## INSTRUCTIONS FOR THE ALTERNATE VERSION OF APBA BASKETBALL

The following are instructions on playing the original APBA Basketball Game with using a system of having two sets of action cards for any of the dice rolls not involving the play numbers on a player's card. This will only work with an original card set, the ones that had detachable player tabs. This will not work with the newer version released in the 90s.

## BEFORE PLAYING YOUR FIRST GAME

You will need to first create your action card sets. They are available as separate PDFs. It is recommended that you print these on card stock, and have the two sets in different colors. There are guides on the pages where to make cuts. When done, you will have 72 shooting cards and 72 assignment cards.

There is also a set of ratings you will need to calculate for the players before playing any game if you are playing seasons that the 3-point line was in effect. How to calculate the ratings is listed in Appendix A of this document. If you are playing the 1978-79 or any prior season, you do not need to do this step.

Note that like regular APBA games, all dice rolls are 'combined' rolls, red number first, white number second.

## GAME SETUP

Select the two teams you are going to play, and select the five starters for each team. The cards should be arranged in a $2 \times 5$ grid, visitors on top, home on bottom. The players should be in center (C)-power forward (PF)-small forward (SF)-shooting guard (SG)-point guard order (PG). The action cards and charts will refer to these position abbreviations.

Take the shooting card set, shuffle it, and set 24 cards aside, leaving 48 cards. The remaining action cards may be used later. Take the assignment cards and shuffle those as well. You do not need to separate these cards. When you used up all of the assignment cards during the game, simply reshuffle the deck and restart from the first card. You will probably do this twice during the game.

Roll one die and note the result. This result will be used to determine what row to use when consulting either action card deck. The row will change each quarter.

## GAME PLAY

The game starts with a jump ball. Select the players with the highest rebound ratings on each team and determine the difference. Check the 'Contested Rebound/Jump Ball Chart' to determine the winner. Figure out the difference between the offense and defense players, and roll the dice. If the dice result results in 'Offense', the home team wins the jump. If the dice result results in 'Defense', the away team wins the jump. This also establishes the possession arrow, with the arrow going to the team that lost the jump.

Determining the Shooter: Play then begins with the draw of the first shooting card. Read the row that matches the single die roll from before the game started. There are five possible results from the card:

- TURNOVER: The ball is turned over to the other team, play resumes with another card draw.
- STEAL: The ball is stolen by the other team, play resumes with another card draw.
- OFF. FOUL: An offensive player has committed an off-the-ball foul, check the foul procedure for the player
- DEF. FOUL: A defensive player has committed an off-the-ball foul, check the foul procedure for the player. If the team has accrued five or more fouls in the quarter or two or more fouls during the remaining eight cards, the player with the highest Score rating attempts two free throws. Otherwise, play resumes with a card draw from the unused shooting card pile.
- POS-\# / POS: This is the most common result on the shooting card. First check to see if the player's Score rating is greater or equal to the position listed on the left (e.g.: C-9 means you would check to see if the center's score rating is greater than or equal to 9 ), and that player is designated the shooter. If the player's score rating is below the number, the shooter is considered the player listed to the right of the slash. If an ordinal is indicated rather than a position (e.g.: 1ST, 2ND), the player with that ordinal ranking based on the players on the floor Score ratings. For example, if the five ratings were $\mathrm{C}-20$, PF-18, SF-16, SG-14, PG-12 and the ordinal is '2ND', the PF will be the shooter as they have the second highest Score rating.

Making the Shot Attempt: On the shooting action card, there is listed a zone the shot will be taken from, either A, B, C, D, or E.

For games where the three-point shot is an option, there is also a number listed following the slash that will determine if the shot will be a three-pointer. If the number is less than or equal to the 3-point rating number determined before you started the game, the shot will be a three point shot and will be taken from the player's 3 -point zone rather than the zone indicated on the card.

At this point, roll the two dice and check for the play result under the player's ' S ' column on their card. Subtract the defensive rating of their opponent if the play result is less than or equal to 30 . If the result is 31 or greater, do not make a defensive adjustment. No play result can be adjusted below 1.

With that number, check the Shot Attempt chart with the zone and the play result. Based on the zone, the shot will either be good or no good if the play result is less than or equal to 30 . If the number is between 31-34, the shot may be good or no good, and a foul occurred on the shot. Play results 35 or 36 indicate a shot attempt plus possible fatigue or injury for the shooter. This is detailed later.

If the shot is good, award the requisite points (two or three) and continue action with the next shooter card for the other team. If you wish to keep track of assists, that is indicated later in the rules.

Free Throw Attempts: Simply roll the dice for the shooter and check the Free Throw chart for the result. Play Results 31 and 34 if on the last shot of a free throw sequence will result in an additional action beyond the free throw, those are determined in the 'Free Throw Violation' chart.

Determining the Rebound: If a rebound is necessary, you will pull a card from the assignment deck. Using the quarter's row indicator, first look under the ' $P$ ' column to determine what position is going to be used. Using the same row, check the ' $R$ ' column for the rating that will be used for the rebound.

