Replay Basketball – Game Hints (03/2015)

- It is *strongly recommended* that the game be played with the Fast Action Deck….shuffle the deck at the start of each quarter…place the deck with the word "Possession" and the red and white "dice" squares facing up…cards will be flipped Left to Right. FAC's are read as a pair…it will establish which player has possession of the ball, a red/white/blue dice roll, rebounding player or rebound battles will be resolved, and a possible assist on a resulting made basket.
- When learning the game, take it "*slow and easy*", adding Advanced Game options as you feel comfortable.
- An experienced player can play the game in about 90 minutes
- Great Game!...with many subtleties…player attributes, and defense really matters!

Timing of the Game:

- Timing of the game can either be done with the "clock" or by using the FAC's deck
- If using the clock method for timing, move the clock marker one 12 sec. interval *ONLY* each time you *flip the FAC cards for a new possession.* (top of the FAC reading only!)
- Game can also be timed by using the 144 card FAC deck (12 cards / minute)…identify the 6:00 & 3:00 minute marks, and consider substitutions at that point in the game
- Or…the game can be timed by using a random 126 card FAC deck (remove 18 cards) (10 cards / minute…16 cards for the last minute of play), …..then use the dice roll for all foul shots, fast breaks, and Column 2 put back shots
- In either case, divide the deck in approximate half to signify the 6:00 minute mark
- At the 6:00 mark of the 4th Quarter, this starts the "*clutch*" time for players so rated
- At the 2:00 mark of any quarter, check the team foul situation re: NBA rule re: team fouls (not offensive fouls or technical fouls) in the last two minutes of any quarter.
- Shuffling the used and unused FACs at the 6:00 min. mark of each quarter will help with the randomness of numbers appearing with the FACs.

Game Set-Up:

- Players who have played more than one position will have the position played most often listed first
- There is a Home Court Advantage (HCA) built into some outcomes within the game…refer to the Home Court Advantage Chart before starting the game to determine that calculated advantage.
- Team that wins the Jump Ball to start the game will get the ball to start the 4th quarter…other team gets it for the start of the 2nd and 3rd quarters.

Possession Results & Go-To Ratings:

- Each player is given a "Go-To" Rating….*1 (most involved) – 5 (least involved)* in the offense
- The "possession" section of some FAC's allow the coach to choose which offensive player to have the ball based upon the "Go-To" Rating…When deciding the player, consider hot or clutch shooters, defensive match-ups, and defender foul trouble
- The player chosen must have the *exact* "Go-To" Rating as noted on the FAC. If there is no player in the game with the designated "Go-To" Rating, use the 2nd "Go-To" Rating provided (in parentheses) on the FAC
- If no "Go-To" number is in the game…charge a turnover to the PG

Rebound Results & Rebound Ratings:

- If a shot is taken and missed, <u>on the same FAC</u>, check for the rebound result
- Some rebounds are cleanly taken by one player…others are battles for the rebound
- In resolving "Rebound Battles", remember to distinguish between the Offensive Rebounding Rating (listed first) and the Defensive Rebounding Rating (listed 2nd)
- In the instances of all ties….it is always a rebound by the defensive player, or, as an Option, to have rebound awarded to the home team player to increase Home Court advantage.
- If the FAC reflects a result of "+ solid square"….flip the card and use the blue die as the addition to the rebound rating

- **Some players have a small raised # next to their Offensive Rebound Rating….if the player gets an offensive rebound (and there is no other follow-up action), flip a new FAC, and check the blue dice. If the blue die is higher than the raised #, then that player was fouled by his defender going back up for shot off of the offensive rebound. If not higher…go to the next FAC play card as per usual.**
- **When a shot is blocked: Use the rebound reading in red on the existing FAC**
- **On missed free throws, use the Free Throws Rebound Chart found on the game board or rebound reading in blue on existing FAC**
- **The Fastbreak line on the rebound card refers to the result of a rebound on a missed fastbreak (FB) shot….*not* that a fastbreak chance is occurring**
- **Each Rebound Card has two sections:…Top section is always used first. If a second rebound outcome is needed in the offensive sequence, then refer to the 2nd rebound outcome in the same Play Card.**

Playing the Game:

- **A new Play Card is turned over whenever there is a change in possession…such as a made basket or a made free throw, rebounds, and turnovers, etc.**
- **After the player is in possession of the ball has been determined, flip another FAC to determine the "dice roll" numbers for that players card**
- **Red: determines the column to be referenced on the offensive player's card…..White: determines the row within that column...Blue (on defensive player's card): <u>when applicable</u>, the defensive player is consulted (always use the same column as the offensive player)**
- **If you have gotten to a Column 2 result from an offensive rebound follow-up shot, or a one-on-one move arising out of Column 5, etc., the small raised # is disregarded**

Defensive Ratings:

