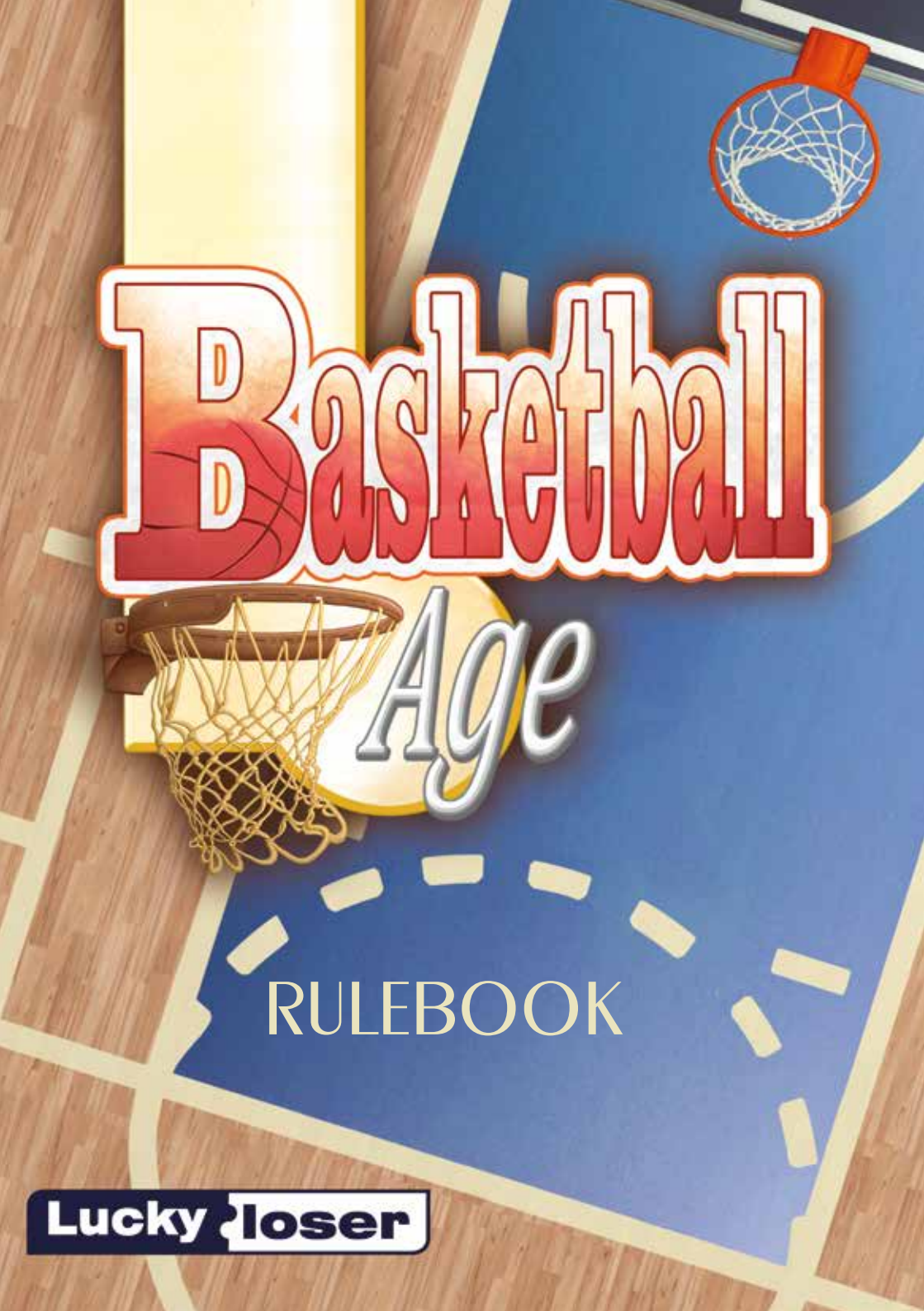




Basketball



Age

RULEBOOK

Lucky Loser

Welcome to **Basketball Age!** the board game that simulates an exciting game of basketball.

It is easier to understand each section of the rules once you have a general understanding of the game, so we recommend that you first read all of the basic game rules and then go back and read each section as needed. The Advanced Rules add a lot detail and realism, but it is best to first play a few games with just the basic rules. The game also includes visual examples that illustrate many game situations. Once you have read and understood the rules, the quick reference sheets will help keep rulebook references and memorization to a minimum.

Read this... and enjoy basketball!

COMPONENTS



HOW TO PLAY

Coaches take turns activating one player at a time. First, the offensive coach activates one player for movement and/or attempts various basketball actions (described later). After one offensive player activation, it is the defender's turn to activate one player for movement and actions. Once the defender has finished one player activation, it is the offensive coach's turn again. The coaches take turns activating one player at a time for ten offensive player activations. The offense always has the first opportunity to activate a player and has one possession (ten player activations) to score before the shot-clock buzzer sounds. Player activation tokens are included to help the offensive coach keep track of the number of player activations.

Coaches win by outscoring their opponent. Shots from outside the three-point arc are worth three points and shots from within the arc are worth two (see the included diagram for the exact locations of the shooting zones). Free throws are worth one point.

The team with the highest score at the end of the game (four quarters) wins the game.



Player activation tokens

PLAYER ACTIVATION

Coaches take turns activating one court player at a time (offense-defense-offense-defense, and so on). The offensive team always activates first. To activate a player, you simply name the player you would like to activate and start moving and/or performing his actions. Each court player has a specified movement allowance (see diagram below). It costs one activation token to activate a player, but an activated player can move **and** take an action during his activation.

For example, an activated player can dribble one **or** more zones and pass or take a shot for the cost of one activation. The activated player could also just move without taking any actions.

The coaches can always decide to do nothing on their turn by not having a player move or perform actions. But the offensive coach must still spend an activation token when he chooses to do nothing on his turn.