- If the result under the ' $R$ ' column is simply a number, the rebound will go to the defense. If the number in the column is less than or equal to the defensive player's Rebound rating, that player will receive the rebound. Otherwise, the rebound is awarded to the player listed in the ' $O$ ' column. If an ordinal is listed, rank the Rebound ratings of the defensive players and use the indicated ordinal.
- If the result has a ' 0 ' as a prefix followed by a number, the rebound is awarded to the offense. The same method to determine the rebounder as in the defensive player item above. That player then takes a 'Putback Shot' in Zone A. Note that a putback shot has a higher chance of scoring than a regular Zone A shot.
- If the result is an ' $X$ ', this is a contested rebound:
- Roll the dice.
- The red die will indicate the position contesting the rebound: 1-C, 2-PF, 3-SF, 4-SG, $5-\mathrm{PG}$. If the red die is a 6 , find the player with the highest Rebound rating regardless of team. That player's position is then the contested position.
- Add the white die to the home team player's Rebound rating. For example, if the home player's Rebound rating was 12 and the white die was a 3,15 will be used for the home player's rating.
- Note the difference in the offensive and defensive players' ratings.
- Roll the dice again and refer to the 'Contested Rebound/Jump Ball' chart. Award the rebound as indicated by the dice roll and the difference column. If the rebound is awarded to the defense, continue play with a shooter card draw. If the rebound is awarded to the offense, the player tries a 'Putback Shot' as described in the offensive rebound item above.

Determining a Foul: When a foul has been called, pull a card from the assignment deck. Using the quarter's row indicator, first look under the ' $P$ ' column to determine what position is going to be used. Using the same row, check the ' $F$ ' column for the rating that will be used for the foul. If the number on the card is less than or equal to the player's Foul rating, that player receives the foul. If the number is greater, then use the position or ordinal listed in the ' 0 ' column. If the result is an ordinal, rank the Foul ratings and assign the foul to the appropriate player.

If a player accrues six fouls, that player is disqualified from the remainder of the game.
Awarding an Assist (optional): If you wish to award assists, pull a card from the assignment deck and use the process as determining a foul, but instead you will use the ' $A$ ' column.

Fatigue and Injury Chart: A shooting play result of 35 or 36 is followed by a check of the fatigue and injury chart. Take the number indicated in the shot attempt next to 'GIF' or 'MIF', and add that to the shooter's injury rating. With that combined number, find the result for the appropriate quarter. The play results are listed on the card.

Ordinal Ties: If two or more players tie for an ordinal rating, the coach designates which players belong to which ranks. Note that those ranks must stay consistent while that lineup is on the floor. For example, a player designated as 3RD can not be also designated as 2ND.

End Of Quarter: Once the quarter is completed, roll one die to determine the new row number for the action cards. Row numbers cannot be reused, so if a previously used number is rolled, roll again until an unused number is indicated. Note that overtime periods use the same row number. Recombine the discarded and unused shooter cards, shuffle them, and then set 48 cards as the play deck and the other 24 as the spare deck.

Overtime: If overtime is necessary because the score after the fourth quarter is tied, shuffle the shooting cards like the normal end-of-quarter procedure, only 20 cards are used for the overtime period instead of 48.

Substitutions: Substitutions can be made at the beginning of a quarter, after a steal, after a turnover, after an off-ball foul, during a timeout, or before free throws.

Bonus Free Throws: Games from the 1954-55 through the 1980-81 season allowed three chances to make two free throws or two chances to make one free throw if the fouling team was in the bonus.

Timeouts: A team begins the game with seven timeouts. If a team chooses to take a timeout, the team may also request one shooting card be added from the extra pile to the main pile. If the timeout comes from the 'Injury/Fatigue' chart, the extra shooting card is automatically added. Each team forfeits one timeout per quarter if not taken. Teams can only call a timeout before the shooting card is pulled.

## CALCULATING THREE-POINT RATINGS

Unfortunately, the player cards do not have a way to accurately handle three-point shots. In order to handle them properly, each card needs to have two ratings added. These can be calculated with available stats from web sites like https://www.basketball-reference.com/ or printed sources. Two ratings are determined, a frequency rating and a zone rating.

Frequency Rating: This is simply a player's ratio of three-point attempts as the numerator and the total of two and three-point attempts as the denominator, multiplied by 36. Using Clyde Drexler from the 1988-89 season as an example, he had 1043 -point attempts and 1,672 total shot attempts. The ratio is 0.062 . That number is multiplied by 36 , for a rating of 2 .

Zone Rating (the easy way): Simply use the 3-pt percentage of the player: <. 200 is $\mathrm{E}, .200-.249$ is $\mathrm{D}, .250-.299$ is C, $.300-.399$ is B, and $.400+$ is A.

Zone Rating (the more accurate way): For each player's card do the following:

- Count the number of play results from 1-30, and call that X.
- Count the number of play results from 1-15, divide into $X$, and call that $A$.
- Count the number of play results from 1-12, divide into $X$, and call that $B$.
- Count the number of play results from 1-9, divide into $X$, and call that $C$.
- Count the number of play results from 1-6, divide into $X$, and call that $D$.
- Count the number of play results that are equal to 1 , divide into $X$, and call that $E$.
- Find the closest A-E value to the player's actual 3-point percentage and assign that as the zone.
- Example (again using 1988-89 Clyde Drexler):
- For Drexler, X is 27
- For $A$, he has 23 play numbers less than or equal to 15 , divided into 27 is .852 .
- For B, he has 18 play numbers less than or equal to 12 , divided into 27 is .444 .
- For C , he has 12 play numbers less than or equal to 9 , divided into 27 is 333 .
- For $D$, he has 6 play numbers less than or equal to 6 , divided into 27 is .222 .
- For E , he has a single 1 play number, that divided into to 27 is .037 .
- Drexler had a . 260 3-point percentage, that value is closest to the $D$ value, so his 3-point Zone rating is D .

