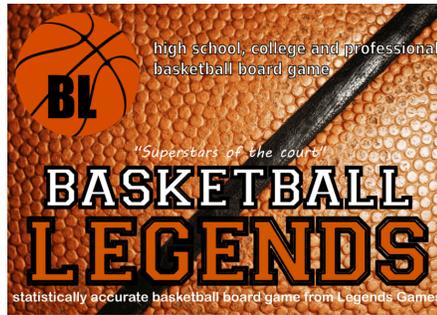


Basketball Legends

Rule Book



DESCRIPTION

Welcome to Basketball Legends! This is the basketball board game where you are the coach of some of the greatest teams of all time. It's your chance to coach your favorite High School, College and Pro teams. You make the decisions that will determine if you win or lose the big game!

Basketball Legends (BL) is a basketball replay/simulation board game. Team sheets use the actual statistics for that team and year so that each sheet reflects their real life performance. The easiest way to learn how to play is to play the game. There will be situations that come up that you may be unsure of, a source of good information and answers about playing BL is our Facebook Group <https://www.facebook.com/groups/bballlegends/>

EQUIPMENT

- Rule Book
- Scorepads (50)
- Possessions Chart
- Specials Chart
- Play Cubes
 - 50 black cubes that count as 1 each
 - 15 yellow cubes that count as 5 each
 - If you run out of cubes (some teams use crazy amounts) use coins to represent missing cubes
- (4) 10 sided game dice (d10) – 2 for each player
- Team sheets – statistically accurate representations of that team's real playing style and results. Each standard game box comes with 10 Team Sheets. To order additional teams, go to www.boardgamelegends.com

HOW IS IT PLAYED

On each team's possession, their coach rolls (2) d10's and consults the Action chart to see what happened on the play (shot, steal, block etc.) Each coach will have an opportunity to adjust the roll using their Adjustment Cubes. The next team then does their possession using the same chart. This goes on until each team has completed their # of possessions in the half/game.

Basketball Legends

Rule Book

DEFINITIONS

- Action Roll - The roll that takes place to begin each possession. (roll d10 and read white die first - "i.e.," if white die is on 7 and black is on 3, the result is read as 73) (The #10 is read as a 0 so when white die is 10 and black is 4, the result is read as a 04)
- Action Chart - The chart used to see what happens on a possession. (available on every team sheet)
- Possession Chart - The chart used to determine how many possessions each team gets per half/quarter.
- Coaching Points - Cubes that will allow you to adjust the dice roll when a shot attempt or a rebound happens.
- Adjustment Points - Cubes that are to be placed on your team sheet that will allow you to adjust the result on a Action Roll to a different result (Example from a shot attempt to a steal)
- Adjustment Boxes - Boxes on the team sheet where the cubes will be placed that can be used to effect turnover/steal/block/foul rolls.

SCOREPAD

This sheet will be used to keep track of

- Possessions
- Score
- Momentum
- Team Statistics

ADJUSTMENT CUBES

There are 65 of them total adding up to 125 points worth. (50 black cubes worth 1 adjustment point each and 15 yellow cubes worth 5 adjustment points each). They can be used by either team. They will be used to track Coaching Points and Adjustment Points. Any time a cube is used, they go back into the box.

TEAM SHEETS

Each Team Sheet is single sided and has following information:

- Team Year, Name and Record
- % of 2 pt shots - % of the time, a team shot 2 pt shots vs. 3 pt shots
- FT Shot - Free Throw shooting percentage
- Offensive and Defensive points per game (points that team scored and allowed that season)
- Possessions - Rating for how many possessions they have in a game
- Offensive Rebound % - Percentage of time they get the Offensive Rebound
- Defensive Adjustment next to Offensive Rebound % – Amount to adjust opponents Offensive Rebound %
- 2 pt - Two point shot shooting percentage
- Defensive Adjustment next to 2 pt – Amount to adjust opponents 2 pt %
- 3 pt - Three point shot shooting percentage
- Defensive Adjustment next to 3 pt – Amount to adjust opponents 3 pt %
- Action Chart - the chart to see what happens on a possession
- Adjustment to ANY OFFENSIVE ADJUSTMENT BOX - total amount of cubes you add or take away from that teams Offensive Adjustment Boxes (the ones above the Coaching Points Box)

Basketball Legends

Rule Book

- Coaching Points - the total Coaching Points you start the game with (These can be used to adjust shots and rebounds throughout the game.)
- Adjustment to ANY DEFENSIVE ADJUSTMENT BOX - total amount of cubes you add or take away from that teams Defensive Adjustment Boxes (the ones below the Coaching Points Box)
- Adjustment Boxes for Turnovers/Steals/Blocks/Fouls for both OFF & DEF (These can be used to adjust toward or away from Action Roll results spelled out in each box.)

