

Diggin Deep Basketball - Check the Deck Chart (Page 1)

Roll	Name	Rebound?	Description	Roll	Name	Rebound?	Description	Defender Chart																					
901	Aggressiveness Check: A+	Point Guard if Reb A+	Roll on defener chart to determine defender to be checked. If passed, ball handler gets off a free contested shot, and is fouled while shooting. If failed, the ball handler is allowed to penetrate into the paint.	913	Fatigue Check: A+	Shooting Guard if Reb A+	If passed, the ball handler adds two to the timing listed on their card, and gets a free open shot. If failed, the ball handler subtracts two to the timing listed on their card, and passes the ball out of bounds for a turnover.	0	Player opposing ball handler																				
				914		Shooting Guard if Reb A		1	Point Guard																				
902	Aggressiveness Check: A	Point Guard if Reb A	Roll on defener chart to determine defender to be checked. If passed, ball handler gets off a free contested shot, and is fouled while shooting. If failed, the ball handler is allowed to penetrate into the paint.	915	Fatigue Check: A	Shooting Guard if Reb A-	If passed, the ball handler adds two to the timing listed on their card, and gets a free open shot. If failed, the ball handler subtracts two to the timing listed on their card, and passes the ball out of bounds for a turnover.	2	Shooting Guard																				
				916		Shooting Guard if Reb B+		3	Small Forward																				
903	Aggressiveness Check: A-	Point Guard if Reb A-	Roll on defener chart to determine defender to be checked. If passed, ball handler gets off a free contested shot, and is fouled while shooting. If failed, the ball handler is allowed to penetrate into the paint.	917	Fatigue Check: A-	Shooting Guard if Reb B	If passed, the ball handler adds two to the timing listed on their card, and gets a free open shot. If failed, the ball handler subtracts two to the timing listed on their card, and passes the ball out of bounds for a turnover.	4	Power Forward																				
				918		Shooting Guard if Reb B-		5	Center																				
904	Aggressiveness Check: B+	Point Guard if Reb B+	Roll on defener chart to determine defender to be checked. If passed, ball handler gets off a free contested shot, and is fouled while shooting. If failed, the ball handler is allowed to penetrate into the paint.	919	Fatigue Check: B+	Shooting Guard if Reb C+	If passed, the ball handler adds two to the timing listed on their card, and gets a free open shot. If failed, the ball handler subtracts two to the timing listed on their card, and passes the ball out of bounds for a turnover.	6	Player opposing ball handler																				
				920		Shooting Guard if Reb C		7	Player opposing ball handler																				
905	Aggressiveness Check: B	Point Guard if Reb B	Roll on defener chart to determine defender to be checked. If passed, ball handler gets off a free contested shot, and is fouled while shooting. If failed, the ball handler is allowed to penetrate into the paint.	921	Fatigue Check: B	Shooting Guard if Reb C-	If passed, the ball handler adds two to the timing listed on their card, and gets a free open shot. If failed, the ball handler subtracts two to the timing listed on their card, and passes the ball out of bounds for a turnover.	8	Player opposing ball handler																				
				922		Shooting Guard if Reb D+		9	Player opposing ball handler																				
906	Aggressiveness Check: B-	Point Guard if Reb B-	Roll on defener chart to determine defender to be checked. If passed, ball handler gets off a free contested shot, and is fouled while shooting. If failed, the ball handler is allowed to penetrate into the paint.	923	Fatigue Check: B-	Shooting Guard if Reb D	If passed, the ball handler adds two to the timing listed on their card, and gets a free open shot. If failed, the ball handler subtracts two to the timing listed on their card, and passes the ball out of bounds for a turnover.	Rebound Type Chart <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>0</td><td>Offense</td></tr> <tr><td>1</td><td>Offense</td></tr> <tr><td>2</td><td>Offense</td></tr> <tr><td>3</td><td>Defense</td></tr> <tr><td>4</td><td>Defense</td></tr> <tr><td>5</td><td>Defense</td></tr> <tr><td>6</td><td>Defense</td></tr> <tr><td>7</td><td>Defense</td></tr> <tr><td>8</td><td>Defense</td></tr> <tr><td>9</td><td>Defense</td></tr> </table>		0	Offense	1	Offense	2	Offense	3	Defense	4	Defense	5	Defense	6	Defense	7	Defense	8	Defense	9	Defense
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924	Shooting Guard if Reb D-																												
907	Aggressiveness Check: C+	Point Guard if Reb C+	Roll on defener chart to determine defender to be checked. If passed, ball handler gets off a free contested shot, and is fouled while shooting. If failed, the ball handler is allowed to penetrate into the paint.	925	Fatigue Check: C+	Small Forward if Reb A+	If passed, the ball handler adds two to the timing listed on their card, and gets a free open shot. If failed, the ball handler subtracts two to the timing listed on their card, and passes the ball out of bounds for a turnover.																						
