

Center Circle: The Game of College Basketball

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I. Game Components

- A. Team charts for all division 1, 2, and 3 teams
- B. Action deck (100 2-sided cards)
- C. Foul chart
- D. Score sheet
- E. This rule book

II. Game Set Up

- 1. Select the 2 teams you wish to play. Write the player names and team names on the score sheet.
- 2. Shuffle the action deck thoroughly.
- 3. Place the foul chart nearby for reference.

III. The Team Cards

A. Each NCAA team is represented by a single card. All players are rated on a variety of statistics. The team itself is also rated for the frequency of various actions that take place.

B. The team ratings

These appear down the left hand side of each team card. Here each team is rated for each of the following actions:

I: FGA (how often the team attempts a 2-point field goal)

II: 3FGA: (how often the team attempts a 3-point field goal)

III: Fouled: (how often the team is fouled)

IV: Turnover: (how often the team commits a turnover)

V: Blocked: (how often the team has a field goal attempt blocked)

VI: Stolen: (how often the team has the ball stolen)

C. Team rebound ratings

These appear under the team ratings.

I: Offensive: (how often the team gets an offensive rebound after a missed field goal or free throw)

II: Defensive: (how often the team fails to get an offensive rebound after a missed field goal or free throw)

D. Assist rating

This appears under the team rebound ratings. The number indicates how frequently the team has a player get an assist after a successful 2 or 3-point field goal.

E. Pace rating

This appears under the assist rating. The number is added to the opponent's pace rating. The sum is added to or subtracted from the 150 playing cards used in each half.

F. The player ratings

Each player has 13 different ratings, read horizontally.

I: FGA: how often the player attempts a 2-point field goal

II: FG%: the player's 2-point field goal shooting percentage

III: 3FGA: how often the player attempts a 3-point field goal

IV: 3%: the player's 3-point field goal shooting percentage

V: FTA: how often the player attempts a free throw

VI: FT%: the player's free throw shooting percentage

VII: ORB: how often the player gets an offensive rebound

VIII: REB: how often the player gets a defensive rebound

IX: FOUL: how often the player is charged with a foul

X: ASST: how often the player is credited with an assist

XI: TO: how often the player commits a turnover

XII: BLK: how often the player blocks a shot

XIII: STL: how often the player steals the ball

G. Pace and the Action Deck

The action deck is composed of 100 2-sided cards, each with 2 numbers from 1 to 100. In addition to generating the results for the game action, the action deck is also used to time the game. 3 trips through the pace-adjusted action deck is considered one half of playing time. (more on this later.)

H. Reading the team ratings

The team ratings are read as a range from the playing deck. For example, let's say our team has the following numbers:

FGA	46 (occurs on 1-46)
3FGA	64 (occurs on 47-64)
Fouled	77 (occurs on 65-77)
Turnover	91 (occurs on 78-91)
Blocked	93 (occurs on 92-93)
Stolen	100 (occurs on 94-100)

Rebounds

Offensive 34 (occurs on 1-34)

Defensive 66 (if action deck number is greater than 34, opponent gets the rebound)

Assist 37 (occurs on 1-37)

Pace -1 (add this to the opponent's pace rating to determine the size of the action deck.)

If the card drawn is a "23", the team attempts a 2-point field goal.
If the card drawn is a "62", the team attempts a 3-point field goal.
If the card drawn is a "65", the team is fouled (or has committed a foul).
If the card drawn is a "78", the team commits a turnover.
If the card drawn is a "93", the team has a field goal attempt blocked.
If the card drawn is a "99", the team has the ball stolen.

In summary, if the action deck number drawn is within the range of the 6 different action categories, that action takes place.

After a shot attempt:

If the card drawn is a "33", the team gets an offensive rebound.

After a successful field goal:

If the card drawn is a "21", a player will get an assist.

I. Reading the Individual Player Ratings

The player ratings are also read as a range from the action deck, except for the FG%, 3% & FT% ratings. These three are read as a 1-100 range.