REACTION: When an active offensive player is in the same zone as a defensive player, there are situations in which the defensive coach can initiate a REACTION. During a REACTION, the offensive activation is interrupted and the defensive coach briefly activates a player and attempts to resolve the play. Depending on the results of the REACTION, there may be a foul or a turnover or some other outcome. It is also possible that the REACTION will not have any effect on the play, in which case the game will continue as normal. See individual rule sections for REACTION opportunities.

Once an action (movement and/or a specific action) is completed, it may not be taken back or changed. If the declared action or movement is not allowed by the game rules, that player activation ends immediately.



PLAYER'S SKILLS AND ROLLING DICE

Each court-player has five skill-ratings that can influence the results of play:



PLAY SKILL

The Play Skill determines how good a player is on defense and offense. Players with a high rating will be better at making and avoiding steals. They will also be better at staying with their man on defense and slipping away from defenders when they are on offense.

PASSING

The player's skill at passing the ball. A higher passing number gives the player a better chance of making a successful pass. The passing roll (two six-sided dice), plus applicable modifiers, must be less than or equal to the player's pass skill rating for a successful pass. (see PASSING)

SCORING %

The player's skill when trying to score from the two-point zone. Better shooters have a higher shooting percentage. Shots are resolved by rolling two ten-sided dice. If the final result, plus or minus any modifiers, is less than or equal to the scoring percentage, the shot is successful. If the final result is higher, the shot is a miss that will result in a rebound attempt (see REBOUND).

HEIGHT

The player's height. The higher the number, the better the player will be at grabbing rebounds and blocking shots. Taller players are also harder to block and can perform Dunks. (see REBOUND and BLOCKING SHOTS)

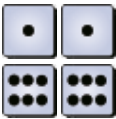
The two ten-sided dice are read as a percentage. You simply designate one die tens and the other ones.

For example, the coach has designated the red die is tens and the yellow die ones.
The red die comes up 5. The yellow die comes up 2.
The result is 52%.
A 00 result is 100%.



MIRACLES & DISASTERS RULE: BASKETBALL HAS ELEMENTS OF CHANCE AND CHAOS. WHEN YOU ROLL THE DICE, THERE IS ALWAYS A CHANCE THAT THINGS CAN GO UNUSUALLY WELL OR BADLY. THESE CHANCES ARE REFLECTED IN MIRACLES AND DISASTERS RESULTS FOR MANY RESOLUTION DICE ROLLS.

DICE ROLL MODIFIERS DO NOT APPLY TO THE MIRACLES AND DISASTERS RULES. FOR EXAMPLE, ONLY A NATURAL 12 WILL RESULT IN A DEFENDER'S CHOICE STEAL ON A PASS ROLL. A ROLL OF 11 WITH A +1 MODIFIER WILL NOT TRIGGER THE MIRACLE & DISASTER RULE.



SEE RULES SECTIONS BELOW FOR SPECIFIC DETAILS.

HOW TO SPEND MOVEMENT POINTS

MOVEMENT

Moving from one zone to an adjacent zone, with or without the ball, costs one movement point. Diagonal movement is not allowed. A court-player with the ball (the ball-handler) must dribble if he wants to move. If the ball-handler stops dribbling and takes the ball into his hands, he cannot move again with the ball (double dribble), but he can still pass or take a shot.



At the end of the ball-handler's activation, put the ball token on top of the player token to show that he is holding the ball, or put the ball to the side of the player if he is still dribbling. The state of the ball (dribbling vs. holding) will modify the defender's steal roll (see STEALS).

PERFORMING ACTIONS

Basketball actions such as passing, stealing, trying to score, etc can be made at any time by any player when the rules allow. The only thing you have to count are the movement points spent by the activated player as he moves from zone to zone.

All other actions are "free" because they are included as part of a player's activation. One activation allows the court-player to move up to his full movement allowance and take actions.

Some actions will end the player activation immediately (shooting, for example), while others will allow a player to continue moving. See the specific rule sections for more details.

For example, these are just two of many possible action combinations: Player #4 is activated and starts dribbling, moves two zones, and takes a shot, all for the cost of one activation token. The shot attempt will end his activation. This player could also decide to dribble one zone, pass, move another zone and set a screen for one activation token (the screen ends the activation; see SCREENS).

PASSING

A player's attempt to pass the ball to a teammate (see PASSING).

TRYING TO SCORE

A player scores by shooting, dunking, or making a layup. The activation ends immediately after a scoring attempt. (See TRYING TO SCORE).

STEALING THE BALL OR BLOCKING A SHOT

These are attempts to steal the ball or block a shot. (see STEALING THE BALL AND BLOCKING SHOTS).

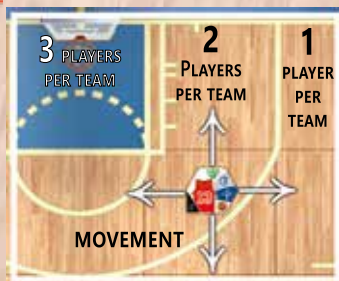


MOVING PLAYERS

Players can only be moved to adjacent zones. Each zone costs one movement point. **Diagonal movement is not allowed.**

NUMBER OF PLAYERS IN A ZONE RESTRICTION. There are limits on how many players are allowed in a zone:

Three players from each team are allowed in the paint .
Two players from each team in the other square zones.
One player from each team in the rectangular zones on the long sides of the board.



Players may pass through zones that are occupied by the maximum number of players, but they cannot remain in the over-stacked zone. A ball handler can never pass through a zone that has the maximum number of players.

The player controlling the ball at the end of an activation has to declare and show the state of the ball:

- Dribbling. The player can continue dribbling in his next activation. Put the ball near him in the same zone.
- Holding the ball. Put the ball above the token. He cannot continue dribbling, but he can still pass or shoot. A player who receives a pass can still dribble and he is considered to be holding (ball on top of the token).



