



ESPN

COLLEGE HOOPS



2K4
SEGA

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

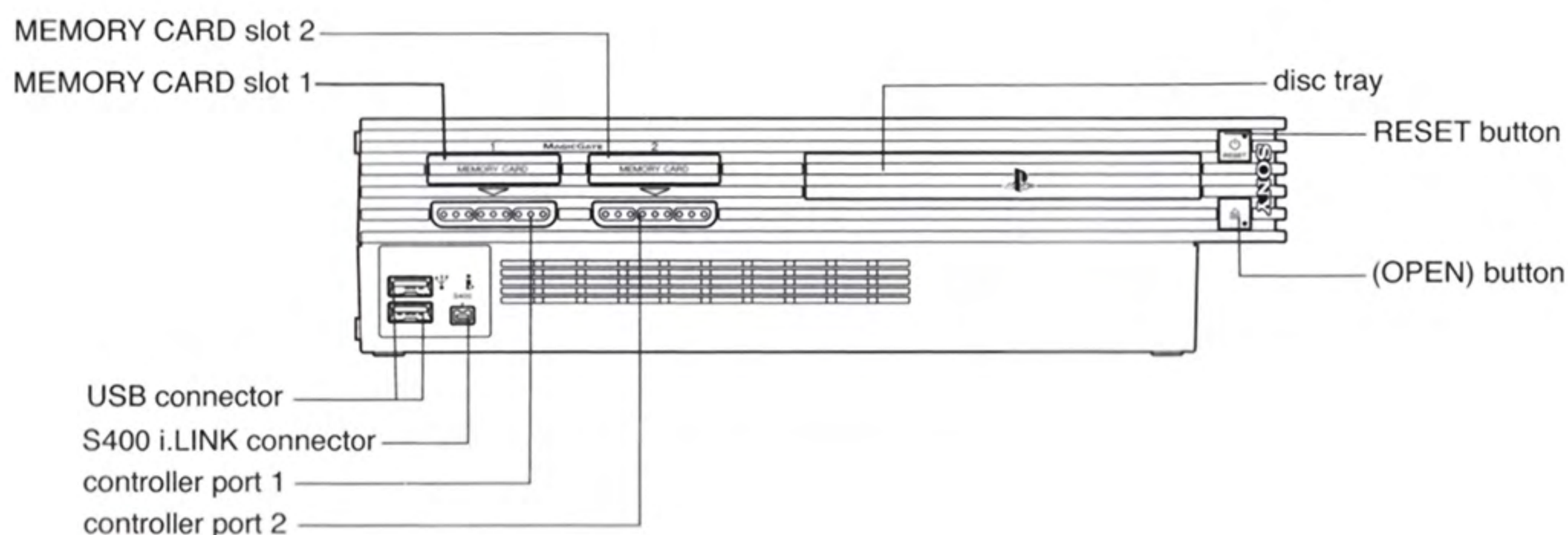
HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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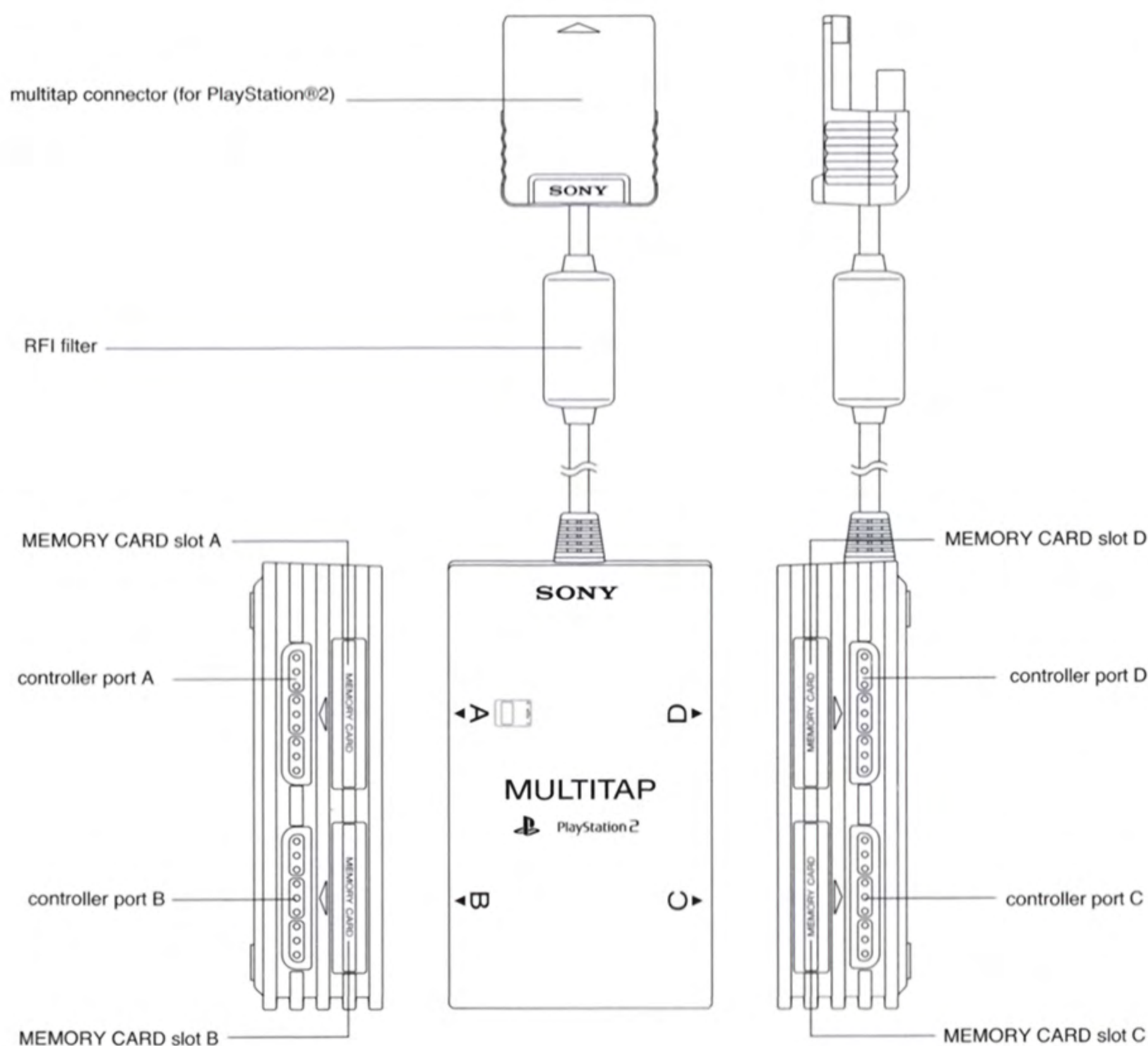
