

***DICE* Basketball**

1st Edition Rules (Copyright 2009)

1.

Introduction

DICE Basketball uses 2 10-sided dice and can be played with 1 or 2 coaches. Each coach chooses a team, and the two decide who will be the home team and who will be the away team.

2.

Game Equipment

In your copy of *DICE* Basketball you should have the following items:

- Rules
- 30 NBA teams from current season
- 2 lineup cards
- Score sheet
- Stat tracking sheet
- Game Charts
- Career Chart

3.

Game Setup

Setting up a game of *DICE* Basketball is quick and easy. First determine which team will be the home team and which team will be the away team. Grab a lineup card for each team. The away team must place its starting lineup on the lineup card first, and then the home team places its lineup. Players will guard their lineup card counterparts. For example, the player placed in the PG position will guard the other team's PG position player. After your lineups have been set, grab a score sheet, record the information from the player cards, and you are ready to begin.

4.

The Player Cards

Each player card is broken down into four areas. On the top of each player's card is the year and his team. His name and position is also listed at the top of the card. Next are the shooting ranges. Each player is rated in three different shooting ranges: 2-point field goals, 3-point field goals, and foul shooting. If any of these areas is blank on a player's card, the player can not attempt that type of shot. After the shooting ranges is the ratings area. Each player is rated in nine different

skills. We will break these down later in the rules. Finally, at the bottom of each player's card are his stats for the season in which he was rated.

5.

How to Play the Game

Now that you are familiar with the player cards, let's see how to get the action started. You should at this point start to familiarize yourself with the game charts. To start the game you must have a jump ball. Roll both dice and read the red die as your tens result and the white die as your ones result. A roll of a red 4 and a white 3 would be a 43. Roll the dice for a jump ball and then check the chart. The chart will tell you who wins the jump and who currently has the ball. After the jump ball you must make at least one pass and up to two passes before you shoot. Roll the dice and check the passing range of the player with the ball to determine to whom he has passed and if the pass was completed. Check the passing chart to see which player receives the ball. The chart will become second nature before the end of your first game. After one pass you can now shoot the ball. Decide on whether you want to take a two-point shot attempt or a three-point shot attempt. Check the shooter's appropriate field goal range and adjust that + or - based on the defender's defense rating. Roll the dice. If the roll of the dice is within the adjusted field goal range, the basket is good and his team is awarded the points. These are the basics of game play. We will break down every aspect of the game below.

6.

Passing/Assists

At the beginning of the second, third, and fourth quarters, and after a made basket, turnover, or any out-of-bounds play, you must attempt a passing-the-ball-inbounds play. Please refer to the correct chart. The defense team decides if they are applying pressure to the inbounds passer. Roll the dice and check the correct chart to see to whom the ball has been passed. Once the ball has been inbounded, you must make one pass before you shoot, or you can make two passes. If you attempt a pass and the ball is directed to the player with the ball already, this is considered your one pass. Just treat this as the ball handler's dribbling down the court. Each player has a passing rating on his card. This rating can be anywhere from 05-99 to 05-85. Roll the dice, and if the roll is within the player's passing range the pass has been completed. Use the ones digit to determine to whom the pass has been directed. For example, if your player has a passer rating of 05-85 and you roll an 82, the pass has been made to the Shooting Guard. If you check the passing chart you will see that a 2- is the Shooting Guard. Now that your Shooting Guard has the ball you can decide to either shoot or make one more pass. If you decide to shoot you must subtract the defense value of the opponent's Shooting Guard from your Shooting Guard's proper field goal range. Then roll the dice for the shot. If you decide to make a second

pass, just roll the dice again and check the passer's range; if it is completed, your player must then shoot the ball. Any time you make a second pass the player gets to shoot the ball without any adjustment from the defense. Your second passer will also be credited with an assist if the player makes the basket. It is important to note that any time you attempt a pass and roll a 00-04, you must refer to the special charts.

7.