Example: a player with "34" listed as his 3% rating shoots a 3-point field goal attempt. The action deck number is "35". The shot is no good.

In summary, for the 3 percentage ratings, the action deck number must be less than or equal to the player rating.

IV. The Foul Chart

This chart is consulted whenever an action deck card results in "fouled: on the team chart. Immediately draw another action deck card, and find the result on the foul chart. The result will be either a defensive foul, an offensive foul, a shooting foul (2-point shot), a shooting foul (3-point shot), or a technical foul.

Procedure for Different Foul Types

I: Defensive foul: draw another action deck card, matching up the number with the ranges on the defensive team's players under the "foul" column.

II: Offensive foul: draw another action deck card, matching up the number with the ranges on the offensive team's players under the "foul" column.

III: Shooting foul (2-point field goal attempt): draw another action deck card, matching up the number with the ranges on the offensive team's players under the "FGA" column. (This determines who attempted the field goal). Then draw another action deck card, matching up the number with the ranges on the offensive team's players under the "FG%" column. If the shot is good, the player has a chance for a 3-point play. If missed, he gets 2 free throws.

IV: Shooting foul (3-point field goal attempt): as above, but use the "3FGA/3%" columns. Chance for a 4-point play if shot was good, or 3 free throws if missed.

V: Technical foul: draw another action deck card, matching up the number with the ranges on the defensive team's players under the "FOUL" column. Give the fouled team 2 free throws. Your choice of any player may shoot the free throws. The fouled team then takes possession.

Shooting Fouls

In case I above, if the fouling team has not yet committed their 6th foul of the half, play continues. Else, the fouled team shoots free throws. Draw an action deck card, matching up the number with the ranges on the offensive team's players under the "FTA" column. This player will shoot the free throws (1-and-1 or 2, depending on the number of fouls committed by the defense at the time.)

Fouling Out

If a player commits a 5th foul, he has fouled out. Any action deck cards that call for him to perform an action are ignored, and the bottom number on the action deck is read instead. If the bottom number again refers to a player who has fouled out, draw another action card, reading the top (and bottom, if needed) number(s) until a player is selected to perform an action. This situation, along with injuries, are the only instances in which the action cards' bottom number is used instead of the top number for results.

Foul Limits

If a player commits a 4th foul in the first half, ignore the foul. Any player may only accumulate 3 fouls in the first half.

V. Duplicate Numbers on the Player Ratings

On some individual player ratings, more than one player will have the same number listed.

Example:

FGA	FG%
97	30
97	0
97	11
97	0

In this case, there are 4 players sharing the playing deck number "97". In a situation like this, we need to determine which of the 4 players is used. Draw another action deck number. Divide 100 by the number of players, and apply the new action deck number to the resulting range. In our example:

1-25	30
26-50	0
51-75	11
76-100	0

If the action deck number was "16", the first of the 4 players would shoot the 2-point field goal, and would have a 30% chance of it being good.

VI. Offensive Rebounds on Missed Free Throws

If a player misses a free throw and a rebound is needed, do not use his team's stated offensive rebound rating. Instead, only a playing deck number of 1 through 5 (1-5) results in an offensive rebound.

VII. Goal Tending

After any blocked shot, draw another action deck card. If the number is in the range of 91-100 (ninety-one through one hundred), defensive goal tending has occurred. Award the shooting team 2 points. Do not credit the blocker with a block. Only check for goal tending on 2-point field goal attempts.

VIII. Action Deck Number Drawn is Out of Range of Individual Ratings

This happens when a team had more than 14 players on the roster. (I only rated up to 14 players per team. Any others played very few minutes and had little impact on team performance.)

Example:

The last player listed has an "83" under the "ORB" column, and a "91" is drawn on the action deck. The number drawn is not in the range of the player. In cases like these, simply draw another action deck card, reading the top number. Repeat until a valid result is obtained.

Ix. Players assisting themselves

This can happen if a player scores, then the assist check names him as being the assister. In cases like these, draw another action deck card. Repeat until another assister is found.

