HEAT CHECK CBB SIMULATION INSTRUCTION MANUAL

Introduction

Heat Check CBB Simulation is a text-based simulation college basketball game. Users will control a college basketball program by managing rosters, setting budgets, recruiting high-school players and transfers, and plenty more. Though the simulation has plenty of info and details, it will require little time to manage a team. The simulation features multi-tournament events, draft declarations, accolades, top-25 rankings, March Madness and more.

Basics

How it works —— Users will control their team by periodically submitting Google Form surveys via their email. These surveys will focus on things like roster management, press conferences, player development, and other aspects. Users will be able to view league results, news and other happenings through Google Docs. All of these documents will be available at heatcheckcbb.com/sim.

Teams —— There are 352 teams and 32 conferences in total. Teams represent one of four regions: West (W), Midwest (MW), Southeast (SE) and Northeast (NE).

Season —— Each team will play a total of 28 regular-season games, including 12 nonconference games and 16 conference games. Three of the 12 nonconference games will come from an early-season tournament and the remaining nine will be home or away games. At the conclusion of the regular season, the top eight teams from each conference will participate in a conference tournament. After the conference tournaments, qualified teams will participate in March Madness.

Roster —— Each team will consist of eight players, including at least one point guard (PG), shooting guard (SG), small forward (SF), power forward (PF) and center (C), as well as three bench players. Each player is rated on a 0-10 basis on both offense and defense, with 10 being the strongest and 0 being the weakest. Players also have a loyalty rating (LOY) and development rating (DEV) and have their home state or home country (for international players) also listed.

Team prestige —— Each team has a prestige rating from 1 to 6 with 1 being the strongest and 6 being the weakest. Prestige impacts recruiting, attendance, player development, nonconference scheduling and roster management. A team's prestige rating will never change but teams can consistently outperform or underperform against a prestige's expectations.

Season

The season consists of three phases: preseason, season and offseason. A complete season is made up of 22 "cycles" in which the user will either be notified of the league's happenings and/or be requested to perform a task, such as completing a press conference, recruiting from a set of players, or convincing a player to return to the team. Cycle notifications will be sent out on Monday, Wednesday and Friday.

Cycle notifications will occur through receiving a Google Form to your preferred email address. Note: email addresses are private and are only used to send the simulation cycles.

Preseason —— 4 cycles, including team sign up, offseason budget, media day and the first recruiting period.

Season —— 12 cycles, including in-season tournaments, nonconference and conference competition, conference tournaments, March Madness, and the final two recruiting periods.

Offseason —— 6 cycles, including team user renewal, realignment proposals, transfers, draft declarations, final transfer/recruiting commits, and roster finalization.

Schedule —— Every team will play three early-season tournament games, nine nonconference home/away games and 16 conference games. Every team will play at least eight total home games and eight total away games.

Early-season tournaments —— There are 44 total early-season tournaments. Tournaments feature teams from eight different conferences to prevent any possible inter-conference matchups. Tournaments have conference tie-ins, meaning a tournament will include the same conferences on a yearly basis. Early-season

tournaments will always be the first three games of the season for every team. The 44 tournaments are listed below.

Phil Knight Invitational, Maui Invitational, Battle 4 Atlantis, Las Vegas Invitational, NIT Season Tip-Off, MGM Resorts Main Event, Paradise Jam, Myrtle Beach Invitational, Barclays Center Classic, Charleston Classic, Empire Classic, Island of the Bahamas Showcase, Windy City Marathon, Cayman Islands Classic, Fort Myers Tip-Off, Legends Classic, Hall of Fame Classic, Cancun Challenge, Staples Center Showcase, Queen City Classic, Orlando Invitational, Wooden Legacy, Diamond Head Classic, Hall of Fame Tip-Off, Boca Raton Beach Classic, Jamaica Classic, Gotham Classic, Wild West Showdown, D.C. Classic, Las Vegas Classic, Mile High Madness, Sacramento Classic, Emerald Coast Classic, Golden Gate Tip-Off, Islander Invitational, Cable Car Classic, Seattle Showdown, Gulf Coast Showcase, Collegiate Hoops Roadshow, Rock & Roll Hall of Fame Showcase, Junkanoo Jam, O'ahu Classic, Sunshine Slam, River Hawk Invitational

==Conference tournaments== —— Every conference will have a tournament at the conclusion of the regular season. The conference's top eight finishers in the standings will participate in the conference tournament with any tiebreakers solved by strength of record (SOR). Unlike early-season tournaments, conference tournaments are single-game elimination and the winner will receive an automatic bid to March Madness.

==March Madness== —— March Madness will include 68 teams, including 32 automatic bids for conference tournament winners and an additional 36 at-large bids. The tournament will follow the traditional NCAA format.

==NIT== —— NIT will include 32 teams, including automatic bids for regular-season conference winners not selected for March Madness and the necessary additional at-large bids. The tournament will follow the traditional NCAA format and start during the same cycle as March Madness.

==Game results== —— Game results are created through simulations based on both teams' ratings. A team's rating for every game differs based on the strength of the opponent's ratings. For example, a strong offensive team playing against a weak defensive team can expect to score more points than normal.