				926		Small Forward if Reb A																							
908	Aggressiveness Check: C	Point Guard if Reb C	Roll on defener chart to determine defender to be checked. If passed, ball handler gets off a free contested shot, and is fouled while shooting. If failed, the ball handler is allowed to penetrate into the paint.	927	Fatigue Check: C	Small Forward if Reb A-	If passed, the ball handler adds two to the timing listed on their card, and gets a free open shot. If failed, the ball handler subtracts two to the timing listed on their card, and passes the ball out of bounds for a turnover.																						
				928		Small Forward if Reb B+																							
909	Aggressiveness Check: C-	Point Guard if Reb C-	Roll on defener chart to determine defender to be checked. If passed, ball handler gets off a free contested shot, and is fouled while shooting. If failed, the ball handler is allowed to penetrate into the paint. If the defender passes an A+ check, the foul is called intentional. Offense keeps possession after shooting free throws	929	Fatigue Check: C-	Small Forward if Reb B	If passed, the ball handler adds two to the timing listed on their card, and gets a free open shot. If failed, the ball handler subtracts two to the timing listed on their card, and passes the ball out of bounds for a turnover.																						
				930		Small Forward if Reb B-																							
910	Aggressiveness Check: D+	Point Guard if Reb D+	Roll on defener chart to determine defender to be checked. If passed, ball handler gets off a free contested shot, and is fouled while shooting. If failed, the ball handler is allowed to penetrate into the paint. If the defender passes an A check, the foul is called intentional. Offense keeps possession after shooting free throws	931	Fatigue Check: D+	Small Forward if Reb C+	If passed, the ball handler adds two to the timing listed on their card, and gets a free open shot. If failed, the ball handler subtracts two to the timing listed on their card, and passes the ball out of bounds for a turnover.																						
				932		Small Forward if Reb C																							
911	Aggressiveness Check: D	Point Guard if Reb D	Roll on defener chart to determine defender to be checked. If passed, ball handler gets off a free contested shot, and is fouled while shooting. If failed, the ball handler is allowed to penetrate into the paint. If the defender passes an A- check, the foul is called intentional. Offense keeps possession after shooting free throws	933	Fatigue Check: D	Small Forward if Reb C-	If passed, the ball handler adds two to the timing listed on their card, and gets a free open shot. If failed, the ball handler subtracts two to the timing listed on their card, and passes the ball out of bounds for a turnover.																						
				934		Small Forward if Reb D+																							
912	Aggressiveness Check: D-	Point Guard if Reb D-	Roll on defener chart to determine defender to be checked. If passed, ball handler gets off a free contested shot, and is fouled while shooting. If failed, the ball handler is allowed to penetrate into the paint. If the defender passes an B+ check, the foul is called intentional. Offense keeps possession after shooting free throws	935	Fatigue Check: D-	Small Forward if Reb D	If passed, the ball handler adds two to the timing listed on their card, and gets a free open shot. If failed, the ball handler subtracts two to the timing listed on their card, and passes the ball out of bounds for a turnover.																						
