

Strat-O-Matic Pro Basketball

Expert Rules

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Introduction

The expert rule set is intended to be used in its entirety, and was created in order to increase the statistical accuracy, realism, and hopefully (and most importantly) your enjoyment of Strat-O-Matic's pro basketball board game. That being said, you are of course free to use only the rules you like, while ignoring the others. Super-advanced rules that are not listed, or modified, in these rules, are not used in the expert game.

Expert Rules

20-Sided Die: Roll a 20-sided die, in addition to the black die and two white dice, on all shot attempt rolls.

Injuries: A roll of X-12 indicates a possible injury to one of the shooting team's players on the floor. Immediately refer to the expert rules Injury Chart to determine which player, if any, is injured and for how long. An injured player is considered out of the play until the injured player's team regains possession of the ball and calls a time out. If a Defense or X Column reading is needed from the injured player then treat the result of the play as an automatic basket. If a rebound reading refers to the injured player then the rebound automatically goes to the opposing player.

Team FGA per Game Adjustment: For seasons where the average FGA per game is fewer than 83, accept a Replay on Normal control section shot attempt rolls when the result of the 20-sided die is 19 or 20. For seasons where team FGA per game for teams is fewer than 88, but not less than 83, accept a Replay on Normal control section shot attempt rolls when the result of the 20-sided die is 20. **EXCEPTION:** If a shot attempt roll results in an F(2) or X+F(1) result, is from a "Switch..." or "OPEN..." reading from the Home/Visitor section of the action card, or is by a player left unguarded due to a double-team, ignore the result of the 20-sided die. If two replays have already occurred and the 20-sided die indicates a third replay, ignore the replay result and instead treat the shot as a "Buzzer Beater" attempt (see below), with the exception that an inside attempt is possible.

1+ Rated Player FGA per Game Adjustment: On readings of "[Position] Pass To Any Player", the resulting pass may not go to any player who is currently a 1+ rated shooter, unless there are two or more players who are currently 1+ rated shooters (not including the passer) on the floor.

Turnovers and Steals per Game Adjustment: Treat all passing number results of 20 from a player's Normal passing column as a "Stolen" or "T" result instead. Also, on all "[Position] Pass To Any Player For Position Shot (Flip next Card)" readings from the Normal control section, refer to the passing number on the next action card. If the result is 20 then treat this as a "Stolen" or "T" result as well. Treat all non-press passing number results of 19 or 20 from a player's Fastbreak passing column as either a "Stolen" or "T" result instead. In order to determine whether a "Stolen" or "T" result has occurred, refer to the previous result of the 20-sided die; an even number indicates a "Stolen" result, while an odd number indicates a "T" result.

Emphasize Defensive Inside-Man: Treat all results of "BL" from a player's Penetration and Inside columns as D-7 results from the team defense card instead: "Inside Man's Block Rating applicable against other positions. Inside Man's Block Rating NOT applicable against own Man - Shot Missed."

Alternate Positioning: For players who are rated to shoot from both outside and inside (1 to 4 stars and I), refer to the previous result from the 20-sided die prior to all position shot attempts. A result of 17 - 20 indicates that the player was positioned differently than his original offensive placement. A player positioned Outside will instead be considered to be positioned Inside, while a player positioned Inside will instead be considered to be positioned Outside.

Playing Safe: If a player is in foul trouble you may have him "play safe" to cut down on his chances of fouling out. When playing safe treat all F(2) results credited against the player from the Foul Assignment Chart as automatic unassisted baskets instead of a foul.

Additional Fouls: In order to get accurate foul and FTA totals, whenever the previous result of the 20-sided die reads 1 and a single position control, or a "FB SHOT FOR (position) ROLL DICE" reading occurs, treat the result of the play as an F(1) for single position control readings (foul assigned to primary defender), and an F(2) for "FB SHOT FOR (position) ROLL DICE" readings (foul assigned to FB defender) instead. For non-shooting fouls, do not re-use the Normal control reading. Instead, use the player located to the left of the player listed in the Normal control section. These additional fouls cannot be avoided by playing safe.

Charging/Blocking Fouls: Against a Normal team defense refer to the 20-sided die on all "Offensive Foul" results from Penetration or Inside shot attempts. If the result on the 20-sided die is an odd number then a charging foul has occurred. If the result on the 20-sided die is an even number then a blocking foul has occurred (treat as an F(2) result). Against a Close team defense treat all "Offensive Foul" results from Penetration or Inside shot attempts as blocking fouls (treat as an F(2) result). Against a Sag team defense treat all "Offensive Foul" results from Penetration or Inside shot attempts as charging fouls. Always refer to the 20-sided die on all "Offensive Foul" results from Fastbreak shot attempts, regardless of the team defense card being used, to determine whether a charging or blocking foul has occurred. Roll on the Foul Assignment Chart to determine the identity of the player charged with a blocking foul. Charging/blocking fouls cannot be avoided by "playing safe".