Dribbling



Holding the ball

PASSING THE BALL

The player who controls the ball can attempt to pass the ball to a teammate. Declare the pass and resolve it immediately. If the pass is successful, the activated player (the passer or the receiver) can continue with his activation. If the pass fails, the player cannot continue moving and the activation ends immediately. Passing is a part of a player's activation, and the coach can activate either the passer or the receiver, but only the activated player can move (see examples):

- a) You can activate and pass with the player controlling the ball at any point in his activation. You can move and then pass; pass and then move; or move, pass, and continue moving, if the player has enough Movement Points.
- b) You can also activate a player who does not have the ball and pass to him at any point in his activation.



Standard passing distance

Important note: the ball can be passed without any movement (for example, a pass and shoot with no movement). If a pass is performed, but there is no movement (neither the player with the ball nor the receiver), the pass will be considered one player activation, but the next defender activated can only spend one movement point for each standard passing distance the ball traveled (see the diagram at right and the example page). In the case of a pass without movement, note that the defender only gets one movement point per standard distance the ball traveled, not per zone (square) the ball crossed. For example, an adjacent pass, or a pass two squares away, will both allow the defender to spend only one movement point.



The basic rules allow passes of any distance without modifiers. See **ADVANCED PASSING** for more realistic passing limitations. Standard passing distance in the advanced game is up to 3 normal zones straight or 4 normal zones with one 90° turn (see diagram at right). Modifiers will apply to passes beyond the standard distance.

PASSING ROLL

To resolve a pass, roll two six-sided dice and add the relevant modifiers to the total. The result must be less than or equal to the player's pass rating to be successful. If the result is higher than the player's pass rating, it is a bad pass and the ball will either go out of bounds or be stolen.



PASSING MODIFIERS

Count the number of offensive players (A) and defensive players (D) in the origin and target pass zone.

- **A>D**. Automatic success. No roll needed.
- **A=D**. The offense must make a passing roll. If the receiving and passing players are in the same zone, no roll is necessary (exception: if receiver and passer are both in the paint, a roll is still required).
- **D>A**. The offense must make a passing roll with a +1 modifier for each extra defender in both zones.



Pressing the inbound pass

Note: only defenders in the origin and target zone matter. Defender's who are in the squares between the passer and receiver have no effect on the pass results.

PRESSING THE INBOUND PASS: If a defender is placed in a zone adjacent (not diagonal) to the inbound passer, both player are considered to be in the same zone for counting A and D.

MISSED PASSES

If the passing roll fails, the ball can:

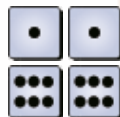
- Go out of bounds.
- Be stolen by a defender in origin or target pass zone.

To determine which result will apply, designate each player with a number 1-6 and roll 1d6 (six-sided dice) to determine the results (count the ball going out-of-bounds as a player). Try to make the designations as evenly-weighted as possible. For example, if there were two defenders, on a roll of 1 or 2, the ball goes out, on a 3 or 4, the first defender steals, on a 5 or 6, the second defender makes the steal. If there are 3 defenders (A, B, C), with a result of 1, 2 or 3 the ball goes out. With 4-5-6 the ball is stolen by A (4), B (5), C (6). And so on.

MIRACLES & DISASTERS RULE:

A NATURAL (UNMODIFIED) 2 RESULT IS ALWAYS A SUCCESSFUL PASS.

AN UNMODIFIED 12 RESULT IS A STEAL. THE DEFENDING COACH CHOOSES WHICH DEFENDER GETS THE BALL. THE COURT-PLAYER CHOSEN TO RECEIVE THE STEAL MUST COME FROM EITHER THE PASSING OR RECEIVING SQUARE.



TRYING TO SCORE

If a player shoots at the end of his activation without giving the defender a chance to block the shot, the shooter would always shoot without opposition. To approximate simultaneous play, we recommend using the **SIMULTANEOUS PLAY RULE** when a player tries to score: If a player is attempting to score, the shot will be resolved at the end of the of the next defender's activation. The maximum number of movement points that the defender will be able to spend will be the number of points spent by the player trying to score.

A scoring attempt ends the player's activation immediately.

A player controlling the ball can try to score in the following ways:

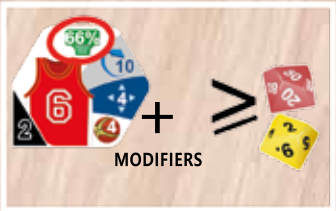
1. SHOOTING
2. DUNK (small forward, power forward, center)
3. LAY-UP (point guard, shooting guard, small forward)



1. SHOOTING

SHOOTING ROLL (A shot attempt ends a player's activation)

Roll 2d10 (two ten-sided dice) and apply the relevant shooting modifiers to your player's scoring percentage. Designate one die tens and the other die ones. The final result should be read as a percentage. If final result is equal to or less than your player's scoring %, you've made your shot. If it's higher, you miss and there will be rebound.