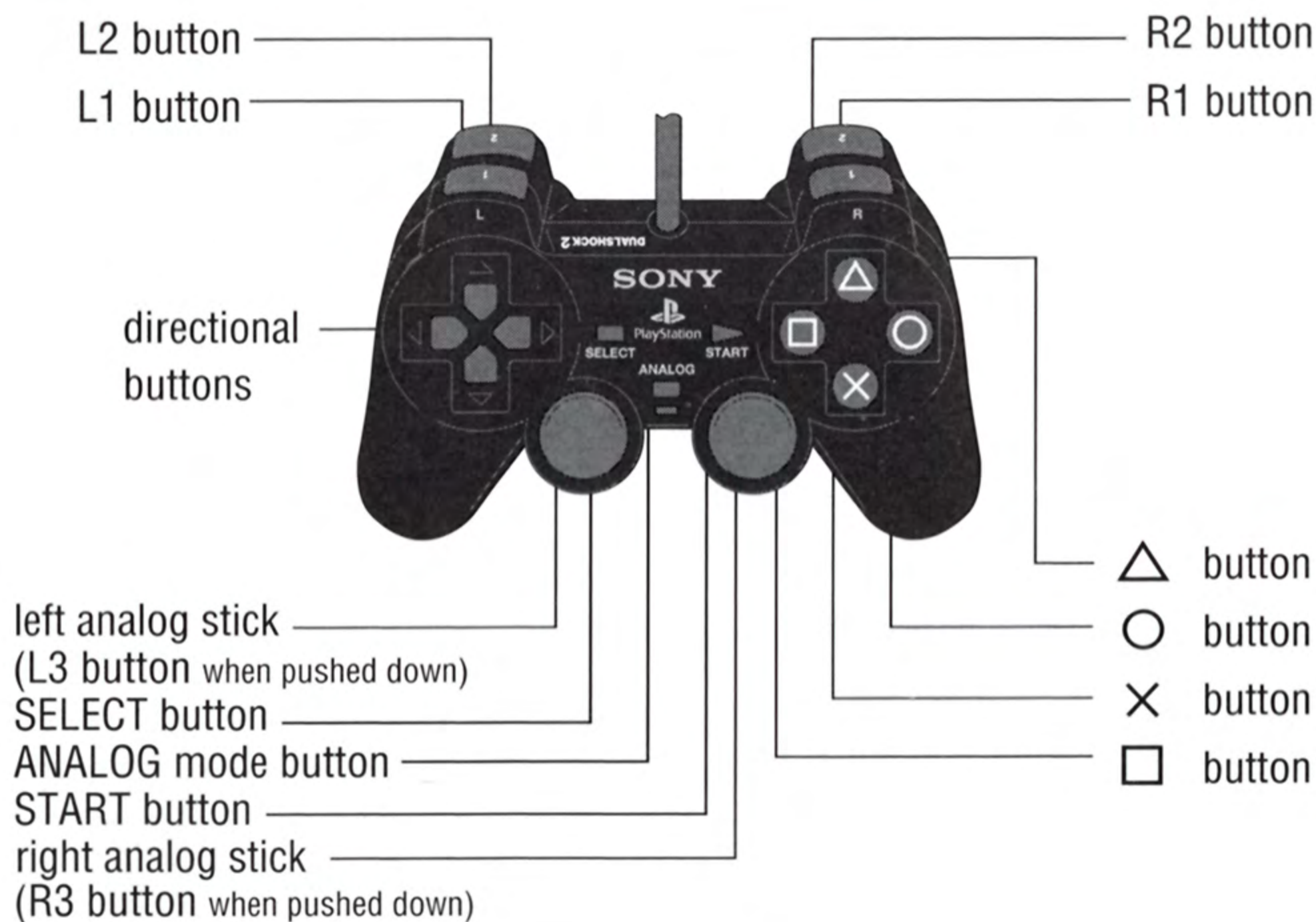
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GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the ESPN® College Hoops disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

