Game Rules

NO-DICE VERSION

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Replay Basketball is a tabletop recreation of pro basketball. The game is designed to provide both playability and accuracy, and every player in *Replay Basketball* is rated to reflect his real-life offensive and defensive performance. *Replay Basketball* has two versions: a **Basic Game** and an **Advanced Game**. We recommend that new gamers start with the Basic Game to learn how the game flows, before moving on to the Advanced Game. The advanced rules allow for more coaching options and strategy, are easy to learn, and can be readily grasped after a few games.

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BASIC GAME

Game Setup
Choose the two teams that are playing and designate one as the home team. Each coach chooses five starting players, one for each of five positions:

PG Point Guard
SG Shooting Guard
SF Small Forward
PF Power Forward
C Center

Each player's position is listed on his card. Note that some players will have more than one position listed. The position played *most* will be listed first, and some players who played more than one position may have split results in their offensive grid, so use the result that corresponds to the position being played.

Each coach puts his player cards in the appropriate spot on the lineup board. The visiting coach must put his players down first. Players listed opposite from each other are assumed to be guarding one another. The home coach has the final say in matchups. Write the starting players' names in the appropriate section of the *Replay Basketball* Scoresheet.

Home Court Advantage
Replay Basketball is designed to reflect the home court advantage that is an integral part of the real game. Certain play result outcomes on the Play Cards and other charts within the game will reflect this and will yield a slight advantage to the Home Team that stays constant. However, since teams' home and visiting records vary each year, an additional element has been added to the game, too. Refer to the Home Court Advantage Chart on the Pre-game Charts to determine the home court advantage before starting each game.

Play Cards and Time Clock
Replay Basketball uses a unique two-sided Play Card deck that determines which offensive player is controlling the action, who gets rebounds on most missed field-goal attempts, and produces random number "dice rolls" used for all shots and game action. At the start of each quarter, shuffle the deck thoroughly and place the deck so the side with the word 'Possession' and red and white "dice" squares is facing up.

The Time Clock is the mechanism for timing each quarter. At the start of the game, place the clock in a convenient spot near the Play Card deck, and place the clock marker on the 12:00 square.
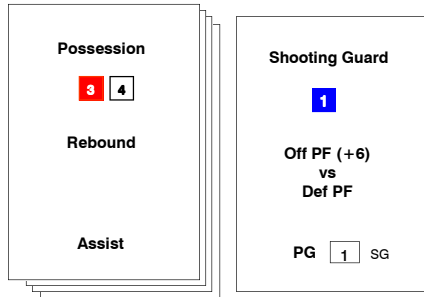
The "6:00" time square reminds the coaches that in the 4th quarter or overtime, this starts "clutch" time for any players so rated.

The "2:00" time square reminds the coaches to check their respective team foul situations, since NBA rules allow only one team foul in the last two minutes of a quarter (or overtime) before the team is considered in the penalty situation (provided that the team has not yet reached the penalty situation). For example, if a team has not committed any team fouls through the first ten minutes of a quarter, they are considered to be in the penalty on their second team foul in the last two minutes of a quarter, even though they only have two fouls for the quarter. Remember that offensive fouls and technical fouls are not considered team fouls.

Game Start

The game begins with a jump ball. Refer to the Jump Ball Chart on the Game Board. NBA rules state that the team winning the jump ball at the start of the game receives the ball at the start of the fourth quarter, with the other team receiving the ball at the beginning of the second and third quarters. To remember which team won the opening tap, there is a check mark box provided on the scoresheet. All overtime periods require a jump ball at the start.

To see which team has won the opening tip, turn over the top Play Card, placing that card to the right of the deck to expose a set of two Play Cards:

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┌─────────────────────┐   ┌─────────────────────┐
│   Possession        │   │   Shooting Guard    │
│                     │   │                     │
│   [3] [4]           │   │       [1]           │
│                     │   │                     │
│   Rebound           │   │   Off PF (+6)       │
│                     │   │       vs            │
│                     │   │     Def PF          │
│   Assist            │   │                     │
│                     │   │   PG [1] SG         │
└─────────────────────┘   └─────────────────────┘
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Each set of exposed Play Cards are read as a pair. The **possession** reading on the top line determines which player has possession of the ball whenever a new card is flipped.

The Play Cards have numbered squares that are read sequentially, red-white-blue, as **three six-sided dice rolls** (so the sample card "dice roll" is **3-4-1**).

The **rebound** reading on the cards determines rebound battles, and the **assist** reading is often checked for a possible assist after a basket.

Timing the Game

During play, move the clock marker **one square each time you flip a Play Card for a new Possession result**. *Do not move the clock marker for any other events during play*.

12:00	11:48	11:36	11:24	11:12
11:00	10:48	10:36	10:24	10:12
10:00	9:48	9:36	9:24	9:12

The period ends when the clock is already at 0:08 and it becomes necessary to move the marker. If the card deck is exhausted before the end of the period, shuffle the discarded cards and reset the deck to use for the rest of the period.