WHAT CAN YOU DO AS A COACH?

- Use Coaching Points (Cubes in the Coaching Box) to adjust shot attempts and rebound results. With each cube you spend, you adjust the roll up or down two. (i.e., if you roll a 71 on a free throw attempt but only hit 69%, you can spend one Coaching Point cube to change that result to 69.) You can also adjust a roll that is not a shot attempt or rebound by spending two (2) cubes to adjust the roll by 1 from your Coaching Box.
- Use cubes in the Adjustment Boxes given for fouls/steals/turnovers/blocked shots to adjust results. (This can change the roll result. For example: from a shot attempt to a steal)
- Called Shot: Choose to only shoot 2 or 3 pointers. The offense can use NO cubes on a Called Shot. (This allows the defense to adjust your shots at a higher value... defensive cubes are now worth double at causing missed shots) Example : During normal play, Team A makes 2 pts shots on a roll of 1-50. If a 49 is rolled, the defense could use one coaching cube to make the roll a 51. If the offensive team, elected to only shoot 2 pointers then if they rolled a 47 the defensive team would spend 1 cube (counting double) to make the roll a 51 (adjustment of 4 instead of 2)
- Defensive Press - The defensive coach announces that he is in Press Defense prior to an opponent's possession roll. In the Press, the defensive TO STEAL cubes and offensive TO FOUL cubes become worth double. This stays in effect until you announce you are switching back to a normal defense.
- Timeouts can only be called by the Offense but can be called at any time while they have possession
- Defense can intentionally foul at any time

SETTING UP THE GAME

The image shows a 'Basketball Legends' score sheet. The title 'BASKETBALL LEGENDS' is prominently displayed in the center. Below the title, there are two main sections: 'VISITOR' and 'HOME'. Each section has a table for recording statistics. The 'VISITOR' section includes columns for 'FGA' and rows for '% of 2 pts', '2 pt %', '3 pt %', 'FT %', and 'Off Reb'. The 'HOME' section includes columns for 'FGA' and rows for '% of 2 pts', '2 pt %', '3 pt %', 'FT %', 'Off Reb', and 'Score'. A red circle highlights the 'VISITOR' section, and another red circle highlights the 'HOME' section. A small box with the number '4' is visible to the right of the title.

Basketball Legends

Rule Book

The first major decision is to pick which team you want to coach. Find that team's sheet and lay it in front of you. Next, fill out the Visitor and Home sections of the **Scorepad**

- Names of the teams playing
- **% of 2 pts** (how often a 2 pt shot attempt is taken rather than a 3 pt shot) - copy these straight from each team's sheet (**% time shoot 2** on the top row next to their record) Do not get this confused with 2 pt % on row three which is the team's chance to make a 2 point shot. (Example if a team's **% time shoot 2** is 65. a roll of 1-65 will be a 2 pt shot and a roll of 66-100 will be a 3 pt shot)
- **2 pt %** - first item on row 3 on each team sheet. This is each team's shooting % for 2 pt shots - Check the opposing teams Defensive adjustment for the 2 pt shot and add/subtract this from your teams %.
- **3 pt %** - on row 3 of each team sheet. This is each team's shooting % for 3 pt shots - Check the opposing teams Defensive adjustment for the 3 pt shot and add/subtract this from your teams %.
- **FT %** - copy these straight from each team's sheet (top row next to OPG)
- **Off Reb** - each team's offensive rebound percentage. This is found on row 2 of the team sheet. Check the opposing team's Defensive adjustment for the offensive rebound and add/subtract this from your team's percentage.
- Place a cube on "0" of the Momentum Meter. This is found in the center of the Scorepad between the words BASKETBALL LEGENDS.
- Each player places a cube next to **Possession**.

