

# College Basketball Dynasty

Have you ever wanted to build a basketball dynasty to rival that of Wooden's legendary UCLA teams? How about experiencing the thrill of recruiting, developing and a starting a team of Champions? What about trying to improve a run-of-the-mill team into a tournament team, all while trying to keep your job? You can do all of these things a more in *Basketball Dynasty*—in under an hour.

*Basketball Dynasty* is a game about recruiting and developing college basketball players, while trying to qualify for the tournament and win a championship. Each player acts as the head coach of a college basketball team and has 12 years to win as many games, go to as many tournaments and win as many championships as possible. As the coach, you determine who to recruit (do you want solid season performers or the star who can win in the big game), who to develop, who to start and bench, and what style of team do you want (e.g., a group of “team players” or bunch of talented “individuals” who happened to play on the same team).

**Players:** 1-14

**Time:** 60 minutes

## **Components:**

- 1 Six-Sided Die
- 1 Rules Book
- 1 School Rating Chart
- 1 Coach Record Sheet
- 14 School Roster Boards
- 25 Red Chips
- 150 Blue Chips
- 168 Player Counters (General Supply)

## **Set-up:**

- (1) Each player, acting as a Coach of a College Basketball Team, will take a School Roster Board.
- (2) Determine Available Pool of Player Counters – Randomly select 12 Player Counters for each School. This is the pool of available Players for the first season. *Example: With 2 Schools, there will be 24 Player Counters to select from the Pool.*
- (3) Draft Order – Randomly determine a draft order of the Schools and each Coach selects a School from the School Rating Chart. **Note: You may limit the Schools available by Conference.**
- (4) Initial Recruiting
  - (a) In order of School Ranking, each Coach selects ten (10) Player Counters from the Pool in a “snaking draft”—where players select in order of the School Ranking on odd rounds and in reverse order on even rounds. *Example: In a 3 Player game with North Carolina, Kansas and Missouri, North Carolina selects*

*first, Kansas second, Missouri third, Missouri fourth, Kansas fifth, North Carolina sixth, North Carolina seventh, Kansas eighth, etc.*

(b) As a Player Counter is selected, the Coach must immediately place it on an available (open) Roster Spot anywhere on its School Roster Board. **There can only be one (1) Player Counter per Row (Numbered Spot) on the School Roster Board.** *Example: If Duke has a Player Counter at Junior Bench #7, then Duke can not place a Player Counter at Freshman Bench #7, Junior Bench #7 or Senior Bench #7.*

(c) **A School cannot have more than eight (8) Player Counters in any column (Class).** *Example: Kansas has 8 Juniors, so cannot place its next selected Player Counter in the Junior Column.*

(d) Any remaining Player Counters are returned to the General Supply of Player Counters.

(5) Sizing up the Talent – Based on the School Rating Chart, each School may place **Blue** Chips, if any are available, on any Player as follows:

(a) No more than 2 **Blue** Chips on any one player; and

(b) All **Blue** Chips after the 5th chip must be placed on Senior(s). **Note: If all your Seniors already have 2 chips, then you lose any remaining chips.**

You are now ready to start a season by conducting the available actions under each phase of the game. You will skip the Recruiting Phase for the First Season.

### **Game Phases:**

Each Season is comprised of the following phases in order:

- 1. Recruiting**
- 2. Strategy**
- 3. Season Wins**
- 4. Tournament**
- 5. Graduation**
- 6. Employment**

### **1. Recruiting**

(a) Recruiting Pool – Randomly select a number of Player Counters from the General Supply equal to the Graduating Seniors plus 2 Player Counters for each active School.

(b) Draft - Each School then takes turns choosing players in a “snaking draft”—in the following order:

- (1) Champion of previous season, if any
- (2) Highest Total Wins from previous season
- (3) Ties resolved in favor of higher School Ranking from School Rating Chart

*Example: In a 4 Player game with Missouri the Champion of the previous season, North Carolina with 30 wins, Georgetown with 30 wins, and Kansas with 13 wins, Missouri*

*selects first, North Carolina second (higher ranking than Georgetown), Georgetown third, Kansas fourth, Kansas fifth, Georgetown sixth, North Carolina seventh, Missouri eighth, Missouri ninth, North Carolina tenth, etc.*

**Optional Draft: The above draft is a “winner-take-all” scenario and can lead to an unbalanced game. For more balance, please use the following optional draft:**

- (1) Lowest Total Wins from previous season**
- (2) Ties resolved in favor of lower School Ranking from School Rating Chart**

(c) As a Player Counter is selected, the Coach must immediately place it on an available (open) Roster Spot on its School Roster Board. There can only be one (1) Player Counter per Row (Numbered Spot) on the School Roster Board.

