



BASKETBALL GAME

This game is based on the individual records of the top ten players of each of the teams in the National Basketball Association.

This game provides all the thrills of real pro-basketball. You, as coach, choose the line-ups, make substitutions, and all other decisions.

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Choose teams and starting line-ups. This is done by stacking five individual player cards on top of each other for each team, and placing remaining cards of each team off to one side for use as substitutions. As to the order in which they are stacked it doesn't matter. However, we suggest that you put your best scorer on top with your rebounders underneath. Thus you will have a better chance to get the rebound if your top scorer misses his field goal attempt. For more accurate score keeping use enclosed scoresheets.

Numbers on Players Cards:

For instance, FG 1-23, would mean field goal numbers 1 thru 23, or FT 1-70, would mean free throw numbers 1 thru 70. PF 36-65, means personal foul numbers 36 thru 65, and A 1-23, would mean assist numbers 1 thru 23. Of course, different numbers are on different players cards, but we were showing you, with a few examples, what the numbers on the players cards mean.

FG - Field Goals:

Offense spins number. If number corresponds to FG numbers this counts as a basket, two points. If not, basket was missed, check rebound. (See REBND) Example: Offense spun #4. On top card of offense: FG 1-48, so this counts as a basket, two points. Another example: #53 is spun. On card, FG 1-48, basket was missed, check rebound by seeing REBND.

FT - Free Throw:

After personal foul, attempt free throw by spinning number. If number corresponds with FT numbers, free throw is good counting one point. If free throw is missed, top card of defense gets rebound. (See REBND) Example: #18 is spun. On card, FT 1-82, so free throw is good, one point. Another example: #97 is spun. On card, FT 1-82, so free throw is missed and top card of defense gets the rebound.

PF - Personal Foul:

Offense spins number 43 trying for FG. On top card of defense is, PF 31-52. So, foul is committed by top defensive man because #43 was between PF numbers 31 to 52. Now, check FT rule. If offense spins number 100 trying for FG, then a charging foul is committed by top offensive man. Check FT rule. When we speak of top offensive and top defensive card we mean top team card in each line-up stack.

REBND - Rebound:

After shot has been attempted and missed, check who rebounds (providing no foul is committed). This is done by offense putting card of player who just shot under other four players cards, (defensive team does same) thereby putting new players on top. Now, both offense and defense participants look at number under REBND. The highest of the two players numbers getting the rebound. If both are the same, then defensive man gets the rebound and chance to make field goal goes to the next man in the stack. Example: Offensive player shoots and misses basket, so put his card under the other four players cards (unless, of course, PF has been committed). Now, offensive player looks at number under REBND of new players card which is for instance, #9. Defensive player also looks at number under REBND of top defensive players card. Let's say it's #5, so offensive man gets rebound and change to make field goal again because offensive players number was highest of the two. Another example: Same as above, except both numbers under REBND are the same, so de-

ensive man gets the rebound and chance to make field goal goes to his team. If in the above examples defensive REBND number was #9 and offensive REBND number was #5, defense would have gotten rebound and chance to make a field goal.

A - Assist:

(Only used for scoring purpose not in actual playing of game) When FG has been made, check for assist. Example: Suppose FG 1-48 is on top of offensive players card. Offense spins #43, so a basket is scored, two points. Now, put players card who made field goal, underneath the four other player cards (providing no PF was committed). If #43, also corresponds to assist numbers on new players card then credit him with an assist. If number doesn't correspond to assist numbers then an assist was not made. Now, opponents have the ball and chance to make a FG. (If basket was scored and foul is committed, still check for assist).

Now that you've learned what the figures and numbers mean on the players cards, we shall go into the rules of the game more fully, explaining in a little more detail, the above and all special plays.

ILLUSTRATION (D)

Let us suppose that you and I only are playing the game. The top card of your five players will be known as John Doe and the top card of my five players cards will be Bill Smith. We shall now run through the specific plays giving detailed examples.

1. SCORING of FG:

Spin spinner, high number get's tip-off. High number then trys for field goal. In this case, let's say you as John Doe spin high number, and then spin #33 for field goal attempt. On John Doe's card is FG 1-60, a field goal is scored. (After basket without foul, missed basket without foul, charging foul, and free throw made or missed, always put top player cards under the other four players cards, on both teams thereby putting new player on top.

2. MISSING of FG:

You as John Doe, spin #75. John Doe's FG numbers are 1-60, so since 75 is higher than #60, shot is no good, check for rebound.

3. FT MADE:

You as John Doe, spin #42 trying for FG. Ordinarily good (John Doe, FG 1-60), but foul (Bill Smith, PF 36-65), one free throw. You, as John Doe, now spin #77. So free throw is good (John Doe, FT 1-82), 1 point.