Possession Results and Go-To Ratings

Every player in *Replay Basketball* is given a "Go-To" rating, which reflects the player's ability to get involved in the offensive action. The ratings are 1 (best) to 5 (worst) and can be found in the upper right-hand corner of each player card. Some Play Cards' Possession results offer the offensive coach the opportunity to put the ball in the hands of the player of his choice. For example, if the Play Card indicates that a Go-To 1 player has the ball, and an offensive team has two

such players in the game, the offensive coach can decide which of these players is in control of the ball. Other Play Cards also allow the coach the choice of what player is in possession of the ball, irrespective of any Go-To rating. This facet of *Replay Basketball* provides greater realism, as it allows coaches the opportunity to feed "hot" and/or clutch players and also attack a poor defensive player, or a defender who is in foul trouble.

Whenever the Offensive Coach has a choice as to which player is in control of the ball, he must declare the player to be used **before** flipping the next Play Card.

Should an offensive team not have any players equal to the Go-To rating shown on the Play Card, another player in the game may have possession of the ball. You will notice that those Play Cards indicating which Go-To rated player has the ball also have two numbers in parentheses. These are also Go-To ratings. If the offensive team doesn't have a player with the original Go-To rating indicated in the game, then the coach is to use the first number in the parentheses as the Go-To rating indicating which player has the ball. If there is still no such player in the game, then the second number in the parentheses is to be used as the Go-To rating to be used. In the rare situation where there is *still* not an offensive player in the game with the necessary Go-To rating, then a turnover has occurred (charge to the Offensive PG).

Note: Whenever a Play Card indicates a certain Go-To rated player has the ball, a player of that *exact* rating must be used. In other words, if a Play Card indicates that a "Go-To 2" player has the ball, it does *not* mean that either a "1" or "2" player can be used--the "2" rated player *must* be used. If there is no such player in the game, use the Go-To ratings in parentheses.

Rebound Results and Rebound Ratings

If a missed shot occurs from a Play Card, then read the result in the **Rebound** section of the exposed Play Card. Some rebound results may state which player has pulled down the rebound, while others indicate there is a battle for the rebound (sometimes between players on the same team). In addition, some rebound results indicate that a number is to be added to one of the players involved in the rebound battle; also, some rebound results have a '+ ■'; in this case, a new Play Card is flipped and the blue die roll is used, with the total being added to that rebounder's rating. Each player is rated for their offensive and defensive rebounding ability, and these ratings are found below their listed position on the player cards, with the offensive rebound rating first, followed by the defensive rebound rating. The smaller numbers under the rebound ratings are the player's rebound ratings when fatigued.

Some players may have a **small raised number beside their offensive rebound rating**. Whenever such a player grabs an offensive rebound and the rebound does NOT have any follow-up action (such as a Column 2 shot, possible block, or steal) flip a new Play Card and check the blue die… if it's HIGHER than the small raised number, then the rebounder has been fouled in the act of shooting by his regular defender. If the die roll is NOT HIGHER than the small raised number, then simply flip to the next Play Card as usual following the offensive rebound.

Award all ties in rebound battles between opposing players (after all additions have been made) to the **defensive** player.
When a shot is blocked, you may either use the rebound reading in **red** on the existing Play Card or optionally refer to the **Blocked Shot Rebound Chart** on the Game Board.
The other rebound results on the Play Cards (Sag, Crash, and Safe) pertain to Advanced Game options.

Playing the Game

Once team possession has been established from the Jump Ball Chart (or through the alternating possession rule), the Offensive Coach turns over the top Play Card and reads the possession result to see which player has the ball. He then flips a new Play Card for a three-dice roll, consulting the offensive grid of that player. (Should the Play Card indicate a Go-To or Coach's Choice option, the player in control must be declared **before** flipping for the dice roll.) On the dice roll, the **red die** determines what **column** on the player card is to be used, while the **white die** determines which **row** is to be used on the 6 x 6 offensive grid. So, for example, if the red die was a 2 and the white die was a 2, and the player in possession had a "2" at square 2-2 (readings from the offensive grid are always expressed with the red die (column) result first, followed by the white die (row) result), this would indicate that a two-point basket was made. If a red 2 was rolled with a white 5, read as 2-5, and a blank space was in that square, this would indicate a missed two-point field goal attempt, and the existing **rebound** result is referenced. However, if a red 1 was rolled with a white 3, and we see that the play result at square 1-3 is "2?" this indicates that the ability of the defensive player will determine if a basket was made, and this is where the use of the **blue die** comes into play.

