

REGULAR SEASON BASKETBALL

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REGULAR SEASON BASKETBALL

1. INTRODUCTION

In your hands you have a game that allows you to recreate NBA games, quickly and in a very realistic way, by using two six-sided dice of different colour (e.g., a dark one and a white one) and two team charts. A ruler can also be useful if you want. You are not the coach, but a spectator which attends the game and watches its development and the stats accumulating in a very realistic manner. There is a **BASIC GAME**, very simple and fast to play, and an **ADVANCED GAME**, which allows you to choose the statistical detail you desire, by giving you the possibility to keep track of minutes played by each player, blocks, steals, disqualifications, team possessions, etc., and the possibility to use special playoffs rules. You will need more time to play if you desire more detail, but, after learning the very simple mechanism, you will be able to play in about 30 minutes while keeping every kind of individual stats. Regular Season Basketball is ideal to replay a whole season, since actual games played by each player are also recreated by consulting the "Rest Chart" at the beginning of the game.

Every single game is played in several segments, each one representing three minutes of real play. In each segment, both teams roll the two dice once to determine the score and the stats; after four segments a quarter of 12 minutes will be over. To complete a game, 16 dice rolls by each team are necessary. When a tie game occurs, the overtime is played by rolling the dice one more time for each team, this being the only case in which a segment represents five minutes instead of three.

Note: Examples of play are in Italicized characters and made with two teams from the 2009-2010 season. For seasons where the three pointer was not in effect this part of the rules can be ignored or the par. 3.2.1 should be applied.

2. BASIC GAME – INITIAL SETUP

The setup is really very quick: choose two teams, one playing at home and one on the road. At the top of the team chart there are the Home and Road ratings to be used. Add algebraically Home Offense (HO) for the Home Team to Road Defense (RD) for the team on the road to obtain a Modifier (MOD) to apply to the Home Team offense. Add algebraically Road Offense (RO) for the team on the road to Home Defense (HD) of the Home Team to obtain the modifier to apply to the Visiting team offense.

Example: Los Angeles 09-10 at Boston 09-10

- *Los Angeles, as Visiting Team, has a Road Offense Modifier of -13 (RO), which is added to the Boston Home Defense Modifier -4 (HD,) to obtain a total of -17 to be applied to L.A. Offense.*
- *Boston, as Home Team, has a Home Offense Modifier of -12 (HO), which is added to the Los Angeles Road Defense Modifier -2 (RD), to obtain a total of -14 to be applied to Boston Offense.*

Altogether Boston will play with an advantage of three points for this game, representing the Home Court Advantage. This difference can be very high in some games, very slim in others or even negative sometimes, when very good teams are playing away against poor teams.

2.1. SPREADING THE MODIFIER

When you have the total modifier for both teams to be subtracted (or added) during the game, spread those amounts among the sixteen segments of the game, by writing the points in the "Mod" column of the scoresheet (left part). Algebraically add a two points per segment, eventually leaving a +1 or -1 point to be added to one segment, when the modifier is an odd number. In our example, Los Angeles has 17 points to be subtracted from the total of its offense, the distribution will be between eight segments with -2 points each and one segment with -1 point.

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Let's suppose that the lower part of the grid will be compiled as follows for L.A.:

| | | | | |
|-------|---|---|----|-----|
| 9 | | | -1 | |
| 3Q | | | -2 | 80 |
| 3 | 3 | 3 | | 86 |
| 6 | 3 | 5 | -2 | 92 |
| 9 | 4 | 6 | -2 | 100 |
| FINAL | 3 | 1 | -2 | 102 |
| OT | | | | |

Shown above is the last part of the game (fourth quarter), where the Lakers scored 22 points and where six of the seventeen points of the modifier have been assigned to the last three segments. You can never add or subtract more than two points per segment (dice roll), so the maximum you can obtain as total modifier is + or – 32 (2 points times 16 dice rolls). The total modifier is + or – 24 (2 points times 12) for those seasons where the “Three Point Early Years” rule is in effect (see later the par. 3.2.1)

The modifier is the game translation of the Home Court Advantage, generally stronger in the final minutes of a game. We advise you to keep in mind this concept, while you distribute the modifier points for both teams. You cannot put a +2 in a segment and a -2 in another just to have a “zero” effect; if the total modifier is a negative number you must put negative numbers only, if the total modifier is a positive number you can put positive numbers only. If it is zero, you have to leave blank all the “Mod” cells.

