DICE DUNKERS
RULES 1.0
updated January 2025

1 player | 30-45 minutes | Ages 12+

1.0 INTRODUCTION

„Dice Dunkers" is a solitaire tabletop game simulating a basketball match emphasizing the key moments of the game (highlights) and realistic results.
The objective is for the game to last about 30 minutes.
Don't try to memorize the rules. Read the rules once, pick two teams, and use the rules as a reference during the game.
The game is made up of 16 Rounds. The main mechanics is three dice rolls per Round (3 minutes of match). One dice roll is to check possible substitutions and to designate the Key Players of both teams.
Two consecutive dice rolls are made to see what team event occurred for both teams and how many points they scored.
The game does not simulate every player's shot but attempts to recreate as closely as possible the impact of team strength and individual players on the basketball match.

2.0 COMPONENTS

- Rules
- Game charts
- Team cards
- Game board

2.1 Dice

Three 6-sided dice (d6) in white, **black**, and **red** are needed for the game, along with one 20-sided die (d20)

2.2 Tokens

You will need nine tokens (pawns, cubes, coins) in two colors for each team.

3.0 TEAM CARD

Each team card provides team and player ratings that drive the game mechanics. The team card is divided into the Core players zone (players with numbers from 1 to 5) and the Reserve players zone (numbers 6 and above).

1 Team name
2 League, overall rank, round reached in the playoffs
3 Team ratings
4 Morale track

3.1 Team ratings

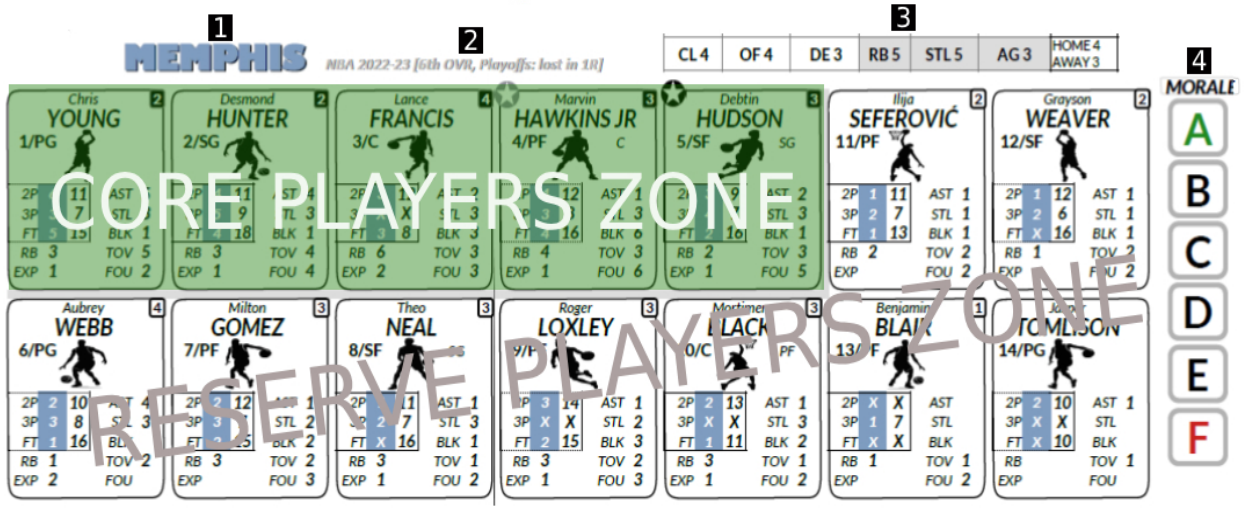
Teams are rated according to performance during the season. There are eight basic categories from lowest 0 to highest 6.