Important: When checking a defensive rating, always use the same column that was used for the offensive player, as indicated by the red die. Say the blue die in the above roll of 1-3, resulting in a "2?" reading, had been 3 and the offensive player's defender has a Column 1 rating of 1; this would mean that the defender's ability will cause a missed field goal attempt on all "2?" readings of 2 through 6. Therefore, the shot was missed, and the existing **rebound** result is referenced. The only time this defender would allow a field goal on a "2?" play result is if the blue die roll was a 1.

Offensive players are rated in many categories, with each column representing certain facets of play:

Column 1: Contested field goal shooting
Column 2: Open field goal shooting, shots off rebounds, hot shooting
Column 3: Possible blocked shots, clutch shooting, injuries
Column 4: Turnovers, possible steals, stamina
Column 5: Assists, passing, ability to go one-on-one or post-up
Column 6: Foul drawing, three-point plays

Players that are exceptional in a certain aspect of offensive play (such as field goal attempts or assists) may have entries in columns other than those listed.

The Blue Die and Defensive Ratings

As mentioned above, all results on player's offensive grids ending in "?" bring into play certain characteristics of defensive ability, ranging from field goal percentage allowed, steals, defense against one-on-one or post-up moves, blocked shots and fouls.

Defensive players are rated 1 (best) to 6 (worst) in the above categories. As mentioned above, whenever a play result ends in a "?", check the blue die against the defensive player in question rating for that particular column; **if the blue die is higher than the rating, then the play has gone to the benefit of the defender.** Players who are truly exceptional in a certain facet of defensive play may have a small raised number next to the "1" in that particular column. When that is the case, the play *may* still go to the defender's benefit even when the blue die is 1. A second flip to check a new roll of the

blue die is required, and if the new die roll is **higher** than the small raised number, then the play has gone to the benefit of the defender. For example, a defensive player with a Column 1 rating of 1^3 will cause a missed field goal attempt on all "2?" readings not only when the blue die is 2 through 6, but also when the blue die is 1 and the one die re-roll results in a 4, 5 or 6. Also, players who rarely commit certain defensive plays, such as blocked shots or steals, may have a column rating of 6 with a small raised number. In these situations, if the blue die is 6, a second flip to check a new blue die is again required. If this die roll is higher than the small raised number, then the defensive player has made the play in question. If not, then the play has gone to the benefit of the offensive player. Regarding defensive ratings and raised numbers, a simple rule to remember is that a player with a raised number (next to either a 1 or 6) is better in that area of play than a player of similar rating, but without the raised number.

Use the players' "**DEF**" ratings for defense, unless a player has become fatigued due to insufficient rest or a play from the Rare Play Charts, at which point the player's "**B**" defensive ratings should be used. As you can see, with *Replay Basketball*, it is very easy to see the dramatic effect fatigue has on a player's defensive ability. It is also very easy to compare abilities from player to player.

NOTE: The **Guide to Player Card Results** outlines all of the play results on the offensive grids and how they interact with defensive ratings; it can be used as a ready reference as you learn the ratings symbols.

Shooting Ratings

Players in *Replay Basketball* are rated for their shooting abilities and these ratings are located in the upper right-hand corner of the player card. The ratings that will be used most often will be free throws (FT) and, for those seasons so represented, three-pointers (3PT). The player's 6 x 6 offensive grid will cover most two-point attempts, and some three-point attempts; however players are still rated for their two-point shooting ability (2PT) as certain situations within the game will call for this rating to be referenced, as well. Players are also rated for their ability to finish on the fastbreak (FB).

Shooting ratings are expressed from 11 to 66, and when a shooting rating is called for, flip a new card and check the **red and white dice rolls**, using the **red** die for the first digit and the **white** die for the second digit (what we call "Replay-style"), and check the roll against the player's rating for the shot in question; if the number rolled is **equal to or lower** than the player's rating, then the shot is good. If the number rolled is higher, then the shot is no good.

To achieve maximum statistical accuracy, some player's shooting ratings may include a raised number. This indicates that if the player's base number is rolled, then the blue die roll is needed to see if the shot is good. If the blue die roll is **equal to or lower** than the raised number, then the shot is good. For example, a player has a FT rating of 56^3; this means that this player will make the free throw on all rolls 11 through 55, with the blue die roll not required. However, if a 56 is rolled, the shot is good but only if the blue die is 1, 2 or 3. If the blue die re-roll is 4, 5 or 6, then the shot is no good.

The shooting ratings, as expressed in *Replay Basketball*, provide an easy means to compare abilities between players.

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In the previous example, a player with a FT rating of 56 is a better free throw shooter than a player with a FT rating of 56^3. Also, the player with the FT rating of 56^3 is a better free-throw shooter than a player with a FT rating of 56^2.

The **blue die** result is also used in other areas of *Replay Basketball*, such as assists that come directly from the player's offensive grid, routine passes and 3-Point Field Goal Attempts.