(d) Skip the Recruiting Phase during the First Season.

## **2. Strategy**

(a) Roster Management

(1) Each School can rearrange the Player Counters on its Roster Board by designing Players as either Starter or Bench. **You can only move Player Counters within a Column; you cannot move Player Counters between classes.**

(2) Each School **must** start:

- 1 Center
- 2 Forwards
- 2 Guards

(3) If you have a Player Counter for the required position you **must** start that Player. If you do not have a Player Counter at the required position, you may start an alternate as follows, by placing a **Red** Chip on that Player Counter:

- Forward can play Center or Guard
- Center can play Forward
- Guard can play Forward

**Note: Once placed, a **Red** Chip stays with a player for his entire career.**

(4) Junior Transfer - If a School has open Junior spot(s), and won less than 20 games in the previous season, then a School can choose some of its incoming Freshman to designate as Junior Transfers. The number of available Junior Transfers is dependent upon the previous season's win total:

<u># of Wins</u>	<u># Junior Transfers</u>
18 to 19	1
15 to 17	2
12 to 14	3
11 or less	4

The number of Junior Transfers cannot cause you to exceed the limit of 8 total Players in a Column (i.e., 8 Juniors). To accept a Junior Transfer, the School chooses one (1) Freshman to designate as a Junior Transfer and move two (2) Columns over to the Junior Column and immediately place two (2) **Blue** Chips on that Player Counter, ignoring any development modifiers on board. **Note: Skip this action during the first season. To recruit a Junior Transfer, you need to have an incoming Freshman to convert to a Junior. Also, this is meant to be used as a means for teams to catch-up to a runaway leader.**

(b) Coaching

- (1) Based on the School's Season Rating, each School may place **Blue** Chips, if any are available, on any Player Counter
- (2) Each School that was in the Tournament last year may place one (1) **Blue** Chip on any Player
- (3) For every Championship won by the Coach (at this School or another), the School may place one (1) **Blue** Chip on any player

### 3. Season Wins

(a) Add up the Season Ratings of all **Starting** Players, including any Chips on the Player Counters.

- (1) Each **Blue** Chip is equal to +1 Win
- (2) Each **Red** Chip is equal to -1 Win

(b) Add Player Bonus as follows:

- (1) If you have 4 Starting **Teampayers** then add 4 Wins to your total
- (2) If you have 4 Starting **Individuals** then subtract 4 Wins to your total
- (3) Sixth-Man - If you have 5 Starting **Teampayers** then you may also add the Season Rating of the **Sixth-Man** (including Chips)
- (c) Aggregate Total (including Chips) is School's Win Total for that Year

### 4. Tournament

(a) Invite - The Schools with the highest total Wins are invited to the Tournament so long as they meet or exceed the Minimum Win Requirement as follows:

<u># of Schools</u>	<u>Minimum Win Requirement</u>
13 to 14	22
11 to 12	20
9 to 10	19
7 to 8	18
5 to 6	17
3 to 4	16

## (b) Championship

(1) Add up the Tournament Ratings of all **Starting** Players, including any Chips on the Player Counters.

(A) Each **Blue** Chip is equal to +1 Tournament Rating

(B) Each **Red** Chip is equal to -1 Tournament Rating

(2) Add Player Bonus as follows:

(A) If you have 4 Starting **Teampayers** then add 5 to the Tournament Rating

(B) If you have 4 Starting **Individuals** then subtract 5 to the Tournament Rating

(C) Sixth-Man - If you have 5 Starting **Teampayers** then you may also add the Tournament Rating of the **Sixth-Man** (including Chips)

(3) Aggregate Total (including Chips) is School's Tournament Rating for that Tournament

(4) Highest Total Tournament Rating is the Champion. If there are only 1 to 6 active Schools, then the Tournament Rating must exceed the following amounts:

