



EGE JAI-ALAI

a sports SIM board game based on Jason Graham's Engagement Game Engine (EGE)

INTRODUCTION

When Jason Graham created his Time Sports series of games it was always my intention to create a version of my own all-time favorite sport Roller Derby as well as another sport that I had experienced firsthand as a twentysomething in Florida namely, Jai-Alai.

Jai-Alai was imported into the US from the Basque Country of Europe as a sport for pari-mutual betting in Florida and New England. This led to a fundamental difference in the way it is played. In the Basque Country games are mainly played between two pairs of 2 players in a best-of-three set format. The first two sets are played up to 15 points while a possible deciding 3rd set is played up to 10 points. In the US, 8 single players or 8 double teams take to the court listed in numbers 1 – 8 with each number having its own unique color jersey too (e.g. #1 red, # 2 blue, etc.). The game starts with 1 vs. 2 and the player/team winning the point stays on the court to face # 3 while the loser goes to the end of the queue (after #8). Each win is worth 1 point and after all 8 players/teams have been on the court once points in the subsequent games double with each win being worth 2 points. The player/team that scores 7 points wins the game and for betting purposes 2nd and 3rd place is decided in a tiebreaker round if player/teams are tied for 2nd or 3rd when the winning player/team reaches 7 points. At the height of the Jai-Alai boom in the late 70s and 80s the last two games (one singles and one doubles game of each evening's games were played to 9 points). On any given night there were typically 12 games in total generally alternating between singles and double contests.

Initially, it was my idea to come up with a Time engine version of Jai-Alai. However, while that engine would work well for the Basque version of the sport, I really wanted to create a game based on the traditional US version and for that one Jason's EGE engine is tailor-made. If played with the Time engine the US version would tend to become a repetitive roll feast while the EGE engine only takes a handful of rolls to resolve each game which I felt is a lot more exciting and enjoyable. After the main game I included a bonus feature of a quick play Time game for the Basque version but the main engine for the US version of Jai-Alai is EGE Jai-Alai.

Please note that all original rights of the engagement game engine rest with Jason Graham and Candlelight Games, LLC and while any resemblance to Jason's games is intentional this game is distributed to other tabletop sports game enthusiasts with the kind permission of Jason.

RULES

EGE Jai-Alai is an abstracted way to play a game of Jai-Alai based on the US rules described above. A single 2d6 roll decides which of the 8 players/teams score points in the sequence of contests on court. The game is not resolved with one-on-one contests but abstracted against a full round of contests. You'll need a pencil, 2d6 and notebook paper.

But first let's create the players. Each player can have up to 2 'shot' numbers and up to 1 'fault' number. You roll 2d6 twice for the shot ratings. A roll of 7 results in a blank. A player must have at least 1 shot rating thus, if you roll two 7s in a row you roll again until a different number comes up. If you roll the same number again for a player's second shot rating it will also be treated as a blank and the player will only get 1 shot rating. If a fault rating roll results in a 7 you assign a blank and the player won't have a fault rating which makes him a really good player.

Player Creation

2d6	Shot Rating
2	2
3	3
4	4
5	5
6	6
7	Blank
8	8
9	9
10	10
11	11
12	12

Let's roll for a player:

You can assign a name and nationality as per your imagination. In Jai-Alai there are two general positions in doubles play, Front Court and Back Court. Front Court players tend to be faster and smaller while Back Court players tend to be taller and more powerful. Thus, having given your player a name and nationality roll 1d6 for his position in a doubles team. An even number (2,4,6) means he is a Front Court player while an odd number (1,3,5) means he is a Back Court player. When creating a full roster of approx. 26 players make sure to even out the number of Front Court and Back Court players so that you can create numerous different double teams. In singles play the court distinction between front and back court is irrelevant.

We start with Fortes who hails from the Basque Country. We roll 2d6 twice and they come up 10 and 8 for his shot rating. Now we roll 2d6 once for his fault rating. They come up 6. Finally, we roll 1d6 for his court position, it comes up 4, he's a Front Court player.