Steals/Turnovers

Each player has a stealing rating. Any time a pass is made the defender has a chance to steal it. Check the defender's steal range against the player passing the ball. If the number rolled is within the steal range, the ball has been stolen. The stealing range always takes precedence over the passing range. For example, if your passer has a passing range of 05-95 and the defender has a steal rating of 93-99, the defender will steal the ball on any rolls of 93-99. Anytime you attempt a pass and roll a 00-04 you must refer to the special charts to determine if a turnover, foul, injury, or other special event has happened.

8.

Shooting

Shooting is very easy to understand. Each player has a 2-Pt field goal range, a 3-Pt field goal range, and a foul shooting range. Once you decide to shoot you must choose whether to take a 2-pt shot or a 3-pt shot. For all 3-pt shots, on a player card you will see a number in () to tell how many 3-pt shots that player can take each game. Once you have taken all of a player's 3-pt shots, that player cannot attempt another 3-pt shot the rest of the game. When you shoot the ball, rolling two dice will tell you whether or not the shot was good, if there was a foul, and who got any rebound. On every shot that ends in a 0, or if the ones result is a 0, the player was fouled while shooting. If the shot was good, count the basket and give the player one free throw. If the shot was missed, give the shooter two free throws if he was attempting a 2-pt shot and three free throws if he was attempting a 3-pt shot. As an example: Your 2-Pt field goal range is 00-48. If you roll a 00, 10, 20, 30, or 40, the shot was good and you were fouled. On any rolls of 50, 60, 70, 80, or 90, the shot was missed but you were fouled. On free throws, do not apply any defensive values, and there is no possibility of a foul. If your player's range is 00-79, a 70 would just be a made basket and not a made basket with a foul.

9.

Rebounding

At first glance the rebounding looks difficult, but it is really a simple process and easy to get comfortable with in a short period of time. The first thing to remember is that you do not need to make a separate dice roll after a missed shot. Every shot attempt also gives you the rebound information. The next thing you need to get straight is that any missed shot in the 20-79 number range will be rebounded by somebody on the defensive team, any missed shot in the 80-89 range will be a battle between the offense and defense players, and any missed shot in the 90-99 range will be rebounded by the offensive team. Don't forget that any number ending in a 0 is a foul. Let's go through some examples. Your shooting range is a 00-45. You roll a 58. That is a missed shot and we will break down the rebound info on this roll. The roll of 5 indicates that the defensive team has rebounded the basketball. We check the Rebounding Chart under the 20's-70's range and we use the die roll of the number '8' to determine who grabbed the rebound. According to the chart, the '8' indicates that our defensive SF (small forward) has grabbed the rebound. If we had rolled an 82 we would check the 80's column and we would see that the result of '2' indicates that the better PF has rebounded the ball. Check the away team's PF and the home team's PF. The player with the higher Rebound Rating has rebounded the ball. Any ties go to the defender. If we had rolled a 95, we would see that under the 90's column an offensive player has rebounded the ball. We check the '5' result and see that the offensive PG has rebounded the ball. On all offensive rebounds the player does not have to make any passes. He can shoot immediately or he can make 1 or 2 passes as before. After an offensive player makes a rebound, credit an assist after just one pass attempt and not two pass attempts like during normal play.

10.

Fouls

There are numerous ways a foul can occur. The two most common fouls are when the offensive player is shooting, or when you are directed to refer to the special charts. Whenever a player is fouled in the act of shooting, the foul is always credited to the player guarding him. If you get a foul by any other way, you must refer to the foul chart and roll the dice. This will tell you if the foul was offensive or defensive and which player the foul was on. Each team is allowed four fouls in each period without penalty. Once a team has committed its 5th team foul, the opposing team gets two free throw attempts. No free throw attempts can be awarded if the foul is an offensive foul. If a foul occurs that does not result in free throw attempts, then refer to the passing the ball inbounds chart.

11.

Blocks

Each player has a block rating. This rating can be anywhere from a 93-99 to just a 99. Only the player guarding the shooter can get a block. During the shot attempt, if the roll is within the blocking player's range, the shot has been blocked. If a shot is blocked, the ball always goes to the blocking team. Refer to the passing chart to see to whom the block went.