X. Sample Game

Now we will play through a few turns of a sample game. I feel that this method is the best way to explain how the game engine works. For our game, I have chosen to play the Maryland Terrapins against the Butler Bulldogs. Butler will be the home team. I write the 2 lineups on the scorecard, fill in the team names and shuffle the action card deck. Look at the 2 teams' pace ratings. Maryland has a +2, Butler has a -10. Adding these together gives us a -8. We will remove 8 cards from the action deck after 2 times through the cards. Let's start the game.

The Tip Off

Draw an action card for the home team, then one for the visitor, consulting the numbers on each. The higher number gets the ball, with ties going to the home team. At the start of the second half (and any overtimes), alternate the possessions. The first number is a "98", and the second is a "75". Butler wins the tip-off. (Maryland will have possession when the second half starts. If the game goes into overtime, Butler will have possession. A second OT, the ball goes to Maryland, etc.)

Butler has the ball. Draw an action deck card and read the result. It's a "24". Looking under the team action, we see that Butler will attempt a 2-point field goal. Now, let's see who will shoot.

Drawing another action deck card, we obtain a "33". Finding this number under the individual player's "FGA" column, we see that A. J. Graves will try the shot. Let's see if he makes it. Draw one more action deck card, and check to see if the number is within Graves' FG% range. The number is a "2", well under graves' "40". 2 points! (If you're keeping score, give Graves a FGA & a FG)

Now we want to see if A.J. was assisted on his bucket. Draw another action deck card and check the result against Butler's assist rating. The number is a "12", within Butler's rating of "40". Who gets the assist? Draw another action deck card, checking the result against the individual players' "ASST" column. The number is a "66". Avery Sheets gets the assist.

Butler leads 2-0.

Maryland has possession now. Drawing an action deck card, we get a "49". Maryland will attempt a 2-point field goal as well. We draw a "50", indicating Mike Jones will take the shot. We then draw a "65", higher than Jones' 42% FG rating. He missed. Now we see if Maryland gets an offensive rebound. We draw a "3", within their range of 36. Maryland gets an offensive rebound. We draw to see who came down with the board. We draw a "25", indicating Ekene Ibekwe has the offensive rebound. At this point, Maryland starts the possession process over. Drawing another action card, it's a "78", indicating a turnover. We draw another card to see who committed the turnover. It's a "48". Looks like D. J. Strawberry commits the turnover.

Butler takes possession on the turnover, still leading, 2-0. (Don't forget to credit Jones with a FGA, Ibekwe with an offensive rebound, and Strawberry with a turnover. I won't mention scoring reminders again.)

Butler draws for action. It's a "95", indicating a blocked shot. (We assume it was a 2-point attempt). Now we draw a card to see if goal tending is called. It's a "16", not in the 91-100 range, so it's a clean block. Drawing again, we get a "71". James Gist has blocked the shot, and Maryland has possession.

Maryland has possession, still down 2-0. Drawing for action, we get a "99". Butler has stolen the ball. Drawing again, we get a "20". The steal is credited to A. J. Graves.

Butler has possession. Drawing for team action, we get a "71". A foul has been committed. We draw again, and it's a "29", indicating a defensive foul (against Maryland). Drawing again, we get an "80"; Parrish Brown has been charged with the foul. This is Maryland's first team foul of the half, so no free throws are awarded.

Butler retains possession after the foul. Drawing for action, we get a "72", another foul. Drawing another card, we get a "44", offensive charging foul (against Butler). Drawing again, we get a "92"; Brian Ligon is called for the charge. This does not count as a team foul, but does count as a personal foul.

Maryland now has possession, still trailing 2-0. Drawing for team action, we get a "64", another foul. Drawing again, we get a "77", a shooting foul. Let's see who was fouled in the act. Drawing again, it's a "58"; looking under the "FTA" column for Maryland, D. J. Strawberry shoots the 2-point attempt. Now drawing to see if his shot was good, we get a "1". It's good, and he's fouled. Now we draw for an assist. It's a 73, so no assist is awarded. Now drawing for the free throw, it's a "66", just barely in his range. A 3-point play!