Thus, for the eventual scorecard his ratings look as follows:

FORTES (Basque) (FC) 8, 10 6

To illustrate game play and rules further we have created 7 further created players for the first game of the evening:

Before the 1st serve our blank scorecard looks as follows:

Post Position	Player	Shots	Fault	Points
#1 Red	FORTES	8, 10	6	
#2 Blue	PABLO	8, 12	---	
#3 White	SCOTTI	6	9	
#4 Green	ATKINSON	3, 6	11	
#5 Black	MICHEL	8	4	
#6 Yellow	LATOUR	5, 11	4	
#7 Brown	ORTEGA	11	5	
#8 Purple	PEARSON	5, 10	---	

We are ready to play the first game. This one goes to 7 points and remember that points will be doubled after the first round. We abstract each round with a single 2d6 roll and assign points if the dice roll falls within the shot number of the player. For the first two rolls we will use the Shot ratings to assign the points. Then beginning with the 3rd roll we will use the Fault ratings and then alternate between the shot and fault ratings until the game is decided. The way the fault ratings work is that all players who don't have the rolled fault number will all get 2 points.

The one special rule that makes game play exciting is when the 2d6 roll comes up 7 (either for shot or fault rolls). In this case you roll another 2d6 to identify a player or team's post position:

7 Roll Identifier

2d6	Post Position
2	1
3	8
4	6
5	4
6	2
7	1
8	3
9	5
10	7
11	8
12	1

Once you have identified the post position you roll 2d6 again and if the roll falls within the player/teams shot rating or comes up 7 again he immediately wins the game. If the roll does not fall within his shot rating all other teams get 2 points (unless the initial 7 was thrown in the very first throw in which case everyone else only gets 1 point). This way player/teams with poor shot numbers still get their sudden chance at glory.

Let's play the first singles game of the evening. For ease of illustration, I will repeat the scorecard after each round. Here we go:

2d6 roll = 7

Wow, right on the first throw someone will have a chance to win the game already.

2d6 roll = 6 That's post position 2. If Pablo rolls an 8 or a 12 (or another 7) he'll win the game, if not everyone else will get 1 point.

2d6 roll = 6

Post Position	Player	Shots	Fault	POINTS
#1 Red	FORTES	8, 10	6	1
#2 Blue	PABLO	8, 12	---	
#3 White	SCOTTI	6	9	1
#4 Green	ATKINSON	3, 6	11	1
#5 Black	MICHEL	8	4	1
#6 Yellow	LATOUR	5, 11	4	1
#7 Brown	ORTEGA	11	5	1
#8 Purple	PEARSON	5, 10	---	1

Now we are in the 2nd round so points will be doubled.

2d6 roll = 5 Latour and Pearson score 2 points each

Post Position	Player	Shots	Fault	POINTS
#1 Red	FORTES	8, 10	6	1
#2 Blue	PABLO	8, 12	---	
#3 White	SCOTTI	6	9	1
#4 Green	ATKINSON	3, 6	11	1
#5 Black	MICHEL	8	4	1
#6 Yellow	LATOUR	5, 11	4	3
#7 Brown	ORTEGA	11	5	1
#8 Purple	PEARSON	5, 10	---	3

For the next roll we will consult the fault column

2d6 roll = 11 Atkinson won't score here and everyone else gets 2 points. This means that Latour and Pearson could win it on the next throw

Post Position	Player	Shots	Fault	POINTS
#1 Red	FORTES	8, 10	6	3
#2 Blue	PABLO	8, 12	---	2
#3 White	SCOTTI	6	9	3
#4 Green	ATKINSON	3, 6	11	1
#5 Black	MICHEL	8	4	3
#6 Yellow	LATOUR	5, 11	4	5
#7 Brown	ORTEGA	11	5	3
#8 Purple	PEARSON	5, 10	---	5

2d6 roll = 11

And there it is, Latour gets to 7 points and wins. Ortega also gets 2 points. The final scoreboard looks like this:

Post Position	Player	Shots	Fault	POINTS
#1 Red	FORTES	8, 10	6	3
#2 Blue	PABLO	8, 12	---	2
#3 White	SCOTTI	6	9	3
#4 Green	ATKINSON	3, 6	11	1
#5 Black	MICHEL	8	4	3
#6 Yellow	LATOUR	5, 11	4	7
#7 Brown	ORTEGA	11	5	5
#8 Purple	PEARSON	5, 10	---	5