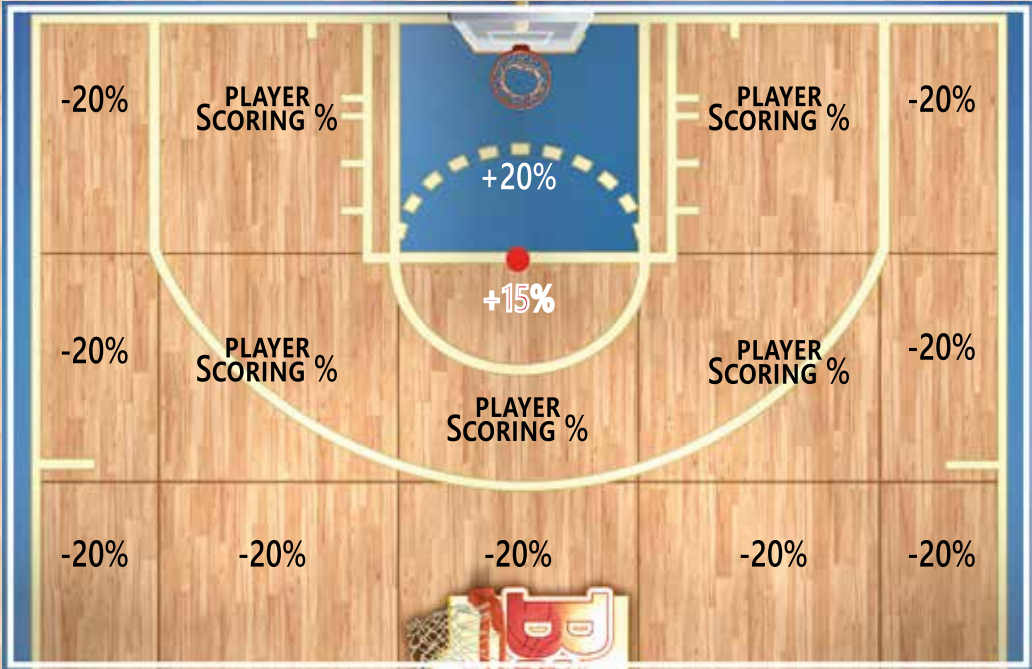


The shooting percentage rating on the player token only applies to **two-point field goal range** (the squares within the three point line). Modifiers apply to shots outside of the two-point zone. Zones that are divided by the three-point line are considered two-point zones.

MODIFICADORES AL LANZAMIENTO A CANASTA (Shooting modifiers are cumulative)

- Two-point shots use the player token's percentage rating.
- Three-point shots. If the shot is from a zone adjacent to the three-point line, subtract 20 (i.e., a 69% player scoring % become a 49%) from the player's scoring %. For each additional zone away, subtract an additional 20 from the scoring percentage.
- Undeended shots. For shots without a defender in the zone, or with a defender in the zone who doesn't try to block the shot, add 10 to the player's scoring percentage.
- Shooting in the paint. Add 20.
- Free throws. Add 15. This is a special situation. This is the only modifier that applies to free throws (it is not cumulative).
- Shooting and fouls. If a defender tries to block the shot and the result is a foul, resolve the shot, but subtract 20% from the roll. If the shot succeeds, there will be an additional free throw (SEE BLOCKING SHOTS AND FOULS).

MIRACLES & DISASTERS RULE:
 A ≤ 6% RESULT IS ALWAYS A SCORE.
 A ≥ 96% RESULT IS ALWAYS A MISS (AIR BALL).



2. LAY-UP

A player can attempt a layup by moving into the paint from an adjacent zone and shooting. A layup attempt ends the player's activation.

LAY-UP MODIFIERS

- The shooter's scoring % will be 95%. Only point guards, shooting guards, and small forwards shoot layups. Centers and power forwards will dunk.



MIRACLES & DISASTERS RULE:

$A \leq 6\%$ RESULT IS ALWAYS A SCORE.

$A \geq 96\%$ RESULT IS ALWAYS A MISS.

3. DUNK

A player can attempt a dunk by moving into the paint from an adjacent zone. A player may also attempt to dunk when he begins his activation in the paint, but only if there are no defenders present in the same zone. The dunk attempt will end the player's activation.

DUNK MODIFIERS

- If the defender tries to block the shot, the offensive player adds +1 to his height.
- The scoring % will be 95%. Only small forwards, power forwards, and centers can attempt a dunk.



MIRACLES & DISASTERS RULE:

WITH A ROLL DICE OF $\leq 6\%$ YOU ALWAYS SCORE.

WITH A ROLL DICE OF $\geq 96\%$ YOU ALWAYS MISS.

BLOCKING SHOTS

The defender can attempt to block a shot during his opponent's or his own activation:

During the offensive player's activation:

- If an offensive player tries to score, any defending player who is in the shooter's zone can attempt to block the shot. This is a defender's REACTION.

During defender's activation.

- The defensive player moves to the zone with the shooter and attempts the block.

BLOCKING ROLLS

Roll 2d6 (two six-sided dice) and add the appropriate modifiers to the roll. Refer to the block chart for results. Block modifiers can be cumulative.

BLOCKING MODIFIERS

1. BLOCKING A SHOT

- Subtract the defender's height from the shooter's height.

2. BLOCKING A LAY-UP OR A DUNK

- A player performing a dunk adds +1 to his height.
- Subtract the defender's height from the shooter's height.



RESULTS

Shot and foul. The shot is resolved with an additional -20 %. There will be a single free throw if the shot is successful or two free throws if the shot is a miss (one or three free throws for 3-point shots).

Shot. The shot is resolved normally.

Block. The defender blocks the shot and gains control of the ball. The defense is now the offense.

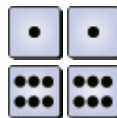
BLOCK CHART	
DICE	RESULT
9 to 12	Shot and foul
4 to 8	Shot
2 - 3	Block

Miracle & Disaster 2 - Block, offense player unbalanced
12 - foul and shot without -20%

MIRACLES & DISASTERS RULE:

AN UNMODIFIED 2 RESULT WILL GIVE POSSESSION TO THE DEFENSE AND THE OFFENSE WILL BE UNBALANCED (SEE STEALING THE BALL).

AN UNMODIFIED 12 RESULT IS A FOUL AND SHOT WITHOUT SUBTRACTING THE ADDITIONAL -20%.



