



PTG Basketball

Pro and College in 1!

A tabletop simulation of Pro Basketball

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Introduction

PTG Basketball is a dice-driven tabletop simulation of basketball. Game action revolves around player cards with a minimal number of lookups on charts. The pro and college game share many rules and gameplay in PTG basketball including card layout. You will find the differences outlined on p.8 under *College Game*.

Equipment

PTG Basketball is simple to set up and play. You will need four dice, two six-sided dice (2d6; one red, one blue), and two eight-sided die (2d8; one black, one red). Beyond the dice, a piece of paper to track playing minutes and coins or tokens to mark tired players, player cards, Rare Play charts, and the Buzzer Beater chart. That's all! No laborious play-by-play charts to constantly consult, and no FAC to shuffle. Of course, to keep track of things, you'll need a PTG Basketball scoresheet, which is included with the game parts.

Set Up

Select two teams and designate one as the home team. Fill in the starting players' names on the scoresheet. Each player's position is located on the upper right-hand of his card, to the right of the team name. Note that some players have more than one position listed. In this case, the position played most often is listed before the slash. Try not to use players out of position, as rebounding ratings are designed with the idea that guards will battle guards, etc.

Place the player cards on your tabletop, with the visiting team on top and the home team on the bottom. Since the players' positions in PTG Basketball are identified using basketball nomenclature, lay the cards left to right thusly, for both teams: Point guard (1-PG); shooting guard (2-SG); small forward (3-SF); power forward (4-PF); and center (5-C).

Note: The player cards do NOT always designate point guards vs. shooting guards or power forwards vs. small forwards. Please use your own discretion, though when it comes to forwards, generally those with higher rebound ratings should be slotted as power forwards.

Set the Rare Play and Buzzer Beater Charts within easy reach.

The Dice

Throughout the rules the dice are referred to as d6 (6-sided) or d8 (eight-sided) or by color, red and blue are the six-sided and black and white are eight-sided.

The Player Cards

Each player card functions as a chart, and therefore you don't need additional charts or FAC to determine normal results. Occasionally, the cards will refer you to Rare Play Boards, but other than that, you'll get all the results you'll need from the player cards.

Let's look at Al Horford's 2015-16 card:

PTG Basketball	
Al Horford	2015-16
Atlanta	C
Off: 4 (2)	BH
Def: 3 6* [4]	Pass: 2-5 (5)
2PT: 2-6 (12)	TO: 6
3PT: 2-5, 11	Def: 7-10
FT: 2-8, 11	OF/DF: 11
OR: 1	Rare: 12
DR: 8	
	DEF
Stamina: 40	Foul(1): 2-3, 9
	Pass: 4-6, 8
	Foul(2): 7, 10
	Steal: 11-12 (1-4)
PPG: 15.2	FG%: 0.505
APG: 3.2	3PT%: 0.344
RPG: 7.3	FT%: 0.798
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OFF: This represents the player's frequency to shoot. The higher the number, the more shots he takes. The number in parentheses, if any, represents his propensity to take 3-point shots. The higher the number, the more triples he tries.
DEF: This depicts the player's TEAM'S ability to "bother" shots, thus causing certain FGAs to be no good. The first number listed is the number

that will change a normally good FGA into a miss, if the number matches EXACTLY the sum of the red and blue dice during all 2-pt field goal attempts (explained in more detail later). So in Horford's example, if his opponent rolls a 2d6 total of 3 during a 2-pt FGA, the shot is NO GOOD. The number in brackets (if any) is a player's ability to block shots (explained later). Note that only some players will have this second number on their DEF line. Also note that the DEF line is not to be confused with the player's defensive column, which is also indicated by DEF.

Defensive "Stoppers"

Players whose defensive prowess is superior to that of others in the league, are represented with "stopper" ratings.

The ratings are very simple to use.

If a player has 6* on his DEF line, he is a defensive stopper. This means that, in the final six minutes of the fourth quarter (when the score is +/- 12 points or less), and throughout all overtime periods, any 2d6 roll of 6 in determining whether a 2PT FG is good, is automatically NO GOOD. This NG result is in addition to the player's normal DEF rating.