DUALSHOCK[®] 2 ANALOG CONTROLLER CONFIGURATIONS



INTRODUCTION / NEW FEATURES

One Shining Moment

It's the same dream every night: the one where you bury the big shot, the one where you wake up with your hands still going through the motions of cutting down the net. You sit up with a smile, knowing that this year will be your school's big chance. Most of the experienced upper-classmen from last year are returning, and the freshman class is the best this state has seen in decades. You know this is your year. Now you turn on ESPN College Hoops and prove it, living each week of an intensely brutal schedule, working through the ups and downs of the season to finally earn a ticket to the Big Dance. It's about time your dream met up with reality.

This year's new features include:

- ESPN Presentation – Mike Patrick and Jay Bilas call every game. New ESPN Cams follow all the action, both on the court and in the crowd, capturing everything from high-flying cheerleaders to the Cameron Crazies.
- IsoMotion – Unleash new offensive moves using your **right analog stick**. Pivots, Jab Steps, Crossovers, Spins, and Step Backs are all at your disposal to break the defender down. On defense, use the manual stealing system to rip the ball out of your opponent's hands.
- Enhanced Legacy Mode with Full Season Recruiting – The first of its kind in any college sports game. Hire assistant coaches to help you in your quest to cut down the nets in San Antonio. Balance your staff's efforts between coaching your team and scouting for potential recruits. Attend high school games to seek out the nation's best players. Customize your schedule with tournaments and additional opponents. Collect all your awards in the new Trophy Room.
- Slam Dunk Challenge - Compete in five different slam dunk competitions: Beat the Clock, Style, Horse, Dunk-O-War, and Championship.

- New Campus Store - Unlock numerous items, including Classic teams, Mascot teams and other goodies.
- New Downloadable Content - Download new rosters and schedules.

MAIN MENU

When you first access the Main Menu, ESPN College Hoops gives you the option of generating names for all of the players or referring to them only by their number. Move the **left analog stick** or the **directional buttons** up or down to highlight your selection and press the  button or the **START** button to confirm it.

If you've yet to create a user profile, an overlay will appear asking whether you wish to create one. Highlight YES or NO and press the  button or the **START** button. If you select YES, the Virtual Keyboard Overlay will appear, enabling you to input a Profile Name.