2.2. SCORESHEET

The provided scoresheet is divided into three parts. Already shown above is the left part where, together with the modifier points, the accumulated score is indicated roll after roll. In the main, central part, stats for every player can be recorded; here you can find some small numbers (in the cells reserved to the players names), to be used if you keep track of minutes played (optional advanced rule) and many cells where you can keep track of the stats quarter by quarter. The right part is reserved for the end-of-game totals. You can keep stats in the way you prefer; as a tip to avoid confusion, you can mark with a circle the three points occurrences and put free throws in the lower part of each cell. An example of a compiled scoresheet is provided together with the rules.

3. HOW TO PLAY

Let's go on with the above example; Los Angeles rolled the dice in the fourth quarter and obtained 6, 8, 10 and 4, for a total of 28 points. Since the negative modifier is in effect in three segments, the effective score is 22 points. The number of points scored in each segment is given by the sum of the two dice added to the modifier, if any. Those 22 points, added to the 80 scored in the first three quarters, give L.A. 102 points for the whole game. By writing the total score on the right and alternating the dice rolls for one team and the other, you will be able to have a good feeling of the game, immediately noticing when a team is trailing by many points and has a good come back, when there is a heartbreak situation in the final minutes or when we are in “garbage time”.

3.1. STATISTICS

To obtain the main stats for each player, read the dice as a two-digit number (dark die first) and check the team chart.

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For example, Los Angeles in the first segment rolled a dark=3 and a white=3 for a total of six points in three minutes of play; Vujacic had 0 baskets on 1 attempt, Bryant 1 on 1. In the Free Throw section we find that Bynum had 1 on 2, while Shannon Brown scored from behind the arc with 1 bomb on 2 attempts. Powell and Morrison took one rebound each, and nobody served assists. So three points for Brown, two for Kobe and one for Bynum in those three minutes of the game.

Some cells have a colored background. Please ignore the colors in the basic game.

| DICE | | FIELD GOALS | | | | FREE THR. | | 3 PTS | | REBOUNDS | | | | ASSIST | | | |
|------|---|-------------|-----|-----------|-----|-----------|-----|-----------|-----|------------|---|-----------|---|-----------|---|-------------|---|
| 3 | 1 | J. POWELL | 0-1 | R. ARTEST | 2-2 | R. ARTEST | 0-1 | S. BROWN | 0-2 | D. FISHER | 1 | P. GASOL | 1 | | | | |
| 3 | 2 | J. POWELL | 0-2 | A. BYNUM | 1-1 | | | K. BRYANT | 1-1 | L. ODOM | 1 | S. BROWN | 1 | J. FARMAR | 1 | | |
| 3 | 3 | S. VUJACIC | 0-1 | K. BRYANT | 1-1 | A. BYNUM | 1-2 | S. BROWN | 1-2 | A MORRISON | 1 | J. POWELL | 1 | | | | |
| 3 | 4 | D. FISHER | 0-1 | A. BYNUM | 1-1 | K. BRYANT | 2-2 | L. ODOM | 1-1 | | | L. ODOM | 2 | K. BRYANT | 1 | | |
| 3 | 5 | A. MORRISON | 0-1 | K. BRYANT | 2-4 | K. BRYANT | 1-2 | D. FISHER | 1-1 | | | R. ARTEST | 3 | P. GASOL | 1 | | |
| 3 | 6 | P. GASOL | 1-2 | D. FISHER | 1-1 | L. ODOM | 2-2 | J. FARMAR | 1-1 | | | L. ODOM | 3 | S. BROWN | 1 | A. MORRISON | 1 |

Always write down the player names in the scoresheet in the same order you encounter them in the team chart from left to right. In the above example, the right order will be Vujacic, Bryant, Bynum, Powell, Morrison. With the ensuing dice roll other players will be involved: follow the same rule and, if a player already found the scoresheet in a previous segment, write down his new stats in the old row. The obtained order of the players in the scoresheet is very important, because when a stat is assigned to players not attending the game (rested players), those stats are reassigned to the other players giving precedence to those at the top of the order (see "Rest" rules). Also, minutes played are affected by the players order, if this advanced rule is used.

