

# 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 *College Basketball Dynasty*—in under an hour.

*College 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

**Age:** 10+

## 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 (estimated requirement – no limit)

168 Player Counters (General Supply)

*Second Version Note: In this version, the primary changes are clarifications and the addition of certain optional rules included to enhance game play. Some rules are added to improve balance and are designated as (Balance) and others are added to increase the challenge and are designated as (Advanced). For first time players, it is recommended to use the standard rules before adding the (Balance) or (Advanced) rules.*

## 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 or however the players agree.**

**(4) Initial Recruiting**

- (a) In order of School Ranking (highest to lowest), 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, Missouri tenth, Missouri eleventh, Kansas twelfth, 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.

**Note: References to School Ranking consider a higher or highest School Ranking to be the smaller number on the School Rating Chart and a lower or lowest School Ranking to be the larger number. Example, UNLV at #3 is a higher ranked team than Missouri at #39.**

(5) Sizing up the Talent (during initial set-up only) – 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 number Graduating Seniors and players who left early for the NBA (from the previous season) plus 2 Player Counters for each active School.

*Example: In a 3 Player game with Missouri graduating 2 Seniors, North Carolina graduating 1 Senior and having 1 Junior leave early to the NBA, and Kansas graduating 0 Seniors, there will be 10 Player Counters randomly selected and available for the draft.*

(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 (Balance):** The above draft is a “winner-take-all” scenario and can lead to an unbalanced game. For more balance, each School should takes turn choosing players in the following order:

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

The draft then proceeds in a standard (non-snaking) format. *Example: In a 3 player game with Kansas at 18 wins, North Carolina at 22 wins, and Missouri at 32 wins, Kansas selects first, North Carolina second, Missouri third, Kansas fourth, North Carolina fifth, Missouri sixth, Kansas seventh, etc.* **This options is highly recommended for more balance.**

(c) As a Player Counter is selected, the Coach must immediately place it on an available (open) Freshman Roster Spot on its School Roster Board. Player Counters may not be moved until the next Strategy phase. **There can only be one (1) Player Counter per Row (Numbered Spot) on the School Roster Board.**

(d) 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. **To recruit a Junior Transfer, you need to have an incoming Freshman to convert to a Junior.** Junior Transfers allow teams to catch-up to a runaway leader.

(e) 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. During this phase any player can be moved to a Starter position or to a Bench position. **You can only move Player Counters within a Column; you cannot move Player Counters between classes. Also, there can only be one (1) Player Counter per Row (Numbered Spot) on the School Roster Board.**

(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.**

### (b) Coaching (during Strategy Phase only)

- (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.
- (4) Skip the Coaching part of the Strategy Phase during the First Season.

**Optional Rule (Balance): For more balance, only allow 1 **Blue** Chip to be placed based on a Coach winning a Championship, no matter how many Championships won by that Coach. *Example: Coach of Indiana wins his fourth Championship, next season during the Strategy Phase he will be able to place 3 **Blue** Chips based on Indiana's Season Rating, 1 **Blue** Chip for going to the Tournament in the previous season, and 1 **Blue** Chip for being a Champion (even though he has 4***

*Championships) for a total of 5 Blue Chips. This options is highly recommended for more balance.*

**Note:** There is no limit on the number of chips that can be placed on a player during the Strategy Phase or the Graduation Phase.

**Optional Rule (Balance/Advanced): Adversity Check** – Before moving on to the next phase (Season Wins), for each School check to see if there is an adverse event (e.g., player on probation, injury, NCAA investigation, etc.). If a School has any (Starter or Bench) Player with either: (1) 5+ Blue Chips, or (2) 3+ Red Chips, then that School needs to check for an Adverse Event. You only check for one Adverse Event per Season, no matter how many Players meet the criteria.

Roll one six-sided die and apply the following modifiers:

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

+1 for each Player on the Bench (Positions #6 to #10) with at least 2 Blue Chips

-2 for each Player with 4+ Blue Chips

-1 for each Player with 2+ Red Chips

On a roll of “1” or lower, there is an Adverse Event.

If there is an Adverse Event, then again roll one six-sided die and the resulting number is the position that is affected by the Adverse Event. Take the Player at that position and place him at Bench#10. The Coach may then undertake Roster Management.

If after the second Roster Management any Players are out of position (see 2(a)(3) above), then place Red Chips as normal.

**Note:** This optional rule creates a “press-your-luck” tension on the use of Blue Chips and places more emphasis on a bench management. Having too many Blue Chips on a player creates the potential for recruiting violations, investigations and player probations, while having too many Red Chips on a player creates the greater chance that other players are being over-used and subject to injury.