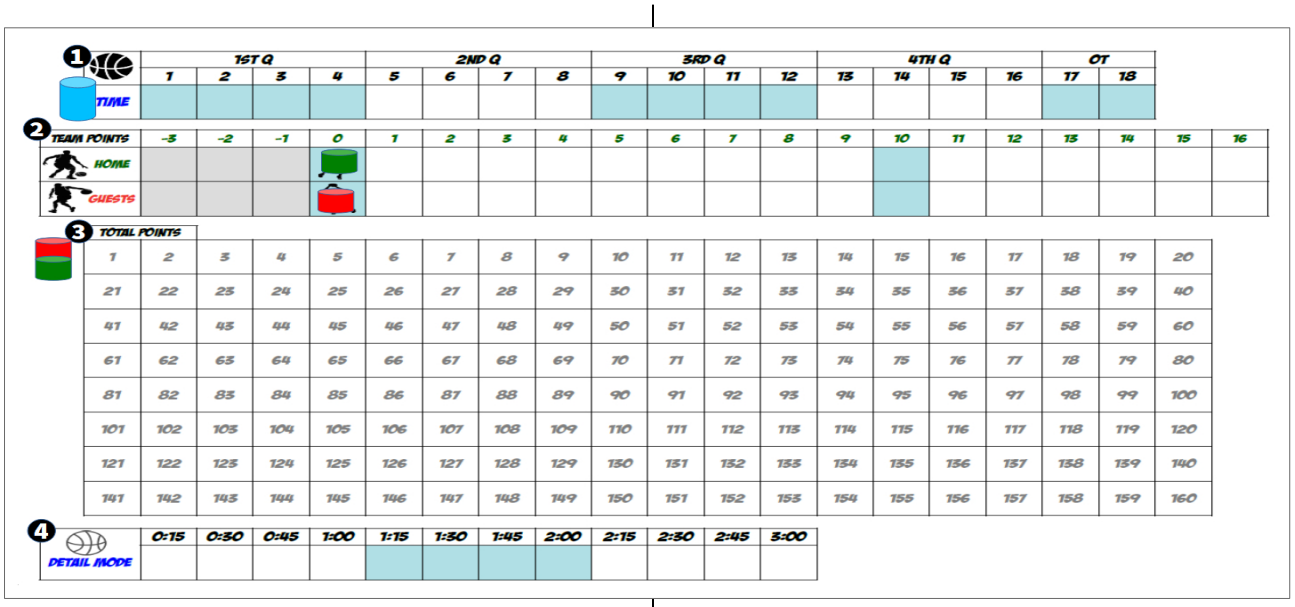
CL – Class. Win-loss percentage
OF – Offense. Points scored p/game
DE – Defense. Points lost p/game
RB – Rebounds p/game
STL – Steals p/game
AG – Aggression. Personal fouls p/game
HOME – Win-loss percentage at home
AWAY – Win-loss percentage playing as guests

> **Abbreviations:**
> **1H/2H** first/second half
> **2P** two points shot
> **3P** three points shot
> **2P/3P** two points shot OR three points shot
> **FT** free throw
> **KP** Key Player
> **d20** twenty-sided die roll
> **d6** six-sided die roll
> **d3** six-sided die roll divided by 2 (round up)

4.0 GAME BOARD

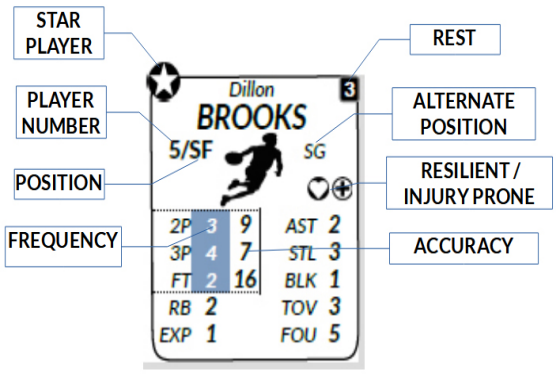
1 Time track
2 Team Points track
3 Total Points track
4 Detail Mode Time track (21.0)





5.0 PLAYER CARD

Attributes on the player's card reflect the player's characteristics and statistics during the season or tournament



STAR is one of the best players in the league

HALF-STAR player is a STAR but only if his team has higher Morale than the opponent (13.4)

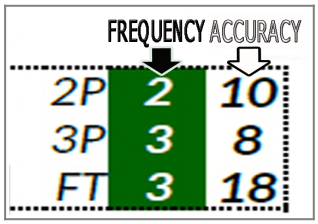
Rest Probability that a player will be on the court at current Round of game (from 0 to 6)
Player number (1-5: Core, 6-14: Reserve)
Position

- **PG** point guard,
- **SG** shooting guard
- **C** center
- **PF** power forward
- **SF** small forward

2P Two points shots

- Frequency (from 0 to 6) – chance for making a 2-points throw,
- Accuracy (from 0 to 19) – probability of accurate 2-points shot

3P Three points shots (Frequency, Accuracy 0-19)
FT Free throws (Frequency, Accuracy 0-19)
RB Rebounds (0-6), contribution to the team's rebounds
EXP Experience (0-3), rating depends on seasons played
AST Assists (0-6)
STL Steals (0-6)
BLK Blocks (0-6)
TOV Turnovers (0-6)
FOU Fouls (0-6)



NOTE: no number indicates level **zero**. Zero Frequency or Accuracy means that the player practically doesn't make this kind of shot (see also 14.2).

6.0 SETUP

- Put the Time token on the „Time" (zero) box
- Mark freely the Key Players of home and away team
- Place Team Points tokens on the Team Points track („0" box)
- Place Total Points tokens near the Total Points track
- Mark both teams' Morale as **C** on Morale tracks

7.0 KEY PLAYER

A Key Player (KP) is the player who has the greatest impact on the team's play in a game Round.
Key Player is marked with a special token.
When you mark a Key Player, you may expect to see him shooting or struggling with a rival's Key Player, especially when they both play in similar positions.