Using the Virtual Keyboard:

- Move the **left analog stick** or **directional buttons** to highlight any key.
- Press the  button to press the key.
- Press and hold the **L1** button or **R1** button to hold down the shift key.
- Press the  button to delete a character.
- To confirm and accept the name, highlight ENTER and press the  button or simply press the **START** button.

QUICK GAME

Select Quick Game from the Main Menu to jump right into a game and experience the action firsthand.

Team Select

- On any screen, press the  button to view the Help Overlay, which displays the button functions for that screen.
- Move the **left analog stick** or **directional buttons** left to select the away team and right to select the home team.
- Press the **R1** button or **L1** button to cycle forward or backward through the available teams.
- Press the  button to randomly select a team.
- Press the **R2** button or the **L2** button to cycle through the various conferences and access the classic teams list.
- Press the  button or the **START** button to view the team uniform window. In this window, press the **R1** button or the **L1** button to cycle forward or backward through the available team uniforms. (If you've unlocked a mascot team in the Campus Store, you can select it here).
- Move the **right analog stick** left or right to select a User Profile, or to highlight Load Profile, or New Profile.
- To create a User Profile, highlight New Profile and press the the  button or **START** button. Enter a name on the Virtual Keyboard and press the **START** button.
- To load a User Profile on the Load Screen, highlight Load Profile and press the  button or the **START** button. (See the Load Screen instructions below).
- Click the **R3** button (press down the **right analog stick**) to access the Assign Playbook Screen (see info below).
- Press the **START** button to advance to the Stadium Select Screen.

Load (After selecting Load Profile)

If you have an memory card (8MB) (for PlayStation®2) with a User Profile saved on it, and it wasn't inserted when you loaded the game, you can access the User Profile by selecting Load Profile on the Team Select Screen. Highlight the User Profile that you wish to load and press the **X** button. You will return to the Team Select Screen and the User Profile will now be available to you.

Assign Playbook (After clicking the **R3** button)

The Assign Playbook Screen allows you select the plays that will be available in your team's Play Call Overlay in the game.

- Press the **R2** button or the **L2** button to cycle forward or backward through the conferences.
- Press the **R1** button or the **L1** button to cycle forward or backward through the teams.
- To add a play to your Play Call Menu, highlight it with the **left analog stick** or **directional buttons** and press the **X** button.
- Highlight the **directional button** you wish to assign to the play and press the **X** button. The play will now be available to your team in the Play Call Menu under that **directional button**.
- Press the **START** button when you're done to accept your changes and return to the Team Select Screen.

Stadium Select

The Stadium Select Screen enables you to pick the court that you wish to play on. As you unlock additional courts in the Campus Store, you will be able to select them here.

- Press the **R2** button or the **L2** button to cycle forward or backward through the Stadium categories (Home Stadium, Away Stadium, NCAA, Pro-Courts, and Fantasy Courts).
- Press the **R1** button or the **L1** button to cycle forward or backward through the various stadiums in that category (when applicable).
- Press the **X** button or the **START** button to select a Stadium and advance to the game.
- Press the **△** button to return to the Team Select Screen without selecting a new Stadium.

CONTROL SUMMARY

Jump Ball

 button Jump to tip the ball to a teammate

Offense

left analog stick Move player

right analog stick IsoMotion jukes

directional buttons Play Call Overlay / Call Play

 button Pass

 button Dribble move

+ **R1** button Spin move

 button Shoot / Rebound

 button Displays Pass Icons

R2 button Pass to player closest to hoop

L2 button Call for a pick

L1 button Post up

R1 button Turbo

START button Pause

SELECT button Timeout

Free Throw Shooting

left analog stick / right analog stick Aim shot

, , , or  buttons Shoot

Defense

left analog stick Move player

right analog stick IsoMotion steals

directional buttons Play Call Overlay / Call Play

 button Switch player

 button Steal

 button Block / Rebound

 button Defender Switch Icons

R2 button Switch to player closest to hoop

L2 button Take a charge

L1 button Defensive stance / Box out

R1 button Turbo

START button Pause

SELECT button Intentional foul

IN-DEPTH CONTROL REFERENCE

Jump Ball

The referee will initiate the tip-off by tossing the ball in the air. When the ball is near the top of its upward travel, press the  button to jump. The winner of the tip-off will start the game with possession of the ball.