*Example: Kansas has two Players with 5+ Blue Chips, so needs to check for an Adverse Event. The Kansas Coach has won 1 Championship and has on the Bench (Positions #6 to #10) one Player with 2 Blue Chips and two Players with 3 Red Chips. His roll on a six-sided die is “2,” which he modifies with +1 for the Championship, +1 for one Bench players with at least 2 Blue Chips, -2 for*

*two players with 4+ **Blue** Chips, -2 for two Players with 2+ **Red** Chips, for a total result of “0”—there is an Adverse Event. The School then rolls the six-sided die again with a result of “4.” The School takes the Player at Starter#4 and places him at Bench#10, then conducts Roster Management to fill in the vacated Starter#4 position.*

### 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 **Teamplayers** then add 3 Wins to your total

(2) If you have 4 Starting **Individuals** then subtract 2 Wins to your total

(3) Sixth-Man - If you have 5 Starting **Teamplayers** 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

| <i>Example:</i>      | <u>Season</u> | <u>Tournament</u> | <u>Type</u>       | <u>Blue Chips</u> |
|----------------------|---------------|-------------------|-------------------|-------------------|
| Center               | -1(+4)        | +2(+4)            | <b>Teamplayer</b> | <b>4</b>          |
| Forward              | +2(+1)        | +1(+1)            | <b>Individual</b> | <b>1</b>          |
| Forward              | 0(+1)         | -1(+1)            | <b>Teamplayer</b> | <b>1</b>          |
| Guard                | +1(+0)        | +2(+0)            | <b>Teamplayer</b> | <b>0</b>          |
| Guard                | +4(+2)        | -2(+2)            | <b>Teamplayer</b> | <b>2</b>          |
|                      | -----         | -----             |                   |                   |
| 4 <b>Teamplayers</b> | 14(+3)        | 10(+3)            |                   |                   |
|                      | =====         | =====             |                   |                   |
| Total                | 17            | 13                |                   |                   |

### 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> |
|---------------------|--------------------------------|
| 12+                 | 22                             |
| 9 to 11             | 21                             |
| 5 to 8              | 20                             |
| 2 to 4              | 19                             |
| Solo                | 22                             |

(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 **Teamplayers** then add 3 to the Tournament Rating
  - (B) If you have 4 Starting **Individuals** then subtract 2 to the Tournament Rating
  - (C) Sixth-Man - If you have 5 Starting **Teamplayers** 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 20 |
| 2 to 4              | Highest Tournament Rating over 25 |
| Solo                | Tournament Rating over 30         |

Tiebreaker: In the event of a tie, the School with the highest School Ranking wins the Championship.

## 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 Sophomore or Junior, AND
- (2) Player is an **Individual**, AND
- (3) Player Counter has 2+ **Blue** Chips, AND
- (4) Player has a 0 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) -2 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 plus the Player's Season Rating, the Player stays; otherwise, the Player leaves school. These players are not counted as Graduating Seniors.

**Optional Rule (Balance):** If you want to add more balance and stop a potential runaway leader, then do not add +1 to the Retention Roll for every

**Championship won by the current Coach. The Coach only receives a maximum of +1, no matter how many Championships won. I recommend this rule if you have a large gap between the School Rankings (e.g., North Carolina and Dayton, etc.).**

**Optional Rule (Advanced): If you think you are up to the challenge and want to make it harder for all Schools to reach the Tournament or win the Championship, then check the eligibility for the NBA draft for both **Individuals** and **Teampayers**.**

(b) Commencement - Move all Players over one (1) Column to the right on the School Roster Board. All Seniors (even if originally a Junior Transfer) 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 (e.g., in between the spot "moved from" and the spot "moved to").

(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.

**Optional Rule (Balance): If you want to add more balance and stop a potential runaway leader, then do not add +1 to the Development Roll for every Championship won by the current Coach. The Coach only receives a maximum of +1, no matter how many Championships won. I recommend this rule if you have a large gap between the School Rankings (e.g., North Carolina and Dayton, etc.).**

## 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, then each New School drafts after the other schools in order of School Ranking from the School Rating Chart (higher ranked school selecting before a lower ranked school). For purposes determining the pool of available Player Counters for the Draft, add 2 Player Counters for each New School.

**Optional Rule (Advanced):** Instead of a Coach picking the next School (see 5(c)(1) above), the Coach needs to interview. If the Coach selects a new School with a School Ranking lower (larger number) than the last School then the interview is an automatic success. If the Coach is applying for a School with a School Ranking higher (smaller number) than the last School, then the Coach must roll one six-sided die and check for success on the following chart:

| <u>Difference in School Rank</u> | <u>Success Roll</u> |
|----------------------------------|---------------------|
| 1 to 10                          | 3+                  |
| 11 to 20                         | 4+                  |
| 21 to 30                         | 5+                  |
| 31+                              | 6+                  |

#### **Modifiers:**

**+2 for every Championship won by the Coach (whether at this School or another)**

**+1 if Coach of a School that went to the Tournament in any of the immediately preceding 3 seasons**

To determine the difference in School Rank take the School Rank of last School and subtract from it the School Rank of the new School.

The Success Roll can only be tried once for a new School and only twice during the Employment Phase. If unsuccessful on two attempts, then the Coach must select a School with a lower School Rank.

*Example: In Year 4, the current Coach of Xavier (School Rank 57) resigns and applies for a job at Purdue (School Rank 19). He has no Championships and has not been to the Tournament during the last 3 years. He rolls a “3” and is unsuccessful as he needed 6+ ( $57-19=38$  Difference in Rank). He next applies for Vanderbilt (School Rank 50) and rolls a “2”—again unsuccessful as he needed 3+ ( $57-50=7$  Difference in Rank). He now must choose from Schools with a School Rank lower than 57 (e.g., Texas Tech, California, etc.).*

### 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 =  $\frac{1}{2}$  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*

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|               |            |              |             |
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