

STRAT-O-MATIC RULES SUPPLEMENT

Strat-o-matic basketball is almost perfect, but needs a few adjustments to make it even better. These rules are designed to enhance the game, improve realism, and add some excitement to what is already the best basketball game on the market.

There will be references to roll one die to pick a player. Use the following chart. The players are easy to remember, because it follows the game board exactly if you set up the game with the Visitors on top and the home team on Bottom.

PLAYER DETERMINATION CHART

Visitor	1-C	2-RF	3-RG	4-LG	5-LF
Home	1-LF	2-LG	3-RG	4-RF	5-C

USE 56 Cards per quarter instead of 60. Insert a small index card at each minute of play time rather than only at 6 and 2 minutes. This makes it much easier to track playing time and it is more fun watching the clock count down. Take out 1 card before the 11 minute mark, 1 card before the 8 minute mark, 1 card before the 5 minute mark, and 1 card before the 2 minute mark to get it down to 56 cards per quarter which yields more realistic shot attempts per game.

KEEPING TRACK OF PLAY TIME

When a player starts a quarter, write a small S to the side of his name. When a player enters the game use an I, comes out use an O Example: if a player starts a quarter, comes out at the 4 min mark and goes back in with 1 minute left, his line looks like this: S O4 I 1,,,,,,started game, came out with 4 min left, back in 1 min left....total play time 9 minutes. If a player doesn't start but entered game with 6 min left, came out with 1 min left, his line would be I 6 O 1, for a total play time of 5 minutes.

Mickey's Fast Break score sheets are perfect for tracking play time, use the space just to left of the players name.

FASTBREAKS

After defensive rebound, roll 1 die to see if a team can run. This adds virtually no time to the game, once you get used to it as it all goes into the flow of the game. REMEMBER: If a team has a 10+ point lead in the 4th quarter OR has a RG who is not very good at running the break, the Fastbreak is OPTIONAL.

Pattern teams *..... 1-2 FB 3-6 no outlet pass, refer to normal control

Normal teams..... 1-4 FB 5-6 no outlet pass

Fastbreak** teams.....1-6 FB

Shooting tendency : I use regular strat rules with additional chance to shoot a 3 pt shot. **ON A ROLL OF 6** and the player is shooting an outside shot, roll 1 die and check the player's 3pt tendency rating and **SUBTRACT 1** from player's 3pt rating to see if player shoots a 3 pointer. **On a ROLL OF 5** and the player is shooting an outside shot, roll 1 die and check the player's 3pt tendency rating and **SUBTRACT 3** from player's 3 pt rating to see if player shoots a 3 pointer. You still take the 3 on outside shot only using regular rules and additional 3 pt shot strat rules. **DO NOT** take a 3 pointer on any **OPEN** outside shot unless team is down 10+ or more points than cards left as per strat normal rules.

TECHNICAL FOUL CHART

Roll white die and red die, read white die first

1-1 home LF
1-2 home LG
1-3 home RG
1-4 home RF
1-5 home C
1-6 home bench

2-1 through 2-6, same as above

3-1 visiting LF
3-2 visiting LG
3-3 visiting RG
3-4 visiting RF
3-5 visiting C
3-6 visiting bench

4-1 through 4-6, same as above

5-1 home coach
5-2 home coach
5-3 home coach
5-4 visiting coach
5-5 visiting coach
5-6 visiting coach

6-1 through 6-6... **ILLEGAL DEFENSE**....award ball to **OFFENSE** after free throw

On other technicals, refer to jump ball chart to see who is awarded the ball after the technical free throw.

NOTE: IF a PLAYER gets two technicals, roll again, if different, charge new player with the Technical, if the same player is rolled again.....PLAYER IS EJECTED

Coaches do not get a second chance ! Two technicals and they are gone !!!

PLAYER REST: Split rest time by half except for 2 minute resters. 6 min rest needs to rest 3 minutes in 1st half and 3 min in second half.....12 min....needs 6 min rest per half.....18 needs 9 min rest per half....

PASS TO ANY PLAYER FOR POSITION SHOT

Use the **PLAYER DETERMINATION CHART** to see who gets the ball. If the roll is the player with the ball or a 6, it is **YOUR CHOICE** who to pass the ball to for the shot.

PASS TO 1+ shooter.

If you have one in the game, he is the player.