2PT: This is the player's 2-point FGA success range. Using the sum of the red and blue dice, consult this line. If the sum falls within this range, or matches the number after the comma, then the FGA is good – except for the first number listed on his defender's DEF line, as explained above. On Horford's card, if 2 thru 6, or 12 was rolled, the FGA would be good, except for whatever his defender's NG number is. Some players have an additional number in parentheses on their 2PT line. This indicates that the player is being fouled while shooting (page 4).

3PT: Same as 2PT, except it is the range of successful triple tries. These attempts are NOT subject to a defender's DEF number, nor are they blocked.

FT: The player's successful free throw attempt range. Some clutch performers have an additional number in parentheses on their FT line. If the game is in a "clutch" situation (explained later), then the number in parentheses is ALSO GOOD. If in a non-clutch situation, the FT is no good.

OR: The player's offensive rebounding rating. Players will either have a 0, 1, 2, 3 or 4 here. The higher the number, the better of an offensive rebounder he is.

DR: The player's defensive rebounding rating. The range here is 1-9. The higher the number, the better of a defensive rebounder he is.

BH column: This gives you a look at a player's ability to protect the ball and dole out assists. Items found under the BH column, which utilizes red and blue 2d6, are:

Pass: This is the player's range of successful passes. Some superior passers have the highest number in their range in parentheses. This is the number that, when rolled, could lead to a high percentage shot (explained later). The black d8 die is used to determine the recipient of the pass.

TO: If the die roll falls in this range, the player has turned the ball over. Roll the black d8 against the Possession Chart to see which player on the opposing team now has the ball.

DEF: Consult the player's defender's DEF column, roll the red and blue dice again and use the sum of the dice to get the result.

OF/DF (1-2): If this reading comes up, there is going to be a foul – either on the ball handler or his defender. Reroll the red die. If it's within the range for all players of (1-2), the ball handler has committed an offensive foul (also recorded as a turnover). If the red die is outside the range (3-6), then it's a non-shooting foul against the defender. No free throws unless the defender's team is in the penalty (page 6). Regardless of who the foul is on, the ball is inbounded by the other team, using the white d8 to ID the new ball handler.

RARE: Consult the appropriate Rare Play Board, depending on the quarter you're in.

DEF column: The following items are found under a player's DEF column, using the sum of the red and blue dice:

Pass: The defender allows a pass. The black d8 determines the recipient.

Foul (1): A non-shooting foul is committed by the defender. No shots unless the player's team is in the penalty (explained later).

Foul (2): A shooting foul has been committed. The red and blue dice are re-thrown to determine if the FGA is good (explained later). If good, one FT. If no good, two free throws. Fouls are committed by the player position opposite the shooter.

Steal ? (#): The defender may have stolen the ball. Look at the range of numbers in parentheses and roll the blue die again. If the blue die falls within this range, then the defender has stolen the ball. If it's outside the range, the ball handler retains possession and all four dice are thrown again. Some outstanding defenders will (Auto) these players automatically steal the ball. If no range is present ignore the Steal check and the ball handler retains possession.

Stamina: The maximum amount of minutes the player can play before fatigue sets in (page 5).

Stats: The player's season statistics are found in gray shading on the lower section of his card.

How To Play

The game, of course, begins with a jump ball. Whenever a jump ball occurs, roll 1d6; if 1-3 on the red die, the home team wins the jump. If 4-6 on the red die, the visiting team wins.

Next, you need to determine who controls the ball. Roll the white d8 and refer to Possession chart below:

1	PG
2	SG
3	SF
4	PF
5	C
6	Choice of Guard Only (PG or SG)
7-8	Choice (your call as to who controls the ball)

After determining the ball handler, throw all four dice. The first die you'll look at is the blue d6. This is the Shot Indicator (SI). If the SI is equal to or less than the ball handler's OFF rating, then the ball handler attempts a shot. If the SI is greater than the OFF rating, then no shot is attempted and roll the 2d6 against the player's BH column.

Field Goal Attempts

If a shot is attempted, it might be a three-pointer, if the ball handler has a number in parentheses on his OFF line. If he does, roll the white d8. If the number in the parentheses is equal to or greater than the number on the white d8, then the FGA is a three-pointer. If not, then it's a two-pointer.

After determining if the FGA is a two or a three, refer to the appropriate line: 2PT or 3PT. Next, look at the SUM of the red and blue dice. If that sum falls within the range listed on the 2PT or 3PT line, then the shot is good. If it doesn't, then the shot is no good.