==Top 25 rankings== —— Top 25 rankings will be published throughout the season after each simulation period. Rankings are based on overall team talent and team success.

Managing a team

Users will have control of several aspects of their team, as seen below.

==Recruiting== —— There are three recruiting periods that occur during the regular season. Users will be given a list of interested prospects and can recruit the players of their choice. The more prospects a user offers, the smaller likelihood the user has of landing each recruit. Unlike active players, loyalty and development ratings are hidden until a recruit commits to a team. Every commit will be released prior to the following recruiting cycle to allow users to reassess team needs.

==Transfers== —— Players can transfer out of their teams after the season concludes. Just like recruiting high school players, users will be given a list of prospects and can recruit the transfers of

their choice. Every transfer will be immediately eligible to compete the following season for their new team and any team can offer any transfer.

Roster limits —— Every roster must have eight players, including at least one point guard (PG), one shooting guard (SG), one small forward (SF), one power forward (PF) and one center (C). Teams can exceed the eight-player maximum during the offseason but will face either transfer or pro departures to eventually reach the 8-player limit. Players will be assigned to a team at the conclusion of the offseason if the roster doesn't meet the 8-player requirement or positional requirement. Teams are rated entirely based on the players' offense and defensive ratings, so there is no such thing as setting a starting lineup or a rotation or allocating playing time.

Player eligibility —— JUCO transfers will have two seasons of eligibility while traditional recruits will have four seasons of eligibility. There will be no redshirt seasons. Players who transfer will always be immediately eligible.

Draft declarations —— At the end of the season, players can declare for the draft. Every user will have the opportunity to sit down with their team's declared prospects and either encourage them to proceed with the draft process or try to convince the players to return to the team.

Offseason budget —— Every user will be given an offseason budget form during the offseason. The offseason budget focuses on several aspects of team management, including roster priorities, recruiting style, and nonconference schedule strength.

Program integrity level allows users to choose between maintaining a "by the book" mentality or a "by any means necessary" mentality. High integrity means a team won't have improved chances at recruits but will never be banned from the postseason. Low integrity means a team will have improved chances at recruits but also has a higher likelihood of receiving a postseason ban.

Roster priorities allows users to choose between focusing on player development or player acquisition. A player development focus means the team's players will develop faster while a player acquisition focus means the team will have a better chance at landing recruits.

Recruiting style allows users to choose between focusing on high school prospects or transfers. A high school prospect emphasis means the team will have a better chance at landing recruits while a transfer focus means the team will have a better chance at landing transfers.

Pace allows users to choose between a fast-tempo style or a slow-tempo style. This will impact a team's points scored and points allowed per game.

Nonconference schedule strength allows users to choose between having a challenging nonconference schedule or a weak nonconference schedule. Challenging schedules means more opportunities for quality wins while weak schedules means more opportunities for total wins. Early-season tournament placement will not be influenced by choosing a strong or weak nonconference schedule. This decision affects the following season's schedule.

Users will have the option of requesting their exhibition opponent. If the user's requested opponent matches with their

requested opponent, the two teams' exhibition game will be confirmed.

Realignment —— Users can file a realignment proposal during the offseason if they wish to change conferences. Every user will receive a form and can choose to either not explore realignment or file a realignment proposal to other team(s). Conference changes will go into effect immediately if agreed upon. Realignment can only occur in a one-for-one fashion (maintaining same number of teams in every conference) under the following conditions:

—Both users agree to the realignment move
—Teams are of the same geographic region
—Teams are of the same program prestige

Here's an example realignment case:

Utah State (Region: W, Prestige: 4) has agreed with Washington State (Region: W, Prestige: 4) to a realignment deal. Utah State will join the Pac-12 and Washington State will join the Mountain West.

Press conferences —— Users will have the ability to complete press conferences throughout the season. Reporters will ask questions and the user chooses from a select number of responses. These responses can impact the team, so choose wisely. Responding in a manner that doesn't align with the team's expectations or in a negative way will cause a team's overall rating to decline. Conversely, responding in a manner that aligns with the team's expectations or in a positive way will cause a team's overall rating to improve.

Coaching carousel —— At the end of each season, users will be given the option to return to their team. Users who opt to leave their team will be put into a pool of available coaches. These coaches will be ordered by their career Coaching Score (CS) and will then be given the ability to select their new team. After each of these vacancies are filled, interim coaches (wait-list members who joined mid-season) will select their new team, and then signups will open up for any remaining vacancies.

Teams that have a coach who was fired during the season will be filled by members on the waitlist in chronological order. These interim coaches will coach the remainder of the season but will return to the signup pool at the end of the season.

Additional info/key terms

Strength of record (SOR) —— Teams will be ranked from 1 to 352 in strength of record (SOR), which measures schedule strength as well as win/loss quality. March Madness seeding is largely determined by teams' SOR rankings. SOR rankings will be updated throughout the season.