<u># of Schools</u>	<u>Minimum Win Requirement</u>
7+	Highest Tournament Rating
5 to 6	Highest Tournament Rating over 14
3 to 4	Highest Tournament Rating over 16
1 to 2	Highest Tournament Rating over 18

## 5. Graduation

(a) Eligible for the NBA Draft - If a Player meets all of the following criteria, he may leave school:

(1) Player is a Junior, AND

(2) Player is an **Individual**, AND

(3) Player Counter has 3+ **Blue** Chips, AND

(4) Player has a +1 or greater Season Rating

If so, then check to see if the Player leaves School early:

(1) Retention Roll - Roll one (1) six-sided die and add the following:

(A) +1 if the School went to the Tournament in the immediately preceding season

(B) +1 for every Championship won by the current Coach (whether at this School or another)

(C) -1 if School has not appeared in the Tournament in the previous three (3) years

(2) If the total amount rolled plus modifiers is equal to or greater than the number of **Blue** Chips on the Player, the Player stays; otherwise, the Player leaves school. These players are not counted as Graduating Seniors.

(b) Commencement - Move all Players over one (1) Column to the right on the School Roster Board. All Seniors graduate and are moved off the School Roster Board. Keep track of how many Players are Graduating Seniors as this number will be used in the next Recruiting Phase and for final Victory Point calculation at the end of the game.

(c) Development – There are two types of Development: (1) Automatic and (2) Potential:

(1) Automatic – Add the number of **Blue** or **Red** Chips to the Player Counter as determined by the number and arrow immediately to the left of the Player Counter's current spot.

(2) Potential – If the number and arrow has "Roll #" then the School must roll make a Development Roll before the **Blue** Chip can be added to the Player Counter. Development Roll - Roll one (1) six-sided die and add the following:

(A) +1 for every Championship won by the current Coach  
(whether at this School or another)

(B) -1 for every **Red** Chip on the Player Counter.

## 6. Employment

(a) At the end of each Season, each Coach needs to check whether the School will continue his/her contract for another Season. A Coach's employment is terminated and he/she must start over with a new School if:

- (1) The Coach fails to reach the Tournament in the each of three (3) previous Seasons (including the Season that just ended), OR
- (2) The Coach fails to win at least one (1) Championship in any of the seven (7) previous Seasons.

(b) After three (3) years of coaching at a School, any Coach may resign and go to a New School.

(c) New School – If a Coach has resigned or is fired, then he/she must start over with a New School:

- (1) The Coach first selects an available School from the School Roster Board (if more than one Coach is seeking employment, then randomly determine the selection order).
- (2) Determine New School Pool – randomly draw ten (10) Player Counters for each Coach seeking employment.
- (3) In order of School Ranking, each New School selects eight (8) Player Counters from the New School Pool.

- (4) As a Player Counter is selected, the New School must immediately place it in a Roster Spot on its School Roster Board.
- (5) Any remaining Player Counters are returned to the General Supply of Player Counters.
- (6) Sizing up the Talent – Based on the School Rating Chart, each New School may place Blue Chips, if any, on any Player as follows:
  - (A) No more than 2 Chips on any one player; and
  - (B) All Blue Chips after the 5th must be placed on Senior(s).
- (7) Continue, as normal, to the Recruiting Phase and proceed with the Draft with the New School selecting last each round. If there is more than one New School, the New School draft in order of School Ranking from the School Rating Chart.

### **End of Game Scoring:**

A standard game consists of 12 Seasons. At the end of 12 Seasons, each Coach (Player) receives Victory Points as follows:

Each Graduating Senior = ½ Point

Each Win = 1 Point

Tournament Appearance = Points Based on School Rating

Championship = Points Based on School Rating

The Coach with the most Victory Points wins the game. In the event of a tie, the Coach who meets the following tie-breakers (in descending order) wins the game:

- Most Championships
- Most Tournament Appearances
- Most Career Wins
- Current Lowest School Ranking

### **Questions & Comments:**

If you have any questions or comments about College Basketball Dynasty, please feel free to contact me at [nap16@aol.com](mailto:nap16@aol.com). I would love to hear your thoughts on the game and any suggestions about its further development.

*Robert M. Carroll*

A special thanks to the following individuals who have assisted in the development, production, and playtesting of this game:

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