) field goal with no assist (no shot-type is shown because all long field goals are "downtown" shots).

9.8.4 FIELD GOAL MISSED (FX) - MH 7 FX scr O32 Miami Heat no.7 missed a 2 point field goal (shot type "screen"), offensive player no.32 made the rebound.

9.8.5 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.

9.8.6 FIELD GOAL BLOCKED (FB) - MH 7 FB drv B41 D32 Miami Heat no.7 had a field goal blocked (shot type "drive") by defensive player no.41 and the rebound was made by defensive player no.32.

9.8.7 DEFENSIVE SHOOTING FOUL (SPF) - BC 9 SPF jmp 32 (1) Boston Celtics no.9 was fouled and prevented from making a field goal (shot-type "jump shot") 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.

9.8.8 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.

9.8.9 FIELD GOAL MADE - FOULED IN THE ACT (FG PF) - BC 1 FG out A22 PF30 Boston Celtics no.1 made a 2 point field goal (shot-type "outlet"), 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.

9.8.10 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.

9.8.11 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.

9.8.12 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.

9.8.13 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.

9.8.14 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.

9.8.15 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).

9.8.16 HURRIED SHOT - "*" If a shot is hurried (see 5.5.2) then this is indicated by a "*" after the shot code on the report. e.g.: FX* means a hurried field goal missed.

9.9 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.

In addition to the boxscores a number of other statistics are given. For each team the number of possessions (defined as each time the team has the ball and a fresh 24 second clock, so blocked shots where possession is retained are not counted), total time of possession, average time of possession (in seconds, a guide as to how

efficiently your team are using the 24 second clock), number of hurried shots made plus the efficiency on fast-break, close-range (not including the fast-break totals), medium-range and long range shots (field goals made and attempted) are also shown plus the number of rebounds won on the offensive and defensive boards (numbers won and total rebounds by both teams).

Note: Minutes played always adds up to 240 (48x5) 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.

9.10 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 levels, position, experience, value and his top three skills (the first skill shown is always the best key-skill). The schedule gives the full fixtures for the regular season.

9.11 EXTRA REPORTS 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. Note that some of these reports are issued regularly to all players in the league as part of the standard turnfee (see section 6).

9.11.1 TEAM STATISTICS (COST 0.1 CREDIT) If you order the team statistics listing (see 6.20) then you will receive full offensive and defensive statistics for every team.

9.11.2 TOP PLAYER STATISTICS (COST 0.1 CREDIT) The player statistics listing (see 6.21) produces player stats for the top sixty six players in your game, or for the top sixty six players at a given position.

9.11.3 FULL PLAYER STATISTICS (COST 0.5 CREDIT) If you order the full player statistics listing (see 6.22) then you will receive player stats for every single player in every single team in your game.

9.11.4 LEADERS STATISTICS (COST 0.1 CREDIT) If you order the leaders statistics listing (see 6.23) then you will receive the listings for the top thirty two players in twelve miscellaneous categories.

9.11.5 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.

10 POSTSEASON AND DRAFT

10.1 INTRODUCTION At the end of the regular season the two divisional winners and the six next best teams in each conference move forward into 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 Hoopplan 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).

10.2 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.

10.3 PLAYOFF ELIMINATION Teams that have been eliminated from their respective playoff series (except the "lucky loser", see 10.1) will have three pre-season (practice) games scheduled against other teams who have also been eliminated. There are no injuries in pre-season, but fitness is reduced during pre-season. However, fitness is reset to 100% before the first regular season game.

10.4 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 Hoopplan the simplified lottery system and regular season records are used instead.

10.5 DRAFT LIST The draft list, containing about eighty rookies, is issued in week 13 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, levels, position, value and top three skills (the first of which is always the top key skill).

10.6 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 later 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: 18 **] [2:** 23 **] [3:** 24 **] [4:** 19 **] [5:** 20 **] [6:** 22 **]**

Boston Celtics are drafting sixth. Their first choice is draft no.18. If 18 has already been drafted when their turn comes round (remember five other teams will be drafting players before they do) they wish to draft no.23. If 23 has also been signed they wish to draft no.24 and so on. If nos.18, 23, 24, 19 and 20 have been drafted then they will sign no.22 (he must be free, as the five teams drafting before them must have taken the other five players).

10.7 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 total form throughout the season was good and if his ego is high, 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 levels 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, his ego 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. All injuries are also cancelled (the player recovers fully during the off-season).

A player's wages are re-determined 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.

10.8 DRAFTEES You may not promote (see 6.3) or release (see 6.4) draftees until after the end of season player assessment (see 10.7). However, you may select draft-squad players in preseason games (see 2.10).

10.9 RENAMING PLAYERS The final week of the playoffs is also the only turn you are allowed to rename players. Once the end of season player assessment has been carried out (see 10.7) and players have been renamed the roundup and schedule for the new season are issued. Once the roundup has been issued coaches will not be allowed to change player names under any circumstance (other managers need to know the numbers and names on their roundups are correct and correspond to game reports during the season).

10.10 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.

10.11 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.

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 participated.

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 by each player during the current season is shown on stats reports.

11.1.18 MEDIUM SHOOTING (MFG) Field goals made and attempted from medium range, normally reported as MFGM/MFGA.

11.1.19 CLOSE SHOOTING (CFG) Field goals made and attempted from close range, normally reported as CFGM/CFGA.

12 ALLSTAR GAME

12.1 INTRODUCTION Each league may have an Allstar Game run during the second half of the regular season (between week 9 and week 15). It cannot be run after week 15. To run an Allstar game you'll need to find four coaches who are willing to donate a credit (or some other combination to produce four full credits) and someone to co-ordinate the selection of players. Once you have the credits "promised" then ask your GM for the selection forms to setup the Allstar game for play.

12.2 ALLSTAR SQUADS Allstar squads are comprised of 12 players. You select five starters (one power forward, one small forward, one center, one shooting guard and one point guard), five backups (with the same positions) and two further players from any position (though these two must be from different positions).

12.3 ALLSTAR GAME The Allstar game is played and reported, using normal rules, as soon as both squads have been submitted to the GM. Each coach in the game is sent a full play-by-play report of the Allstar game (the cost of this is included in the four credit charge for running the Allstar game). Player form, injuries and fitness is ignored. Default game parameters and standard tactics are used for each player and selected by the computer, so all that needs to be done is for you to select the squads and submit them to the GM.

13 QUICK REFERENCE TABLES

TABLE 1: COST OF STADIUM AND TRAINERS

Level	Cost	Level	Cost	Level	Cost	Level	Cost
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

Range	Income	Range	Income	Range	Income	Range	Income
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				