DEF rating: Each player has a DEF rating (based on his team's defensive prowess), which can change successful two-point FGAs into unsuccessful ones. The system is simple: if the defender's DEF number MATCHES the sum of the red and blue dice, the shot is no good. This rating only affects two-point shots. It has NO bearing on three-point shots! It also has NO bearing on shots attempted while being fouled, or on shots resulting from great passes (explained below).

Blocked shots: Some players have a number in brackets on their DEF line. If a player's DEF number stops a shot, then look at the red die. If the red die is less than or equal to the number in brackets, the shot is blocked. Please note that the number in brackets ONLY comes into play if the defender's DEF number has stopped a shot.

Foul (2): When this reading occurs in the DEF column, re-roll the red and blue dice to see if the FGA is good, using the shooter's 2PT line, but disregard the defender's DEF rating; it cannot change this shot into a miss! Also disregard any "good" number after the comma.

If the shot is good, then a three-point play is possible; shooter gets one free throw. If the shot is no good, shooter gets two free throws.

Fouled while shooting: Some players who get an extraordinary amount of free throws have an additional number in parentheses on their 2PT line. If this number is rolled, then the shooter is fouled. Throw the red and blue dice again and add to determine if the two-point shot is good. However, disregard the number after the comma in this case. Only refer to the first range of numbers. If the shot is good, then the shooter gets a free throw and a foul is charged to his defender. If the shot is no good, then the shooter gets two free throws. **DO NOT USE THE DEFENDER'S DEF NUMBER WHEN DETERMINING IF THESE "FOULED" SHOTS ARE GOOD.**

Ball Handling

Not always will the player in control of the basketball try a field goal. Just like the NBA, several players may touch the ball before a shot is attempted. Let's go back to our original four-dice throw. If the blue die was greater than the player's SI, then no shot is attempted. Instead, the player's ball handling skill, and other things, come into play.

If no shot is attempted, look at the 2d6 roll. Now, find that number in the player's BH column to get the result of his possession (page 3).

Passing

If the black d8 indicates that the pass "recipient" is the ball handler, no worries – he simply kept the ball himself, or passed it and got it right back. Throw all four dice again, but do NOT record a stroke (see Timing).

Great Passes: Some superior passers have a number in their passing range that is in parentheses, i.e. 1-(4). If the black d8 matches the number in parentheses (in this example, 4), then the player has made an above-average pass that leads to a higher percentage shot. Roll the red and blue dice and add, as normal, to resolve the 2-pt. FGA. However, add one to the recipient's successful range, AND IGNORE the defender's DEF rating – he cannot bother this shot due to the quality of the pass. So, if Perkins was the recipient of someone's great pass, we would increase his successful 2-pt. FG range to 2-8, 11. Once again, if the recipient ends up being the ball handler himself, no worries – assume that he maneuvered himself for a higher percentage shot. The increase to the successful FGA line is still used.

Assists

Credit an assist to a player whenever a successful FGA occurs as a result of PASS in his BH column. Do NOT credit an assist if the shot resulted from PASS in the defender's DEF column.

If a ball handler shoots immediately from the first roll of the four dice of a possession (not as the result of a pass from a teammate's

BH column), and the FGA is good, check for an assist thusly: look at the red die and match it with the corresponding position on the Possession Chart. Now check the white d8. If that number falls in the PASS range of the passer's BH, credit an assist. If it does not, there is no assist. Do not credit an assist if the passer identified was also the shooter.

OPTIONAL RULE: Distribution of assists. When checking for an assist after a made FG that did NOT come as a result of a pass from the BH section, if the white d8 indicates a passer who has 1-(4) or 1-(3-4) in his BH column, then automatically record an assist; the d8 does NOT have to be consulted.

Rebounding

Rebounding a missed FG – 2pt or 3pt – is a two-step, though very easy to resolve process. First, roll the black d8 to determine who battles for the board, using this chart:

1 = PG
2 = SG
3 = SF
4,5 = PF
6-8 = C

After determining the position, subtract the offensive player's OR rating from the defensive player's DR rating. Re-roll the black d8. If the number on the die is equal to or less than the result when you did your DR-OR subtraction, then the defensive player snares the rebound. If the number on the black d8 is higher, then the offensive player grabs the board and may either shoot again, right away by rolling the red and blue dice ONLY, or may start another possession by rolling all four dice.