FREE THROWS

If there is a foul with free throws, the shooter will take one (if the original shot was successful), two (two point shot) or three (three point shot) shots from the free-throw line. The shooter is placed in the zone adjacent to the free throw line. The remaining players will be placed as follows:

- **Three defenders.** Two defenders in a zone adjacent to the paint and one defender in the opposite zone (see diagram)
- **Two offensive players.** One in each zone adjacent to the paint.
- The remaining players can be placed wherever the coaches wish, but may not be placed in the paint or in the same zone as the players who have already been placed. Coaches alternate placing one player at a time, offense first.



REBOUND

When a player misses a shot there will be a rebound. The normal order of activation changes and the players can move into rebounding and blocking-out positions.

Note: In basketball, players are boxing out and moving in for a rebound after every shot, but in order to speed play, Basketball Age only simulates the rebounding battle on missed shots.

BOXING OUT AND REPOSITIONING

Before determining which player will pull down the rebound, every court player may move to an adjacent zone (diagonal movement is not allowed). The shooter and the player attempting to block are not allowed to make this move.

This movement is optional and is performed one player at a time in an alternating fashion. The Defending team makes the first move.

GRABBING A REBOUND

After the Rebound Positioning moves, resolve the rebound.

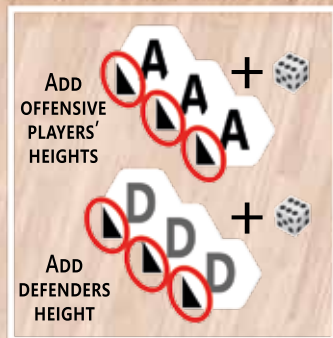


REBOUND ROLL

Determine the team's rebounding factor by adding the heights of all friendly player's and adding the result of one six-sided die (1d6) roll.

RESULT

The team with the highest rebound factor grabs the rebound. The team's tallest player will receive the ball. If there is a difference of 3 or more between the rebounding factors, the tallest member of the team with the lower factor commits a FOUL. Mark the foul result on the foul board.



Rebounding factor

STEALING THE BALL

A player can try to steal the ball from the ball-handler in two situations:

During an offensive player's activation.

When an offensive player controlling the ball tries to leave a zone where defenders are present, the defenders can attempt to steal the ball. This is a defender's REACTION. The offense's activation is briefly stopped and the steal attempt is resolved.



During a defensive player's activation.

The defender moves to the zone where the ball-handler is present. If the ball-handler is trying to score, the defender cannot attempt a steal, but can attempt to block the shot.



STEALING ROLLS

Roll two six sided dice (2d6) and add the appropriate steal modifiers to the result. Refer to the steal chart for the results of the play. Modifiers are cumulative.

STEALING MODIFIERS

1. IF THE OFFENSIVE PLAYER IS DRIBBLING (MODIFIERS)

- Subtract the defender's play skill rating from the ball-handler's.

2. IF THE OFFENSIVE PLAYER IS HOLDING THE BALL, NOT DIBLING (MODIFIERS)

- If the ball-handler's play skill rating is lower that the defender's, the skill rating are considered equal.
- If the both play skill ratings are equal, or if the ball-handler's rating is higher than the defender's, add +1 to the roll.



RESULTS

- **Defender foul.** The defender has committed a foul. The offense will either shoot free throws or make an inbound pass. (see FOULS).
- **Unbalanced defender.** To show an unbalanced player, flip the player's token over. An unbalanced player cannot move or perform any actions until he is balanced again. An unbalanced player does not count when calculating D (defender number) for a pass. A player is no longer unbalanced once another teammate has been activated after he was unbalanced (defensive REACTIONS do not cause the player to become balanced again; he must wait for a normal teammate activation). An unbalanced defender will also be automatically returned to his normal state after a missed shot.
- **Steal.** The defender steals the ball. Turnover. The defense becomes the offense.

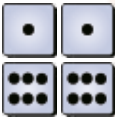
STEAL CHART	
DICE	RESULT
8 to 12	Defender foul
5 - 6 - 7	Unbalanced defender
2 - 3 - 4	Defender steal

Miracle & Disaster 2 - Steal and offensive player unbalanced
12 - Defender technical foul

MIRACLES & DISASTERS RULE:

A 2 RESULT IS A STEAL AND THE PLAYER FROM WHOM THE BALL WAS STOLEN BECOMES UNBALANCED.

A 12 RESULT IS TECHNICAL FOUL. TWO FREE THROWS FOR THE BALL-HANDLER AND THE OFFENSE RETAINS POSSESSION OF THE BALL



OTHER ACTIONS

SCREENS

An offensive player can attempt to screen an opposing player. The player attempting the screen spends all his remaining movement points. Roll 2d6 and refer to the screen chart.

- **Screen successful.** The screen is successful. The defending player that has been screened will be considered the next defender activated but will be allowed no actions (the offense is basically getting two activations in a row). After his action-free activation, the screened player will be unbalanced.
- **Screen miss.** The screen does not apply. The screened player can be activated normally.
- **Offensive foul.** The player attempting the screen commits a foul. Turnover.



SCREEN CHART	
DICE	RESULT
10 - 11 - 12	Offensive foul
7 to 9	Screen miss
2 to 6	Screen successful

LOCKDOWN DEFENSE (SHUT OFF)

When the ball handler leaves a zone with defender(s) present, one of the defender's can attempt to play lockdown defense. This is a defender's REACTION. It is a more aggressive reaction than stealing the ball, and the result is either a defensive or offensive foul. A defensive player already present in the paint can lockdown on a player trying to perform a dunk or a lay-up if he is coming from a non paint zone.

LOCKDOWN ROLL. Roll 2d6 (two six-sided dice), add the lockdown modifiers, and refer to the lockdown/shutoff chart. Modifiers are cumulative.

LOCKDOWN MODIFIERS. Subtract the defender's play skill rating from the offensive player's rating and add it to (or subtract from) the roll.