Maryland now leads 3-2.

Butler has possession. Drawing for action, it's a "48"; Butler tries a 3-pointer. Drawing for the player, we get a "3"; the 3-point shooter is Brandon Polk. Drawing for the shot percentage, it's a "91", way off. Butler now draws for a chance at the offensive rebound. It's an "88", so Maryland gets the rebound. Drawing and looking under Maryland's "REB" column now, we get a "91". 2 players have this number, so we must draw again, knowing that if the number we get is 1-50, the first player will get the rebound. If the number is 51-100, the second player will get the rebound. It's a "60", so Dave Neal is credited with the defensive board.

Maryland has possession, leading 3-2.

Drawing for team action, we get an "81", another foul. Drawing again, we get a "98", a shooting foul. Let's see who was fouled in the act. Drawing again, it's a "19"; Looking under the "FTA" column for Maryland, Nick Caner-Medley shoots the 3-point attempt. Now drawing to see if his shot was good, we get a "75". It's no good, but he'll shoot three. Now drawing for the free throws, we get an "11", a "35" and a "90". He made the first two, but missed the last one. We now draw to see if Maryland can get lucky and grab an offensive rebound here. (We need a 1-5). We draw a "71", so Butler rebounds. Drawing a "70", the rebound goes to Avery Sheets.

Hopefully this short sample game will give you a basic idea of the game flow. Remember that the action deck is 2-sided, so you'll use both sides of the cards, (1st and 2nd decks), then shuffle and use one side; that completes a half. (Plus or minus the amount determined by pace.) If cards are added, just count out that amount of cards after playing through the 3rd deck and use the other side of those. If cards are subtracted, remove that number of cards from the 3rd deck before use.

XI. Extra Rules

As stated earlier, this is not a management sim, per-se. You have little control over how a team will behave. There are a couple of things that can be done to give you a bit of control, however.

I: Intentional fouls: use this when trailing late, and if you need the ball. Calling for an intentional foul will only use one card. Flip a card. You may then charge a foul to the player of your choice. Its more than likely going to be a shooting foul, so you then choose a player to shoot the free throws. (Be fair in your choices! Don't always give the free throws to the best shooter, for example.)

II: Intentionally missing a free throw: You might want to try this if you need more than 1 point for a lead, and time is almost expired. Instead of the usual 1-5 for an offensive rebound after a missed free throw, bump it up to 1-8.

III: Desperation 3-pointer: this can be attempted with only 2 cards remaining in a half. Draw for a shooter, then shoot the 3, subtracting 30 from the 3%. (If the 3% would be 0 (zero) or less, give the shooter a 1% chance of success.)

XII. Playing Games Using Teams From Different Divisions

Yes, you can stage a game between Division I Florida and Division II Adams State. Simply add +10 to each Division I player's 2-point shooting percentage and subtract 10 from the Division II team's players 2-point percentage. (You could also pit a Division I team against a Division III team. Make it a 15 point difference instead of 10.)

XIII. Injuries

I have included an optional injury system in the game using the "100" card.

On a draw of "100", (which would be a steal) resolve the play normally. Then draw another card and use this scheme:

1-10: Player listed is injured the remainder of the half. (For example, on a "3", the third player on the card would be out for the half.

11-20: Player corresponding to the second digit may be injured. Draw another card. The second digit on the next card is the number of games he misses.

Example: A "15" is drawn; the fifth player on the card is affected. Drawing again, we get a "71". He is out for 1 game (In addition to the current one.)

Note that a second card with a second digit of "0" means there is no injury.

21-30: Player corresponding to the second digit is injured until the action deck is flipped or shuffled.

31-100: No injury

If an injured player is referenced during play, use the bottom number on the action deck to select another player. This situation, along with players that have fouled out, are the only 2 instances where the top number is not used when obtaining a result.

XIV. Overtime

If the score is tied at the end of the second half, reshuffle the deck and remove 20 cards. An overtime period lasts for the duration of one time through this shortened deck (1 side only). Repeat as necessary.