Slowdown Offense: With two minutes or less remaining in the fourth quarter or overtime, prior to a normal Replay result occurring, the offense may elect to pass up a shot and instead take a Replay result. The coach simply declares his intention, flips the next action card and refers to the appropriate (HOME or VISITOR) section of the card. If a "Turnover" is indicated from the action deck then accept that reading. If "Opponent Defense" is indicated check to see if a Steal, F(1) or T occurs and accept any of these readings. If the initial action card indicated a pass, check to see if a "Stolen" or "T" occurs and accept them. Any other action that is indicated from the action deck, the opponent's defense column, or the passing column is ignored and the Replay occurs. Note that intentional fouls have priority over taking a slowdown offense replay. Also, note that a team may come out of a fastbreak offense in order to run the slowdown offense.

Buzzer Beater Shots: If a team has, or gains possession with no Action Cards remaining in a quarter or over-time period, and another Control reading would normally be necessary in order to get a shot attempt off, a team may still have enough time left to get off a shot. In order for a team to have a chance for a buzzer beater shot, the Normal control section of the last discarded action card must contain a single-position reading (e.g. RF). In addition, if the team gained possession in any way other than from an offensive team rebound result then the team wishing to attempt a buzzer beater shot must call a timeout. If the team already has possession, and a Replay results in the use of the last Action Card of a quarter, then the team may attempt a buzzer beater shot without having to call a timeout.

Only an Outside or 3-Point shot may be attempted when taking a buzzer beater shot. All buzzer beater shot attempts are automatically no good on a black die result of X or D. The buzzer beater shot is taken by the player playing the position listed in the Normal control section of the last discarded action card. Disregard the "Rebounds" section of the action card after a missed buzzer beater shot; no time remains. Credit a miss as an offensive team rebound.

Fastbreak Three-Point Shot Attempts: A player may choose to attempt a 3-pt. shot in lieu of a fastbreak shot attempt off the fastbreak. Use the Fastbreak column on the team defense card for determining the result of fastbreak 3-pt. attempts, treating all foul results as missed shots instead. Also, ignore Replay results on fastbreak 3-pt. attempts, treating these as missed shots instead.

Three-Point Shot Attempts System: Rate all players for 3-pt. shot frequency as per "Computing 3-Pt. Shooting Ratings" at the end of this document. Prior to all shot attempt rolls compare the previous result of the 20-sided die to the shooting player's three-point rating. If the number on the 20-sided die is equal to or less than the player's 3-Pt. Shooting rating then the player may attempt a 3-pt. shot in lieu of another allowed shot attempt. A player may also choose to "force" a three-point shot when the 20-sided die does not indicate that a three-point shot could normally be attempted. These forced 3-pt. attempts are automatically no good if the black die reads D.

Open/Unguarded Three-Point Shots: Treat all three-point shot attempts from "Switch..." readings and "OPEN Outside Shot Only..." readings as open three-point shot attempts. For these open three-point shot attempts, refer to the defensive player's Outside defensive X-Column on results of X from the black die, just as you would on all two-point shot attempts, in order to determine if the shot was good. Treat all three-point shot attempts by a player left open due to a double-team as unguarded three-point shot attempts. For unguarded three-point shot attempts, if the result of the black die is an X then the shot is automatically good.

Super-Advanced Rules

Use the following super-advanced rules as they appear in the Strat-O-Matic basketball instruction booklet:

Defensive Matchups

Holding for the last shot

Foul Assignment Chart

Three-Point Foul Shot Attempts

Modified Advanced/Super-Advanced Rules

Shooting: Regarding the defensive inside man, use the advanced rule with the following addition: the defensive inside man also concedes all three-point attempts as unguarded (automatically good on a roll of X on the black die).

Double-Teaming Rule: Use the advanced game rule with the following changes: instead of an automatic miss on a roll of D, treat all X, O, and Inside Man readings from the Team Defense card as blank readings instead on all shot attempts by the double-teamed player (a shot can still be blocked by the Inside Man though). Treat an R reading on a roll of 7 on an unguarded player's Outside shooting column as an O reading instead. If the unguarded player does not have an R reading on the 7 spot then treat the closest number that contains an R reading as an O reading instead (if two numbers apply always use the HIGHER number). A defensive player who is playing safe may not participate in a double-team.