WHAT IS AN ACTION ROLL?

This is the dice roll that each coach will do on their possession. You roll the dice and consult the Action Chart (on each team sheet) to see what happened (before you make adjustments if wanted of course). Example: A dice roll of a 23 would be between the 7 and 25 so it is a shot attempt. A dice roll of a 64 would be between the 62-68 which is a turnover.

Special	Blocked	Shot	Steal	Def Foul	Shot	Special	Shot	Turnover	Def Foul	Shot	Off Foul	Special
1-2	3-6	7-25	26-32	33-41	42-49	50	51-61	62-68	69-78	79-97	98	99-100

ADJUSTING ROLL RESULTS

ADJUSTMENT BOX cubes can be used to change the results of the Action Roll. These are in the areas for turnover/steal/block/fouls. They can only be used to adjust the rolls that affect that category of result. Example: TO STEAL tokens can only be used to create/avoid steals by moving the Action Roll result one number closer to Steal per Adjustment cube spent. A team cannot adjust a roll to/from a Special or Off Foul. A team also cannot adjust a foul from a regular foul to a shooting foul or vice versa.

WHAT ARE THE CUBES FOR AND WHAT DO YOU DO WITH THEM?

The cubes are used to represent the team's actual differences statistically. If a team has a cube in a particular area then they did better than the average team did in that statistic. If they have a negative number then they did worse than the average team. You use cubes on your sheets to adjust the action roll. Only one team will want to adjust any roll. The team who wants to adjust can. Lets just look at turnovers for example. Offenses do not like them and defenses do. In the Offensive box the wording says FROM TURNOVER. You do not want a turnover so you will want to adjust the roll away

Basketball Legends

Rule Book

from a turnover. In the defensive box the wording says TO TURNOVER. You want a turnover so you will want to adjust the roll towards a turnover. Offenses with cubes in their FROM TURNOVER box turned the ball over less than average so they have chances to avoid a turnover during the game. Defenses with cubes in their TO TURNOVER box created turnovers more than the average team so they have chances to create turnovers during the game. If the offense has a negative number in the FROM TURNOVER then they turned the ball over more often than normal. In this case we give the cube to the opposing defense for them to use and try to create a turnover. If the defense has a negative number in the FROM TURNOVER box then they cause turnovers less often than normal. In this case we give the cube to the opposing offense for them to use to try to avoid a turnover. The more cubes a team has the more they are better than average. If for example a team has +2 in the offensive FROM TURNOVER - they turned the ball over 2 less than the average team. If the Action Roll is for example a 62 (62-68 is a turnover) only the offense would want to adjust that roll. If they have a cube in their FROM TURNOVER then they could spend it to adjust the action roll to a 61 instead (51-61 is a shot). The offense likes taking a shot better than having a turnover. If the action roll is for example a 61 (51-61 is a shot) only the defense would want to adjust that roll. If they have a cube in their TO TURNOVER box they could spend it to adjust the action roll to a 62 instead (62-68 is a turnover). The defense likes creating a turnover better than allowing a shot attempt.

PLACING COACHING AND ADJUSTMENT CUBES

- Place cubes equal to the Coaching Points in the COACHING POINTS box. If you are not playing in a neutral location, the home team can add 3 Coaching Points for the home court advantage.
- FROM TURNOVER and TO TURNOVER on each teams sheet - OFF & DEF get cube equal to the number printed. If it is a negative number the other team gets the opposite cube (meaning that if Team A's offense has a -1 in FROM TURNOVER then Team B's TO TURNOVER defense gets the cube)
- The same procedure is followed for FROM STEAL & TO STEAL, FROM BLOCK, TO BLOCK and TO FOUL, FROM FOUL.
- Adjustment number to any offense/defense box (found above the offensive adjustment boxes for the offense and below the defensive adjustment boxes for the defense) When the adjustment says "+?" that team gets that many cubes that can be added to ANY of that team's ADJUSTMENT BOXES. They must stay on offensive ADJUSTMENT BOXES or DEFENSIVE BOXES depending on the side of those wildcard adjustment numbers. If it is a negative number, then the other team gets that many cubes. (if Team A's offense has a -1 then the defense can put one cube in any of the defensive adjustment boxes.).