LOCKDOWN CHART	
DICE	RESULT
5 to 12	Defender foul
2 to 4	Offensive foul

MOVING WITH AN OFFENSIVE PLAYER

A defender can attempt to move at the same time with an opponent when the offensive player leaves a zone occupied by a defender. This is a REACTION. The defender closes out without fouling. If it is successful, the defender will prevent a dunk or a lay-up coming from a non-paint zone.

Moving with the offensive player will also make passing more difficult. This REACTION attempt will be considered the defensive activation for the next defensive turn. The defender must have at least as many movement points as the offensive player has remaining when the defender attempts to move with the offensive player, otherwise this action is not allowed. Note that the defender can only move with the offensive player for one activation. In order to continue moving with the offensive player, the defender will have to REACT and roll successfully again to stay with the offensive player if the offensive player is activated again.

MOVING WITH AN OFFENSIVE PLAYER ROLL. Roll 2d6 (two six-sided dice), add or subtract the modifiers from the roll, and refer to MOVING WITH AN OFFENSIVE PLAYER (ATTACKER) chart. Modifiers are cumulative.

MODIFIERS. Subtract the defender's play skill rating from the offensive player's play skill rating.

RESULTS:

- Success. The defensive and offensive players move together. The defensive and offensive players move together. The defender may attempt a steal or lockdown action each time offensive player moves from one zone to another. If the offensive player attempts a shot during this activation, subtract -5% points from the shot attempt. If a pass is attempted he will add +1 to his roll. The offensive player can neither dunk nor layup if he has moved into the paint from a non-paint zone. The defender can be screened by an offensive player during his movement if the BLIND SCREEN advanced rule is in effect.

- Fail. The defender can't move with the offensive player and will end his activation one zone behind where the offensive player finishes his movement. No stealing or lockdown is allowed during the movement.



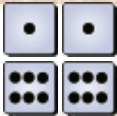
MOVING WITH AN OFFENSIVE PLAYER CHART	
DICE	RESULT
9 to 12	Fail
2 to 8	Success
Miracle & Disaster	2 - Offensive player don't move 12 - Defender don't move



MIRACLES & DISASTERS RULE:

A ROLL OF 2. THE OFFENSIVE PLAYER CANNOT MOVE AT ALL AND CANNOT DO ANYTHING ELSE THAT ACTIVATION.

A ROLL OF 12. THE DEFENDER STAYS IN THE FIRST ZONE AND CANNOT MOVE AT ALL.



INBOUND PASSES (THROW INS)

The inbound passer will be placed outside of the court in an imaginary zone adjacent to an actual court zone. After throwing the inbound pass, if the in-bounder moves, he has to move to the adjacent zone first. If he passes to another activated player, the inbound passer remains out of bounds until he is activated and moved.

If the pass fails, the in-bounder can move to the nearest zone with no movement point cost (it is an exception to the missed pass rule).

After scoring, the new offense can make the throw-in from any out-of-bounds zone adjacent to the baseline.



REPOSITIONING PLAYERS

If play stops (scoring, ball goes out, foul, etc), all players can be repositioned as coaches see fit. All players(offense and defense) can be repositioned anywhere on the board. The offensive coach has the opportunity to reposition all of his players before the defensive coach can reposition his. They do not alternate.

THREE-SECOND RULE

When an offensive player enters the paint, he will be able to stay for one additional offensive activation. If he has not left the paint after the second additional activation, he commits a three-second violation. The ball will be turned over to the defense for an inbound pass from the baseline near the paint.



OVER AND BACK VIOLATION

Once the ball (either dribbled or passed) crosses the half-court line, the possessing team cannot cross back over again without committing an over-and-back violation. In the event of an over and back violation, the ball will be turned over to the defense for an inbound pass at half-court.

RECOMMENDED TIME LIMITS

The recommended time limits vary with experience..

Our advice is that new players should take five seconds between each activation to consider their moves. Ideally, the players will continue to shorten the game until the activations follow upon each other almost immediately. Shorter times add realism and simulate the importance of managing the clock in a basketball game.

CLOCK

Time is very important in basketball. Basketball Age requires players to manage both the shot-clock and game clock.

GAME LENGTH

Opponents should agree on how long they want to play before the game begins. Divide the agreed upon time by four. We recommend **four twenty-minute quarters** (80 minutes total). If a quarter ends during an offensive activation, the active court-player will be allowed to complete his activation. If the quarter ends during a defensive activation, the offense will be allowed one last activation before time runs out.

TIEMPO DE POSESIÓN

To simulate the shot clock, the offense has 10 players activations to score (one turn). Keep track of the number of players activated using the possession tokens numbered 1 to 10. Time will end after the tenth offensive activation. If the offense has not taken a shot by the end of the tenth activation, the ball turns over to the defense for an inbound pass nearest to where the ball was when the shot-clock violation occurred.

ACTIVATION TOKENS ARE COMPLETELY RECOVERED IN THE FOLLOWING SITUATIONS:

- Whenever there is a rebound, regardless of which team wins the ball.
- When there is an inbound pass for the defense.
- Whenever there is a rebound from a free throw, regardless of which team wins the ball.

THE ACTIVATION TOKENS ARE NOT RECOVERED, AND MUST CONTINUE BEING SPENT IN THE FOLLOWING SITUATIONS:

- When there is an inbound pass for the offense.
- When there is a foul with no free throw.



FIVE-SECOND VIOLATION

The offense must get the ball over the half-court line before spending its fourth activation token or it commits a five-second violation. The defense becomes the offense and will take possession of the ball from out-of-bounds at the half-court line.

FOULS

Keep track of each player's fouls on the foul template. On the fifth personal foul, the player will be out for the rest of the game (eliminated).

When a team commits its fifth foul, the opposing team will shoot two free throws on all subsequent fouls for the remainder of the quarter.