- **Any offensive result with a "?", brings into play the defensive ability of the opponent…UNLESS, the defensive player is playing fatigued or a Rare Play result…at which time the "B" defensive ratings are used**
- **Defensive players are rated from*: 1 (best defender) – 6 (worst defender)***

- **If the blue die is higher than the rating of the defensive player in that particular column, then the defensive player has effected an influence in the play**
- **A player with a raised # next to a defensive rating of either 1 or 6 is better in that area than a player of similar rating without the raised #**

Shooting Ratings:

- **In the upper right-hand portion of the player's card, the player is rated for two-point shooting ability, three-point shooting ability, shooting ability off of the fastbreak, and free throw shooting ability. A "Base 6" system is used.**
- **The shooting ratings are from:** *11 (worst shooter) – 66 (best shooter)*
- **Whenever a shot attempt calls for a rating, flip the FAC deck and refer to the red and white die results…. If the result is equal to or lower than the shooters rating = shot is good. If the result is higher than the shooters rating = shot is missed**
- **Some players have a raised #....if the red/white reading is exactly the shooting rating #, then check the blue die result against the raised # (if lower than or equal to the raised # = good…if higher than the raised # = missed)**

Passing:

- **Whenever the offensive result is a "P", it means that that player passed the ball (as he has a tendency to do)….turn over a new FAC Play Card and determine which player now has possession**
- **Whenever the offensive result is a "P+". an exceptional pass has been thrown to a teammate to be determined, for a high % shot….with *10 added to the shooter rating***
- **Whenever the offensive result is a "P-". the offensive play set has broken down, with a pass to a teammate, for a low % shot…with *10 subtracted from the shooters rating***
- **If the result is that a player passed the ball to himself, continue as per normal…consider it as a pass to a teammate with a return pass back to himself**

Assists:

- **Assists are either "Exceptional" or "Incidental"**
- Exceptional Assists: those listed directly as a result…"A" in Column 5. Determine who scored by using the blue die # against the "Blue Die Row" on the passers card
- Incidental Assists: after each made basket, check the assist portion <u>of the same FAC</u>…if player noted is not the scorer, and his Assist Rating is equal to or greater than the number noted, an assist was made on that play by the player noted. If the first player is the scorer, then refer to the second player noted using the same process.
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3-Point Shooting:

- **If ANY offensive result (*directly resulting* from a dice roll) has a small raised #, then check the blue die against that number to see if a 3-point shot is attempted**…if higher, a 3-Point shot has been attempted. Flip the FAC's and check the red/white result vs. the shooters 3 PT shooters rating…if lower, refer to the base number in that cell for the result (i.e. 2 point basket, missed shot, turnover, pass, etc.)
- A reading of "3A" is an automatic 3-Point shot attempt by a player who attempts that type of shot often…blue die does not come into play
- If a reading of "3A?" comes up, you need to check the blue die # against the "Prevent 3A?" of the defensive team (found on the Team Card)…if higher, it is a pass instead (flip the FAC's to determine possession)…if it is lower, it is a 3-point shot attempt
- For every 3-Point Shot Attempt, check the defensive teams "3 PT D" Rating, and either add or subtract that number from the 3 Point Shot shooter ratings….be reminded that the ratings are using a "Base 6" system…. so, for example, 31 minus 1 would be 26 (not 30), etc.
- Some players (albeit very few) have a small 11 or a small 66 just to the right of their FB and FT shooting ratings. On the dice roll for a 3 point attempt results in an 11 – chance for a four-point play) or a 66 (three foul shots on a missed 3-point attempt)
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Rare Plays:

- **Consult the Rare Play Chart if the roll for a free throw is triple number (i.e. 1-1-1, 2-2-2, etc.)**
- Rare Plays can also occur in other ways during the game.

Technical Fouls:

- **Each player is given a TF Rating…found on the player card or team sheet. If there is a possible "T", flip the FAC card, and check the blue die # vs. the players TF Rating…if** higher, the player has been charged with a technical foul….if lower, he lost his cool, but contained himself and no "T" was called. Players with an *, may be ejected (as he was during the season)….flip the FAC for another blue die result…if it is a 6, player has been ejected for back-to-back technical fouls
- Teams (for their coach) have been given a TF rating (found on the team card). If that result comes up during play, check the blue die result vs. the Team TF Rating…if higher, a "T" has been called

Flagrant Fouls:

- **When there is a possibility of a Flagrant Foul, check the blue die reading vs. the players Flagrant Foul Rating (FF) (found on the player card of team sheet)….if the** result is *higher*, a flagrant foul has been called. This a charged personal foul, two foul shots & retains possession

Injuries:

