

# HOOP-MANIA

## Basketball Game

### INSTRUCTIONS

## HOOP-MANIA BASKETBALL

**Lineups**— Each team will have 5 players, who's positions are:

PF=Power Forward      F=Forward  
C=Center  
PG=Point Guard      G=Guard

**Index-offense and defense**— The offensive and defensive indexes are under the columns used with the three dice rolls (OFF: x DEF: y). Add these ratings separately for both teams. (note: be sure to re-add these everytime you make a substitution) These are used as a team rating for the FAST BREAK and PRESS CHARTS.

**REBOUND ratings**— are printed next to the OFF and DEF indexes mentioned above.

**PLAYER CARD RATINGS**— The columns beside OPEN, FT, and 3-PT are only GOOD (G) or missed (blank). Roll 3 dice and check beside the corresponding column.

**FAST ACTION CARDS**— There are 4 categories on the Fast Action Cards.

**(1) ACTION**— use after any change in possession. This includes after jump balls, free throws, field goals scored, rebounds, steal, turnovers or time-outs. Usually the player who gets the ball is indicated ("CHOICE" means any player the coach chooses), "#" mean use the SPECIAL EVENT CHART. This is optional as it results in injuries and technical fouls. After determining who has the ball, you use the player's "Pass" column to determine what happened. Roll 3 dice and find the result as defined below.

#### Symbol Result

- A Assist, draw next card to determine who scored under ACTION result.
- Op Pass to player, who is open to shoot. Draw next card and use OPEN rating of player indicated beside PASS to find result. If player indicated scores then credit assist to passer.

- F1 Non-shooting foul by defensive player.
- To Turnover. Ball goes to defensive team.
- Of Offensive Foul by ballhandler. Ball goes to defensive team.
- Gu Pass to player, who is guarded. Draw next card and use Guarded rating of player who now has the ball indicated beside PASS.

**(2) PASS**— Player who received ball from ACTION will either use his OPEN or GUARDED ratings. If GUARDED add the number in parenthesis to the defensive index of the defensive player. If this total is greater than the offensive player's index then use the DEF column of the defensive player to find the result. Otherwise, i.e. if the offensive player's index is equal or greater than the result of the defensive player's index and the number in parenthesis, then use the Offensive player's Guarded ratings. (if OPEN always use the offensive player's OPEN ratings, **never** use the defensive player's rating). If the symbol " ) " with a player behind it, then there is a defensive switch and the offensive player is now guarded by a new defensive player. Roll TWO dice and add to defensive player's index to determine on which card to find the result. The possible results from the player's cards under these columns are:

#### Symbol Result

- G Field goal good, credit assist if pass was to OPEN player.
- or blank Field goal attempt is missed, go to rebound procedure.
- Bk Field goal attempt is blocked by opponent. Go to rebound procedure.
- G+ Field goal is good and player is fouled by opponent.



F1    Foul by opponent. Fouled in act of shooting if on offensive player's card (two shots). If on defensive player's card, check team fouls for possible free throws.

P    Player **MUST** pass again. Use pass rating column of player with the ball.

St    Steal by defensive player.

To    Turnover. Ball goes to defensive team.

**(3) 3FG—** Determines who is **eligible** to shoot 3 point field goals. "A" means only players with an "A" rating can shoot. "B" means only players with "A" and "B" ratings can shoot. "C" means "A", "B" and "C" player are eligible to take a 3 point shot, etc. If "none" then no one can shoot a 3 pointer, except in the last 2 minutes of a period when all "A" and "B" shooters are eligible. After determining who has the ball after PASS, check to see if this player can attempt a 3 pointer. This is an option and does not have to be checked if you don't want to attempt a 3 pointer.

**(4) REBOUND—** If field goal or free throw is missed check for rebound. The possible results are:

**Def Team** credit rebound to team.

**Def player (FB)** rebound plus fast break. Fast break is optional if coach would rather not take it.

**Def 7+ or 15+/Team Def** if a defensive player has a rating of 7 or greater or 15 or greater then he gets the rebound, otherwise credit team rebound to defense.

**Off position(+x)/Def position** add "x" (number) to offensive player's rebound rating. If greater than defensive player's rebound rating then offensive player gets rebound, otherwise defensive player gets rebound. (note: use OFF rating of offensive player, DEF rating of defensive player.)

**Def position (+x)/Off position** same as above except add "x" to defensive player's rebound rating.

Draw a new card and use ACTION category after all rebounds.

On all OFFENSIVE rebounds, the rebounder **may** use OPEN column for shooting, or else use PASS column to pass.

**CHARTS—** The FAST BREAK CHART is used when "FB" is the result from the rebound sequence. You add the Offensive Indexes of all players of the offensive team and subtract the total of the Defensive team's player's indexes. The result of this subtraction is the column you use on the FAST BREAK CHART. (25+= Column 1, 21-24= Column 2 etc) Roll 3 dice and find result. Only use this chart **ONCE** because the fast break is considered broked down if the player does not take the shot immediately. "Automatic score by rank of offensive player" result from the chart means that the 1st-highest, 2nd-highest,...5th-highest (depending on the number on the chart) Offensive indexed player gets the basket.



The PRESS CHART can only be used after a basket or free throw or time out. Same procedure as FAST BREAK, i.e. add offensive indexes minus defensive indexes. Can only be used **ONCE** after that the offensive team has broken the press, use the PASS column.

The SPECIAL EVENT CHART is optional and can be used when an "#" is found under ACTION on the Fast Action Cards. Roll three dice and find result.