OFFENSE

Dribbling

- To dribble the ball, move the **left analog stick** in the direction you want to move.
- To get a speed burst, press and hold the **R1** button while moving in any direction. When doing so, you will notice a green bar appear beneath your player indicator. This green bar indicates the amount of speed burst you have left at the moment. When this speed burst indicator bar is depleted, you will be unable to speed burst for a short while.
- While standing still, perform a crossover and switch the ball to the other hand by pressing the  button with the **left analog stick** centered (i.e. not pointed in any direction).
- From a standstill, perform a juke or crossover that leads you to the basket by pressing the  button and then quickly moving the **left analog stick** to one side or the other.
- While running, perform a crossover or sidestep driving move by moving the **left analog stick** towards one side of the defender and simultaneously pressing the  button.
- To perform a spin move while your player is moving, hold the **R1** button for a speed burst, and press the  button.
- To perform IsoMotion dribble moves, move the **right analog stick**. There are two sets of offensive IsoMotion moves: the Standing Still Moves and the In Motion Moves.
- Standing Still: When not dribbling, move the **right analog stick** up, down, left, or right to move around on your pivot foot. When dribbling, move the **right analog stick** up or down to jab step straight ahead and left or right to crossover or jab step left or right.

- In Motion: Move the **right analog stick** up, down, left, or right to perform an assortment of stutter-steps, crossovers, and spins.

Passing

- To pass the ball to the nearest player in front of you, simply press the  button.
- To pass the ball to a teammate of your choice, move the **left analog stick** in the direction of the teammate you want to pass to and then press the  button.
- A "give-and-go" pass is when a player passes to a teammate, he immediately cuts toward the basket or to an open spot on the floor, and the teammate passes the ball back to him. To perform a give-and-go pass, press and hold the  button while moving the **left analog stick** towards the player you want to pass the ball to. Your player will pass the ball, but unlike normal passes, you will remain in control of your original player. Now, move your player towards the basket or an open spot and release the  button. Your teammate will pass the ball back to you.
- To pass to the player nearest the basket, press the **R2** button. This passing method is helpful for back door passes as well as for advancing the ball on a fast break.
- Icon passing is the most precise method of passing. To perform an icon pass, first press the  button to call up button icons over the heads of your teammates. Then, simply press the corresponding button to immediately send the pass to the teammate of your choice. The  button icon corresponds to the Point Guard, the  button icon corresponds to the Shooting Guard, the  button icon corresponds to the Small Forward, the  button icon corresponds to the Power Forward, and the **R1** button icon corresponds to the Center. The drawback to icon passing is that it takes a little longer to execute.

ESPN Tip: By default, you always control the ball-handler on offense. When you pass the ball, you assume control of the recipient of the pass. This is known as "Ball Handler Auto Switch". If you're playing with the Ball Handler Auto Switch option OFF, and you're controlling an offensive player without the ball, the following controls apply:

- ⊗ buttonSwitch players**
- ⊙ buttonCall for a shot**
- ▣ buttonRebound**
- △ buttonCall for a pass**

ESPN Tip: Analog passing is the fastest way to pass to an open man. While controlling the ball-handler, move the right analog stick in the direction that you want to pass and your player will automatically pass to a teammate in that direction. Analog passing is a custom controller configuration. To enable it, you must switch your Controller Setup to "Stick Passing" in the Options Menu.

Shooting

- To shoot a jump shot, press the **▣** button and release the button at the top of your jump. The closer your release is to the top of your jump, the higher your accuracy will be.
- To fade away from the basket during your jump shot, move and hold the **left analog stick** away from the basket prior to releasing the **▣** button.
- To attempt a layup or a dunk, dribble close to the basket and then press the **▣** button with the **left analog stick** pointed towards the basket. Keep in mind that using turbo (**R1** button) will increase the range of your lay-ups and dunks.
- To perform a pump fake, quickly tap the **▣** button. The player will make a quick shooting motion to fake out the defender, but will hold onto the ball.
- To pass out of a shot, press the **▣** button to shoot and, without letting go of the **▣** button, quickly press the **⊗** button to pass while in the middle of your jump. Your player will pass while in midair.