The add to any offense and add to any defense cubes -- These represent shots taken. If an offense has a positive # here that means, they took more shots than the average team. So....the offense adjustment boxes get the cubes for things like move away from turnovers, steals etc.

Here is an example on an easy way to set up team sheets

- Put the cubes in the coaching points box.
- Put the cubes in any adjustment box that has a positive number
- Put the cube in the opponent's opposite box for any adjustment box that has a negative number - remember offense negative numbers go to your opponents defense and vice versa.
- Add the cubes from + ANY OFFENSE/DEFENSE to your sheet with offense going anywhere among the offensive Adjustment Boxes and same with defense
- If you have a negative number - ANY OFFENSE/DEFENSE then give that number of cubes to the opponent to spend in his opposite Adjustment Boxes (if you have -3 ANY OFFENSIVE ADJUSTMENT BOX, your opponent gets to add 3 cubes to any defensive Adjustment Box)

Basketball Legends

Rule Book

WHAT CAN COACHING POINTS DO?

Coaching Points can be used to adjust the roll for a shot attempt or rebound by **2 numbers per cube spent**. Example: On a roll of 38 that you want to be 40, spend 1 cube ($38 + 2 = 40$)

Bidding *** Can only be done with cubes in the Coaching Points box - cannot be done with Adjustment Box cubes (Turnovers/Steals/Blocks/Fouls)

Once a coach claims they want to spend cubes for Coaching Points (Cannot be done with Adjustment Cubes), the opposing coach can counter with their offer (Example using the above example the DEF coach spent 1 cube to make the roll a 40... the OFF coach can now spend 2 cubes to make it 36 ($40 - 4 = 36$) remember each cube is worth 2 #'s. The DEF could then spend 3 cubes to make it 42 ($36 + 6$ because 3 cubes are spent). This goes on until a coach does not wish to push it any further. The losing coach does not lose their coaching cubes.

TIMEOUTS

NBA: Each team is entitled to **seven (7)** timeouts during regulation play. Each team is limited to no more than four (4) timeouts in the fourth period. In Overtime periods, each team gets **two (2)** timeouts.

WNBA: Each team is entitled to **two (2) regular timeouts per half** during regulation play. Unused timeouts will not carry over from the first half to the second half.

NCAA: Each team gets **six (6)** timeouts during regulation. Only four (4) can carry over to the second half. In each Overtime period, each team gets **two (2)** timeouts

High school: Each team is allotted **five (5)** timeouts per game. In overtime games, each team is given **one (1)** additional timeout, and is allowed to carry over any unused timeouts from regulation or – if the case may be – previous overtimes.

Timeouts will move the Momentum Meter two spots toward "0." The team that calls a timeout gets one cube added to their COACHING POINTS box. If a team that did not call timeout has momentum of "+3" or higher, they also get one cube added to their COACHING POINTS box.

During a timeout, each team can (if you want) move (1) cube from the COACHING POINTS box to an ADJUSTMENT BOX. (You cannot have more cubes than the number printed in the adjustment box.) Example: You want to move a cube from your COACHING POINTS box to your offensive FROM BLOCK box. Your FROM BLOCK box shows a +1 in it which allows you to have not more than 1 cube in it. If you already have a cube there then you cannot move that extra cube in. If your FROM BLOCK box had a +2 and you only had 1 cube in it then you could add another cube.

On Specials that add cubes to an adjustment box, the value in the box is not considered.

HOW IS TIMING DONE?

The clock will be determined by the number of possessions per game. Find the possessions rating found on the 2nd row of each team sheet and add them together. Check The POSSESSIONS CHART to see how many possessions each team gets per half. These can be affected by certain rolls on the SPECIALS CHART.

Basketball Legends

Rule Book

- There are Specials that say +1 or +2 or -1 or -2 Possessions. These are not possessions for both teams. For results of +1 only the team that currently has the 1st possession gets an extra possession. For results on -1 only the team that currently has the 2nd possession has 1 less possession.

PLAY OF THE GAME

To start the game, see who wins the tip off. This can be done by any method you can think of. Rolling dice etc. The winner of the tip to start the game, gets first possession. In college and high school, the other team will get first possession in the 2nd half. In pro games, the tip off is done again.

Keep track of possessions using a cube as a tracker. Begin with the possession cube in the box with "1" if this is the first possession. If not, advance it one. The half/game is over when each team has had their possession.