Players can commit an intentional foul by declaring whom they are fouling, but a technical foul can result. Roll 2d6 immediately. On a result of eight or more, the fouling team commits a technical foul. Any player on non-fouling team can shoot the technical free throws and his team is given possession of the ball (at half-court) after the free throw attempts



STARTING JUMP BALL

At the start of the first quarter, use the following setup:

One player from each team in each of the center circle zones. The remaining players may be wherever the coaches wish (alternating placements). The player-per-zone limits still apply.

The jump ball is resolved as a rebound, but without the possibility of a foul. The player who wins the jump ball tips the ball to any team mate in an adjacent zone (not diagonally). The tip costs one movement point for the jumpers; the winning jumper will be considered activated and can continue moving.



In the 3 following quarters the teams will alternate throwing the ball in from half-court. The team that didn't win the jump ball inbound the ball at the start of the second quarter.

TIMEOUTS

Timeouts are critical in basketball. They provide a good opportunity to reorganize your team or to stop the other team's momentum. Timeouts may be declared at any time, but only go into effect when the game stops (dead-balls, after a basket, etc.). Each team is allowed only **one** timeout per quarter.

During a time out, the coach's instructions will improve their players in one of the following ways:

- During the next two possessions (not activations), all defensive players subtract one from all defensive rolls (shot-blocking, steals, etc.). The timeout also adds +1 to the team rebound factor or +1 to the rebounding player (advanced rules).
- During the next two offensive possessions, all attempts to score have an additional +5%. Offensive players may subtract -1 to every screen or pick& roll action roll they attempt..



Each team has one timeout per quarter. Timeout cards may be used at any time.

Note that both coaches talk to their players during the timeout and will get a benefit, even though only one coach used the card. For example, Coach A uses the timeout card and chooses to improve his team for the next two defensive possessions. Coach B, even though he did not use his own timeout card, can choose to improve his team on either defense or offense.

SUBSTITUTIONS

Players may be substituted in the following situations:

- During dead-balls (out of bounds, etc.) or when a foul is committed.
- After the second successful free throw.
- When a timeout is called

CARDS

Each coach has a few cards that can be used in different situations. For the basic game use:

- TIMEOUT CARD ("TIEMPO MUERTO")



During the advanced game also use:

- FULL COURT PRESS ("DEFENSA PRESIONANTE")
- HELP ("AYUDA DEFENSIVA")

PLUS MODE

If you want to play a shorter game, we recommend playing in PLUS mode:

One hour (four fifteen minutes quarters). Players foul out after the third personal foul. Both teams are "in the bonus" after three fouls. Shoot two free throws.

GAME DESIGNER'S NOTE: YOU SHOULD CONSIDER YOUR FIRST FEW GAMES OF BASKETBALL AGE TRAINING GAMES. THE SCORES WILL PROBABLY BE LOWER THAN EXPECTED, BUT AS WITH REAL BASKETBALL, THE SPEED AND SCORES WILL IMPROVE AS YOU LEARN THE MECHANICS OF THE GAME.

I HAVE TRIED TO SIMULATE AS MANY ASPECTS OF BASKETBALL AS POSSIBLE WHILE KEEPING COMPLEXITY TO A MINIMUM. IF YOU HAVE A QUESTION THAT YOU ARE UNABLE TO IMMEDIATELY ANSWER USING THIS RULEBOOK, RESOLVE IT IN A LOGICAL WAY FOLLOWING THE RULES OF BASKETBALL.

IF YOU AND YOUR OPPONENT DISAGREE OVER A RULE, ROLL 1D6 AND LET LUCK DECIDE THE WINNER...

ADVANCED RULES

These rules add realism to the game, but we do not recommend using them until you understand the basic rules.

PASSING THE BALL

Now when passing the ball, distance matters. You can pass the ball only one standard passing distance without modifiers. If your have to roll to resolve the pass and the distance is larger that one standard passing zone, add +1 to the passing roll for each extra normal passing zone (three squares straight or three squares with one ninety-degree turn) the ball travels. During the next defender activation, the defender is allowed one movement point for each standard passing zone the ball travelled (not for each individual square).

PASSING PRESS. In a **A=D**, if there are more defenders than attackers in the pass origin zone, add +1 to the passing roll.

In a situation of **A>D**. If the origin or target zone has **D>A**, you have to make a passing roll. The pass is no longer an automatic success.



PICK AND ROLL

A player can perform a pick& roll action. Move the player performing the action to the screen zone. After declaring the pick & roll, the picker can continue to move up to TWO zones if he has movement points remaining. Resolve the pick and roll at the end of the picker's activation. Roll 2d6 and refer to the pick & roll chart.

- Screen successful. The defender is screened.
- Screen misses. The defender can be activated as normal.
- Offensive foul. The offensive player commits a foul.



PICK & ROLL CHART

DICE	RESULT
11 - 12	Offensive foul
6 to 10	Screen misses
2 to 5	Screen successful

QUICK THROW-IN AFTER SCORING

This is a different throw-in option to try and surprise the defense. Don't replace players after scoring.

The new offensive coach designates one player. That player spends his movement points passing through the paint (taking the ball) and into an out-of-bounds zone from which the throw in could be. If the new offense does not have a player that can pass through the paint and out-of-bounds (moving out of bounds costs one movement point), a quick throw in is not possible. After the inbound pass, the defender can then activate a defender, followed by another offensive player, and so on until all remaining players have been given the opportunity to activate once. Once all court players have been given the chance to activate once, the game restarts as normal and no activations will have been spent for these five offensive activations; the offense still has all 10 activation tokens.

ADVANCED REBOUND

To add more realism to the rebounding rules, use the **Advanced rebounding template**.