Note: A shot which results from an offensive rebound is still subject to being changed into a miss by the shooter's defender's DEF rating, BUT if the red and blue dice total is 7, the shooter is fouled by his regular defender and gets two shots. If the 7 is in the shooter's "good" range, then the shot is good, the shooter gets one free throw and the foul is on the shooter's regular defender. If the defensive player gets the rebound, then he may either start a fast break or engage in his team's half court offense. He does the latter by simply rolling the black d8 to determine the ball handler for the next possession. It may be him, it may be a teammate. Then, all four dice are thrown to start the next possession.

OPTIONAL RULE: "Crashing the Boards". In an effort to grab more offensive rebounds (i.e. when trailing late in a game, or to try to combat any significant rebounding disadvantage), you may instruct a team to "crash the boards." This optional rule requires the roll of a 1d6 (any color) along with the black d8 WHEN RESOLVING A REBOUND, NOT when determining the players involved. Simply declare "crashing the boards" before EACH possession by the ball handling team is resolved. Make the following adjustments to every ball handling team's players: INCREASE the OR rating by 1 (maximum 4; thus players already rated OR 4 are NOT increased). Roll a 1d6 with the 1d8 AFTER determining the players involved. If the 1d6 is a 1 or a 6, there is a loose ball foul on the offensive team's player, regardless of who "won" the rebounding battle. This is a whistle and a foul.

Disregard the 1d6 if it the roll is 2-5. If a loose ball foul occurs, record as a team foul and a personal foul, and award a team rebound to the team on defense. If this loose ball foul happens to put the offending team in the penalty, or occurs when the offending team is already in the penalty, two free throws are awarded to the defensive player who was fouled. Additionally, if the defense gets the rebound and fast breaks after a "crash the boards" attempt that does NOT produce a loose ball foul, increase the PASS range by the rebounder by one, thus increasing the chance of a fast break shot.

Rebounding Missed FTs

Roll 1d8 and use this chart to determine positions:

1-2 SF
3-5 PF
6-8 C

Note guards cannot rebound missed FTs. After determining positions, re-roll the 1d8 BUT ADD 1 TO THE DEFENSIVE PLAYER'S DR RATING! Then, do your calculation as with missed FGAs.

Missed free throws that are the first of two FTAs get counted as Team Rebounds for the defense.

Fast Break

PTG Basketball provides a fast break for those gamers who would like this option.

Resolve as follows: whenever a defensive player gets a rebound or makes a steal, simply declare "fast break" and roll all four dice. The blue die will determine the Fast Break Defender, using this chart:

1= PG
2= SG
3= SF
4= PF
5= C
6= PG

Now look at the red and blue die and refer to rebounder's or stealer's BH column. If the result is PASS, then the fast break is in full swing and a shot will soon be attempted. Use the red die to determine fast break pass recipient, as you did in other instances. Sometimes the "recipient" will be the rebounder. Treat it as if the rebounder either took the ball the length of the court, or received it back after some passing down the court. Now, roll the red and blue dice again and add, using the pass recipient's 2PT line to determine whether the fast break shot attempt is good. If it's good, credit an assist to the rebounder/passers, unless he kept the ball himself.

If, when referring to the rebounder's BH column, anything other than PASS occurs (TO, DEF, OF/DF), then the fast break has stalled and you return to normal play, with the risk exception noted below.

The risk to the fast break is this: if a reading of OF/DF occurs under the rebounder's BH column, increase the range from 1-2 to 1-4 for an offensive foul. Charge offensive foul to the rebounder/fast break leader. A 5-6 is a Foul (1) on the Fast Break Defender.

Note: There is NO fast break option off a missed FTA.

Free Throws

Whenever a free throw occurs, simply roll the red and blue dice and add, referring to the shooter's FT line for results.

Clutch free throws: Some players have an additional number in parentheses on their FT line. These players see their FT percentage increase when the game is on the line. A game is "on the line" if there are four minutes or less remaining in the fourth quarter or any overtime period, and the score differential dips to 10 or less. In these situations, the number in parentheses becomes another successful FTA number. If the game is not "on the line," then that number is treated as a missed FTA.