If you have two, roll 1 die, designate one 1-3, the other 4-6

If you have three, roll 1 die, designate one 1-2, one 3-4, and other 5-6

If you have four, designate one for each number, roll of 5 or 6, you have a **CHOICE**

These rules keep a team from going to the same player all the time and **ELIMINATE** the need for **DOUBLETEAMING** which is hard to do in a fair way with strat-o-matic, especially when playing solitaire.

BOTH TEAMSUSE NORMAL DEFENSE WITH NO DOUBLETEAMS for most realistic results.

If you choose to use sag and close options, remember to adjust the shooting tendency rolls by one number as per strat-o-matic rules.

LAST SHOT OF GAME: Team must still roll for FB tendency to see if they can get a shot off, if not, check normal control and see if they can shoot a half-court 3 pter, otherwise time runs out.....

2 cards left in quarter, NBA teams almost always **HOLD FOR THE LAST SHOT....**

LAST SECOND SHOTS

On final card of a quarter, you may elect to try and get the ball to your best scorer for a buzzer beater. In this situation, **IF** you get a pass to any player or pass to 1+ shooter, you have the **CHOICE** of who to go to. However, if you choose to try to get the ball to your "go to" player, **ROLL 1 DIE** if he gets the ball. **IF IT IS A 6, THE PLAYER IS DOUBLETEAMED !** He is forced to fire up a tough shot at the buzzer out of a double team. Call it the "Kobe" rule ! If player is doubleteamed, shot is only good off of his own offensive card.

SHOOTING TENDENCY

If there is a choice between an open shot and regular shot, you do not have to roll for shooting tendency, you may opt for the open shot in this situation.

SWITCHES

Do not roll for shooting tendency, you have the **CHOICE** of shot type.

OFFENSIVE REBOUNDS

Roll 2 dice after each offensive rebound. This may seem like it will add playing time, but again, once you get used to it, it becomes a part of the game and flows very well. There are not enough fouls in Strat and this chart is a great way to slightly increase the FTA and add some excitement to the offensive rebound situation.

2 or 12 **TECHNICAL FOUL** (refer to technical foul chart)

3 or 11 **POSSIBLE F(1) Loose Ball Foul on the DEFENSE.** Roll 1 die, refer to **PLAYER DETERMINATION CHART** to see who committed the foul. Then use the strat regular foul assignment chart to see who was fouled. **IF A 6 IS ROLLED on PLAYER DETERMINATION CHART, result is F(2),** offensive rebounder fouled by opponent, use the foul assignment chart to see who committed the foul.

7 **POSSIBLE F(1) Loose Ball Foul on the OFFENSE.** Roll 1 die, refer to **PLAYER DETERMINATION CHART** to see who committed the foul. Then use the strat regular foul assignment chart to see who was fouled. **IF A 6 IS ROLLED on PLAYER DETERMINATION CHART, result is F(2),** offensive rebounder fouled by opponent, use the foul assignment chart to see who committed the foul.

LOOSE BALL FOULS F(1)

Use the regular Foul Assignment chart to see who was fouled and shoots free throws if in bonus situation. Instead of following the foul assignment chart to see who committed the foul, you use it this time to see who was fouled since the Player Determination Chart tells you who committed the foul.

WHEN USING FOUL ASSIGNMENT CHART on loose ball fouls— ROLL 3 DICE, if white die is 1-2 use OUTSIDE column, 3-4 use PENETRATION column, 5-6 use INSIDE column. 2 RED DICE refer to chart as normal. IF RESULT IS F(2), use INSIDE column of foul assignment chart.

Rolls of 4-6 and 8-10, use strat-o-matic regular rebounding rules. Player shoots an open inside shot.

These offensive rebound rules are designed to increase FTA to a more realistic level, while at the same time still follow strat's rule for the most part.

EXCEPTION : If a foul (including F(2)) is called on a player who has no F(1) numbers on his defensive column, there is **NO FOUL CALLED**, shoot normal inside open shot.

Fastbreak after steal: Player **DOES NOT** have to roll for FB team tendency **UNLESS** he decides not to take the shot himself.

OFFENSIVE FOULS ON ROLLS OF 9 and 11----- ROLL 1 DIE.....1-5 offensive foul
If the roll is 6....change result to F(2).....controversial block call goes against the defense ! Use foul assignment chart to see who committed the foul. Do not change offensive foul result on Fastbreak shot.

DICE: to make it easier and quicker, I use regular 3 Strat-o-matic dice, not the X or D die. Roll of 1,2,3 refers to offensive card.....4,5 refer to defensive team card....6 refer to X column of defender.