For betting purposes Jai-Alai always ended a contest with Win, Place and Show. Latour Wins and we have a tie for Place between Ortega and Pearson. In real life they would face off in a tiebreaker but in this abstract version the lower post position, i.e. in this case Ortega at 7 wins the tiebreaker and gets Place while Pearson gets Show. It is inherent in the US system that players with early post positions have an advantage by getting on court more often than those in the lower post positions. Think of it like the batting line-up in baseball where the leadoff hitter will get more at bats than a lower order batsman by default. To simulate this fact and to avoid lengthy tiebreaker rolls the result of any players on equal points is decided by their post position, i.e. lower post position number prevails over higher one.

Now let's play through a doubles game. We have created the additional players, and the opening scorecard looks like this:

Post Position	Court	Player	Shots	Fault	POINTS
#1 Red	BC	RIVA	4, 10	5	
	FC	FORTES	8, 10	6	
#2 Blue	BC	PABLO	8, 12	---	
	FC	GIRAUD	5, 12	8	
#3 White	BC	GUARDOSA	6, 8	4	
	FC	SCOTTI	6	9	
#4 Green	BC	ATKINSON	3, 6	11	
	FC	PEDRO	6, 8	3	
#5 Black	BC	MICHEL	8	4	
	FC	DIAZ	6, 12	6	
#6 Yellow	BC	ROCHE	9, 10	5	
	FC	LATOUR	5, 11	4	
#7 Brown	BC	ORTEGA	11	5	
	FC	COTTON	5, 10	---	
#8 Purple	BC	PEARSON	5, 10	---	
	FC	OCAMPO	6, 8	6	

2d6 roll = 6

Doubles works the same as the singles game except that there are more points in play due to the extra players/teams here. In this case for example, team #3 gets 2 points in total because both players have a 6 in their shot rating.

Post Position	Court	Player	Shots	Fault	POINTS
#1 Red	BC	RIVA	4, 10	5	1
	FC	FORTES	8, 10	6	
#2 Blue	BC	PABLO	8, 12	---	
	FC	GIRAUD	5, 12	8	
#3 White	BC	GUARDOSA	6, 8	4	2
	FC	SCOTTI	6	9	
#4 Green	BC	ATKINSON	3, 6	11	2
	FC	PEDRO	6, 8	3	
#5 Black	BC	MICHEL	8	4	1
	FC	DIAZ	6, 12	6	
#6 Yellow	BC	ROCHE	9, 10	5	
	FC	LATOUR	5, 11	4	
#7 Brown	BC	ORTEGA	11	5	
	FC	COTTON	5, 10	---	
#8 Purple	BC	PEARSON	5, 10	---	1
	FC	OCAMPO	6, 8	6	

Now we roll the 2nd 2d6 roll under the shot column and each successful number is worth 2 points.

2d6 roll = 5

Post Position	Court	Player	Shots	Fault	POINTS
#1 Red	BC	RIVA	4, 10	5	1
	FC	FORTES	8, 10	6	
#2 Blue	BC	PABLO	8, 12	---	2
	FC	GIRAUD	5, 12	8	
#3 White	BC	GUARDOSA	6, 8	4	2
	FC	SCOTTI	6	9	
#4 Green	BC	ATKINSON	3, 6	11	2
	FC	PEDRO	6, 8	3	
#5 Black	BC	MICHEL	8	4	1
	FC	DIAZ	6, 12	6	
#6 Yellow	BC	ROCHE	9, 10	5	2
	FC	LATOUR	5, 11	4	
#7 Brown	BC	ORTEGA	11	5	2
	FC	COTTON	5, 10	---	
#8 Purple	BC	PEARSON	5, 10	---	3
	FC	OCAMPO	6, 8	6	

Now we are on to the 3rd roll and we must check the fault column.

2d6 roll = 11

Team #4 didn't score here. Team #8 could win the game if the next 2d6 roll falls within Pearson's or Ocampo's shot range.