The offensive coach rolls the dice (two 10-sided dice). The 10's on a die are counted as a 0. The white die is the 10's position and the black die is the 1's position. EXAMPLE: If the white die is a 4 and the black die is an 8, the result of the roll is a 48. (4X10 + 8X1). If you get (2) zeros that is 100.

Consult the Action Chart (on each team sheet) to see what happened (before you make adjustments if wanted of course).

Special	Blocked	Shot	Steal	Def Foul	Shot	Special	Shot	Turnover	Def Foul	Shot	Off Foul	Special
1-2	3-6	7-25	26-32	33-41	42-49	50	51-61	62-68	69-78	79-97	98	99-100

WHAT CAN HAPPEN ON A PLAY

Specials (on a roll of 1,2,50,99 or 100) Roll both dice and check the SPECIALS CHART. Results 1-50 are things that benefit the team who is on offense and 51-100 benefits the team who is on defense.

Blocked Shot (on a roll of 3-6) Move the Momentum Meter two positions in favor of the defensive team - roll for rebound.

Steal (on a roll of 26-32) Move the Momentum Meter two positions in favor of the defensive team and treat it as a turnover.

Turnover (on a roll of 62-68) The possession ends and the other team gets the ball.

Defensive Foul (on a roll of 33-41 or 69-78) If the roll is an even number it is a non-shooting foul. If the roll is an odd number it is a shooting foul. See Shot rules and then shoot free throws after.

Offensive Foul (on a roll of 98) - add a foul to the sheet and treat it as a turnover. This result cannot be adjusted by any cubes.

Shot (on a roll of 7-25 or 42-49 or 51-61 or 79-87) - Roll to see if it is a 2 or 3 pointer. Then roll to see if you made it. If the shot is missed, check Rebound.

Rebounds - roll the dice for the rebound result. If the rolled number is \leq the offensive team's Offensive Rebound percentage then they get the offensive rebound and roll another offensive Action Roll. This is officially still the SAME POSSESSION. If the result is higher than the Offensive Rebound percentage, their possession ends.

END OF POSSESSION

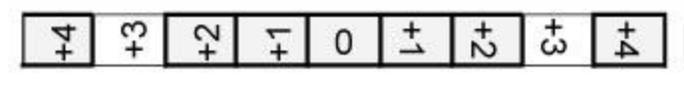
When a team's possession ends (made a shot, turnover, steal etc.) then it is the other coaches turn to roll for their possession.

Basketball Legends

Rule Book

MOMENTUM METER

This is located on the Play Sheet. Place a cube on 0 to start the game.



Momentum swings up/down depending on how your possession did.

The Momentum Meter starts in the middle at “0” and goes to “+4” in either direction. Pick a direction for each team and stay with that the entire game. Momentum moves one spot on made 2 pt shots and steals. It moves two spots on made 3 pt shots and blocked shots. It moves in the direction of the team that made the shot or stole the ball or blocked the shot.

If the Momentum Meter goes past “+4” the team with momentum gets a coaching point and the meter moves in the direction of “0” by two spots (including the amount past 4.)

The Momentum Meter is reset to “0” at halftime. In a game that has 4 quarters, the Momentum Meter moves in the direction of “0” by three spots.

Timeouts and the Momentum Meter: See Timeouts

FAQ – Frequently Asked Questions

- **What is this?** Basketball Legends is a tabletop board game where you can play your favorite basketball teams. (High School, College, Pro, Mens or Womens)
- **Where can I get it?** www.boardgamelegends.com
- **What kinds of games can I play?** The game ideas are limitless – play matchups that you would love to see, Replay the championship games of a certain year, how would this year’s champions be against the 2016 champions? How about the SEC vs. Big 10. The ideas go on and on.
- **How many teams do I get with the game?** 10 historically great college teams:
 - 1972-1973 California - Los Angeles
 - 2020-2021 Baylor
 - 1991-1992 Duke
 - 1996-1997 Wake Forest
 - 1978-1979 Michigan State
 - 2004-2005 Illinois
 - 1983-1983 Georgetown
 - 1997-1998 North Carolina
 - 2006-2007 Florida
 - 1989-1990 Nevada Las Vegas

Many more can be purchased at boardgamelegends.com

- **Can I get new teams?** Yes, teams can be created. Some are a lot more difficult than others to create because stats on some teams are very difficult to find. If stats can be found, we can create them.