Stamina

All players have a Stamina rating on the lower right portion of their card. This is the maximum amount of minutes he can play before he shows signs of fatigue. Once a player exceeds this number, he tires and the following changes are made:

1. Decrease his DEF number by one (to a minimum of 2)
2. Ignore any number after the comma on his successful FGA range (two-point and three-point)
3. Decrease the PASS range of his DEF column by one, and add one to his Foul (1) range. (Example: a 4-7 PASS 8 Foul (1) becomes 4-6 PASS 7-8 Foul (1))

Once a player loses his stamina he cannot get it back. If a defensive "stopper" is fatigued due to exceeding his Stamina rating (minutes played), he loses his "stopper" status and cannot get it back.

Rare Play Boards

The Rare Play boards are designed to bring a fun and unusual element to PTG Basketball—those moments or plays that are uncommon but yet happen sometimes in a pro game. They also bring the home court advantage and momentum into your game.

The Rare Play chart is consulted under TWO circumstances: Whenever RARE comes up on a player's BH column, or whenever you roll the same number on all 4 dice halt play immediately and refer to the Rare Play Board.

Note that there are four different boards, to be used depending on what quarter you're in. Use the fourth quarter board for all overtime periods. For college play divide the time into 10-minute segments and use that board.

Roll all four dice and ADD THEM. This will produce a sum of between 4 and 28. Find the resulting number on the board and follow its instruction.

The Rare Play Boards will provide everything from momentum changes to injuries to home court advantage elements.

Home Court Advantage

Home court advantage is so important in the NBA, and the Rare Play Boards provide almost all of the HCA elements in PTG Basketball. As you get readings from these boards, you'll see how much influence HCA has, just like in the real NBA.

Optional HCA element: In the fourth quarter, whenever the score differential dips to below ten points, increase all of the visiting team players' OFF FOUL? ranges from 1-2 to 1-3.

Timing/Minutes Played

Each quarter consists of 60 increments of [:12] each. Move the timer disc [:12] to the right whenever you roll all four dice to gain a result. That's pretty much the rule. A roll of all four dice = [:12].

Exception: do NOT record time for the next four-dice roll if a ball handler retains possession of the ball due to receiving his own "pass", unless he becomes the recipient twice in a row.

Also do NOT record time while throwing all four dice to initiate a fast break. However, if the fast break stalls and you resume normal play, record time on the next four-dice roll (other than after the previously mentioned exception about passes). To keep track of individual minutes played. Think of the game as 48 continuous minutes, rather than four 12-minute quarters. When a starter leaves the game for the first time, write the number of the minutes played in the game thus far next to his name.

(Example: Player A, leaves the game with 3:24 remaining in the first quarter. That's 8:36 played, rounded up to 9 minutes. So, write 9 next to his name). When he returns (OR whenever a bench player enters the game), write the number of minutes played in the game next to his name, but CIRCLED. This will tell you that he left the game at the 9-minute mark, and returned at, the 14-minute mark. When he leaves again, write the minutes played up to that point, WITHOUT a circle. Keep repeating. To calculate minutes played, add the original number (9, in this case) to the time BETWEEN the circled and non-circled numbers.

If Player A has this next to his name: 9 (14) 22 (25) 37 (40), then he played 37 minutes (9+8+12+8), assuming the game didn't go into overtime. Remember, consider any time with $\leq 4:00$ left in the 4th quarter/OT as being potentially "clutch", depending on the score differential. non-circled numbers.

24-second violations

Sometimes a team's offense breaks down and the shot clock either expires, or a player has to hoist a lower percentage shot to beat the shot clock buzzer. PTG Basketball simulates that in this manner: if, after three throws of all four dice, a shooter has still not been ID'd, the shot clock is winding down. This means that on the fourth throw of all four dice ONLY, increase the pass recipient's OFF rating by one. This simulates his awareness that a shot must soon be taken. However, as it is likely a lower percentage shot, ignore any number(s) after the comma on his 2PT (or 3PT) line. If a shooter is still not found after this fourth roll of all four dice, then a 24-second violation has occurred.

Note: Sharp-eyed gamers may notice that, since there are 60 strokes in a quarter, this amounts to one stroke equaling 12 seconds of game time. And since you record [:12] every time you throw all four dice, a "24-second violation" actually consists of 48 seconds of game time. Here's where you must allow for "creative license" and suspend reality. The fact of the matter is that rarely will it take four rolls to find a shooter, unless the offense has a bunch of non-shooters on the floor.