Post Position	Court	Player	Shots	Fault	POINTS
#1 Red	BC	RIVA	4, 10	5	3
	FC	FORTES	8, 10	6	
#2 Blue	BC	PABLO	8, 12	---	4
	FC	GIRAUD	5, 12	8	
#3 White	BC	GUARDOSA	6, 8	4	4
	FC	SCOTTI	6	9	
#4 Green	BC	ATKINSON	3, 6	11	2
	FC	PEDRO	6, 8	3	
#5 Black	BC	MICHEL	8	4	3
	FC	DIAZ	6, 12	6	
#6 Yellow	BC	ROCHE	9, 10	5	4
	FC	LATOUR	5, 11	4	
#7 Brown	BC	ORTEGA	11	5	4
	FC	COTTON	5, 10	---	
#8 Purple	BC	PEARSON	5, 10	---	5
	FC	OCAMPO	6, 8	6	

2d6 roll = 3

Post Position	Court	Player	Shots	Fault	POINTS
#1 Red	BC	RIVA	4, 10	5	3
	FC	FORTES	8, 10	6	
#2 Blue	BC	PABLO	8, 12	---	4
	FC	GIRAUD	5, 12	8	
#3 White	BC	GUARDOSA	6, 8	4	4
	FC	SCOTTI	6	9	
#4 Green	BC	ATKINSON	3, 6	11	4
	FC	PEDRO	6, 8	3	
#5 Black	BC	MICHEL	8	4	3
	FC	DIAZ	6, 12	6	
#6 Yellow	BC	ROCHE	9, 10	5	4
	FC	LATOUR	5, 11	4	
#7 Brown	BC	ORTEGA	11	5	4
	FC	COTTON	5, 10	---	
#8 Purple	BC	PEARSON	5, 10	---	5
	FC	OCAMPO	6, 8	6	

It's getting exciting...

2d6 roll = 12

Incredible, Pablo/Giraud have done it. That's in both of their range. Their points total is bumped up to 7.

Post Position	Court	Player	Shots	Fault	POINTS
#1 Red	BC	RIVA	4, 10	5	3
	FC	FORTES	8, 10	6	
#2 Blue	BC	PABLO	8, 12	---	7
	FC	GIRAUD	5, 12	8	
#3 White	BC	GUARDOSA	6, 8	4	4
	FC	SCOTTI	6	9	
#4 Green	BC	ATKINSON	3, 6	11	4
	FC	PEDRO	6, 8	3	
#5 Black	BC	MICHEL	8	4	5
	FC	DIAZ	6, 12	6	
#6 Yellow	BC	ROCHE	9, 10	5	4
	FC	LATOUR	5, 11	4	
#7 Brown	BC	ORTEGA	11	5	4
	FC	COTTON	5, 10	---	
#8 Purple	BC	PEARSON	5, 10	---	5
	FC	OCAMPO	6, 8	6	

#2 Pablo/Giraud get Win, #5 Michel/Diaz get Place over #8 Pearson/Ocampo who get Show because they have the lower Post Position on 5 points.

KEY SUMMARY

Players and Post Positions are re-arranged in every game. There are no fixed teams in doubles play.

First roll is worth 1 pt, all subsequent rolls 2 pts.

Number within Shot # gains points, Fault # works the opposite way

First 2 rolls check Shots column, then alternate between Fault and Shots

On a roll of 7 roll again on post position identifier chart, player/team wins game if next throw is within Shot # (or another 7) otherwise all others get pt./pts.

When tied lower post position wins tiebreaker for Win, Place and Show

BONUS GAME

JAI-ALAI TIME

As I mentioned at the start, if you prefer to play the so-called 'Partido' style of play that is being used in the Basque Country then the Time engine is more suitable for it. If a Partido is played in the US, it is played in a best-of-three up to 21 pts. game whereas the Basque Country follows a best-of-three up to 15 pts. game where the deciding 3rd set is played up to 10 pts.

For this one the player creation table is as follows:

1d6 roll

6, 5 = A

4, 3 = B

2, 1 = C

After you have created your players, you roll 1d6 one more time per player and if a 3 is rolled that player gets a * (star) nomination.