Passing

To maximize playability in a tabletop basketball game, it is simply not practical to replicate every pass that is made in a game. However, *Replay Basketball* uses a passing system that reflects the passing tendencies of each player and team. A player who attempts few field goal attempts (per 48 minutes played) will have more Passes ("P") on his card than a player who shoots more. **Whenever a "P" is the result of an offensive roll, turn over the used Play Card to reveal a fresh set of Play Cards and a new possession reading.**

Passing ability is broken down further, with certain players having passes on their cards which indicate excellent passing ability, but with the play outcome also dependent on the shooting ability of the player receiving the pass. Such passes are indicated by "P+"; whenever such a reading occurs, it indicates a high percentage shot for the player receiving the pass. To determine which player has received the pass, use the blue die result from the original three-dice roll and consult the "blue" section of the **player passing the ball**, which will list which position has received the pass; then roll the red and white dice and use the receiving player's 2PT Shooting Rating **plus 10**. If the shot is good, credit the passer with an assist.

Players and teams with poor passing and field goal shooting have this reflected by a player card reading of "P-". This indicates that offensive play has broken down and that a low percentage shot is taken. Again, use the blue die to determine the receiving player and then flip a card and check the red and white dice roll against that player's 2PT Shooting Rating **minus 10**. However, if the basket is good, **do not** credit the passer with an assist.

Note: Occasionally, readings will occur that indicate a player has passed the ball to himself. In those cases, continue play as normal, assuming a pass and then a subsequent return pass to that player.

Assists

Passing ability for baskets is an integral part of basketball and is captured in *Replay Basketball*. Assists are broken down into two categories: exceptional and incidental. Exceptional assists are those that are directly listed as a result, "A", on the Offensive Player's Card (usually in Column 5); whenever such a result occurs, the scorer of the basket is determined by again matching the blue die result with the list of abbreviated positions next to the "blue" section of the **passer's card.** For example, if an Assist ("A") is the result on the Offensive Player's Card and the blue die was 1, you would credit the basket to the player at the position listed in Column 1 of the "blue" section of the **passer's card.** Had the blue die been a 6, the player at the position listed in Column 6 of the "blue" section of the passer's card would be credited with the basket.

Incidental assists are handled in the following manner: After each successful basket, look back at the Assist section of the last Play Card that was used; if the player in the first position listed *is not* the scorer and his Assist Rating is equal to or

higher than the number shown on the Play Card, he is credited with an assist. If the first position listed *is* the scorer, check the player in the second position listed in the same manner to see if he gets the assist. If neither applies, then no assist is credited. **Note: Do not use the "look-back" Assist provision on Exceptional Assists, as the assist has already been credited.**

3-Point Shooting

For those seasons so represented, *Replay Basketball* has a built-in system that reflects both a player's 3-point attempt frequency and accuracy. Certain results in the offensive grid will have a small raised number next to it. Whenever such a reading occurs, check the blue die result against the raised number; if the blue die is **higher** than the raised small number, ignore the usual result, as a 3-point field goal has been attempted. Flip a new card for the red and white dice, reading them Replay-style, and check the result against the offensive player's 3PT rating; if the rolled number is up to and including the 3PT rating, then the 3-point attempt is good. If the shot is no good, reference the existing Rebound result.

Important: Whenever the blue die indicates that a 3-point attempt has occurred, this result cannot be overruled by the offensive coach.

Some players who take a high number of three-pointers may also have an entry "3A" in their offensive grid. When this result occurs, this indicates an automatic three-point attempt; roll, as above, against the player's 3PT shooting rating.

Defense Against 3-Point Shots

Each **team** is given **two defensive ratings** that reflect its ability to both defend and prevent three-point shots (these ratings are found on each team's Lineup Card):

Prevent 3A?

Each team is rated for the number of 3-point shots its opponents take. If an offensive grid roll result is "3A?", check the **blue die** result against the defensive team's **Prevent 3A?** rating; if the **blue die** is **higher,** then consider the play as a pass ("P") and flip over to the next pair of Play Cards. If the **blue die** result is **not higher** than the **Prevent 3A?** rating, the player attempts a 3-point shot.

3 PT D

This rating reflects a team's ability to defend against three-pointers. For the game, simply add/subtract the team's **3 PT D** rating to every 3-point shot taken by its opponent. (For some teams, there will be no change). Remember that Replay shooting ranges are in base-6; for example, if a player has a 3-point shooting rating of **31** and the opposing team has a **3 PT D** rating of **–1**, this player's **3PT** shooting range for this game becomes **26**. Conversely, if a player is rated **26** and the opposition team has a rating of **+2**, the player's **3 PT** range for the game becomes **32**. In addition, remember that all raised numbers stay the same. Only the base number is subject to any change.

Column 2 Shot

Occasionally, play will indicate a Column 2 shot. These usually happen on offensive rebounds and successful one-on-one or post-up moves in Column 5; when such a play occurs, flip a card for a new blue die roll and refer to the offensive player's Column 2 to see if the shot was successful.