				936		Small Forward if Reb D-																							

Diggin Deep Basketball - Check the Deck Chart (Page 2)

Roll	Name	Rebound?	Description	Roll	Name	Rebound?	Description	Defender Chart	
937	Playmaker Check: A+	Power Forward if Reb A+	If passed, the ball handler makes a brilliant pass inside to either the power forward or the center who slams home an easy two points. If failed, the ball is stolen by the defender opposing the ball handler, who goes coast to coast for an easy layup for two points.	961	Minor Bolstered Confidence	Offensive Point Guard	The ball handler gains one digging deep opportunity which can be used in any situation. This opportunity effects both offense and defense.	0 Player opposing ball handler	
938		Power Forward if Reb A		962	Major Bolstered Confidence	Offensive Point Guard	The ball handler gains two digging deep opportunities which can be used in any situation. These opportunities effect both offense and defense.	1 Point Guard	
939	Playmaker Check: A	Power Forward if Reb A-	If passed, the ball handler makes a brilliant pass inside to either the power forward or the center who slams home an easy two points. If failed, the ball is stolen by the defender opposing the ball handler, who goes coast to coast for an easy layup for two points.	963	Minor Deflated Confidence	Offensive Shooting Guard	The ball handler loses one digging deep opportunity. A player's DD number cannot go below zero.	2 Shooting Guard	
940		Power Forward if Reb B+		964	Major Deflated Confidence	Offensive Shooting Guard	The ball handler loses two digging deep opportunities. A player's DD number cannot go below zero.	3 Small Forward	
941	Playmaker Check: A-	Power Forward if Reb B	If passed, the ball handler makes a brilliant pass inside to either the power forward or the center who slams home an easy two points. If failed, the ball is stolen by the defender opposing the ball handler, who goes coast to coast for an easy layup for two points.	965 - 966	Landed Awkward	Offensive Small Forward	The ball handler attempts a contested shot. After the shot, the shooter lands awkwardly on the defender's feet and potentially injures his ankle. Check for injury to shooter.	4 Power Forward	
942		Power Forward if Reb B-		967 - 968		Offensive Power Forward		5 Center	
943	Playmaker Check: B+	Power Forward if Reb C+	If passed, the ball handler makes a brilliant pass inside to either the power forward or the center who slams home an easy two points. If failed, the ball is stolen by the defender opposing the ball handler, who goes coast to coast for an easy layup for two points.	969 - 970	Hard Foul	Offensive Center	Roll on defender chart to determine the defender. The ball handler attempts a contested shot. The defender commits a hard foul that shakes up the shooter. The refs award the defender a technical foul for the play. Check for injury to shooter.	6 Player opposing ball handler	
944		Power Forward if Reb C		971		Zen Master		Defensive Point Guard	All players currently on the court for the team in possession of the ball gain one diggin deep chance.
945	Playmaker Check: B	Power Forward if Reb C-	If passed, the ball handler makes a brilliant pass inside to either the power forward or the center who slams home an easy two points. If failed, the ball is stolen by the defender opposing the ball handler, who goes coast to coast for an easy layup for two points.	972	In Over his Head	Defensive Point Guard	All players currently on the court for the team in possession of the ball lose one diggin deep chance. A player's DD number cannot go below zero.	8 Player opposing ball handler	
946		Power Forward if Reb D+		973	He's on Fire	Defensive Shooting Guard	The current ball handler can dig deep for free until he misses a shot, or turns the ball over.	9 Player opposing ball handler	
947	Playmaker Check: B-	Power Forward if Reb D	If passed, the ball handler makes a brilliant pass inside to either the power forward or the center who slams home an easy two points. If failed, the ball is stolen by the defender opposing the ball handler, who goes coast to coast for an easy layup for two points.	974	He can't Buy a Basket	Defensive Shooting Guard	The current ball handler cannot dig deep until he makes a field goal, or rolls HR on his card.	Rebound Type Chart	
948		Power Forward if Reb D-		975 - 976	Winded	Defensive Small Forward	The current ball handler does not have his normal stamina for today's game. Subtract five from the timing number on his card. This player also will not receive a timing bonus if the game goes into overtime.	0 Offense	