7.1 Switch

The Switch is a possible change of Key Player simulating the player's influence on the team's play. If a Switch is to take place, move the KP token onto another player's card according to the result on the SWITCH table (10.4, 10.5). From this moment this player will be the Key player.

8.0 TIME

The game is divided into sixteen 3-minute time segments. Before starting the next 3 minutes, move the Time marker on the Time Track to the next space on the right.
After the last segment is resolved, the game ends.

8.1 Half-time

At the halfway point of the match, teams can set the Key Players at will and check the locker room motivation (9.5).

8.2 Extra-time

If there is a tie at the end of the game, play an additional two Rounds subtracting two points from the Team Points both teams earned in the Round (10.7.B).

8.3 Time in FIBA rules

If playing national/club teams according to FIBA rules play four quarters of three Rounds and possible extra-time (8.2).

9.0 MORALE

The Morale level marked on the team cards is the team atmosphere and approach to the game. „A" level is the highest Morale, „F" is the lowest. The difference in Morale levels can affect the number of points the teams score.

9.1 „Euphoria" effect (Morale A)

When the Morale level reaches **A**, the team immediately scores d3 points according to the actual result on the **red** die. Then lower Morale to „B".

9.2 „Boost" effect

Morale level **"B"** means increasing all team ratings by 1 (maximum 6).

9.3 „Struggle" effect

Morale level **"E"** means a decrease in all team ratings by 1 (minimum 0).

9.4 „Break-down" effect (Morale F)

The team loses d3 points right away depending on the current result on the **red** die when the Morale level hits "F". Then raise the team's Morale to „E".

9.5 Locker room motivation

Between quarters as a result of the coach's motivation, the team's Morale may change. Roll d6 die and check the result in the TIME-OUT table, treating the result as if it came up double (e.g. if 3 rolled, treat it as 33).

10. SEQUENCE OF PLAY

Each Round represents 3 minutes of play and consists of nine Phases.

10.1 Time Phase

- Before the marker enters the **first box** (Round) of the **second, third, fourth quarter, or extra-time** roll d6 to check locker room motivation (9.5)
- Move the Time marker one box to the right.

10.2 Rolling Phase

Roll 3d6.

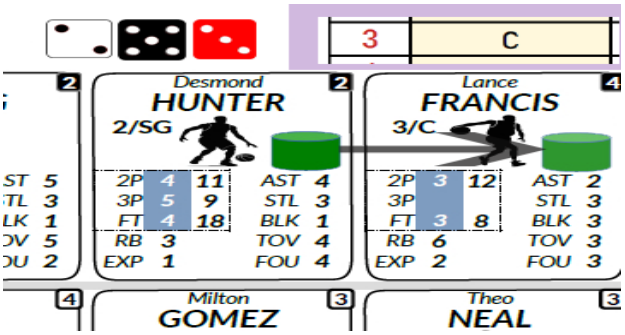
10.3 Time-out Phase

- if all results of the d6 dice are different, there is no time-out influence, go to the Home Switch Phase (10.4)
- if the results of any two d6 dice are the same, check the time-out influence on the Morale on the **TIME OUT** table according to the rolled doublet
- if the results on **all three dice** are identical, resolve Random Clash (11.1)

> **NOTE:** skip Time-out Phase in the 1st Round of the match

10.4. Home Switch Phase

Check the white die:
4A) If the white die result **is less than or equal** to the REST factor (the number in the upper right corner of the Key Player card), the Key Player marker remains in this zone. Go to the SWITCH table and use the result of the **red die** in column A to read who will be the Key Player in this Round.



EXAMPLE: *white die result (2) equals Key Player's REST rating (2). According to* ***red*** *die result (3) and SWITCH table (Column A) the Key Player token stays at the same zone but moves to the C position (center Lance Francis).*

COLUMN A results (**PG, C, PF, SF, SG)** mean that the Key Player's marker must be moved to the card of another player playing the given position (alternate positions also count) **within the current zone**.
CHOSEN means that the player can choose Key Player freely within the current zone.

4B) If the white die result **is greater** than the REST factor of Key Player, a reserve player enters the court. Move the Key Player marker to another zone. If it was in the core zone, it must be placed in the reserve zone and vice versa. Go to the SWITCH table and see the result of the **red die** in column B.