- **Players are rated for propensity for injuries (found on the Team Roster Sheet). Injuries occur most often at cell 3-6, with a result of "+"…which is a missed basket plus injury.** Check the blue die result…if *even* = no injury, missed shot, check for rebound…if *odd*=also missed shot, but check for injury, by the trainer, after the game using the Injury Chart. If he stays in the game, he should play the balance of this game as Fatigued.
- The sequence is: Continue the immediate play, check for injury, if injured, the player plays as "fatigued" until he is removed from the game at the next dead ball or timeout
- Any other injuries that occur from the Rare Play Chart, flip a card, check the blue die result using the odd/even procedure mentioned above… but those potential injuries are *immediate*.
- When the last player available to play a particular position is subject to an Injury Check, play him as fatigued and ignore the injury

Time Outs:

- **Teams are allowed 3 time-outs during regulation play and 1 additional time-out for each additional overtime period**
- **Time outs can only be called while: In possession of the ball…After a made field goal… or any in game stoppage of play**

End of Game Charts:

- **Use these charts, which handle the end of game scenarios well, near the end of the 4th Qtr. or Overtime, in close game situations (as specified in the Chart Book)**
- **Even if the FAC deck has been depleted, or the shot clock reads 0:00…the defensive team can secure a rebound and call a timeout (if they have one). On the inbound, at half-court, they would use the "End of Game Chart". It is important to manage your timeouts for this purpose.**

Stall Strategy:

- **The stall strategy can only be called on the first Possession Card…but it can be called to take affect after a Press is beaten.**

Turnovers:

- **Any three consecutive "P"s or "P?"s result in a 24 second violation & a turnover…it has to be "P"s or "P?"s, nothing else**
- **If the ball is stolen from a player, he is charged with a turnover**
- **A player committing an offensive foul is also charged with a turnover**
- **On a 5 sec. violation, the player in possession of the ball is charged with a turnover**

Managing Playing Time, Rest & Fatigue:

- **Each Player Card has a** *"Stamina / Rest Rating"* **which indicates how many minutes per half that player should rest**
- **Consider a system whereby you put the player who is resting on the bench into the approximate place in the FAC deck as a reminder to re-enter him into the game at that point**
- **You can use a notation on the scoresheet that shows how many minutes a player has played in the game…i.e. 6066/6066 reflects 36 minutes of playing time**
- **Consider using the scoresheet (from Mickey Games) provided by Fran Larkin for tracking the above**
- **Another system to track when a player should re-enter the game…when he is removed, put a clear green disc on his card, and a similar clear green disc on the scoreboard at the time when he should re-enter the game**
- **The "shaded box (Column4) forced rest" chart within the game will aid in player time management.**
- **When a shaded Column 4 result occurs, follow the result of the cell, but then upon the next dead ball, the player must rest for the amount of time indicated by his Rest Rating….Ignore in the first 6:00 min. of each half, or if he has satisfied his needed rest.**
- **When a player is playing while** *fatigued,* **refer to** *"Impact of Fatique"* **as to how his game play is affected**
- **If a player is fatigued at the end of the 1st half, he is rested for the start of the 2nd half…but fatigue at the end of the game carries over into any overtime periods**
- **Rest requirements must be met by the 6:00 minute mark of the 4th Qtr otherwise the player is fatigued for the rest of the game (including overtime)**

Fastbreak Offense:

- Teams are rated on their fastbreak ability and the team defense of the fast break: 1 (best success) – 6 (worst success)
- Determine the rating to be used by each team vs. their opponent before the game begins by referring to the Fast Break Rating Chart
- Most fastbreak opportunities occur from the rebound results, either when the position of the rebounder is followed by an "!", or if the rebound card result so indicates that a fastbreak chance is occurring.
- Fastbreaks may occur on some steals, some turnovers, when breaking the press, blocked shots, and on some defensive rebounds (when the rebound is followed by an "!", or stated outright)
- On the decision to fastbreak, flip a card, check the three dice rolls, while consulting the appropriate column on the Fastbreak Chart for the offensive team…Red & White dice determine which result to use on the Fastbreak Chart…Blue Dice will often be needed to determine the final outcome of the play.
- Each player is given a rating (found on his card) regarding his ability to both run and defend the fastbreak…which come into play on some Fastbreak Chart results
- When the chart says "FB Shot", use the FB shooting range at the top of the players card…When the chart says "FB Rating", use the bottom of the payer's card FB Rating
- If the game situation dictates, a coach can, for a variety of reasons, choose to ignore the fastbreak, and play a regular offense

Fouls:

- Current Foul Rules: f(1) is a non-shooting foul…reset the shot clock, ball is taken out on the side. When the 5th team foul is accumulated (or the 2nd in the last two minutes) (or 4 in overtime) all f(1) are now two shot fouls.
- Old Foul Rules (Pre 1972-73 season): f(1) fouls were 1 shot right away, and 2 shots after the team was over the limit
- On a "Loose Ball Foul" the foul was committed against the player the fouling player "normally defends"