949	Playmaker Check: C+	Center if Reb A+	If passed, the ball handler makes a brilliant pass inside to either the power forward or the center who slams home an easy two points. If failed, the ball is stolen by the defender opposing the ball handler, who goes coast to coast for an easy layup for two points.	977 - 978	He's a Machine	Defensive Power Forward	The current ball handler feels great and can play all day. Add five to the timing number on his card.	1 Offense	
950		Center if Reb A		979	The Meek Shall Inherit the Earth	Out of Bound (Offense Ball)	If the current ball handler has a natural zero listed on his card, he now gains three diggin deep opportunities. His Oreb, Dreb, and Play ratings become A+ for the remainder of the game.	2 Offense	
951	Playmaker Check: C	Center if Reb A-	If passed, the ball handler makes a brilliant pass inside to either the power forward or the center who slams home an easy two points. If failed, the ball is stolen by the defender opposing the ball handler, who goes coast to coast for an easy layup for two points.	980 - 981	Lunging Out of Bounds	Defensive Center	Roll on defender chart to determine the defender. If the defender has a defense rating of one or greater, he swats the ball out of the ball handler's hands. As the ball bounces out of bounds, the defender lunges for the ball. He misses the ball and crashes into the stands. The offense retains possession of the ball, and check for injury to the defender.	3 Defense	
952		Center if Reb B+		982	The Thrill of Victory	Out of Bound (Offense Ball)	If the current ball handler's team is winning, the ball handler can dig deep for free for the remainder of the quarter.	4 Defense	
953	Playmaker Check: C-	Center if Reb B	If passed, the ball handler makes a brilliant pass inside to either the power forward or the center who slams home an easy two points. If failed, the ball is stolen by the defender opposing the ball handler, who goes coast to coast for an easy layup for two points. If an A+ check is passed, the pass may go to any other player for free open shot.	983	The Agony of Defeat	Out of Bound (Offense Ball)	If the current ball handler's team is losing, the ball handler cannot dig deep for free for the remainder of the quarter.	5 Defense	
954		Center if Reb B-		984	Boom Shaka Lacka	Out of Bound (Offense Ball)	If the current ball holder has a Play rating of B- or better, he's passes down low to the power forward or center who slams the ball home. The dunk is so forceful that it breaks the backboard and causes a delay. All active players gain three the timing listed on their cards as the backboard is replaced.	6 Defense	
955	Playmaker Check: D+	Center if Reb C+	If passed, the ball handler makes a brilliant pass inside to either the power forward or the center who slams home an easy two points. If failed, the ball is stolen by the defender opposing the ball handler, who goes coast to coast for an easy layup for two points. If an A check is passed, the pass may go to any other player for free open shot.	985	The Nail in the Coffin	Out of Bound (Offense Ball)	If the current ball holder is playing in the fourth quarter (or overtime) with the lead, he can hold onto this card for use later in the game. When played, this player can attempt an open three point shot. Count any results of Open2 and Two Pts as a Three Pointer made	7 Defense	
956		Center if Reb C		985	The Nail in the Coffin	Out of Bound (Offense Ball)	If the current ball holder is playing in the fourth quarter (or overtime) with the lead, he can hold onto this card for use later in the game. When played, this player can attempt an open three point shot. Count any results of Open2 and Two Pts as a Three Pointer made	8 Defense	
957	Playmaker Check: D	Center if Reb C-	If passed, the ball handler makes a brilliant pass inside to either the power forward or the center who slams home an easy two points. If failed, the ball is stolen by the defender opposing the ball handler, who goes coast to coast for an easy layup for two points. If an A- check is passed, the pass may go to any other player for free open shot.					9 Defense	
958		Center if Reb D+							
959	Playmaker Check: D-	Center if Reb D	If passed, the ball handler makes a brilliant pass inside to either the power forward or the center who slams home an easy two points. If failed, the ball is stolen by the defender opposing the ball handler, who goes coast to coast for an easy layup for two points. If an B+ check is passed, the pass may go to any other player for free open shot.						
