

**RULES  
for  
1977 Edition  
( '75-'76 Season)**



*M4  
Images*

**Negamco  
College Basketball  
Tournament  
Game  
Rules**

**These rules are in addition to the regular game rules found in the rule book. The additional features found on the cards, but not covered by the regular rules are; SF, BC, DEF, STL, and BLK. If you wish to play a fast game without these extras, do not use them and follow regular rules.**

- 18.0** Tournament game rules
- 19.0** SF rating numbers.
- 19.1** The number spun must fall in SF range before a player can try for field goal. If it is in range spin again and follow normal rules.
- 19.2** If it does not ball is passed to next player.
- 19.3** Note that if # is in guarding player's STL range the ball is stolen by opponent.
- 20.0** BC rating numbers
- 20.1** When player does not want to shoot, call ball control.
- 20.2** If # in BC range count as a pass to player of choice or next player.
- 20.3** For further use of BC see explanation in rule book following rule 17.0.
- 20.4** Rule 19.3 applies on (BC) Ball Control plays also.
- 21.0** STL rating numbers
- 21.1** If a spun # is in *Defensive Man's* STL range on an SF, BC or FG determination the ball is stolen by defensive man.
- 22.0** BLK rating numbers
- 22.1** On a FG attempt if spun # falls in *Defensive Man's* BLK range, the shot is blocked and FG attempt is no good.
- 22.2** If blocked shot occurs follow rebound procedure (rule 9 and 10) to determine who recovers ball.
- 23.0** DEF rating
- 23.1** Use DEF rating *only* if not using Team Defense rating.
- 23.2** You will notice that the DEF ratings are higher or poorer than the team defensive ratings because the blocked shots are used in the statistics to get the DEF rating.
- 23.3** If the DEF rating is *not* used, then the team defense rating is used, but in this case you also must not use the BLK rating either.
- 24.0** When playing the Tournament game it is best to lay out the cards of each team in horizontal rows with opposing players above and below one another. This will allow for defensive match-ups and also make the checking of DEF, STL and BLK ratings much easier.
- 24.1** When using method above you must use players to get to the right of shooter in determining rebounds, except man on far right, use first man on far left. This will provide interesting problems for the coach in substituting and match-up situations.

**RULE CHANGES  
FOR 1978  
COLLEGE EDITION  
(1976-'77 Season)**

Player card has PASS in place of SF rating and PT (Minutes played per game) in place of DEF.

Spun # is used to cover all possibilities. Player will pass to next man if # falls in Pass range. Follow all regular rules as in the past.

The team defense rate is used instead of individual defense.

PT is used as a guide so that subs will not be used too much and distort scoring. Generally, a player can play a full game if PT is 10, but could not then play in next 3 games.