Timeouts

Each team is allowed seven timeouts per game, no more than four of which are allowed in the fourth quarter. So, each team must take at least one timeout in each of the first three quarters. Each team gets three timeouts per overtime; however, any unused timeouts do not rollover into subsequent overtime periods.

Penalty Situations

As in pro basketball, each team is allowed four team fouls per quarter with no additional penalty. Starting with the fifth team foul, all Foul (1) fouls result in two free throws. If a team has far less than five team fouls, then it may still end up in the penalty, if it is charged with two team fouls after the clock runs under two minutes remaining.

Example: Team A has two team fouls with two minutes remaining in the third quarter. It may then commit another team foul with no penalty. But starting with the next team foul {second in the last two minutes}, the penalty situation kicks in.

Press

For those who wish to employ an occasional full court press – especially late in games – use the following procedure. After a made FG or FT, roll the black d8 and the 2d6. Use the black d8 to determine the inbounds ball handler, as usual. Now look at the ball handler's BH column. If the 2d6 falls under the Pass range, the press is broken. Roll the red die again to determine the new BH (could be the original BH, which is OK). Resume normal play (but see next paragraph for possible high percentage shot). However, if the 2d6 falls outside the Pass range, add ONE to the BH's turnover (TO) number. (For example, on Horford's card, his TO number is a 6. This would now be 5-6). If the 2d6 is NOT a Pass AND NOT a TO (in other words, DEF or OF/DF), then normal BH rules apply, i.e. simply follow the action indicated (DEF or OF/DF). Remember to record a timing stroke, regardless of the outcome of the press.

The risk to applying the full court press is, of course, making yourself susceptible to easy baskets on the other end.

To reflect this risk, we increase the odds of a pass creating a high percentage shot. Refer to the BH's Pass range. If he has a number in parentheses, add to that range by including the number before it. (So, a player's (5) great pass range is now (4-5). If the player has NO number in parentheses, simply make his highest number in the range a parentheses number (i.e. 2-4 becomes 2-(5)). Proceed with the "great pass" rule from earlier in the rules.

Foul Trouble/Playing Loose

Sometimes a player will get into foul trouble late in a game, yet you may want to keep him in the game anyway. To try to avoid additional fouls committed by that player, you can elect to have him play "loose." This is like a matador defensive posture; the defender sacrifices some defense in exchange for an avoidance of the whistle.

Playing "loose" can only be used in the fourth quarter or overtime, if a player has at least four fouls.

When a defender is playing "loose," the following changes are made in reference to the player he is guarding:

1. The defender's DEF number CANNOT change a made FG into a miss.
2. Under the defender's DEF column, a 7 is a MADE FG, not a Foul(2). A 10 remains a Foul(2).
3. Under the defender's DEF column on the Foul(1) line, 2-3 remain fouls, but any number(s) other than those (8-9 or 9) are converted to PASS.

To keep things simple, once a player is considered to be playing "loose," he should remain in that posture until he's removed from the game. More than one player per team may be allowed to play "loose" at the same time. Use a disc or coin to remind you which player(s) is/are playing "loose."

Intentional Fouls

Late in the game, it may be necessary to foul a ball handler on purpose, in order to send him to the free throw line. This is easily accomplished. Once the ball is inbounded after a successful FG or FT, simply declare "foul" after the BH is identified. NO time

is recorded, as this was done prior to any four-dice roll. If the fouling team is in the penalty (see Penalty Situations rule), the fouled BH gets two free throws. If there's no penalty, the fouled team inbounds the ball again and the defender may again declare a "foul". However, in this case, you DO record [:12] of time, to reflect the time it took to commit the two fouls, even though you did not roll four dice.

End of Quarter / End of game

Action can still continue in PTG Basketball after the final [:12] of any quarter has been recorded. For example, a missed FG could be rebounded by the offensive team, who can then try a "put-back" two-point shot (or a three; see Forced Three rule). This could, of course, happen more than once, until the defending team rebounds. The rule of thumb is that action continues until another four-dice roll is needed. As soon as that occurs, the quarter/game is over.

"Buzzer Beater" Chart

At the end of the fourth quarter or any overtime period, if a team takes possession of the basketball with :00 left on the clock, and the score is tied or the scoring differential is three points or less, it may use the "Buzzer Beater" Chart, provided it has at least one timeout remaining. This simulates a drawn up play with seconds on the clock and the ball in-bounded at midcourt.