Posting Up

- To post up on a defender, start by pressing and holding the **L1** button. Your ball handler will turn his shoulder to the basket and use his body to protect the ball. Keep holding the **L1** button and move the **left analog stick** towards the defender. As soon as you make contact with the defender, your ball handler will post him up.

Scoring with the Post Up

- One way to score from the post is by shooting a jumper. To shoot a jumper, press and hold the **L1** button, then, while holding the **L1** button, move the **left analog stick** to the right (to spin right), left (to spin left), or down (to fade away from the defender), and press the  button to shoot.
- You can also shoot a hook shot over your defender by holding the **L1** button and pressing the  button with the **left analog stick** centered.
- The Drop Step move is the most effective way to score from the post. To perform a drop step, first post up your defender by pressing and holding the **L1** button. At any time during your post up (with the **L1** button still held down), move the **left analog stick** in the direction you want to drop step to and then release the **L1** button. Your player will drop step and spin towards the basket in the direction you selected. If the move is successful, you will get past your defender for a dunk or a lay-up.

Free-throw shooting

When you shoot a free throw, a Free Throw Overlay will appear with a moving dot that sets the distance for your shot, and two aiming brackets on either side that serve to center your shot. To shoot a free throw, press the **left analog stick** and the **right analog stick** together to bring together the aiming brackets in the center of the Free Throw Overlay so that they form a circular outline. Press the , , , or  button when the Distance Dot is centered in the Free Throw Overlay to shoot the ball. Also, remember that you don't have all day to shoot the free throw. In default "All Conference" difficulty, if you haven't shot the free throw after 15 seconds, your player will automatically shoot the ball wherever the brackets and the Distance Dot are pointed. If you're having trouble shooting free throws, go to Practice: Free Throw to hone your skills.

CALLING PLAYS

Each team has 19 plays in its offensive playbook and 15 plays in its defensive playbook. Of these, 4 offensive plays and 4 defensive plays can be accessed during gameplay via the in-game Play Call Overlay. If you'd like to customize the 4 plays currently in use, select Coaching from the Pause Menu, and select Offensive Plays or Defensive Plays (you can also set your Playbooks in Roster Manager Mode).

- To bring up the Play Call Overlay during gameplay, press the **directional buttons** in any direction. Then press the corresponding **directional button** to run a specific play.

Other Calls

- If your team is behind at the end of the game and you need to foul to stop the clock, press the **SELECT** button to call for an intentional foul.
- Can't get free from a defender? Call for a pick! Having a teammate set a pick for you is a great way to get free, especially on the perimeter. To call for a pick, press the **L2** button while in control of the ball. Your nearest teammate will run up and set a pick for you.

DEFENSE

Stealing

- To attempt to pick the ball handler's dribble, press the  button.
- To steal a pass, press the  button when the pass is on the way. If you time it right, your defensive player will intercept the pass in midair.

Drawing a Charge

The number of offensive charging fouls that a defender draws isn't an official statistic in the NCAA, but it probably should be. By using your player's quick feet to establish position, you can stop your opposition's aggressive moves to the basket and cause them to commit a turnover.

- To attempt to draw a charge, press the **L2** button.

Blocking Shots

- To block a shot, press the  button as the ball handler begins his shot.
- To power up your shot block, press and hold the **R1** button and then press the  button.

Rebounding

- A fundamental part of good rebounding is boxing out your opponent. To box out an opponent after a shot attempt, position your rebounder close to the basket and press and hold the **L1** button. By doing so, your player will extend his arms to the side in an effort to keep any nearby opponents behind him.
- To jump for a rebound, press the  button once the ball has bounced off the rim.

Switching Defenders

- While on defense, press the  button to switch to the player closest to the ball.
- To switch to a specific defender, you can use the Player Icons (this works like Icon Passing). First, press the  button to call up button icons over the heads of your teammates. Then, simply press the button that corresponds to the player you wish to control.
- It's often useful to be able to switch to the defender who is the closest to your basket (for example, when the other team is attempting a fast break). Press the **R2** button to switch to the defender closest to the basket.

Ability Icons

During the course of a game, you'll probably notice that many players have icons, such as a star, next to their names when they have possession of the ball. These are the new Ability Icons. They serve as a quick way to learn about your players' strengths. The Ability Icons signify the following abilities.