960		Center if Reb D-							

Diggin Deep Basketball - Check the Deck Chart (Page 3)

Roll	Name	Rebound?	Description	Roll	Name	Rebound?	Description
986	No Killer Instinct	Out of Bound (Defense Ball)	If the current ball holder is playing in the fourth quarter (or overtime) with the lead, the defense can hold onto this card for use later in the game. When played, this player will bribe the ball off his foot and out of bounds.	999	Insane Crossover Move	Any player on Home Team	Roll on defender chart to determine defender. If the current ball handler passes a Playmaker check of B+, he makes a brilliant crossover move and drives to the basket for an easy layup and two points. His current defender has he ankle buckle from a result of the crossover move and goes down in a heap. Check for injury to the defender.
987 - 988	Nothing Left in the Tank	Out of Bound (Defense Ball)	Once the current ball handler becomes fatigued, the coach feels compelled to remove him for the remainder of the game. If this player enters the game while fatigued, he must make an injury check at the end of the game.	1000	Hard Pick	Any player on Road Team	Roll on defender chart to determine defender. If the current ball handler passes a Aggressiveness check of B+, he passes his point guard (or shooting guard), and sets a pick. The pick is little too good as the defender gets nailed and crumples to the ground. Whoever received the pass, now has an open shot. Check for injury to the defender.
989	Settle Down Ladies	Out of Bound (Defense Ball)	Roll on defender chart to determine the defender. If the current ball holder AND the defender pass an Aggr check of B-, both players start swinging after a questionable foul on the defender. Both players are ejected from the game. The defending team is charged a technical foul, and offense retains possession of the ball.				
990	Heart of a Warrior	Out of Bound (Defense Ball)	The current ball handler attempts a shot (either two pointer or three pointer). If the shot is made, this player gains two extra diggin deep opportunities. If this happens in the fourth quarter or overtime, this player gains three chances instead.				
991	He's gone Cold	Offensive Rebound (Highest Rated)	The current ball handler attempts a shot (either two pointer or three pointer). If the shot is missed, this player loses one diggin deep opportunity. A player's diggin deep number cannot go below zero. If this happens in the fourth quarter or overtime, this player can no longer dig deep for the remainder of the game.				
992	Can't Handle the Hecklers	Offensive Rebound (Highest Rated)	The player currently on the court for the road time with the highest PPG becomes the target of the fans, and is heckled. Add 200 to all free throw attempts for this player for the remainder of the game.				
993	Really can't Handle the Hecklers	Offensive Rebound (Lowest Rated)	The player currently on the court for the road time with the highest PPG becomes the target of the fans, and is heckled unmercifully. Add 400 to all free throw attempts for this player for the remainder of the game.				
994	Hey! Watch your Temper	Offensive Rebound (Lowest Rated)	The current ball handler is called for a charge while driving to the basket. Charge him with a turnover and a foul. The player questions the refs abilities and is given a stern warning by the ref. Increase this player's Agr rating by three grades for the remainder of the game.				
995	He Just Wants it More	Defensive Rebound (Highest Rated)	The current ball handler is more confident in his abilities today, and is playing with a drive that cannot be matched. Increase the Oreb and Dreb of this player by three grades for the remainder of the game.				
996	The Game Slows Down for Him	Defensive Rebound (Highest Rated)	The current ball handler is seeing the court better than he ever has before. Increase the Play rating for this player by three grades for the remainder of the game.				
997	We're Talking about Practice (Defense)	Defensive Rebound (Lowest Rated)	Taking extra defensive reps at practice is paying off for the current ball handler. For the remainder of the game, every block, steal, or fast break rolled on his defense chart results in one extra diggin deep opportunity for this player.				
998	We're Talking about Practice (Offense)	Defensive Rebound (Lowest Rated)	Taking extra offensive reps at practice is paying off for the current ball handler. For the remainder of the game, every penetration or highlight reel result rolled on his offensive chart results in one extra diggin deep opportunity for this player.				