When the modifier is to be applied (see second, third and fourth roll in the example), it affects points scored and opponents defensive rebounds, not the total amount of assists. Do as follows:

- 1) If the modifier is +2:** add one basket (FGM) to the player under the left column of the field goal section of the team chart. Field goal attempted (FGA) are not modified. Also remember to subtract a defensive rebound when you roll for the opposing team in the same segment. That defensive rebound must be subtracted from the player indicated in the chart under def. rebounds in that segment.
- 2) If the modifier is +1:** add a free throw made (FTM) to the player attempting free throws in that segment. Free throws attempted (FTA) are not modified. If no one attempted free throws in that segment or if all the free throws attempted have been already scored, assign one free throw scored (FTM) on one attempted (FTA) to the same player you find under the left column of the field goal section.
- 3) If the modifier is -1:** subtract one free throw made (FTM) from the player attempting free throws in that segment. Free throws attempted (FTA) are not modified. If no one attempted free throws in that segment or if all the free throws attempted have been already missed, subtract a basket (FGM) from the same player you find under the right column of the field goal section (do not touch FGA) and assign to him one free throw made (FTM) on one attempted (FTA).
- 4) If the modifier is -2:** subtract one basket (FGM) from the player under the right column of the field goal section of the team chart. Field goal attempted (FGA) are not modified. Also remember to add a defensive rebound when you roll for the opposing team in the same segment. That defensive rebound must be added to the player indicated in the chart under def. rebounds in that segment.

Sometimes, but not often, the player indicated in the field goal section is just one. In this case all the field goal modifications must be applied to that player only.

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In our example, the second segment of the fourth quarter has a modifier of -2 for Los Angeles. So the roll of 3+5, for a total of eight points, becomes a six points segment. The player in the right column of the 3+5 row is K. Bryant: his shooting stat for those three minutes of play becomes 1 basket on 4 attempts instead of 2 on 4. You will also add one defensive rebound when rolling for the opposing team in the same segment.

3.2. THREE-POINT FIELD GOALS

In this game three-point shots are never affected by the modifier; as explained above, the modifier has an impact on two pointers, defensive rebounds and sometimes on free throws. So it is very simple, because the stat found in the team chart for 3pt is always copied in the scoresheet as it is. If a “rested” player attempted some three pointer, this stat will be reassigned to the other players playing the game (see rest rules below) before two pointers. In any case, players who actually never or very seldom attempted three pointers cannot receive such a stat as a reassignment. This is also explained in the “rest” section of the rules.

3.2.1. THREE-POINT SHOTS: “EARLY YEARS” RULE

The “Three Point Shot” rule was introduced by the NBA with the 1979-1980 season and was imported from the American Basketball Association (ABA) that used that rule with good success during his short life as professional league. In the opening season not many players were involved by that rule; the game continued to be played in a very fast way, with teams always attempting the fast-break as first option, with a true “run and gun” style, and trying to “feed” the big man in the middle of the Paint Area when the fast-break was not possible. So the Three Point Shot was used in a very different way if compared to the today’s NBA contest, by few specialized players and, frequently, as a tactical weapon in some “end of game” situations.

What explained above raises quite a problem for the translation in Regular Season Basketball tabletop game (RSB).

In the Team Chart, giving just one chance of scoring one three pointer means that the team actually scored more than two shots per game as an average, and this was not reflecting the true for most players and teams. To capture this low average for three pointers scored and attempted in the game, the rule for three pointers for the ABA and NBA seasons early years has been changed as follows:

- 1) The Three Point column must be ignored during the first three segments (dice roll) of any quarter and must be considered during the fourth segment of any quarter ONLY.
- 2) No points modifiers are possible in the fourth segment of any quarter.
- 3) When you roll in the fourth segment of each quarter, check if any 3pt occur, and if it is the case remember that they are already INCLUDED in the total FG attempted in that segment so that you have to subtract this amount of shots from the 2 pts total.

| DICE | | FIELD GOALS | | FREE THROWS | | THREE PTS | |
|------|---|-----------------|-----|-----------------|-----|-----------------|-----|
| 4 | 2 | M.R. RICHARDSON | 1-4 | J. MERIWEATHER | 1-1 | M. GLENN | 2-2 |
| 4 | 3 | G. HUSTON | 1-2 | M.R. RICHARDSON | 2-3 | M.R. RICHARDSON | 0-1 |
| 4 | 4 | B. CARTWRIGHT | 2-3 | M.R. RICHARDSON | 1-3 | G. HUSTON | 1-2 |
| | | | | B. CARTWRIGHT | 2-2 | M.R. RICHARDSON | 0-2 |

As an example, take the 79-80 Knicks above.