Simply roll 2d6 and 1d8 add the dice together, and refer to the proper Chart, based on the score. Note: if the score is tied, use the "down by 1 or 2 points" Chart.

Forced Three-Point Shot

Sometimes a three-point shot is desired, and the offensive team cannot afford to rely solely on the game rules for such a shot to occur. In this case, the offensive team can "force" a three-pointer. To do this, the offensive coach, prior to the four-dice roll, declares "forcing the three". Increase all 3-point range numbers in parentheses by one. If a player has no number in parentheses, he can still shoot a triple if the 1d8 reads 1.

However, make the following adjustment: if a 3-pointer is attempted as a result of this increase to the 3-point number, then decrease the player's successful 3-point range by one.

(Example: Let's say Player A's 3PT "good" range is 2-5, 11. If Player A's normal 3-point number is [3], it would be changed to [4] if forcing the three. If he tries a 3-pointer with his normal range of [3], he is not penalized. However, if he tries a 3-pointer by virtue of his new range of [4], then his "good" range changes to 2-4, 11. If a player doesn't have a number in parentheses, and he gets a three-pointer by virtue of rolling a 1 on the 1d8, his "good" numbers are 2 or 12 only.)

Sometimes, you just need to hoist a three, no matter what. This is usually done during the final [:12] of the game. Simply use this rule: if the four-dice roll fails to produce a three-pointer, even with using the "forcing the three" rule, declare "trying a three", and roll the red and blue dice. A roll of 2 or 12 indicates a successful three-point shot. Rolls of 3-11 are no good. If the offensive team gets the rebound with no time remaining, another three can be tried, with 2 or 12 being the only numbers that will produce a successful attempt. This can be repeated until the defensive team grabs the rebound.

EXAMPLE GAME PLAY (field goal attempt)

1. Jump ball. Roll all 4 dice. (move timing disc [:12]) On the red die 1-3 home team; 4-6, visitors. Use black d8 die to determine ball handler, per the possession chart.

2. Refer to blue die (Shot Indicator) to see whether ball handler attempts a field goal. If so, look at white d8 to determine whether FGA is a three-pointer or not. Regardless, use sum of red and blue dice and look at 2PT (or 3PT) line to see if that sum falls among the good numbers. Remember to look at shooter's defender's DEF rating to see if a made FGA has been turned into a miss.

3. If the sum of the red and blue dice fall under the "good" numbers, then the FGA is good and other team inbounds the ball by rolling red die and using player possession chart. If the number falls outside the range, or it matches the defender's DEF number, then the shot is no good.

4. Check for rebound of a missed FGA by rolling 1d8 to determine players jockeying for board. Roll 1d8 again. Subtract offensive OR from defensive DR and re-roll black d8.

EXAMPLE GAME PLAY (ball handling)

1. If, after throwing all four dice, the SI is higher than the ball handler's OFF rating, then no FGA is tried. Instead, look at the 2d6 and refer to ball handler's BH column for result. If result is DEF, refer to defender's DEF column and use the sum of the red and white dice for resolution.

2. If a PASS is called for, use the black d8 to ID the recipient. Then throw all four dice again. Record [:12] of time. If pass recipient is the ball handler, DO NOT record any time, unless he becomes the recipient twice in a row.

3. If a TO is called for, then the ball handler has given up the ball. Use the white d8 refer to possession chart to determine which player on opposing team is now in possession. Throw all four dice (record [:12] of time).

4. If OF/DF (1-2) comes up, look at red die. If die is 1 or 2, then ball handler has committed an offensive foul (NO team foul charged to his team). If the red die is 3-6, ball handler's defender commits a one-shot foul (two shots for ball handler if defender's team is in the penalty. Record [:12] of time.

Rules for games played using 1970s teams

The following reference chart should be used when playing teams from the 1970s:

Fouls

1969-70 thru 1971-72: All Foul (1) readings, before the fouling team is in the penalty, result in one shot for the team that is fouled, and possession switches to the fouling team. Once in the penalty, all Foul (1) readings result in two shots for the team that is fouled.

1969-79: Bonus free throws exist when the fouling team is in the penalty. All Foul (2) readings result in three foul shots to make two, assuming a missed FGA. All one-shot fouls (as in a made 2PT FG while fouled in the act of shooting) result in two foul shots to make one.

