

SOM BASKETBALL SUPER-ADVANCED RULES (ALL RULES ARE OPTIONAL)

DOUBLE-TEAMING RULE (REPLACEMENT FOR THE ADVANCED GAME DOUBLE TEAMING RULE)

Double-teaming may not be used by a team that is in a press defense, or when the opposing team is in the midst of a fastbreak, steal or rebound shot. Any defensive player may double-team, except the designated inside man. If a center is not the designated inside man, he may double-team any player. The forwards and guards may double-team any opposing player that they are joined with directly on the playing board. All guards and forwards may double-team the center.

When a defensive player double-teams an offensive player, the following rule changes are imposed on the double-teamed offensive player: The double teamed offensive player's shooting rating is reduced by one. If the player shoots and the black die roll reads X the shot is automatically no good. He may pass up a shot (not roll the dice, and accept a replay).

If a double-team results in all players having a 0 shooting rating, then the unguarded player's shooting rating becomes a 1. If the unguarded player attempts an OUTSIDE or INSIDE shot, it is automatically an open shot. However, this rule change DOES NOT APPLY to penetration shots attempted by an unguarded player. An unguarded player's shot is automatically good if the black die reads X (except for a three-point shot - in the advanced game X always indicates a miss for three-point shots). If a reading of "Opponent Defense" comes up for the unguarded player then do not refer to his opponents defensive column, but instead accept a reading of "Pos. Shot". Also, continue to accept the reading "Good only if someone else is 2-TMD" when this occurs on the team defense card.

DEFENSIVE MATCHUPS

You may set your defensive matchups any way you wish, and without regard to the player's offensive positions. The only restriction is that a player must be rated at a given position in order to defend against it.

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 all readings of F (1) from the player's DEFENSE column should be considered automatic baskets by the offensive player with no foul being committed by the defensive player. These field goals are unassisted. When playing safe, continue to accept all fouls generated from the offensive player's shooting columns. Playing safe may not be used by either player involved in a double team, by the designated defensive inside man, or by a team that is in a press defense.

INTENTIONAL FOUL

An intentional foul may be called by a team that is behind in the last two minutes of a game. When an intentional foul is called, the offense refers to the proper CONTROL section of the action card to determine the player who has been fouled. In case of a pass, the intentional foul attempt fails and play continues as normal. In all other cases (including fastbreak shots), the player named is fouled and play is stopped without drawing another action card. All intentional fouls are committed by the fouled player's defensive opponent and are 2 shot fouls. Note that when using this rule it is acceptable to re-use a CONTROL reading from the same card.

HOLDING FOR THE LAST SHOT

Any time a team is referring to the NORMAL control section of an action card with two other cards left in the quarter (or overtime), that team can hold for the last shot. That team simply declares its 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 "Opponents 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. Ignore any other action that is indicated from the action deck, from the opponents defense column or the passing column. Under no circumstances can a shot be attempted by the offense at this point. If none of the above listed results occur, simply refer to the NORMAL control section and flip the final card to determine the outcome of the play. Note that at the end of the game, intentional fouls have priority over holding for the last shot.

For purposes of this rule, a team may come out of the fastbreak offense to hold for the last shot of a period. Also, note that teams cannot hold for the last shot if they already have 2 consecutive replays.

USING TIMEOUTS

If you wish to play with timeouts, they should be used to change strategy and to make player substitutions. For example, you would need to call a timeout to change a double-team, have a player "play safe", change to a fastbreak offense or a press defense, change inside or outside positioning, etc. Player substitutions can occur during timeouts or at any break in the action (for example, whenever a foul occurs). NBA rules allow for 7 timeouts per team, with an additional 2 for each overtime. In addition each team receives one 20 second timeout per half. You cannot use more than 4 timeouts in the 4th quarter, and no more than 3 in the last 2 minutes. You must take at least 1 timeout per quarter. Timeouts can only be taken when there is a break in the action (for example, after a foul). They can also be taken by the offensive team when referring to the NORMAL and PRESS sections of the action card, but not when referring to the FAST-BREAK section.