Rolling a 4-2 in the first three segments of any quarter you have:

Richardson 1-4 FG (2pt), Meriweather 1-1 FG (2pt) and Glenn 2-2 FT.

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If the same roll is made in the fourth segment of any quarter the same row must be read in a different way:

Richardson 1-3 FG (2pt), Meriweather 1-1 FG (2pt), Gleen 2-2 FT and Richardson 0-1 (3pt).

If a three pointer is scored, a free throw must be subtracted; assume you roll a 4-3 in the fourth segment, the stats are:

Richardson 2-3 FG (2pt), Huston 1-2 (3pt)

(the 1-1 FT is cancelled and included in the three point basket).

Usually, and always when possible, the Team Chart shows the same player in the same row attempting two and three pointers, so that is immediately evident from which of the two columns representing the total of field goals, the three pointers must be subtracted. In some situations, in teams where very specialized players are playing, you won't find always the same player under three pointers and under field goals. When this is the case, subtract the three pointers from The total shown in the LEFT column:

| DICE | | FIELD GOALS | | | FREE THROWS | | THREE PTS | | |
|------|---|----------------|-----|-----------|-------------|----------------|-----------|----------------|-----|
| 1 | 4 | R. TOMJANOVICH | 1-4 | M. MALONE | 1-1 | R. TOMJANOVICH | 1-1 | R. TOMJANOVICH | 1-3 |
| 1 | 5 | B. PAULTZ | 1-3 | R. BARRY | 1-1 | A. LEAVELL | 2-2 | | |
| 1 | 6 | A. BRADLEY | 1-2 | M. MALONE | 2-3 | A. BRADLEY | 1-1 | R. BARRY | 0-1 |

Here above the 79-80 Rockets:

Rolling a 1-6 in the fourth segment you have to subtract the Barry 0-1 3pt from the Bradley 1-2 FG (left column) so that the final stat line is:

Bradley 1-1 (2pt), Malone 2-3 (2pt), Bradley 1-1 FT, Barry 0-1 (3pt).

3.3. REBOUNDS

You'll find two columns in the rebound section of the team chart. The right column represents defensive rebounds while the left column represents offensive boards. Since a rebound is not possible if any shot is not missed, you have to pay attention (at the end of the game, not during the game) that the total available rebounds will not exceed the total missed shots. To do so, at the end of the game, for each team add field goals and free throws missed and, after having subtracted offensive rebounds, obtain the number of total available defensive rebound for the other team. If you find some excess, cancel the last defensive rebounds recorded in chronological order.

Let's suppose that, at the end of the game, Boston against Los Angeles collected 40 missed shots, 5 missed free throws and 15 offensive rebounds. This means that the maximum available defensive rebounds for Los Angeles are: $40+5-15=30$ rebounds. If you find e.g. Los Angeles having collected 31 defensive rebounds instead, the last defensive rebound obtained is simply cancelled. In the same example above, the last roll of 3+1 designates P. Gasol as the last player taking a defensive rebound. This last rebound should be cancelled from the stats.

In the opposite case, when rebounds exceed missed shots, the final box score is not modified because the excess rebounds are considered as "Team Rebounds".