1969-70 thru 1975-76: Begin each quarter with a jump ball. No alternating possessions to start quarters.

Note: When playing teams from different years where the above rules don't exist in both years, revert to whatever season's rules you prefer to use.

Era Timing Adjustment

No adjustments to possessions or timing are needed when playing any season from 2007-08 until the present.

However, please incorporate the following timing adjustments when playing teams from other BB seasons that PT Sports Games offers (although these are, of course, optional rules):

1966-67 NBA season, 1970-71 ABA season: DO NOT move the clock :12 on the FIRST throw of all four dice that launches a possession, even if that possession results in a FGA (good or no good). Move the clock :12 on each subsequent throw of all four dice.

1984-85 NBA season: No adjustment.

1977-78, 1978-79 NBA seasons; 1970s champs, runners up set: DO NOT move the clock :12 on ANY throw of all four dice on possessions that pass the 9:00, 6:00 and 3:00 marks of each quarter.

All-Decades Set: In games involving 1960s and 1970s teams playing each other, use the 1966-67, 1970-71 adjustments. In games involving the 1980s and 1990s teams (no matter who they're playing), no adjustments made.

PTG Basketball Draft Leagues

Experienced draft leaguers might notice a couple of things that jump out at them about the PTG Basketball player cards.

One is that the DEF ratings are team-based, as opposed to individual.

Second is that players who played with more than one team have individual cards per team played, as opposed to a "combo card."

Both of the above might, initially, appear to be a negative when considering forming a PTGBB draft league. But that's not the case.

In fact, both are actually positives, because they add to the strategy in building a team.

In the matter of DEF ratings, a draft league will likely have teams whose players have different DEF ratings than their teammates, by virtue of those players coming from different pro teams with different team ratings. That's OK. It adds strategy to the team building process, i.e. deciding whether to draft a player with a better DEF rating as opposed to more of a scorer type.

So while DEF ratings are based on the defensive prowess of the pro team a player is on, there shouldn't be any appreciable skewing of statistics by combining players with different DEF ratings on PTGBB draft league teams. The instant individualizing of DEF ratings that thus develop on draft league teams should be embraced; key matchups late in games could be directly influenced by who is on the court, given a player's DEF rating.

Regarding the lack of combo cards, those who run the leagues ought to be the ones deciding which card is to be included in the draft.

Again, this creates a decision that should be embraced; determining which card should be made available could affect draft strategy.

It's our belief that common sense should prevail, i.e. if a player played considerably more games with a particular team, then that's the card that should be made available in the draft. But we leave it to you.

Teams should consist of the following breakdown in terms of position:

5 guards

5 forwards

2 centers

In terms of SF and PF, assume those with DR ratings of 7+ (and/or OR ratings of 2+) to be PFs, and the rest SF.

Depending on the number of teams/owners in your draft league, it might be advisable to make only one conference worth's of players available, so as not to have a bunch of "all-star" teams. Any league with less than 12 teams might consider this option.

As for draft order, following the practice of a lot of fantasy football drafts is a good idea, i.e. reverse order for each round—the initial order determined by drawing.

PTG Basketball doesn't require any special rules or exceptions for draft league play. The game engine doesn't need to be altered whatsoever. Aside from DEF ratings, all players are rated individually for their skills/foibles on the court, so tossing them together on draft league teams is perfectly acceptable.

Of course, any "House Rules" that owners come up with in their game play can be brought to the draft table and discussed and voted on prior to the draft.

If you have any comments or questions about anything at PT Games feel free to use our forums or online contact form. We're always happy to receive feedback.

College Game

PTG Basketball lends itself well to incorporating college players. No need for a second game and the rules are similar enough to allow for many of the same component design including player cards.

Rule differences: College players get 5 fouls v. 6 in NBA. In college the 7th team foul is a 1-in-1 situation (make the first FT, get another, miss on first check for rebound) and the 10th team foul becomes automatic 2-shots. See *Penalty Situation, p. 6* for NBA rules.

Timing in college is 20-minute halves versus 4-12 minute quarters in NBA. In college shot clock is 35 seconds, in NBA its 24-seconds for purposes of this game we will use 4 throws of all 4-dice instead of 3 throws as per *24-second violation rules* section p.6