Now, instead of just entering the paint, players are placed in a specific spot as indicated on the rebounding template. Any time a player enters the paint, or when resolving rebounds, the first player entering the paint will be placed on the numbered spot of the coach's choosing (defender first). The rest of the players entering the paint will be placed in the same way. The sixth player to enter the paint can only be placed adjacent to positions 2, 3, or 4 (the 'X' positions). Unlike basic rebounding, during Advanced Rebounding more than three players of the same team can be present in the paint; there is still a six player limit for total players in the paint.



In case of successfully moving with an offense player who ends in the paint, the defender will choose position first and the attacking adjacent to him. If there are no two adjacent positions they can't enter to the paint.

Once all players have been placed, roll 1d6 to determine where the ball will land. The player in that point or any player in an adjacent position (a higher or lower numbered position—1 and 5 are only adjacent to 2 and 4, respectively) can grab the rebound, but only one player from each team. If there is no player at those positions, the player in the nearest position grabs the rebound. If two opposing players are the same distance away, the player with the higher movement point number grabs the rebound (he is faster).

If the die roll is a six, roll again. If the roll is a six a second time, the ball has bounced around the rim and been tipped in!

REBOUND RESOLUTION

Each player grabbing the rebound rolls 1d6 and adds the roll to his height. The player on the rebound spot rolls 2d6 and chooses which result to use. The player with the higher total gets the ball.

If there is a difference of 3 or more between players, the player with the lower total commits a foul. Ties are rolled again (just the player's dice; the ball still goes to the same spot on the template)

The sixth player entering the rebound can be placed adjacent to position 2, 3 or 4 and can only grab the rebound with player in those adjacent position. If a player shoots immediately after getting the rebound, only one adjacent opposite player can attempt to block.



Using this rule, a player in the paint can only block a shot if he is adjacent to the shooting player. This differs from the basic rules, which allow any player in the paint to attempt the block.

In case of a TIMEOUT when the coach decides to improve the defense, players will have a +1 when rebounding.

2 vs 1

If in a zone there are two defenders and the offensive player has the ball, a 2 vs 1 situation can occur if a defender tries to steal the ball or if the offensive player tries to leave the zone. -1 to the stealing roll.

If an unbalanced result is rolled, both defending players will be unbalanced.

BLOCKING A DUNK OR A LAY UP

If a defender tries to block a dunk or a lay up and the result is a shot, the scoring % is reduced from 95% to 85%.

MOVING WITH AN OFFENSIVE PLAYER

Now a defensive player can try to move with an offensive player even if the defender does not have the same number of movement points as the offensive player has remaining. Resolve the attempt as in the basic rules.



Note: the defender is still limited to his movement points. For example, a center moving with a point guard can still only move 2 points.

BLIND SCREEN

When a defender is moving with an offensive player successfully, and the defender tries to leave the zone with that offensive player on a following activation, any other offensive player in the same zone can try to perform a blind screen.

It is resolved as a normal screen. Think of it as a “mini-activation” by another offensive player during a normal activation. The defender is playing so tight that it gives the opportunity for the offense to set some “blind” screens.

The screen itself is resolved normally.

CARDS IN ADVANCED RULES

FULL COURT PRESS - “DEFENSA PRESIONANTE”

(Press lasts a maximum three possession as a defender, but the defender can immediately declare a press again during the next offensive team placement)

On the **stealing chart**, -1 to all your rolls.

On the **blocking chart**, a result of 4 is a block, and a result of 8 is shot and foul.

Passing will change:

- **A > D**. Automatic pass. No passing roll is needed.
- **A = D**. A passing roll is needed adding +1. If a pass is attempted inside the same zone, a passing roll must be attempted.
- **D > A**. Passing roll is needed adding +2 for each extra defender in both zones.

The defending team can now commit a foul in the press-passing. If in the passing roll result is a2-3-4, one of the defending players in origin or target passing zone commits a foul. Roll 1d6 to determine which player commits the foul.

The coach declares a press before the offensive team places its players.

NOTE: TIMEOUT EFFECTS CAN'T BE ADDED TO THE FULL COURT PRESS EFFECTS ON DEFENSE.

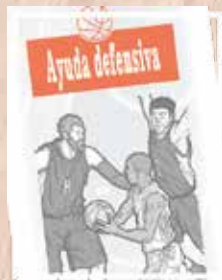
HELP - “AYUDA DEFENSIVA”

(One use per possession)

In case of an unbalanced defender or a failed trying to move with an attacker result, the defensive coach can play this card.

Its use must be declared as soon as the unbalanced or fail result occurs and it will allow the defender to activate another player as normal (as if the result never happened).

NOTE: IF THE OFFENSIVE PLAYER DECLARES A SCORING ATTEMPT AND THE HELPING DEFENDER TRIES TO BLOCK THE SHOT, THE OFFENSIVE PLAYER CAN CHANGE THE SHOT TO A PASS TO THE SAME ZONE OR AN ADJACENT ONE.



ADVANCED CHARTS

Use these charts when do you feel confident with the basic game. They're more realistic.

MOVING WITH AN OFFENSIVE PLAYER CHART

DICE	RESULT
9 to 12	Fail
5 to 8	Success
2 - 3 - 4	Success (offensive loses 1/2 movement)

Miracle & Disaster

2 - Offensive player don't move
12 - Defender don't move

STEAL CHART

DICE	RESULT
8 to 12	Foul
6 - 7	Defemder unbalanced
5	Nothing
2 - 3 - 4	Defender steal

Miracle & Disaster

2 - Steal and offensive player unbalanced
12 - Defender technical foul

BLOCK CHART

DICE	RESULT
9 to 12	Shot and foul
8	Shot with +5%
6 - 7	Shot
5	Shot with - 5%
4	Shot with - 10%
2 - 3	Block

Miracle & Disaster

2 - Block, offense player unbalanced
12 - foul and shot without -20%

CRÉDITS:

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RULEBOOK: EDUARDO CRESPO

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