

# SBA uses salary cap system <sup>6</sup>

## 14-year S-O-M Basketball league offers playing tips

Since we're well into basketball season, now would be the time to pass along some playing tips pertaining to Strat-O-Matic's version of the sport.

Gary Graber, one of the founding fathers of the SBA, which is currently in its 14th replay, has some tips for the tip-in game that might be worth incorporating in your league if it's of the play-by-mail variety.

Graber calls Jackson, MS, home. He's 28 and currently working on a Master of Divinity degree full-time and teaching high school Latin part-time.

Two of the SBA's most unique rules pertain to a salary structure/cap and double-teaming. True, S-O-M has a double-team method; but the SBA has another version which it feels is better.

The salary cap is unique as far as table-gaming, although in the NBA there is a salary cap. "No longer will teams be stocked with super-stars up and down the roster; you simply can't afford to do it under our system," emphasizes Graber.

Briefly, the salary system is based on each player's ratings in all categories, offense, defense, rebounding, passing, fouling, playing time, etc. The original ratings come from the cards. All the points are tallied up and that is the player's worth.

The team salary cap is 320, spread over 10 players. No extra players are used. That averages out to 32 per player, which means if a coach drafts a 70-rated player then he will have to cut back in the later rounds and pick up low-rated players.

"While I would never claim that this scheme is the greatest, or that it can't be improved upon, I do think that it breaks new ground for giving draft leagues in basketball a framework that really makes you think like a general manager," says Graber.

Graber says the system has worked well for the SBA, and that a lot of time and study went into developing the system. "One of our guys," he adds, "has been working on a baseball salary system, but with no luck yet."

### SALARY CAP SYSTEM

Each team in the SBA (currently there are seven teams in the league) can protect four players from the previous season's roster. The other six have to be redrafted.

"If a player is redrafted who was on your roster last season, three is deducted from his salary," according to Graber. "This is good for continuity, plus is a way a smart coach can stretch his resources."

Draft schemes vary widely as a result of the 320-point salary cap. In the most recent draft, John Clarke, coach of the 86ers, had a starting five that cost 257. A weak bench was the result. Conversely, Graber's Hussars spent only 195 for the starting five, so money was left over to draft a strong bench.

Now for some of the player salary ratings:

#### CENTERS

BEST		WORST		
Dajuwon	70	Rollins	11	Note that not all players
M.Malone	57	BoI	13	were drafted. Players like
Sikma	50	Breuer	17	Bill Laimbeer and shot-block-
A.Gilmore	49	J.Bailey	23	ing giant Mark Eaton were not
Jabbar	47	Donaldson	23	chosen in the SBA's draft for
Parish	46	Benjamin	27	varying reasons.
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FORWARDSGUARDS

FORWARDS			GUARDS				
Best		Worst	Best		Worst		
Bird	74	Ch.Jones	13	Pressey	71	Threatt	12
Moncrief	70	Tyler	13	M.Johnson	69	D.Cook	15
Barkley	64	B.Jones	14	I.Thomas	60	Hodges	16
Dantley	62	Ballard	15	Mq.Johnson	54	E.Johnson	18
McHale	58	R.White	15	Free	47	Macy	19
L.Nance	56	Cage	16	Cheeks	45	T.Tucker	20

Here are some other SBA rules:

\* All regular S-O-M advanced rules apply, except where noted. Variations that have no bearing on play (such as using a regular die instead of the big black one) are allowed.

\* In all play-by-mail games, the home and visitor sides of the action deck are reversed (the home team's results come from the visitor's side of the card, and vice-versa).

\* Injuries are not used. Players who averaged 19 minutes per game or less must rest 24 minutes per game. The supplemental set of extra players is not used.

\* Shoot all F(1) results; there is no penalty or bonus situation.

\* While in the press defense, all F(1) are considered F(2) results. A team may employ the press defense anytime in the fourth quarter (or overtime) and anytime in the game the team is trailing by more than 10 points, but never more than 12 minutes in any single game.

\* Shooting Limits - Once a player comes within four FGA (field goal attempts) of his FGA per 48 minutes rating, his shooting rating drops to zero and he may not be selected for "pass to choice" cards, though he may continue to shoot normally when specifically directed to by the deck. In each overtime period, every player's shooting limit goes up by five.

\* Three-Point Field Goal Limits - Each player may attempt two 3-point field goals per game in the regular way (unless allowed more; if S-O-M says someone may attempt two per game, he may attempt three; if S-O-M allows three per game, he may try four per game, etc.).