Note: If, on a Column 2 Shot, a "2" with a small raised number is rolled, ignore the raised number on this play and simply credit the player with a successful two-point field goal attempt.

Free Throw Shooting

Flip a card and check the red and white dice, reading them Replay-style, whenever a free throw is to be shot and consult the player's FT Shooting Rating. Free throws are always shot whenever a player is fouled in the act of shooting (F2, F2? or 2F1? that results in foul on defender, and 2F1). One-shot fouls (F1, or F1? that result in foul on defender) are not shot until the fouling team has either: 1) Committed five team fouls for the quarter (four in overtime periods), or 2) Committed two team fouls in the final two minutes of a quarter or overtime period. Remember that offensive and technical fouls are not considered team fouls.

For rebounds of missed free throws, you may use either the blue reading on the existing Play Card, or refer to the Free Throw Rebounds chart on the Game Board.

Please consult the appropriate **Rare Play Chart** if a free throw is made with a roll of **1-1-1**, or missed on a roll of **6-6-6**.

Technical Fouls

Every player in *Replay Basketball* is rated for the number of technical fouls he received for the season represented. This rating is listed as TF and can be found on the player's card (or on the team roster card on older sets). Whenever there is the possibility of a technical foul, flip a new card and check the blue die against the involved player's TF rating; if the die roll is **higher** than the TF rating, the player has been hit with a technical foul, and the opposing team receives one foul shot. (Possession remains with the team that had possession at the time of the technical foul.) Technical Fouls are not considered personal or team fouls.

Players with an asterisk * next to their TF rating indicate a player who has been ejected from a game during the season represented. On the first technical foul such a player receives for the game, flip for another blue die roll; if the die is a 6, the player has been hit with a second, consecutive technical foul and has been ejected from the game. (Do not check for the ejection if the player has received two non-consecutive technical fouls, as he will already have been ejected from the game.) Please also note that a player without an asterisk next to his TF rating can receive two non-consecutive technical fouls, thus causing an ejection from the game.

Coaches' Technical Fouls *(optional)*

In some seasons, we include ratings to reflect how often a team's coach is called for a technical foul. To use this rating, anytime a chart result indicates a possible technical foul on a coach, the blue die roll is checked against the team's TF rating from the Team Card. If the die roll is HIGHER than the rating, the team's coach is called for a technical foul. If the roll is NOT HIGHER, there is no technical foul.

Flagrant Fouls

Flagrant Fouls can occur in *Replay Basketball*. When there is the possibility of a flagrant foul, flip a card and check the blue die against the involved player's Flagrant Foul Rating (FF), which is also found on the team roster card. If the die is **higher** than the player's FF rating, he has been charged with a flagrant foul (which is also a personal foul). The fouled player receives two foul shots, and his team is awarded possession of the ball following the foul shots. If a player commits two flagrant fouls in the same game, he is ejected from the game.

Injuries

Players are rated for their number of games missed due to injury, and these ratings are found on the team roster sheet. Most potential injuries will occur from a "**+**" result at cell 3-6, which is a missed 2PT field-goal attempt with a possible injury. On this play, check the **blue die** from the original three dice roll; if the **blue die** is *even*, **no injury occurs**– simply check for a rebound of the missed shot. If the **blue die** is *odd*, finish the play as usual, but then note that the involved player must be checked for injury immediately after the game in the trainer's room, using the **Injury Chart**.

Whenever there is a potential injury elsewhere in the game (from the Rare Play charts), always first flip a card and check the blue die result using the odd/even procedure above to see if it is necessary to proceed to the **Injury Chart**. These injuries are checked **immediately** and may result in players being injured or fatigued during the current game.

Time Outs

In *Replay Basketball*, each team is allowed three time outs during regulation time. An additional timeout is allowed to each team for each overtime period. Unused time outs can carry over from regulation time to overtime. Time outs can be called at any time if a team is in possession of the ball. Otherwise, time outs can only be called after a made field goal or during a stoppage in play, such as a foul or a non-steal turnover. Time outs should be used when a coach wishes to make a change in his lineup and not have to wait for the next stoppage in play; for example, if a player is fatigued or in foul trouble. They should also be used for situations very late in a close game when a team desires to get the ball at mid-court.

Rare Plays

Rare plays can occur at any time in *Replay Basketball*! The Rare Play Book includes various charts related to the type of play that initiated the rare play. Whenever a rare play has occurred, consult the appropriate chart in the Rare Play Book.

End-Game Charts

Normally a period ends when the clock is already at 0:08 and it becomes necessary to move the timer disk. However, in very close games, play may continue beyond this when the game is in the fourth quarter or overtime.