For game play you use the raw player rating, it is not matched up against the opponent. The points table is as follows:

	A	B	C
1	2	1	0
2	3	2	1
3	4	3	2
4	5	4	3
5	6	5	4
6	7	6	5

First player/team to either 21 pts. or 15 pts. wins. Both players/teams must complete their turn. Thus, for example if Fortes is playing Pablo and Fortes starts the match and reaches 15 pts. then Pablo still gets his turn to see if he can get to a higher score. If both player's/team's final roll goes beyond 15 pts. you deduct the points totals down to 15, e.g. a score of 19-16 after the final turns would become a final score of 15-12 in your records. If both players/teams end up with the same final score at the end of the turn you roll a 1d6 tiebreaker: even = first player wins, odd = second player wins (first player = player who had the initial throw).

Any Star player who rolls a 6 in his throw gets a bonus throw and on a 1 or 2 he adds 1 or 2 points to his score.

When playing doubles, you use the same format but you alternate between the four players starting with both Back Court players.

Let's play a sample doubles Partido to 15 pts.

Riva B* / Fortes C vs. Pablo A / Giraud B

1d6 roll = 4 We check Riva, he scores 4 points

1d6 roll = 6 We check Pablo, he scores 7 points (unlike Riva he's not a star so there is no further points roll for him)

The score is 4-7 after the Back Court player shots.

1d6 roll = 3 We check Fortes who scores 2 points

1d6 roll = 4 We check Giraud who scores 4 points

The updated total score in the opening set is 6-11. Team #1 needs a big one from Riva now.

1d6 roll = 2 We check Riva, he scores just 2 points, that doesn't help

1d6 roll = 4 Pablo scores 5 points to clinch the 1st set for his team

The total score of 8-16 is adjusted to 7-15.

LEAGUE FORMAT

To celebrate 100 years of Jai Alai in Miami the 'World Jai Alai League' was formed in 2026. As the name indicates, it moved the sport to a franchise/team-based version. You can read all about it here: <https://jaialai.com/>. It's exciting stuff because all games will take place at the original, refurbished fronton in Miami.

The league consists of 6 franchises with team names. Each team consists of 6 players, 3 front court and 3 back court players. A contest between 2 teams works as follows:

6 doubles games are played in the Partido format up to 6 points sets. Best of 3 sets wins the game which is worth 1 point for each team. For the overall team, a win is worth 1 point and a 3-3 tie is worth 0.5 points for each team.

Before we dive into career mode let's play a sample team contest. If you like you can play out all 6 doubles games using the Jai Alai Time format above. However, in the sample below I will illustrate the team game using the EGE engine. It is more abstract since we combine all 6 games into one, but it is a great way to play the team game faster whilst maintaining all the excitement.

Using our established players here are the two teams for tonight's game:

Post Position	Court	Player	Shots	Fault	POINTS
Team 1 Fireballs	BC	RIVA	4, 10	5	
	FC	FORTES	8, 10	6	
	BC	PABLO	8, 12	---	
	FC	GIRAUD	5, 12	8	
	BC	GUARDOSA	6, 8	4	
	FC	SCOTTI	6	9	
Team 2 Renegades	BC	ATKINSON	3, 6	11	
	FC	PEDRO	6, 8	3	
	BC	MICHEL	8	4	
	FC	DIAZ	6, 12	6	
	BC	ROCHE	9, 10	5	
	FC	LATOUR	5, 11	4	

The game plays exactly as EGE Jai-Alai above, there is a slight change in the 7 chart. When a 2d6 roll results in a 7 you roll 1d6 and odd = Team 1, even = Team 2 for the chance to win the game. Another change is that all points are worth 1pt. (no doubling after the 1st roll). And finally, when checking the fault column, the opposing team scores off the fault(s).

We can start the contest:

2d6 roll = 7, 1d6 roll = 5, we'll check Team 1 the Fireballs

2d6 roll = 10 It's within Riva's and Fortes' shot range so the Fireballs win the overall contest. It goes into the books as 6 – 0 and for the overall team standings they would get 1 point.