Basketball Legends

Rule Book

- **How long does it take to play a game?** Once you get familiar with the game play, it is surprisingly fast. Games can be completed in 60-90 minutes depending on how many (if any) statistics you keep.
- **Is the game capable of tracking complete statistics?** Yes, if you are willing to take the time to track each shot, rebound etc., you will have complete statistics at the end of a game.
- **Can you play solo?** This is a strength of the game. While it is fun to match wits against other coaches, the solitaire game is very entertaining.

EXAMPLE GAME PLAY

1st Possession

Team A rolls "33" which looking the Action Chart is a Defensive Foul and since 33 is odd, it is a shooting foul – Team B does not want to start the game that way though and choose to spend a cube from their TO STEAL box (remember you use offensive cubes when you have the ball and defensive cubes when your opponent does). This adjusts the roll to a "32" which is a steal. The momentum moves 1 space to Team B and is now on +1 towards Team B. It is now their 1st possession.

Team B rolls "30" which is wow... a steal by Team A. Team B would need 3 cubes to adjust the roll to a "33" from their offensive FROM STEAL box but the Team B coach only has 2 cubes so they are unable to adjust the dice roll. Team A has stolen the ball. The momentum Meter moves 1 space towards Team A and is now back to "0"

2nd Possession

Team A rolls "36" Defensive Foul - This is an even number so it is a non-shooting foul. It is just Team B's 1st foul of the half so no free throws. Team A rolls again. The roll is "13" which is a shot. The number is too far away (7 from being a block and 13 away from being a steal) for B to adjust so Team A shoots (first check to see if it is a 2 or 3 pointer.) They roll "54" Team A has a "63" in its **% time shoot 2** section so it will be a 2 pt. The shot roll is "21". Their chance to make a 2 is 50% so the shot is good unless Team B wants to adjust the roll. It would cost Team B 15 coaching points for a miss and since they only have 24... that is too steep a price so Team A scores and it is 2-0 The momentum Meter moves 1 space towards Team A and it is now on +1 Towards Team A.

Team B rolls "52" which is a shot. Team A lets it go B rolls a "30" to see what kind of shot. They have a 59 in their **% time shoot 2** section so they will shoot a 2 pointer. They roll "63". They needed a 49 to make it. It's a missed shot. Roll for rebound. Team B's **Offensive rebound** is a 23 so a roll of 1-23 Team B gets the offensive rebound 24-100 Team A gets the defensive rebound. Roll of "78" Team A gets the defensive rebound.

3rd Possession

Team A rolls "8" – Team B has 4 cubes in their defensive TO BLOCK box. They spend 2 of them to adjust the roll to a 6 which is a blocked shot. Team B has blocked the shot. Check the rebound. Team A has a "36" for their offensive rebound.

Basketball Legends

Rule Book

The roll is a "91" Therefore Team B got the rebound. For blocked shots, the momentum swing is 2 positions so the Momentum Meter is now at a +1 towards Team B.

Team B rolls "56" which is a shot. They check to see if it is a 2 or 3 point attempt. They roll "91" which is much higher than their 59 to shoot a 2. So, Team B shoots a 3 and the roll is a "19." They needed a "37" to make it so they made the 3-pointer to give them the lead 3-2. Three pointers also move the Momentum Meter two spots, so it is now at "+3" for Team B.

4th Possession

Decision time for Team A. Since the Momentum Meter is at a "+3" they can call timeout to stop the momentum. In this situation, Both Team A and Team B get cubes added to their coaching points. If they choose not to call a timeout, the momentum could go past "+4." That would give Team A no chance at a timeout but Team B would automatically get a cube. They choose to call the time out. The Momentum Meter is moved down to "+1" Both teams get an extra Coaching Point cube for the timeout.. Mark the timeout for Team A.

4th Possession Continued

Team A Roll **68** which is a turnover.

Team B Roll **19** Shot – Roll **16** for a 2 pt shot Roll **43** They had 49% chance to make it so the 2 pt attempt is good Team B now leads 5-2 Momentum Meter is moved +1 towards Team B and is not at +2 for Team B