Replay Basketball includes a special "End-Game" set of charts covering plays that are unique to the end of close games. These plays include intentional fouls, desperation last-second shot attempts and attempts to intentionally miss free throws. Instructions are included with each chart.

Fastbreaks

Teams are rated 1 (best) through 5 (worst) for their ability to both run and defend the fastbreak, and these ratings are found on the team roster sheet. To determine the rating to be used for each team for the game, see the Fastbreak Rating Chart on the Pre-game Charts.

Fastbreaks may occur on steals, turnovers, or when breaking the press (via the Press or Rare Play Charts), as well as on many defensive rebounds. Whenever a defensive rebound result is followed by an exclamation point (!), or if stated outright, a fastbreak may occur. Flip a card and check all three dice, consulting the appropriate column on the Fastbreak Chart, using the fastbreak rating of the Offensive Team.

In addition, each player is rated for his ability to both run and defend the fastbreak. Certain results on the Fastbreak Chart will call into play the blue die result, using these individual player ratings. These ratings can be found on each player card, with the Offensive Rating listed first (reading left to right), followed by the player's Defensive Rating. Players are also rated for their shooting ability on fastbreaks and this rating (FB) is found in the Shooting section of the player's card.

Lastly, a coach can always turn down the opportunity to fastbreak, and simply reveal the next set of Play Cards to keep the clock moving. The strategy of not running a fastbreak would most likely be used when a coach is looking to take time off the clock, or when he doesn't have the needed personnel on the court to effectively run the break.

Option for fast breaks off steals: If a team is in at least Yellow Fastbreak mode, check the existing blue die. If the die is **higher than** then stealing player's offensive FB rating, team may fast break instead of drawing a Play Card. (This may also apply to any team regardless of team FB rating, if trailing by 10+ points in the final five minutes of the game.)

Note: When a player is fatigued, add 3 to both his Offensive and Defensive Fastbreak Ratings.

Press

The press is an important feature of basketball and is captured in *Replay Basketball*. With the number of excellent ball handlers in the professional game, however, the press has less of an impact, as compared to lower levels of competition. As a strategy element, the press is primarily used by a trailing team in the latter stages of a game. Almost all presses are of the man-to-man variety, with the zone press rarely used, and *Replay Basketball* captures the one-on-one flavor of the press in the professional game. Consult the Press Chart when deciding to use this strategy.

Stall

An offensive coach may decide to try and slow the game down, especially when leading late in the game. This strategy can be used only on the first Play Card a team draws in a series and the offensive coach must declare it **before** revealing the next Play Card. After the next Play Card is revealed, the coach then flips a card and checks the red and white dice. (If the Play Card indicates either a Go-To Choice or Coach's Choice, the ball handler must be declared **before** the dice are thrown.) If the dice roll is **equal to or lower** than the player's ball handling (**BH**) rating, then he has stalled successfully and the next Play Card is then drawn. If the dice roll is higher than the **BH** rating, then the player has

committed a turnover. So, when using this strategy, an offensive coach will want to have his better ball handlers in the game. Please also note that if an 11 or 66 is rolled on a stall attempt, a rare play has occurred, and the appropriate Rare Play Chart should be consulted.

Note: The Press strategy overrides the Stall.

Hot Shooting

Some players are considered streak shooters and are given bonus results (listed as "2H") on their player cards. An offensive player is considered "hot" if he has made four (4) consecutive shots. If a player is hot and the two-die roll results in a "2H" reading, consider it as a basket. If the player is not "hot", consider the reading as a missed field goal attempt. A player loses his "hot" status upon his next missed field goal attempt, or if he is removed from the game. "Hot" status can carry over from one period to the next, provided the player has not been removed from the game.

Cold Shooting

A player is considered "cold" if he has missed four (4) consecutive shots. In these situations, consider all "2?" and "C2?" readings in Column 1 as missed field goal attempts, regardless of the defender or Center's rating. A player loses his "cold" status upon his next made basket, or if he is removed from the game for at least 3 minutes. The "cold" rules apply even if a "cold" shooter's defender is fatigued.

Clutch Shooting

Some players are considered clutch shooters and are given bonus results (listed as "2$") on their player cards. A clutch situation exists in the final 6 minutes of the fourth quarter (the 6:00 time card will remind you), or at any point in an overtime, if the score is within 10 points. In these situations, if the two-die roll results in a "2$" reading, consider it as a basket. If the game is not in a clutch situation, consider the reading as a missed two-point field goal attempt.

Hurry-Up Offense

A team that is trailing may decide to start rushing their shots in an effort to catch up. When this strategy is declared (and it must be declared **before** the next Play Card is drawn), consider all results on the player's offensive grid to remain the same, with the exception of Column 5. When a Column 5 *non-shooting* result comes up, *ignore* the usual result and instead flip a card and read the red and white dice Replay-style, using the player's 2PT Shooting Rating **minus 10**, as a low-percentage shot has been attempted. When using this strategy, should a 3-point attempt result from Column 5 via the built-in system, use the player's 3PT Shooting Rating **minus 10**.