Since this finished so quickly let's play another one:

2d6 roll = 5

Post Position	Court	Player	Shots	Fault	POINTS
Team 1 Fireballs	BC	RIVA	4, 10	5	1
	FC	FORTES	8, 10	6	
	BC	PABLO	8, 12	---	
	FC	GIRAUD	5, 12	8	
	BC	GUARDOSA	6, 8	4	
	FC	SCOTTI	6	9	
Team 2 Renegades	BC	ATKINSON	3, 6	11	1
	FC	PEDRO	6, 8	3	
	BC	MICHEL	8	4	
	FC	DIAZ	6, 12	6	
	BC	ROCHE	9, 10	5	
	FC	LATOUR	5, 11	4	

2d6 roll = 10

Post Position	Court	Player	Shots	Fault	POINTS
Team 1 Fireballs	BC	RIVA	4, 10	5	3
	FC	FORTES	8, 10	6	
	BC	PABLO	8, 12	---	
	FC	GIRAUD	5, 12	8	
	BC	GUARDOSA	6, 8	4	
	FC	SCOTTI	6	9	
Team 2 Renegades	BC	ATKINSON	3, 6	11	2
	FC	PEDRO	6, 8	3	
	BC	MICHEL	8	4	
	FC	DIAZ	6, 12	6	
	BC	ROCHE	9, 10	5	
	FC	LATOUR	5, 11	4	

2d6 roll = 8

Remember we are checking the fault rating now. Giraud makes the fault and the Renegades tie the game.

Post Position	Court	Player	Shots	Fault	POINTS
Team 1 Fireballs	BC	RIVA	4, 10	5	3
	FC	FORTES	8, 10	6	
	BC	PABLO	8, 12	---	
	FC	GIRAUD	5, 12	8	
	BC	GUARDOSA	6, 8	4	
	FC	SCOTTI	6	9	
Team 2 Renegades	BC	ATKINSON	3, 6	11	3
	FC	PEDRO	6, 8	3	
	BC	MICHEL	8	4	
	FC	DIAZ	6, 12	6	
	BC	ROCHE	9, 10	5	
	FC	LATOUR	5, 11	4	

2d6 roll = 5

Post Position	Court	Player	Shots	Fault	POINTS
Team 1 Fireballs	BC	RIVA	4, 10	5	4
	FC	FORTES	8, 10	6	
	BC	PABLO	8, 12	---	
	FC	GIRAUD	5, 12	8	
	BC	GUARDOSA	6, 8	4	
	FC	SCOTTI	6	9	
Team 2 Renegades	BC	ATKINSON	3, 6	11	4
	FC	PEDRO	6, 8	3	
	BC	MICHEL	8	4	
	FC	DIAZ	6, 12	6	
	BC	ROCHE	9, 10	5	
	FC	LATOUR	5, 11	4	

2d6 roll = 8

The Fireballs have 3 players with the shot rating; the Renegades have two. Thus, the score would be 7 - 6 but since the game finishes at 6 we only count 2-1 players, and the Fireballs win the contest 6 - 5.

Since we are abstracting all 6 doubles games into one team contest as above the only possible outcomes for the team games and standings are:

6 - 0,
5 - 1,
4 - 2,
and 3 - 3.

Here's how they translate from the scores of the games into the team results and standings:

6 - 0 = if the game ended 6 - 0 or 6 - 1
5 - 1 = if the game ended 6 - 2 or 6 - 3
4 - 2 = if the game ended 6 - 4 or 6 - 5
3 - 3 = if the game ended in a 6 - 6 tie

So, for example, if both the Fireballs and Renegades would have had 2 players scoring on the last shot they would have been tied 6 - 6. In that case we would have assumed that the 6 doubles games on the night ended with 3 wins each and 0.5 points in the team standings for both teams.

Thus, you can see that we abstract all 6 doubles of the contest into 1 single game to get the score of all 3 doubles on the night. If that's too fast for your taste you can play out all 6 games in the Jai Alai Time format according to the rules of the league.

CAREER MODE

My favorite part of career module sports sim games has always been the off-season stage especially when it involves annual players drafts and trades between teams. With this in mind, I have created the following charts and sequence of play through a league off-season. The aim was to keep things engaging while not overcomplicating financial calculations and ancillary aspects.