4. FT MISSED:

Same as above, except when spinning for free throw you, as John Doe, spin #91, so free throw is no good (John Doe, FT 1-82), and now top defensive man gets rebound. The reason the free throw was no good was that #91 was higher than #82. In example 3 the free throw was good because #77 was within numbers 1-82 (numbers 1 thru 82). (If #100 is spun while attempting free throw, a charging foul was not committed. A charging foul is only committed if #100 is spun while attempting a field goal).

5. PERSONAL FOUL (1 Shot):

You, as John Doe, spin #45. Ordinarily good (FG 1-60), but personal foul (Bill Smith,

PF 36-65). So, foul on Bill Smith, and one free throw for John Doe. (Except if bonus rule in effect. See bonus rule).

6. PERSONAL FOUL (2 Shots):

You, as John Doe, spin #63. Ordinarily no good FG 1-60), but personal foul (Bill Smith, PF 36-65). So foul on Bill Smith, two free throws for John Doe. Anytime, number makes field goal and personal foul is committed, one free throw (unless bonus rule). If number spun is not field goal number and personal foul is committed by opponent, two free throws (unless bonus rule).

7. PERSONAL FOUL:

(Basket good plus foul) You, as John Doe, spin #36, so field goal is scored (FG 1-60), and foul on Bill Smith (PF 36-65). One free throw for John Doe (unless bonus rule). In other words, if offense draws one or other ends of defensive man's personal foul number (providing field goal is scored), then field goal counts and foul on defensive man. One free throw for offensive man unless bonus rule). If, #65 had been drawn, then foul would have been ordinary two shot foul because field goal was not scored.

8. PERSONAL FOUL:

(Charging on Offensive man) You, as John Doe, spin #100. So, charging personal foul on John Doe. One free throw for Bill Smith (unless bonus rule) or, whoever is top card on defensive team at the time. (Remember, if you spin #100 anytime other than trying for a field goal, then there is no charging foul for that particular spin).

9. REBOUNDS (Defensive man gets REBND):

Let us assume you have another players card on top of your John Doe's players card. You spin #79. On the card, other John Doe's, is FG 1-55, so shot is not good. Now put card under the other four players cards, thereby putting John Doe's player card on top (as in Rule D, 1). Now, check to see who gets rebound. Bill Smith has under his REBND #8, while John Doe's REBND number is #6. So, defensive man gets rebound because his number is higher, and now Bill Smith's team has chance to make a field goal.

10. REBOUNDS (Offensive man gets REBND):

Same as above, except, let us assume offensive man has #8, and defensive man #6. Then offensive man gets rebound and his team has another chance to score a field goal. (Rule D, 1) If both REBND numbers are the same, then defensive man always gets rebound and remember too, defensive man always gets rebound after missed free throw.

11. ASSIST (Only for scoring purposes):

You, as John Doe, spin #2. So, Basket is good (FG 1-60), two points. Now, put John Doe's card under other four players, thereby putting a new player on top. Now, look at A on new players card. Let us assume that the card reads, A 1-10. An assist is now credited, if you're keeping score, of that player. If number spun had been 11 or higher, then no assist would have been made.

12. TIMING of GAME:

In this game as in real basketball, you play four quarters which constitute a game. 60 points scored by both teams in a quarter. In other words, if St. Louis is playing Boston, and the score was St. Louis 38; Boston 22, this would constitute a quarter

because a total of 60 points was scored by both teams. (38 + 22 equals 60) If 59 points has been scored and someone scores a field goal, this would end the quarter for the basket made at least 60 points. If a basket makes it 60 or 61 points, which would normally end the quarter, and a foul is committed, allow free throw. (If FT is made, it would count in preceding quarter.

If game is tied at end of four quarters then use 20 points scored by both teams in an overtime period. (16 points for college) If there is still a tie at the end of the overtime, keep playing overtime periods until one team finally wins!

The point totals which end each quarter are:

PRO: 60; 120; 180; 240. COLLEGE: 45; 90; 135; 180.

13. SUBSTITUTIONS:

When a team puts in a substitute or substitutions, he must call time out. However, you can only substitute at certain times, such as: after personal foul had been committed, successful free throw, between quarters of the game, and before each overtime, and when your team has possession of the ball. When these phases of the game are reached, you may make substitutions. You do this by taking your players card or cards you want out and replace them with those players' cards you want to replace them with. Naturally, you must put in as many as you take out, and always retaining just five players in the game at one time. You may put the new players in, in any order you want, but you must not change the order of players cards already in the game unless you are making substitutions on a timeout or between quarters. Then you may reline the players in any order you wish. Example: (using numbers as player cards to show how the above works when substituting before and after free throws. Lineup already in: 4, 5, 1, 2, 3 from top to bottom, in that order. You want to bring in players cards: 6, 7, & 8. So, when legal time to substitute comes, take out: 5, 2 & 3. (Assuming these are the cards you want to take out), and put in 6 where 5 was; 7 where 2 was, and 8 where 3 was. Now, the lineup is: 4, 6, 1, 7, 8 from top to bottom.