"HALF-COURT" THREE-POINT SHOTS

Whenever a team grabs a defensive rebound on the last action card of a quarter (or overtime), that team may be able to get off a "half-court" three-point shot (we are using "half-court" as a general term to indicate a desperation shot from long range). To determine the identity of the shooter, refer to the NORMAL CONTROL section. If a pass is indicated then a "half-court" shot could not be made before time expired. When taking a "half-court" three-point shot roll the two white dice. If the TOTAL OF THE TWO WHITE DICE IS 12 THE SHOT IS GOOD! If the total is between 2 and 11 the shot is counted as a missed three-point shot. There can be no rebounds credited after a missed "half-court three-point shot". If you are in a fastbreak mode you may first determine if a fastbreak shot is to be taken. If it is not, then you may refer to the NORMAL CONTROL section to check for a "half-court" three-point shot. When down by 3 points on the last card of the game you may ignore a fastbreak shot and opt to take the "half-court" three-point shot instead.

AUTOMATIC THREE-POINT SHOTS

If you choose to employ it, we provide an automatic method of controlling three-point shot attempts. Every player is given a three-point frequency rating on the roster sheet. This rating ranges from 0 to 6. This rating is used whenever a reading of "outside shot only" occurs from the action deck. Whenever you get this reading (only for a player positioned OUTSIDE on offense) you should roll one die and refer to the player's three-point frequency rating. If the number rolled is less than or equal to this player's rating then he automatically attempts a three-point shot. Otherwise he takes an outside shot. When using this rule, teams may not take any other three-point shots except "half-court" three-point shots (described above), and three-point attempts allowed on the "Additional Three-Point Shots Allowed Chart".

RULE FOR DETERMINING OUTSIDE/PENETRATION SHOTS

You may wish to use this rule when playing the game solitaire. Whenever a player who is positioned OUTSIDE on offense has the choice of either shooting outside or penetrating, you can use his SHOOTING TENDENCY rating to decide which option he will take.

1. Against a NORMAL defensive card simply roll 1 die and if the number rolled is less than or equal to the number of shooting stars then the player penetrates; otherwise the player shoots from the outside.
2. Against a SAG defense follow the same procedure but add 1 to the number rolled before comparing it to the number of shooting stars.
3. Against a CLOSE defense follow the same procedure but subtract 1 from the number rolled before comparing it to the number of shooting stars.

When using this system, we recommend that if a player has an open outside shot he should automatically take the open shot and not penetrate.

PLAYING TIME/FATIGUE RULES

These optional rules replace the player rest system. The new rules depend upon a timing system that divides a game into two minute intervals. In order to setup for these rules you will need to cut 5 blank index cards to size and write "10 min left", "8 min left", "6 min left", "4 min left", and "2 min left" on them. At the start of each quarter shuffle the action deck and count off 10 cards into a pile. Place the "2 min left" card on top of the pile, count off 10 more cards on top of the pile, place the "4 min left" card on top, and continue in the same fashion with the remainder of the cards.

A player may only play the specified number of 2 minute intervals shown in the chart below. The chart indicates how many intervals a player can play in a half, and how many he may play in an overtime period. If a player is in the game during any part of a 2 minute interval he should be charged with that 2 minute interval. For purposes of keeping statistics, if two players split a 2 minute interval credit both players with 1 minute played.

If a player plays more than his rated number of 2 minute intervals in a half (or overtime) he will be fatigued and suffer the following two penalties. These penalties will only be in effect for the remainder of the half or overtime in which he has over-played: A) If a player's SHOOTING rating is greater than 0 it becomes a 0. B) On all shots taken by this player, if a "D" is rolled on the black die then the shot is automatically a miss (do not check the opposing team's defense card).

FOUL ASSIGNMENT CHART

Use this chart to assign shooting fouls to a defensive player. This chart will provide for the fact that not all fouls are made by the player's primary defender. Whenever an F(2) or X+F(1) is rolled from an offensive player's card or the team defensive card, you should use this chart. Do not use this chart for fouls found on the defender's card - these fouls are always assigned to the defender.