Individual player changes and salary cap adjustments

The individual player cap values are calculated as follows (see Player Creation Table and process):

Shot Ratings (add if player has 2 ratings)

6 or 8 = \$ 4

5 or 9 = \$ 3

4 or 10 = \$ 2

3 or 11 = \$ 1

2 or 12 = \$ 0

Fault Ratings (subtract \$ 1 if player has a fault rating)

For example, Fortes' (8, 10 – 6) value is \$ 5, Pablo's (8, 12) is \$ 4 and Scotti's (6 – 9)s \$ 3.

A team's salary cap across its 6 players is \$ 17. A team cannot exceed its cap; it must trade or release players if at the start of the new season its roster is in breach of the cap.

First, you roll for each player to see if his/her rating changed:

Use the value table as a guideline and move by 1 rating up or down

Player has 2 shot ratings

Roll 1d6 on a 2 or 4 one of the ratings are changed

4 = one rating is decreased

2 = one rating is increased

You can decide which rating is changed

Player has 1 shot rating

If the result is an increase you can opt to either increase the existing shot rating or you can add 2 or 12 as a second shot rating

If at any point a player loses all shot ratings (i.e. a decrease from 2 or 12) he must retire.

Player has a fault rating

Roll 1d6 on a 1 or 5 the fault rating is changed

5 = rating is decreased

1 = rating is increased

If at any point a player's fault rating would be decreased beyond 2 or 12, he will no longer have a fault rating.

Player has no fault rating

Roll 1d6 on a roll of 1 player will have a fault rating next season (assign either 2 or 12 as the lowest starting level one)

You can also implement individual rules based on the previous season stats depending on which format you play.

Whenever a rating changes note that you will have to adjust the players value for salary cap purposes accordingly.

Career Progression, Free Agency and Retirements

When a rookie is drafted by a team (or when you start any league from its inaugural season) he/she signs a 4-year rookie entry level contract. Players can be traded during this period, but they cannot become free agents or retire unless they are cut for salary cap compliance purposes.

After 4 seasons players enter the prime of their career. After their 5th season in the league each player must roll 1d6 to see if they become a veteran or keep performing at the top of their game. A roll of 1 or 2 designated them as a veteran.

Once a player has become a veteran they must roll 1d6 after each of their subsequent seasons to see if they retire. On a roll of 1 they retire from the sport.

This seasonal check also applies to any players who are free agents and not on any team's roster.

Once a player has completed the rookie level contract they must roll 1d6 and on a roll of 1 they elect free agency. On any other result they re-sign with their team for another season. When a player becomes a free agent, he can then be signed by any team in the league. I usually give the worst team first crack at it before moving up the rankings similar to the draft order.

Trade Window

This for me is the most enjoyable part of the career mode. Depending on how many games per regular season you want to play you can also incorporate a mid-season trade window if you like.

Firstly, for the purpose of identifying teams you evenly divide your teams based on the past standings into Top, Middle and Bottom.

TRADE PARTNER CHART			
d6	BOTTOM	MIDDLE	TOP
1	Bottom	Middle	No Deal
2	Top	No Deal	Top
3	No Deal	Bottom	No Deal
4	Middle	Top	Bottom
5	Top	No Deal	Bottom
6	Middle	No Deal	Middle

Roll 1d6 for each team to see if they seek to actively engage in a trade negotiation.

Bottom = select one of the bottom teams for your trade discussions

Middle = select one of the middle teams for your trade discussions

Top = select one of the top teams for your trade discussions

No Deal = your team does not seek any trade discussions during this trade window

When the trade partners have been identified we need to check if the two GMs can agree on a trade or whether the talks collapse without an agreement.

First, we roll on the player trade chart below for the team proposing the trade followed by a roll on the player trade chart for the other team.

PLAYER TRADE CHART			
d6	BOTTOM	MIDDLE	TOP
1	Highest	Lowest + Highest + Draft Pick	Lowest
2	Highest + Lowest	Highest	Lowest + Highest
3	BB Highest + Highest	Lowest + Highest	Highest
4	Highest + Draft Pick	Lowest	Draft Pick
5	Draft Pick	Highest + Draft Pick	BB Highest + Highest
6	Lowest	BB Highest + Highest	Highest + Draft Pick

Highest = Highest rated player

Lowest = Lowest rated player

BB = Blockbuster Trade

Draft Pick = All draft picks are valued equally at \$ 3 and are always assumed from 1st round picks onwards

Next, we compare the combined salary value totals between the two sets of players to see on which column we must roll for the final decision.