**TIMING—** Each ACTION or PASS equals 6 seconds. One ACTION and three PASS(es) are a 24 second violation.



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## Basketball Game

### PLAYING EXAMPLES

**JUMP BALL** - Jabbar vs. Lanier. Roll one die for each player, add to **OFF REB** rating, high number wins, tie goes to home team. Dice roll is 4 for Lanier + **OFF REB** 3 = 7, dice roll for Jabbar is 2 + **OFF REB** 4 = 6 so jump ball controlled by Lanier. Draw card, under **ACTION** shows **PM** Moncrief with ball. Roll 3 dice, total = 9, on Moncrief's card beside **PASSING** gets result of Gu or "guarded". Draw new card under **PASS** shows F(4). Marques Johnson has ball versus Magic Johnson. Add 4 to Magic's **DEF** rating of 3 = 7 versus Marques **OFF** 9, so use Marques' card to find result. Roll 3 dice, total = 8 gives a result of "—" or missed shot. Draw new card looking for rebound, shows Off c (+6)/Def C. This means add 6 to Lanier's **OFF REB** rating of 3 for a total of 9 versus Jabbar's **DEF** rating of 12.

so Jabbar's gets rebound. Draw new card, beside **ACTION** shows F Magic with ball, roll 3 dice, total = 10, automatic **ASSIST**. Draw new card, looking beside **ACTION** tells who scored the basket. New card again give result of F or Marques with ball. 3 dice total = 7, under **PASSING** ratings gives result of Op or open pass. New card beside **PASS** shows **PM** gets the ball. Roll 3 dice again, total = 10 so shot by Moncrief is good (using **OPEN** ratings). Credit Marques with assist. New card has **pm** (Nixon) with ball, passing with dice total of 12 guarded. New card says F(7) has ball. Adding 7 to Marques **DEF** of 3 versus Magic's **OFF** of 9 means use Marques' **DEFENSE** for result. Dice roll total of 12 results in steal by Marques. Draw new card and proceed.

BOB LANIER (16)	
82 BUCKS	C 6-11 250 11yrs ST. BONA
PASSING	3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18
GUARDED	Op A Fl A Op Gu Gu Gu Gu Gu Gu Gu To Of O
OPEN	G G P - P Fl - G G - P P G+ P P G
FT	G G G G G G G G
3-PT	G G G G G G G G
DEFENSE	G - G - Fl P Fl G - St P P Bk St Fl G
OFF: 9 DEF: 3 3FG: D OFF REB: 3 DEF REB: 11	

G: 74 MIN: 37 FG: 53 FT: 75 REB: 5 A: 3 AVG: 13.5

SIDNEY MONCRIEF (4)	
82 BUCKS	G 6-4 190 2 yrs ARKANSAS
PASSING	3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18
GUARDED	Op A Fl A Op Gu Gu Gu Gu Gu Gu Gu To Gu O
OPEN	G G P Fl - G - G - Fl P G+ P P Fl -
FT	G G G G G G G G
3-PT	G G G G G G G G
DEFENSE	- G G - P P Fl G - St P P P P - B
OFF: 6 DEF: 3 3FG: C OFF REB: 5 DEF REB: 8	

G: 80 MIN: 37 FG: 50 FT: 82 REB: 7 A: 5 AVG: 19.8

MARQUES JOHNSON (8)	
82 BUCKS	F 6-7 218 4 yrs UCLA
PASSING	3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18
GUARDED	Op A Fl A Op Gu Gu Gu Gu Gu Gu Gu To Gu O
OPEN	G - Fl G P - - G G - Fl P G+ P G+ -
FT	G G G G G G G G
3-PT	G G G G G G G G
DEFENSE	G - G - P P Fl G - St P P P Bk Fl G
OFF: 9 DEF: 3 3FG: D OFF REB: 6 DEF REB: 8	

G: 60 MIN: 32 FG: 51 FT: 70 REB: 6 A: 4 AVG: 16.5

KAREEM ABDUL-JABBAR (33)	
82 LAKERS	C 7-2 240 12yrs UCLA
PASSING	3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18
GUARDED	Op Op Fl A Gu Gu Gu Gu Gu Gu Gu Op Gu Fl O
OPEN	G Fl Fl G - - G G G - - G+ Fl Fl Fl -
FT	G G G G G G G G
3-PT	G G G G G G G G
DEFENSE	- St G Fl - St Ex G - Fl St Bk Fl P P B
OFF: 10 DEF: 6 3FG: D OFF REB: 4 DEF REB: 12	

G: 76 MIN: 35 FG: 56 FT: 71 REB: 9 A: 3 AVG: 20.9

NORM NIXON (10)	
82 LAKERS	G 6-2 175 4 yrs DUQUESNE
PASSING	3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18
GUARDED	A Op To Gu Gu Gu A Op Gu Gu Gu Gu Gu Fl O
OPEN	G - - G P - - G G - P P Fl G+ Fl G
FT	G G G G G G G G
3-PT	G G G G G G G G
DEFENSE	G G St G - P Fl G - St P P Fl P P -
OFF: 9 DEF: 3 3FG: D OFF REB: 1 DEF REB: 3	

G: 80 MIN: 17 FG: 47 FT: 51 REB: 2 A: 3 AVG: 17.4

MAGIC JOHNSON (32)	
82 LAKERS	F-G 6-8 215 2 yrs MICHIGAN ST.
PASSING	3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18
GUARDED	Fl A Fl Op To Gu Gu A Op Gu Gu Gu Gu Gu F
OPEN	- G - G+ P G - G - Fl P P P P G+ -
FT	G G G G G G G G
3-PT	G G G G G G G G
DEFENSE	- G Fl G - P Fl G - St P St P P Bk B
OFF: 9 DEF: 3 3FG: C OFF REB: 6 DEF REB: 11	

G: 78 MIN: 38 FG: 51 FT: 76 REB: 10 A: 10 AVG: 18.6