- Shoe – The player is fast. (Get him the ball on a fast break).
- "3" – The player shoots 3-pointers well. (Look to get him the ball beyond the arc).
- Star – The player has a high overall rating, and is probably skilled offensively. (Put the ball in his hands when the game is on the line).
- Hand – The player is a strong defender.

MODE SUMMARIES

Here are the other modes available in ESPN College Hoops.

ESPN SLAM SESSION

Compete in the following five slam dunk competitions.

- **Beat the Clock**

Complete all the dunks in the shortest amount of time.

- **Style**

Execute your favorite dunks for points. Reach the high score before your opponent does.

- **Horse**

Complete a dunk and then make your opponent match it in an old fashioned game of Horse.

- **Dunk-O-War**

Pump up the crowd; then execute an awe-inspiring jam. The contestant who gets the crowd the most fired up wins.

- **Championship**

Compete in all of the above dunk modes for the ultimate prize.

GAME MODES:

The following modes are available from the Game Modes Menu.

- **Exhibition**

Exhibition allows you to jump into a game between the teams of your choice, just like Quick Game. However, in Exhibition, you can set the Half Length from 1 to 20 minutes and you can turn Injuries, Fatigue, and Fouling Out ON or OFF.

- **Legacy**

Craft a powerhouse team and try to lead it to a national championship year after year, decade after decade. Be the first school in history to claim 12 NCAA championships.

- **Season**

Guide your team to victory over the course of the regular season and the playoffs.

- **Tournament**

Compete with up to 4 total users in a conference tournament or the entire NCAA tournament.

- **Rivalry**

School rivalries are a big part of the excitement of NCAA basketball. Choose a team and pit it against one of its top rivals in Rivalry Mode.

- **Gym Rat**

A "Gym Rat" is a player who likes nothing better than shooting hoops all day long and strives to be the very best basketball player he can be. In Gym Rat Mode, play a pickup game with 2 to 5 players on each side.

- **Practice**

Perfect your skills with the following three Practice modes.

- **Standard**

Perfect your offensive moves (dribbling, passing, shooting) with no defense on the court.

- **Scrimmage**

This practice mode allows you to work on your team's execution on offense and defense.

- **Free Throw**

Consistent free throw shooting is the cornerstone of any successful offensive effort. Improve your shot from the charity stripe here.

OPTIONS

Multiple categories of options give you the power to customize your game at all levels, from the broadcast booth to the coach's desk. Save your settings in the Save/Load section.

ROSTER MANAGER

Roster Manager allows you to edit team rosters or playbooks, and even create players and teams.

CAMPUS STORE

The Campus Store allows you to check your User Info, purchase Unlockables, and chill out at the Student Lounge, where you can play Air Hockey.

NETWORK PLAY

Here's where you really put your skills to the test. Challenge other players online.

ABOUT THE GAME

Learn about the new features and improvements to this year's edition of ESPN College Hoops, see other ESPN video games, find out where to register your game, and view the game's credits.

Here's where you really put your skills to the test. Challenge other players online.

Network Configurations

The Network Configuration Screen allows you to select a network configuration save file from a memory card (8MB) (for Playstation®2) or create one with the Network Configuration Utility.

- To use an existing Network Configuration, highlight it and press the  button.
- To create a new Network Configuration, highlight CONFIG MANAGER and press the  button.

Network Configuration Utility

- On the Network Setting Screen, select Add Setting.
- Follow onscreen instructions. (You will need your internet service provider settings, including the IP Address and the DNS Server Address).
- Name your Internet service provider setting using the Virtual Keyboard (Highlight the Question Mark Button on the top right for control information).
- Press the  button when complete to save your settings.
- On the Confirm Overlay, to test your connection, highlight YES and press the  button.
- Press the  button to restart the game.

Online Authentication

The Online Authentication Screen allows you to input an existing ESPN Video Games account or create a new one.

Using an Existing Account:

- Highlight **USER NAME** and press the **X** button. The Virtual Keyboard appears. Enter your user name and press the **START** button.
- Highlight **ENTER PASSWORD** and press the **X** button. The Virtual Keyboard appears. Enter your password and press the **START** button.
- Press the **START** button to advance to the Online Menu.

Creating a New Account:

- Highlight **CREATE ACCOUNT** and press the **X** button. The Create Account Screen appears.