Players	Salary Value Difference
2	0=A; 1=B; 2-3=C; 4+=no deal
3,4	0-2=A; 3-4=B; 5-7=C; 8+=no deal
Draft Pick Value = 3	

Once the value differential has been calculated we roll on the designated column in the trade decision chart.

TRADE DECISION CHART			
d6	A	B	C
1	Do The Deal	Sorry	No, Nope, Nyet
2	Pull The Trigger	Can't Do It	I Like This One
3	Done	Do It	Not Even Close
4	No Go	No Way Jose	Are You Serious
5	Do You Think I'm Stupid	Yes	Get Outta Here
6	Call The Moving Vans	Nice Try	Not Enough For Me

New Player Draft

First, you will have to create new players who are ready to enter the league. I would suggest creating enough players for 2-3 draft rounds, depending on your league size. The World Jai Alai League has 6 teams.

Get the player grades in the same way as you create new players. Then proceed to take players off the board in the traditional draft order, i.e. lowest ranked team goes first, last year's champion goes last. If draft picks were traded during the trade window these must be considered here.

Here's the draft table to roll on to add unpredictability to your GM's decisions and excitement to the draft:

DRAFT			
d6	BOTTOM	MIDDLE	TOP
1	Best	Cap	Cap
2	Best	Position	Cap
3	Cap	Best	Best
4	Best	Cap	Position
5	Position	Best	Cap
6	Position	Best	Best

Best = Draft the best player available (i.e. highest value)

Cap = Draft the least expensive player available (i.e. lowest value)

Position = Draft the player according to your needs between Front Court player and Back Court player.

Player signings and releases, salary cap compliance

Once the trades and draft are done your roster will be too big and you will need to release players to keep your roster at 6 players and/or to stay within your salary cap limit. Here you go in reverse order of the draft, i.e. you start with the champions and end with the worst team. The reason for this is that once players have been released, they can be signed as Free Agents by other teams and the lower ranked teams will have a chance to pick up potentially a decent player who was surplus to requirements by the top teams. However, when all is said and done all teams have to stay within the cap space and roster limit.

Training Camp Adjustments

When the dust on all hot stove activities has settled it is time for training camp and we must check if the teams had a productive or a poor training camp. You roll 2d6 per team.

TRAINING CAMP						
2d6	1	2	3	4	5	6
1	G			B		
2			G			G
3		G			B	
4	B			G		
5		B				B
6			G		G	

B = Bad training camp, decrease one player by 1 rating

Blank = Solid training camp, no changes in player ratings

G = Good training camp, increase one player by 1 rating

Remember that any adjustment may affect your salary cap.

Team Relocation or Expansion

Expansion is up to you however, I would recommend not to expand beyond 6 teams in the league in total. When you want to expand, each existing team is allowed to designate 3 players who are protected from the expansion draft. All other players are eligible to be drafted by the expansion team. You can use the Bottom column of the Draft Chart or simply select the best available players during the expansion draft. It is up to you.

At the end of the season each team must roll 2d6 to decide whether the team may be forced to relocate to another market or fold altogether.

2, 3: Franchise folds never to be seen again, all players become free agents

4, 5: Franchise must relocate to another city and change its nickname, all players remain with the team

If the above happens to a team that had a winning record that season, they get one more chance to convince their local politicians to build them a new Fronton which will keep them in their current city. They roll 1d6 and on a roll of 1 or 2 they will stay put.

FINAL NOTES

For anybody unfamiliar with the sport of Jai-Alai (or Cesta Punta as it is known in the Basque Country) I recommend watching some videos on YouTube. For the US game there are lots of great old videos from the 80s and 90s, for the Basque version you can find HD-quality recent ones.

While the heyday of the sport in the US was undoubtedly in the 80s and early 90s it still survives in Florida today where it has also been turned into a team sport by the World Jai Alai League. As I mentioned at the start my favorite form of Jai-Alai is the 8 player/team game made popular in the US. The sport was always an individual sport of single and doubles players, but the franchise/team concept of the World Jai Alai League is intriguing.