12.

Defense Rating

Each player is given a defense rating. These ratings can be anywhere from a -5 to a +0. Use this rating when defending the player attempting to shoot. If a player has a shot range of 00-50 and the defender has a -4 defense rate, the new shot range would be 00-46. The only times you wouldn't use the defense rating is when the opposing team has made two consecutive passes, giving the player an "open" look at the basket.

13.

Stamina

Each player is given a stamina number. This number is actually the player's shots per game. rounded up. This is how many shots the player can take before he is tired. If a player has a Stamina rating of 25, he can take 25 shots during the game before he tires. Once the stamina has been used up, you must make the following adjustments: Subtract 10 from all three of his shooting ranges (2-pt, 3-pt, and free throw); also, make his defense a +2. He will actually add to his opponents' shooting ranges. Change his steal rating and his block rating to 99 for each, and subtract 20 from his rebound rating.

14.

Injury Rating

Each player is given an injury rating based on the number of games he has played. When an injury occurs, simply roll the dice. If that number rolled is equal to or less than the player's injury number, then refer to Injury Chart A. If the number rolled is greater than the player's injury number then refer to Chart B. After referring to the proper Injury chart, roll the dice to see how long the player is injured.

15.

Foul Rating

Each player is given a Foul Rating based on how often he commits a foul. Many times during a game you will have to refer to the Foul Chart. When you do, most of the results are followed by a # sign and a number 1-5. For example, a result of Defense Foul #4, indicates that the foul was caused by the 4th highest foul-rated player on the defense. A result of Offense #2, means that a foul was caused by the 2nd highest foul-rated offensive player.

16.

Timeouts

Each team is awarded 6 timeouts. You must have possession of the ball or the ball must be dead in order to use a timeout. There are two advantages to using timeouts: 1--So you can substitute, and 2--Anytime you take a timeout, for that possession only, you are not required to make 1 pass before shooting. You can shoot as soon as you pass it in. If you do decide to make one pass, after that one pass you are allowed to shoot without a defender's defensive range.

17.

Timing

On each Team Card there is a number next to timing. Take this number from both teams playing together and add them. This will give you the total number of shots/turnovers that need to be taken in each period. For example, if one team has a timing rating of 20 and another team a 22, you add them up and get a total of 42. This is how many shots/turnovers need to be taken in each period. So, after the 42nd shot/turnover has been taken, the period is over and you start the next period with another 42 shots/turnovers.

18.

Lineups

Each team will get a lineup card and must always keep its 5 players on the court on the lineup card. There are no rules for playing out of position. You could play 5 Centers if you wanted to. There are no modifications or rules to prevent you from putting any 5 of your players on the floor at any time. The home team always gets to place its players on the board last. Players always must guard their opposite counterpart. So the PF always guards the player in the PF box. If you want to double team a player, you must announce it before the ball is passed inbounds. You can double team the player with any other player you want. If the player double-teamed attempts a shot, add -10 to his shooting ranges. If the player left open attempts a shot add +10 to his shooting ranges.

19.

Optional Zone Defense Rule

Instead of playing man-to-man defense you have the option of playing zone defense. You must announce what you are playing before the ball is inbounded. If you play zone, simply add up the defense ratings of all 5 of your players and then divide by 5. For example, if your 5 defenders total a -12, calculate $-12/5$, a -2.4, drop the .4, and every offensive player will face a -2 to his shot ranges.

20.

Overtime

If you are tied after 4 periods of play you then go to overtime. Take your timing and divide by 2.4 to get how many shots need to be taken. If 42 is your number every period. Divide 42 by 2.4 and you get 17.5. Round to 18 and you need to combine for 18 shots to finish one period of overtime. If the teams are still tied, continue with more overtime periods until you have a winner.

21.

Final 10 Shots

Only use this rule in the 4th period and overtime. Once you are down to only 10 shots/turnovers left in the 4th period or overtime no longer count turnovers toward the timing. Only count shots. A team that is behind can try to gain extra possessions by fouling on purpose. To intentionally foul a player, just announce that you are doing so when a player from the opposing team has the ball. The person guarding him is always the one that commits the foul. Hopefully you can get a rebound and try to come from behind to win the game.