Using Timeouts: Use the super-advanced rule with the following rule addition: with two minutes remaining in the game remove the top discarded action card from the discard pile and shuffle the remaining discarded action cards. Take the top twelve cards and place face down near the regular action deck. These twelve cards constitute the timeout deck. Whenever a team gains possession of the ball, and prior to referring to the control section of the last discarded action card, the team can elect to call a timeout in order to conserve time. In this case the team refers to the timeout deck, instead of the normal action deck, by flipping the top timeout deck card and referring to the Normal control section, then flipping the next timeout deck card to determine the result. Play then returns to the normal action deck as usual. Thus, if a split or rebound reading is necessary, or a Replay result occurs, you would use the last discarded normal action deck card for the result or control. Per NBA rule, Each team is limited to no more than three (3) timeouts in the fourth period and no more than two (2) timeouts in the last two minutes of regulation play. (This is in addition to one 20-second timeout per half.)

Intentional Foul: Use the super-advanced rule with the following change: if the team to be fouled gains possession of the ball via a rebound, or from a "Stolen" result from an offensive player's passing column, then the player indicated (rebounder/stealer) is fouled (do not refer to the Control section).

Playing Time/Fatigue Rules: Use the super-advanced rule with the following changes: all shots taken by a fatigued player are not an automatic miss on a roll of D. Instead, treat all X, O, Inside Man readings from the Team Defense card as blank readings (a shot can still be blocked by the Inside Man though). Also, increase a fatigued player's X Column rating by one level. For example, a player with ratings of | 2-5,11 | 2-4 | 2-6,10 | would become | 2-6,10 | 2-5,11 | 2-7,10 | when fatigued. The X Column ratings progression is as follows:
| Blank | 2-4 | 2-5,11 | 2-6,10 | 2-7,10 | 2-9 | 2-12 | Finally treat all "Dazzler", "Open position shot", and "FB shot" results from a player's Passing columns as "Position shot" results instead.

PLAYING TIME CHART

2-MINUTE INTERVALS

MIN/GAME		PER HALF		PER OT	
1 - 2	0/1	1	24 - 25	6/7	3
2 - 3	1	1	26 - 27	7	3
4 - 5	1/2	1	28 - 29	7/8	3
6 - 7	2	1	30 - 31	8	3
8 - 9	2/3	1	32 - 33	8/9	3
10 - 11	3	1	34 - 35	9	3
12 - 13	3/4	2	36 - 37	9/10	3
14 - 15	4	2	38 - 39	10	3
16 - 17	4/5	2	40 - 41	10/11	3
18 - 19	5	2	42 - 43	11	3
20 - 21	5/6	2	44 - 45	11/12	3
22 - 23	6	2	46+	12	3

Two numbers appearing in the "Per Half" column indicates that the number of 2-minute intervals a player may play in a half before becoming fatigued will vary for each half. Each coach may determine which half the higher number will apply to. For example: if a player with a 6/7 plays 6 or fewer 2-minute intervals in the first half then that player can play 7 intervals in the second half before becoming fatigued. If that player played 7 or more 2-minute intervals in the first half, then he could play only 6 intervals in the second half before becoming fatigued. For playoff and tournament games, increase each player's intervals per half by one level on the chart. Thus, a player who averaged 24 minutes per game, who would normally be a 6/7, would move up one level to 7 for playoff or tournament games.

Clarifications

A reading of "Switch" allows the player to choose any type of shot without penalty: three-point, outside, penetration, or inside. Disregard the Alternate Position Shots and 3-Pt. Shot Attempts System rules in this case.

When "playing safe" and an F(2) result occurs, ignore the result of the 20-sided die if a Replay is indicated and score it an automatic basket.

The Three-Point Shot Attempts rule is only employed when a shot attempt roll is called for. Passes resulting in "Dazzler" readings are always two-point baskets, regardless of whether the 20-sided die indicates an allowed three-point attempt. A coach may choose to attempt a 3-pt. shot in lieu of an automatic 2-pt. basket from a "Dazzler" result.

Computing 3-Pt. Shooting Ratings

Expert rule 3-Pt. Shooting ratings are based on a player's total percentage of 3-pt. shots attempted. First, calculate a player's percentage of 3-pt. field goal attempts by dividing the player's 3-pt. attempts by the player's total field goal attempts, and multiply by that number by 20. Then round up and add 1.

EXCEPTIONS: if the result of multiplying a player's 3-pt. percentage by 20 is less than 0.5, and the player does NOT have a 3-pt. Replay rating on his card, then give that player a 3-pt. shooting rating of 1. If a player's final calculated 3-pt. shooting rating is greater than 16 then cap the player's rating at 16.

Please direct questions or comments regarding these rules to Chris Carl at cpcarl@strat-o-sphere.net.