Coaching Score (CS) —— Every user will have a career Coaching Score (CS). This metric combines winning percentage, performance vs. overall talent, and user responsiveness. Performance vs. overall talent is measured by final strength of record (SOR) rank vs. team talent rank. User responsiveness is measured by total percentage of missed cycle responses. Postseason bans will also be detrimental to an overall CS rating.

Media day —— The preseason will feature media day, where conference standings projections and preseason all-conference teams are announced. Users will take part in a Q&A session with reporters about the upcoming season.

Attendance —— A team's attendance fluctuates based on the team's overall talent and the team's success. Attendance percentage can impact recruiting interest.

Accolades —— Every season will feature a handful of accolades. Each conference will name a coach of the year, player of the year and all-conference team. Additionally, there will be national awards for coach of the year, player of the year and All-America team.

Season file —— Prior to the start of the season, each user will receive a spreadsheet file that includes all the necessary information for the upcoming season, including complete player lists, roster charts, schedules, incoming recruits, and more.

Ratings

Team ratings —— Teams have both an offensive and defensive rating, which is based on an average of the team's eight players' offensive and defensive ratings. Team ratings are not made public but the preseason 1-352 rankings exactly reflect overall team ratings.

Player ratings —— Every player has an offensive and defensive rating, which is based on a 0-10 scale with 0 being the worst and 10 being the best.

Player development —— Every player has a development rating (LOW, MED or HIGH) with low being the slowest development and high being the quickest development. Players will improve between 0.0 points and 1.0 point on both offense and defense at the conclusion of each season. This improvement is based on the team's player development emphasis and the player's development rating. Development ratings will not change during a player's career.

Player loyalty —— Every player has a loyalty rating (LOW, MED or HIGH) with low being the lowest loyalty and high being the highest loyalty. Loyalty rating impacts the likelihood of a player either transferring or leaving early for the draft. Players with high loyalty have a smaller chance of leaving the team while players with low loyalty have a much higher likelihood of leaving. Loyalty ratings will not change during a player's career.

Recruiting rankings —— Players are ranked based on their offensive and defensive rankings when they enter the college level. Five-star recruits (*****) are the top 15 players from their class, four-star recruits (****) are ranked 16-75, three-star recruits (***) are ranked 76-250, and two-star recruits are ranked 251st or worse. JUCO transfers are not included in the rankings.

Tips/FAQs

Q: Is this a big time commitment?

A: It will only require as much time as you wish. The bare minimum effort it would take to run a team through an entire season is taking 30-60 seconds to submit a Google Form three times a week for a little bit over a month. That's a total of about 10-15 minutes. Those who want to take it a step further might wish to spend hours looking at games, recruits, rosters and other things.

Q: Is any of this rigged?

A: No. In fact, it would make running the simulation even more challenging if it were rigged.

Q: What's the basis for team prestige ratings? Can they improve or decline?

A: Prestige ratings are based upon Ken Pomeroy's program rankings from roughly the past 20 years, which are based on winning, recruiting and tournament success. Within the simulation, prestige ratings will always remain the same.

Q: What can I do to improve my team?

A: Game results are derived from team ratings and team ratings are derived from player ratings. As a result, fielding the best team possible by recruiting transfers and high-school prospects and filling out the offseason budget to suit your team's needs will help improve your team.

Q: What are some tips for recruiting and building a roster?

A: Be mindful of where your roster stands and be careful with your recruiting techniques. There are three recruiting cycles during the regular season, and though it might make sense to cover all your bases and offer every recruit, this method actually decreases your recruiting chances. If you have two guards set to graduate, a best practice might be to offer a highly rated guard and another guard or two who are lesser-rated who could be backup plans. Also make sure you have at least one player of every position, which is a roster requirement.

Q: Should I focus more on acquiring players or developing players?

A: It depends on your roster. If your team has more upperclassmen, it's probably a wise decision to focus on acquiring players who can replace the outgoing seniors. If your team has more underclassmen, it makes more sense to focus on developing young talent so the players are highly rated when they're juniors and seniors.

Q: Can I kick a player off my team?

A: In short, no. You can, however, pursue recruits from the same position in hopes that the given player will transfer out of the program. This is a risky tactic but could work if you are looking to get rid of a low-rated player who has a low loyalty rating. As a reminder, teams that exceed the 8-player roster requirement will have players transfer out of the program until the roster returns to 8 players.

Q: Can players from low-prestige teams ever be rated higher than players from high-prestige teams?

A: Yes. In fact, it happens all time. Much like actual college basketball, the best players from the lower-rated teams could absolutely be starters on the higher-rated teams. Some two-star recruits wind up with better overall ratings than four- or even five-star recruits by the time they are upperclassmen.

Q: Do my answers in press conferences actually impact anything?

A: Yes. These responses are one of the key aspects of the game and can have long-term impacts on your team's success. Answering in a way that doesn't align with your program or your players can impact your team's overall rating.

Q: Can I change teams?

A: Yes. Any user has the option of changing teams once the season concludes.

Q: Can I get fired?

A: Yes, but only due to inactivity. Failure to properly respond to five consecutive cycles (Google Forms) will force you to relinquish your team, allowing other users to take over the program.