22.

Career

DICE Basketball offers a full career mode in which you get to select a team to play for and what position you would like to play. You start out with a very basic and weak playing card, and as you gain basketball skills, you earn more points to upgrade your player card. Can you go from a bench warmer to a legend? Just refer to the Career chart and get your basketball career going.

If you need more score sheets, stat tracking sheets, or more blank player cards, visit our website at www.gen1400.com, or you can email me at george@gen1400.com

23.

College Rules

DICE Basketball transfers over to the college game very nicely. We already have our zone defense rules so lets look at some changes.

Timing: Timing is just like the regular rules except in college they play two halves instead of four quarters. Take the two teams playing each other and add their timing ratings together. That number represents the amount of shots/turnovers that need to happen for each HALF. The final 10 shots/turnovers of the each half should be counted just shots. Use the Final 10 Shots rule from above. If you go into overtime, take your timing number and divide it by 4. So if you have 80 divide that by four and you have an overtime period of 20 shots/turnovers.

Possession Arrow: Only use the jump ball chart for the opening tipoff. For the rest of the game anytime you get a jump ball situation, you should award the ball to the team in control of the possession arrow. You will need to keep track of which team has the possession arrow. Whichever team loses the jump ball, is the team that controls the possession arrow. That team will control the possession arrow until a jump ball situation comes up.

Full Court Press/Trap Defense: After any made basket a team may announce they are playing a full court defense. If a team is playing a full court style defense make sure when you pass the ball in bounds you use the chart for passing the ball inbounds with pressure. If that pass is successful when you make your first pass follow these rules:

-10 to the player passing rating of the player passing the ball.
+5 to the steal ranges of every defensive player.

If the player has a passer rating of 05-85 subtract -10 so his new range is 05-75. Remember to only subtract -10 for the first pass attempt. Also, for every defender add +5 to their steal ranges. So if a player can steal the pass on a 98-99, change that to a 93-99. Once again this only counts for the first pass attempt after the ball has been inbounded successfully. If the pass is successful consider the offense has broken the full court press/trap and is across half court with the ball.

Once the offense has broken the full court press, they get some advantages over the defense.

Change every defender's defense rating to a +0.
Add +5 to every offensive players shooting range.

This is pretty self explanatory. If the first pass is successful you will be adding +5 to every player on the offensive side of the balls' shooting ranges. A player with a 00-43 will now be a 00-48. This is only for 2-pt field goal attempts and not 3-pt attempts. This bonus also only applies for the first shot attempt.

Half Court Press/Trap Defense: Before the offense makes an inbounds pass attempt, the defense can announce they are going to play a half court press/trap defense. The offense will get to make the inbounds pass without pressure. Once the ball has been passed in to play, do not make any adjustments to the first pass attempt. After the first pass attempt the offense can choose to shoot the ball or they can choose to pass one more time for a possible assist on the play. If they choose to shoot, consider the half court defense as not working and the offense can shoot the ball.

If the offense decides to pass the ball a second time, then use the same rules you did for the full court defense. -10 to the players' passing rating, +5 to every defender's steal rating, and if the pass is successful then give the offense the same exact advantages as before. Each player gets to shoot with a +5 to their 2-pt field goal range.

Timeouts: If you are playing college teams, give each team 6 timeouts at the beginning of the game. Each team must use one timeout in the first half or they lose it. Any unused timeouts (up to a maximum of 5) carry over to the second half. If the game goes to overtime, each team is awarded one timeout per overtime period.

Fouls/Free Throws: Use these rules for college teams. On the 7th team foul of the half, award the opposing team a one and one bonus situation. Meaning the player attempts one free throw. If it is good, he gets another attempt. If the shot is no good, he does not get another attempt. On the 10th team foul of the half, award the opposing team 2 free throw attempts. No free throw attempts for offensive charging fouls. A player will foul out when he reaches 5 personal fouls.