
Basketball playing tips

The National Fast Break Association has a three and one-half page list of rules (many of them innovations) for playing Strat-O-Matic Basketball.

Some of them are definitely worth sharing, such as the following:

* **HEIGHT MISMATCHES** - A player 5+ inches taller has open shots inside and outside. A player 5+ inches shorter has open shots penetrating and outside.

* **X-DOUBLES CHART** - If an X reading involves doubles - i.e., 2+2, 3+3, etc. - consult the following chart:

- X-2 - Nothing: continue play.
- X-4 - Technical foul (if shot good).
- X-6 - Delay of game warning against team scoring basket (if shot good).
- X-8 - Technical on home coach (if shot good).
- X-10 - Technical on visiting coach (if shot good).
- X-12 - If both teams are running and shot is good, fastbreak the other way (unless previous card 1-4).

* **Technical Foul Chart:**

11-15 - Coach	35-36 - Right Forward	63-64 - Left Forward
16 - Assistant Coach	41-45 - Coach	65-66 - Right Forward
21-22 - Bench	46 - Assistant Coach	
23-24 - Left Guard	51-52 - Bench	
25-26 - Right Guard	53-54 - Left Guard	
31-32 - Center	55-56 - Right Guard	
33-34 - Left Forward	61-62 - Center	(continued on next page)

* **SHOT ATTEMPTS ALLOWED** - When a player has reached his "FG attempts per 48 minutes" printed at the bottom of his card, his shooting rating reduces to 0. If the player normally has a shooting frequency of 1+, he may still receive a pass on a "pass to any player." However, no pass at all can be directed to a player whose shooting frequency was already zero (unless he is left unguarded). Two free throw attempts count as one field goal attempt. Ignore decimals: 23.7 equals 23. Note: This restriction does not apply to players in the final minute or overtime.

* **THREE-POINT SHOTS** - Players are generally restricted to one 3-point attempt per game. However, players whom the S-O-M roster sheet indicates may take more than one attempt per game are allowed the number shown. In the last three minutes, there is no limit on 3-point shots for anyone if the team is behind. Also, players may take one additional 3-point shot above their usual limit if the defense is in a sag.

* **AUTOMATIC 3-POINT SHOTS** - On the visitors side of card #30 and the home side of card #47, write in the notation: "3-pt. shot?" A player who draws this reading while he is positioned outside will take a 3-point shot if he is rated for it.

On the last play of a quarter, if no other action can take place, a long 3-point shot will be taken at the buzzer if the previous card is 1-4. (Exception: Ignore this if the team that had been on offense still has the ball as a result of an offensive rebound.) The player who takes the shot will be the first one named in the normal control section of the last card.

* **24-SECOND VIOLATION** - A 24-second violation occurs if there are three replays in succession. Also, if a blocked shot is rebounded by a player on the offensive team after two replays have already occurred, there will be a 24-second violation before he shoots.

* **PRESSING** - A team may press no more than 3 minutes in any quarter except the fourth, when it can press for 6 minutes.

* **BLOCKED SHOTS** - When checking for a block on a BL reading, subtract 5 from the inside man's block rating. Use the full block rating, however, on D-7 readings (that is, when the outcome is either a block or a basket).

* **INTENTIONAL FOULS** - A team that is behind can commit intentional fouls in the final minute of play. If the control section simply names a player (e.g., "LG"), that player can be fouled intentionally (F1 if under normal control, F2 if under fastbreak control). If a pass is shown in the control section (e.g., "LG pass to LF"), no foul is committed. The foul is committed by the fouled player's defender.

* **STALLING** - A team can stall for the last shot of a quarter by taking one replay automatically. However, check for a turnover if the card calls for a pass or if there is an opponent's defense number. (Ignore a foul number, unless the opponent has called for an intentional foul.)

* **HOME COURT ADVANTAGE** - In games played by mail, the sides of the deck will be reversed: the home team's readings will come from the visitors' side of the deck and vice versa. (In face-to-face games, however, the home team gets the home side of the deck.)

(In the last game of a playoff series, whether played on a neutral court or face-to-face, each team receives the home side of the deck for one half; in an overtime period, one team will receive the home side for two minutes and the other team for the final three minutes - roll one die, odd or even, to determine which team gets the home side.)

* **PLAYING TIME** - In any given game, all players - home and visiting - must sit out the full time shown on their cards. The lone exception: the final game of a playoff series, in which players have to sit out at least half the time shown on their cards.