
Basketball playing tips

TIMEOUTS!

Since Strat-O-Matic Basketball doesn't provide for timeouts, gamer John McTernan, Belleville, IL, has come up with a method to stop play. Here's how it works:

First, a second action deck is needed. It will be referred to as the "timeout deck."

[1] A coach must be in possession of the ball to call timeout.

[2] Coach calls "timeout" and makes any changes he desires; the opposing coach has the option also.

[3] When time-in occurs, simply roll one die and check players left to right: 1-LF, 2-LG, 3-RG, 4-RF, 5-C, and if a 6 comes up it's any player. That player is now in possession of the ball.

[4] Now pick an action card from the "timeout deck," and check home or visitor. Only one "timeout" action card per timeout. After the play, refer back to the "game deck" for any further plays. Treat a replay as

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the timeout "play" and refer back to game deck.

Here's a brief summary of NBA timeout rules:

- (1) A team must take at least one timeout per quarter.
- (2) Each team is limited to no more than four timeouts in the fourth quarter and no more than three in the last two minutes.
- (3) Each team shall be granted seven full timeouts per game.
- (4) Each team shall be granted two timeouts in overtime.
- (5) Each team is granted one 20-second timeout per half. Only one substitution per team and no use of the "timeout deck" during a 20-second timeout.