3.4. REST

In the Team Chart you can find all players that had a true impact on the season; normally you will have from 11 to 13 players, with the exclusion of the less important players and of players that

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changed team before the end of the season. You will never find the same player on two or more teams, but only on the team where he finished the season. The "Rest Chart", provided for each team, gives you the available roster at the beginning of each game, showing the name of the players excluded (for an injury or for a coach decision). This Chart allows to replay the exact number of games played by each player.

| LOS ANGELES 2009-2010 (13 players) | | | | |
|------------------------------------|------------|-------------|-------------|--------------|
| 2 | P. GASOL | | | -3 |
| 3 | S. VUJACIC | D. MBENGA | | |
| 4 | D. MBENGA | L. WALTON | | |
| 5 | K. BRYANT | A. MORRISON | L. WALTON | -5 |
| 6 | J. POWELL | A. MORRISON | L. WALTON | +3 |
| 7 | P. GASOL | D. MBENGA | A. MORRISON | L. WALTON -3 |
| 8 | S. VUJACIC | L. WALTON | | +4 |
| 9 | A. BYNUM | D. MBENGA | A. MORRISON | |
| 10 | A. BYNUM | | | +2 |
| 11 | R. ARTEST | J. POWELL | A. MORRISON | |
| 12 | J. POWELL | A. MORRISON | | |

To determine the rested players you don't have to roll separately at the beginning of the game, use instead the same first roll used for the score and the stats of the first three minutes of the first quarter and check the sum. For every sum (from 2 to 12) you have a different combination of rested players.

If, with the first dice roll of the first quarter, Los Angeles has a dark 3 and a white 2 (sum 5) K. Bryant, A. Morrison and L. Walton have to miss the game. Please ignore the numbers in the column on the right when you play the basic game.

When you know the players who are not playing in the game, write their names in the shaded area in the lower part of the scoresheet (under the totals row). Keep track of their stats normally. At the end of each quarter sum all the stats in the shaded area and reassign them between the players that are already written in the scoresheet. For example, if at the end of the first quarter six players have collected stats and have found their place on the scoresheet, while six rebounds or assists have been taken by absent players, reassign those six rebounds or assists, one each to the players already in the game. With five players on the scoresheet, reassign five rebounds/assist one to each player and the last one to the first of the order. Practically, always start from the top and go down reassigning the stats until the end of the list, starting again from the top if necessary. Keep the entire stats category separated, also offensive and defensive rebounds must be considered separately. The only exception is when three-pointers and two-pointers must be reassigned. In this case, sum all the field goals of any kind and start assigning the three pointers to the players at the top of the order; when all the three pointers are assigned, begin with two pointers. In reassigning field goals and free throws you have to separate baskets from missed shots; for example, if a 2 on 5 is to be reassigned, you have to give one good basket to the first two players of the order, and one missed shot to the first three players of the order obtaining a final distribution of 1 on 2, 1 on 2 and 0 on 1 for the first three players. Let's do another example:

We have to reassign a total of 2 on 6 field goals, but 1 on 1 is a three pointer. The two baskets are given to the first two players of the list but the very first player at the top will have the three pointer reassigned. The four missed shots are given to the first four players of the list. The final distribution will be:

1st player: 1-1 (3pts) and 0-1 (2pts)

2nd player: 1-2 (2pts)

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3rd player: 0-1 (2pts)

4th player: 0-1 (2pts)

The final outcome of this procedure is that players entering the scoresheet first will have more stats reassigned to them, meaning that, for whatever reasons, they played more minutes of their average. So it is more likely that they have a "great night" or a "triple double". At the end of the game, remember to check if some player that was not "called out" by the Rest Chart did not collect any stats. It can happen sometimes, even if not very often. If this is the case, add him to the scoresheet with a long list of "0" in every stats category for a player that had absolutely no impact in the game.

3.5. ROSTERS AND RATINGS CHART

Each team has a little chart with the names of all the players you can find in the Team Chart. Behind the names you have three kind of information;

- minute rate: to be used with the "minutes played" advanced rule,
- the DQ rating: to be used when the advanced rule for six fouls disqualifications is in effect,
- the 3pt rating: telling you which player can receive three pointers as reassignment. This is necessary because some players never or very seldom attempted 3-point field goals during the actual season. If in the chart a player has an "N", this player cannot receive a three pointer (scored or attempted) during the reassignment phase at the end of each quarter. So, if you find such a player, assign to him the two-pointers and give the threes to the player(s) following him in the order.

4. ADVANCED GAME.

To add realism, you can use the following rules. These rules are all optional and will add some playing or stat keeping time but will allow you to have a better feeling of the NBA contest. You can also use any or all of them, depending on the level of detail you desire:

- Minutes played by each player.
- Playoff rules.
- "Player out" effect (the effect of an injury).
- Six fouls disqualifications.
- Steals and blocks.
- Possessions and Turnovers.