Create Account

- Move the **left analog stick** up or down to highlight a field.
- Press the **X** button or **○** button to access the Virtual Keyboard or cycle forward or backward through the available options. Input your account information.
- Press the **START** button to advance to the Online Authentication Screen.

ONLINE MENU

Play

On the Online Lobbies Screen, you select the game lobby you wish to enter.

- Press the **R1** button or **L1** button to cycle forward or backward through the available modes (Exhibition, Starter, All Conference, All American, and ESPN Slam Session).
- Highlight a lobby and press the **X** button or the **START** button to advance to the Lobby Screen.

! Note: The Exhibition Lobby is different from the other lobbies. In Exhibition, your games don't count towards your ranking on the Leaderboard. Also, Exhibition gives you more freedom with your Game Options. You can play with any difficulty setting and you can play with any half length from 1 to 20 minutes. In the other lobbies, the difficulty is pre-determined by the lobby, and the half length is set at 10. To set your Exhibition options, first select Options from the Online Menu.

- **Lobby**

The Lobby Screen is where you select an opponent to play against. Opponents appear with their rank.

If Another User Challenges You:

- Highlight ACCEPT and press the  button to accept the challenge and advance to the Team Select Screen.
- Highlight DECLINE and press the  button to decline the challenge. Select a reason for declining (None, Rank, Reputation, Settings, or Busy) and press the  button to return to the Lobby.

To Challenge A User To a Game:

- Highlight a user and press the  button. An overlay will appear.
- Select CHALLENGE and press the  button. The Challenge Screen appears while the other user mulls over whether to accept your challenge. If the user accepts, the Team Select Screen will appear.

! Note: In the Team Select Screen, and thereafter in gameplay, if you and your competitor each own a Playstation®2 voice chat headset, you can talk to one another as you play.

Leagues

Please visit www.espnvideogames.com for the latest information concerning online leagues and ESPN College Hoops.

Latest News

The Latest News Screen gives you all the latest news pertaining to ESPN College Hoops.

Leader Boards

The Online Leader Board Screen displays the online player rankings for each mode except Exhibition.

Downloads

The Roster Downloads Screen allows you to download the latest NCAA rosters, making it quick and easy to keep ESPN College hoops up to date with the current season.

Options

The Game Settings Screen allows you to set the game options for your Exhibition games. Press the  button or  button to cycle forward or backward through the options.

- **Difficulty:** Starter, All Conference, All American – Set the game's difficulty level (STARTER being the easiest, and ALL AMERICAN being the hardest).
- **Half Length:** 1 – 20 Minutes (10 Minutes by Default) – Set the number of minutes in a half.
- **Camera:** Default, Iso, Follow, High, Press, and Side – Choose your preferred camera angle for the game.
DEFAULT: This is a view from above and behind the

offensive team. The Default camera view is effectively the same as the High camera view, except that the Default view cannot be adjusted like other camera views. ISO: This is a side view of the action with the camera at about head level and angled towards the defending team's basket. FOLLOW – This is a view from behind the offensive team at about shoulder level. HIGH - This is a view from above and behind the offensive team. PRESS – This is a side view that angles the camera towards the court in which the ball handler is standing. SIDE – This is a side view of the action, with the camera at head level.

- **Shot Clock:** On (Default) or Off – The shot clock in college counts down from 35 seconds. The shot clock resets when the ball changes possession or a missed shot hits the rim. If your team has the ball when the shot clock expires, you turn the ball over to the other team.
- **Closely Guarded:** On (Default) or Off – The Closely Guarded Rule states that if a ball handler is closely guarded for 5 seconds without passing the ball, his team turns the ball over to the other team.
- **Foul Out:** On (Default) or Off – When a player commits 5 personal fouls in a game, he fouls out, and can no longer play in the game.
- **Game Speed:** Slomo, Slow, Normal (Default), Fast, Turbo – Set the speed at which the players and the ball move.
- **Fouls:** All (Default), None, Most – Set the percentage of fouls that the refs whistle.
- **3 Seconds In Key:** On (Default) or Off – When ON, if an offensive player stands inside (or with one foot inside) the key for more than 3 seconds, his team turns the ball over to the other team.
- **10 Seconds 1/2 Court:** On (Default) or Off – When ON, if a team inbounds the ball on their side of the court, they must get the ball across the half court line in 10 seconds or less, or their team will turn the ball over to the other team.

Sign Out

Select Sign Out to log off from the network.

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