A player may attempt more 3-point field goals than his limit, but on these tries he must observe the following penalty: his 3-point rating on his own card is reduced to zero (i.e. it will only be possible to score off the Defense Card). Players are limited to a maximum of three times their normal limit of 3-point FGA in any single game (e.g. a man with a normal limit of two tries has a maximum limit of six, of which four attempts would be affected by the penalty).

\* "Conditional Hatchet" Defense (double-teaming) - Up to one opponent may have this applied to him at one time. The defensive coach says if he wants to double-team ("hatchet") a player; if so, the following effects occur:

- (1) The man being 'hatched' keeps his regular shooting rating (and may shoot normally when specifically called on by the deck), but on all "pass to any 1+", "pass to choice" and "Replay unless 2+ (or 3+)" shots that he tries, he must first roll a die: a 4, 5 or 6 means that he takes the shot double-teamed (defense rating and defense card results will be automatic misses), while a 1, 2 or 3 means he takes the shot normally.

- (2) The price the defense pays for this strategy is that all the other opposing men receive an increased chance to score on all Outside shots (an "H" should be written in on the Defense Card Outside shot column next to "0", or if there's an X there

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already, next to "6"): if an H is rolled in this situation the basket is scored instead of missed. The hatchet defense may not be used while pressing.

\* Defense Cards - Only the normal defense card is allowed; no sag or close options are allowed. All teams use the current Los Angeles Lakers defense card, normal mode. Changes: (1) Place an "H" result at 6 in the outside column; (2) place an "x" result at 7 in the 3-point column.

\* If a player has three positions listed on his card, allow him to play a maximum of 12 minutes per game at his third listed position. This is done for the sake of realism.

### REBOUNDING STRATEGY

"Both in real-life and S-D-M, rebounding is often the key to victory," continues Graber. "This short article will show you how to rate your team in rebounding, as well as offering some hints for better play.

Out of the 60-card advanced deck, 20 cards check offensive rebound ratings and 40 check defensive ratings. Of these 40 defensive cards, 16 are given automatically to the defensive player named (DC x6, DLF x4, DRF x4, Def. Team Reb. x2), so that leaves a total of 44 cards (20 offensive, 24 defensive) that will depend directly on rebound ratings.

The big question you must ask yourself is, how many of these rebounds would your lineup get?

For comparison's sake, in the past the averages of SBA clubs have been about 10 out of 20 for the offensive rebounds and about 19 out of 24 for the defensive ones. This information can be very helpful, for example, if your starters add up to be 13 (off)-15 (def.), you can expect to get more than your share of offensive boards, but less than your share of defensive ones. This sort of information can be critical, especially for teams that depend on getting the ball off the glass in order to fastbreak.

Here are some hints you might find useful:

\* In general, most coaches agree that defensive rebounds are more valuable than offensive ones. That is, most would prefer to have a 0-6 at LF than a 3-3, and so on.

\* The center and strong forward will provide the backbone of rebounding strength for most teams; weak men here are an invitation to trouble in the long run.

It should be remembered that on defensive rebound cards that are even that the defensive guard does not get, the rebound will go to the offensive center (i.e., if the card says DRG if 4,, and he is only a 3, the offensive center gets the ball). It is good to keep this in mind, especially when playing teams with good centers."

Standings and leaders from the 1985-86 SBA season:

Standings	W	L	GB	DAvg.	DAvg.	FG%	Reb.
1. Hussars (Gary Graber)	20	12	-	117.5	114.6	.527	45.0
2. Pellets (Ken Livingston)*	18	14	2	113.6	111.1	.510	45.9
3. Shamrocks (Kirk Summers)	17	15	3	115.0	114.9	.482	46.4
4. Copper St. (Tom Penning)	16	16	4	107.7	108.1	.478	46.2
5. Virginia (Doug Falls)	15	17	5	109.1	110.3	.497	45.6
86ers (John Clarke)	15	17	5	113.0	112.9	.465	47.2
7. New England	11	21	9	112.5	116.9	.516	41.1

\* Playoff champ.

Scoring	Rebounding	Assists	Mg. Johnson HUS
Malone 86er 28.6	Malone 86er 13.8	Nixon PELL	10.1
Bird SHAM 28.2	Gilmore NE 10.4	Blocks Sampson PELL	2.65
B.King NE 25.4	Sampson, PEL 10.3	Olajuwon PELL	2.55
Moncrief CS 23.5	Bird SHAM 10.2	Steals Cheeks 86er	3.10