Playing Safe

A player who is in foul trouble may be declared by his coach to be playing "safe". If so declared, ignore all "F2?", "F1?" and "2F1?" readings on the offensive player he is guarding, and change these readings to baskets. In addition, all "2?" and "B?" readings for the man he is guarding become baskets, even if the offensive player is "cold" or fatigued. If a center is playing safe, also consider all "CB?" and "C2?" readings for the offensive team as baskets. Lastly, if a player is playing safe, all offensive foul readings (TOF) on his Offensive Card become simply turnovers (TO), ball to opposing team.

Rest and Fatigue System

Fatigue is undoubtedly one of the most critical aspects of basketball and impacts all phases of the game, from field goal shooting, rebounding and passing ability, as well as all areas of defensive play. *Replay Basketball* has been designed to reflect the importance of fatigue; when a defensive player is fatigued his **B defensive grades** are to be used. Take a look at any player's card and compare his regular and B defensive grades to get a sense as to the impact of fatigue on his defensive ability. It can be quite dramatic! For offensive players who are fatigued, consider all results from his offensive grid ending in a "?" to go the benefit of the defense. In the rare event a player and his opponent are both fatigued, then consider all "?" play results in the offensive grid to go to the benefit of the Home Team player. For a fatigued player, use the smaller rebound ratings below his regular rebound ratings. Lastly, if a player is fatigued, reduce all of his Shooting Ratings by 10 (**2 PT**, **3 PT**, **FB** and **FT**).

Every player in *Replay Basketball* is given a rest rating, which indicates how many minutes per half he should rest. Fatigue status in the second half will carry through all overtime periods so it is critical that each coach manage his players effectively. Players considered fatigued in the first half of play will "recover" during halftime; however, such players will have to meet their second half rest requirements by the 6:00 mark of the fourth quarter. If they do not, they will be considered fatigued for the remainder of the game, including all overtime periods.

Generally speaking, most substitutes should easily meet their required rest minutes, since most will be on the bench for a good portion of the first and third quarters; in tabletop basketball games, the issue of adequate rest almost always deals with the starters. *Replay Basketball* leaves most decisions regarding player rest to you, the coach. However, we also employ a built-in system, which will aid in your player management decisions, plus provide incentive for each coach to proactively rest players to meet the their rest requirement. The system is explained below.

All players have shaded cells in Column 4 of their offensive grid. When such a result occurs, follow the result in the cell but then upon the next dead ball, the player must rest for the amount of time indicated by his Rest rating. Ignore forced rest rolls within the first 6 minutes of that player's playing time in the half, or if he has already satisfied his rest requirement for the half.

The *Replay Basketball* Scoresheet has a section where each player's rest can be checked off, for each half, to indicate that a player has met his rest requirement.

Option: On any forced rest rolls, consult the Advanced Game Rest Chart. The Rest Chart has been constructed to reflect the substitution pattern usually found in professional basketball. For example, players with excellent stamina, as indicated by a low rest rating, can usually ignore the forced rest in both the first and third quarters of the game.

However, for those players who have not yet met their rest requirement, the Rest Chart has been designed in a manner so that any forced rest minutes late, in both the first and second halves, are more than what the player would have had to sit out to meet his normal rest requirement. This is to provide incentive to each coach to effectively manage the minutes of each player.

Rebounding Strategy

Replay Basketball has been designed for ease of play, while providing you, the coach, with sufficient options to enhance your gaming experience. One such option is in the area of rebounding. You will notice that some, but not all, of the rebound cards have results that vary, depending on the rebounding strategy declared by the respective coaches. In addition to normal rebounding mode, there are three options, one for the Defense and two for the Offense:

●**Defense Sag**　　　●**Offense Crash**　　　●**Offense Safe**

Defense Sag

The Defense Sag mode provides the defensive team with a better chance to get the rebound. The coach of a weak rebounding team may decide to employ this strategy. As with each available strategy, there is a risk/reward element; when in Defense Sag, consider all "2?" and "C2?" Column 1 readings and "CB?", "PB?", "SB?" and "B?" Column 3 readings on the Offensive Cards as baskets, even if the offensive player is fatigued or "cold". This is to reflect the reduction in defensive pressure against the shooters. All other readings remain the same. In addition, being in Defense Sag will reduce slightly the Defensive Team's fast break opportunities, since players will be going to the glass, rather than filling the lanes to receive an outlet pass. Lastly, when in Defense Sag, all defensive players are assumed to be in this mode.

Offense Crash

The Offense Crash mode provides the offensive team with a better chance to get the rebound. The coach of a team that is behind, usually late in the game, may decide to employ this strategy. The downside of this strategy is that it will significantly increase the chances of a rebounding foul on the offensive team, as well as leave the offensive team very vulnerable to a fast break, should the defensive team gather the rebound.