To use the chart roll 2 dice and total them. Refer to proper column based on the type of shot that was taken to determine the player who committed the foul. The "primary defender" is the player who is matched up on defense against the offensive player. In cases of a switch, the "primary defender" is the defensive player being worked on. The "secondary defender" is the defensive player who is double-teaming the offensive player.

If a player is open due to a double team assign all fouls that occur on rolls 6 through 8 to his normal primary defender (the man who is double-teaming another player).

RULE CLARIFICATIONS

Three-point shots may only be taken by a player who is about to take an outside shot. In other words you must always refer to the CONTROL section, flip to the next action card and determine that the player is in fact about to a shoot from the outside before naming him to take a three-point shot. Three-point shots may not be taken in lieu of inside or fastbreak shots.

When down by three-points with one action card left in the game, you may automatically go into a normal offense (if you are currently in the fastbreak offense), and you may position all of your players OUTSIDE on offense (for a three-point attempt). In this situation you do not have to call a timeout to make these changes. You may also pass up a "DAZZLER" and instead have the pass recipient attempt a three-pointer.

Only players with an "I" shooting rating may be positioned inside on offense. If a player is positioned OUTSIDE on offense, and his shooting rating is rated "I" with no shooting stars, he may not penetrate except in a switch situation.

In most cases it would be unrealistic to press and run a fastbreak offense for an extended period of time. As a guideline, a team should only use the fastbreak offense in conjunction with a press defense if it is behind by more than 10 points in the fourth quarter.

A team that is leading late in the game should not fastbreak because the fastbreak offense will cause more turnovers and run less time off the clock than a normal offense. As a guideline, you should not fastbreak when holding a 20 point lead in the second half, or a 10 point lead in the last 6 minutes of the game.

A blocked shot takes the same amount of time as a replay when determining if a 24 second violation has occurred.

The sequence of events for setting strategy should be done as described in the following steps. In each of the steps the visiting team makes its move first followed by the home team:

1. The lineups are placed on the playing board.
2. The defensive inside men are named.
3. The players are positioned inside or outside on offense.
4. The defensive assignments are made (including double-teaming and playing safe).
5. The offenses are decided on - normal or fastbreak.
6. The defenses are decided on - normal or press.
7. The defensive card is chosen - close, normal or sag.

FOUL ASSIGNMENT CHART

DICE ROLL	OUTSIDE	PENETRATION	INSIDE
2	Right Forward	Left Guard	Right Forward
3	Right Guard	Right Guard	Right Guard
4	Left Forward	Left Guard	Right Forward
5	Right Guard	Center	Center
6	If double-teamed: Secondary defender otherwise: Primary defender		
7	Primary defender		
8	If double-teamed: Secondary defender otherwise: Primary defender		
9	Left Guard	Left Forward	Left Forward
10	Right Forward	Right Forward	Left Guard
11	Center	Right Guard	Center
12	Left Guard	Right Forward	Left Forward

PLAYING TIME CHART

MIN/GAME	2-MINUTE INTERVALS	
	PER HALF	PER OT
1-3	1	1
4-7	2	1
8-11	3	1
12-15	4	2
16-19	5	2
20-23	6	2
24-27	7	3
28-31	8	3
32-35	9	3
36-39	10	3
40-43	11	3
44+	12	3

ADDITIONAL THREE-POINT SHOTS ALLOWED CHART (USE WITH THE AUTOMATIC 3-POINT SHOT SYSTEM)

NUMBER OF POINTS TEAM IS TRAILING BY	ALLOWED TO SHOOT UNLIMITED THREE-POINTERS WITH THIS MUCH TIME LEFT IN GAME
3-6	LAST 4 MINUTES OF GAME
7-10	LAST 6 MINUTES OF GAME
11-14	LAST 8 MINUTES OF GAME
15+	ANY TIME DURING 2nd HALF

NOTE: IN LAST 2 MINUTES OF GAME ANY PLAYER FROM EITHER TEAM CAN TAKE A 3-POINTER REGARDLESS OF THE SCORE.