14. BONUS RULES & FOUL OUTS:

If say player commits 6 personal fouls during a game, he fouls out upon being assessed his 6th personal, and must go out of the game and cannot re-enter. He then must be replaced by one of the substitutes still eligible to play.

TEAMS 7TH PERSONAL FOUL OF QUARTER

When a team commits their 7th personal foul of any quarter, the bonus rule goes into effect for the teams opponent. Then player gets two shots on ordinary fouls, first one must be good, and three attempts to make 2 points when attempting a normal two shot foul. If player makes a basket and is fouled he has 2 chances to make the one point.

15. Using the PER Rating:

Everytime a field goal is scored, take "2" off the top card of the defense's (Off his PER number) Per rating. Example: If the defense's PER number was 25, and a field goal was scored, it would then be 23 (22 if a 3 point ABL goal is scored). If the offensive player is fouled too on the goal scored and he makes the FT, take an additional 1 point off the defense's PER number. If the player is fouled, but the basket doesn't count, do not take any points away from the PER of the defensive player, only when a FG is scored! When a player's PER gets down to "0", the offense's FG numbers goup "2" (1 on a 3 point ABL goal) for every FG attempted when the defense's card with the now 0 PER is on top. This means the defensive player has tired and is a risk to be kept in the game. Naturally, most players with a 40 or more PER will be in most of

the game as it should be. Only in an overtime would these players be in danger of tiring out! PER means-Player's endurance rating, based upon minutes played.

16. 3 Point Play (For use with American Basketball League teams ONLY!)

When the player wants to shoot a 2 or 3 point FG, he must announce which before shooting! When shooting a 3 point FG, we have added a rule so that every player won't use the 3 pointer continually. If a 3 point shot is no good, the defense must use its highest rebound rating card maybe not on the top! In this way, the defense will get the rebound most of the time, thereby making it a risk for the offense to shoot for the 3 pointer! Also, when shooting for the 3 pointer, defense checks for foul just as he does for the 2 pointers. When using the 2 point shots, the normal rebound rules are used!

17. SUMMARY:

- aa. In each overtime (if there is any), only four fouls have to be committed by a team for bonus rule to go into effect.
- bb. Remember to always put both the Offensive and Defensive top player cards on bottom of team playing pile whenever they participate in any type of play. Such as: after shooting, defending, rebounding etc.

BALL CONTROL (BC) rules for Negamco College Basketball:

BC means Ball Control. An offensive player indicates verbally that he is going to attempt to stall some of the game. He calls out ball control. Then he spins for a number and sees if it falls between the BC numbers on the offensive players card, if it does the ball is passed to the next offensive player. Rebound numbers are not used, but the defense does check for fouls. If the number spun doesn't fall between the offensive players BC numbers, the defense intercepts the ball. The BC must be called each time a pass is to be made. A shot can be taken at any time following the normal play procedures. Time is consumed by each pass-2 points are counted off the clock on every pass even though no points were scored. Ball control is used only in the latter stages of the first half and near the end of the game.

Negamco Basketball Rule Changes
and Additions(May, 1970)

72-35

126-30

1) Change- Timing of Game, Rule 12. New Point Totals should be PRO: 50, 100, 150, and 200. College: 40, 80, 120, and 160. 45-OT

~~100 - qtr.~~ 400 - GAME

~~150 - HALF~~

~~300 - GAME~~

~~85 - qtr.~~ 75 - QTR, 50 - OT

~~90 - HALF~~ 180 GAME

2) Additions- Special Team Defense Rating-Each Team has a defense rating on the team roster sheet or either M, P or E. M means minus, P means plus and E means no change. Add or subtract the rating to the opposing team's field goal shooting #'s. For example if team rating is M3 all FG #'s of opponents would lose 3 numbers from top end. Ex: FG 1-65 would become 1-62. If team rating was P2 it would become 1-67.

3) Additions- PRO only! - Rule 5, page 2. If a number is spun covering last 3 numbers of shooter's FG # it is a loose ball foul on on the player following shooter. Opponent gets ball. No rebound on play. Ex: FG 1-60 - a#, 58, 59 or 60 is spun. Shot is no good and loose ball foul is on player below shooter. Opponent gets ball to continue regular play. There is no free throw attempt on a loose ball foul. However if there is a conflict with Rule 7, page 3, follow the rule 7 procedure and ignore the loose ball foul.

4) Addition- Rule 8, page 3. #'s 99 and 100 are charging fouls.