Offense Safe

The Offense Safe mode provides the offensive team greater defense against fast breaks by the defensive team; it also reduces significantly the chances of a rebounding foul on the offensive team. The offensive team essentially concedes more rebounds to the defensive team. Offense Safe is a strategy that a coach may want to employ against a strong fast-breaking team, or if he has players in foul trouble.

How Rebounding Strategy is Used

Whenever there has been a change in possession (except for plays resulting in fast breaks), but **before** a new pair of Play Cards are revealed, the Defensive Coach is given the option to go to Sag Mode; if he is silent, then he is assumed to be in normal rebounding mode. At this point, the Offensive Coach is allowed to choose between his two options, if so desired. Once a fresh pair of Play Cards has been revealed, no options can be changed. Should the Defensive Coach choose Sag, the Offensive Coach must be in normal mode. The Defense Sag mode overrides all others.

When a shot is missed, use the appropriate Rebound reading on the exposed Play Card. If the offense rebounds and a follow-up shot is attempted, or if the defense rebounds and a fast break occurs, both teams are then considered back in normal mode, with no other options available until just before the next Play Card is drawn.

Note: If the Rebound result for the declared strategy is blank, the regular rebound result is used.

"Call 3" Strategy

Replay Basketball's built-in system for three-point shooting reproduces both frequency and accuracy of attempts. However, the Advanced Game provides coaches with the opportunity to try and set up for a three-point shot. This option is easy to use and works as follows: Just **before** revealing a new set of Play Cards, the Offensive Coach declares that he is trying to set up for a three-point attempt; after the Play Card is drawn and the player determined, the coach flips a card and checks the blue die against that player's Call 3 rating, which is located on the player card (or on team card in older sets). If the die roll is **higher** than the player's Call 3 rating, he **must** attempt a three-point shot, regardless of his 3PT shooting rating. When the Call 3 strategy is successful, use the player's 3PT shooting rating **minus 10**, reflecting the hurried nature of the shot. Therefore, before considering such a strategy, a coach will want to have his best three-point shooters in the game. Drawing a Play Card that indicates a Coach's Choice or Go-To Choice provides the best outcome for the Offensive Team, since it allows the coach the opportunity to direct the ball to his best three-point shooters. If such a card is drawn, the player must be declared before the one-die roll occurs.

If the blue die roll is not higher than the player's Call 3 rating, the Offensive Coach then completes the usual three-die roll on the player's Offensive Card. The player may yet still attempt a three-point shot through Replay's built-in system.

It is recommended that the Call 3 Strategy be used on a limited basis, reserved for those situations where a team is either trailing by a significant number of points or needs a three-pointer at the end of the game.

Fouls on 3-Point Attempts

Replay Basketball's Advanced Game provides for fouls on successful and missed three-point attempts. Certain players are rated for their ability to draw such fouls, indicated by an asterisk * beside their 3 PT shooting ratings.

Whenever a three-point shot attempt roll is either an 11 (successful shot) or 66 (missed shot), if the player shooting has a rating indicated, then he has been fouled on the shot. *(In older sets, some exceptional players may have a higher F3 rating, such as 11-12 and 65-66).* If the 3-point field goal attempt was good, the player receives one free throw to possibly complete a four-point play. If the field goal attempt was missed, the player receives three free throws.

Tips on Scoring

The *Replay Basketball* Scoresheet has been designed to allow easy scoring in all of the major statistical areas. You may have your own method for scoring a game, but here are some tips you may find helpful:

Field Goals: For a successful two-point field goal attempt, mark with an "x"; for a miss, mark with an "o". For a successful three-point attempt, mark with a "3"; for a missed three-pointer, mark with a "□". This makes it easy to tabulate totals at the end of the game. The *Replay Basketball* Scoresheet should easily accommodate scoring of at least 25 field-goal attempts in a single row. However, for "gunners", there is enough room for two rows for each player if the marking of attempts is not made too large. Start in the lower left-hand corner of the "Field Goals" section and work your way to the right. If more space is needed for a certain player, then go to the upper left-hand corner of the section. This should make it easy to track hot and cold shooters during the game.

Free Throws: For a successful free throw, mark with a colored-in circle; for missed free throws, mark with a "o".

Rebounds: Mark defensive rebounds with an "x" and offensive rebounds with an "o".

To track hot/cold shooters, or players that are fatigued or playing safe, use the playing markers provided: For a player that is "hot", place a red disc on his card; if a player is "cold", place a blue disc on his card. If a player is fatigued, use a yellow disc. If he's playing safe, use an orange disc.

Thank you for purchasing *Replay Basketball*! We believe the game will provide you with many hours of table sports gaming enjoyment. As always, we're looking forward to hearing about your replay results as well as any comments and suggestions you may have. Have fun!