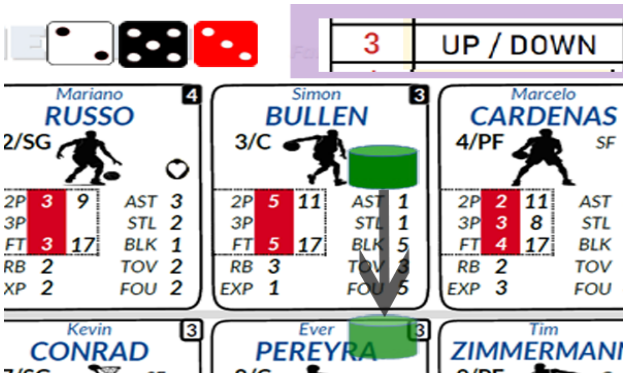
COLUMN B *results:*
- DIAGONALLY
Move the marker to a player diagonally across another zone*.
- UP/DOWN
Move the marker on a player up or down in another zone*.
- CHOSEN
Move the marker to any player in another zone

* If the zone change is not possible or if an empty player position (absence, injury, foul trouble) use the CHOSEN result instead.

> **NOTE:** If the result shows the current position of the Key Player (Column A) or if the current Key Player was selected as KP (Column B: CHOSEN result) there is no change of the Key Player.

10.5 Away Switch Phase

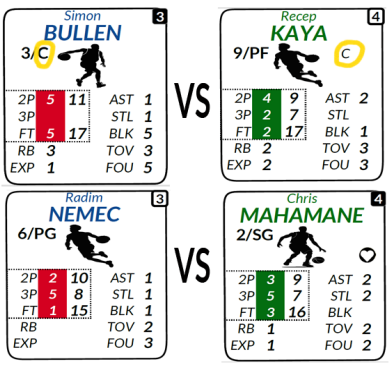
Check the **black** die.
Similar to 10.4 but this time use the **black** die result to see possible change of guests' Key Player.



EXAMPLE: ***black*** *die result (5) is higher than away Key Player's REST rating (3). According to* ***red*** *die result (3) and SWITCH table (Column B) the Key Player token moves down to the reserve zone (center Ever Pereyra).*

10.6 Check Clash Phase

A) If the Key Players of both teams have:
- the **same <u>player numbers</u>** or
- **same <u>positions</u>/<u>alternate positions</u>**
a CLASH occurs (11.0).
Otherwise, no Clash. Roll Home Event Phase (10.7)



EXAMPLES:
Bullen vs Kaya: <u>CLASH</u> (same positions or alternate positions)
Nemec vs Mahamane: <u>no CLASH</u>

10.7 Home Event Phase

Roll 3d6 and d20

A) If all d6 are the same:
Random Event (16.0), otherwise

B) Check scored TEAM POINTS in the table using the d20

- Use Red Factors (12.0) and **red die** result if needed to modify Team Points

- Mark the points scored on the Team Points track

C) Resolve Team Event

- Use results of white and **black** d6 dice in the **Team Event** table: read as results from **11 to 66** (white die first).
- Use the result on **red d6** if needed.

D) Make **extra shots** (2P, 3P, FT) using a d20 die if needed.
- Move markers on Team Points track if a team scored or lost any points

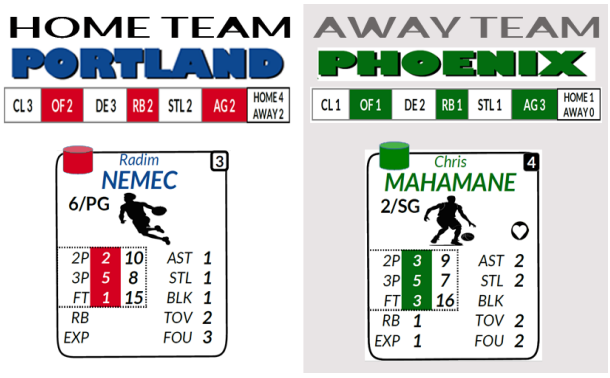
10.8 Away Event Phase

Roll 3d6 and d20 and now resolve the guest's event. Same as 10.7, but applies to the guest team this time.

10.9 End Phase

- Move the markers on the TOTAL POINTS track with the values from the TEAM POINTS track.
- Place the Team Points markers on "zero" spaces

EXAMPLE: *Portland (home team) plays vs Phoenix. It's second half, 10th Round. Home Event Phase. Dice roll:*



1. TEAM POINTS *(d20 roll is 9): "2+OF" result. Portland scores 4 points (2+Portland's OF rating).*
2. RED Factor *(**red** d6 is 4). CLASS factor (it's second half). Portland scores an additional 1 point (CL3 – CL1=2 but Class factor is limited to a maximum 1 point)*
3. TEAM EVENT *#46 (white and **black** dice). PICK&ROLL. "KP gains two extra 2P/3P shots (d20 roll plus STL of*

opponent's KP). Nemec, the Key Player for the home team, now has an opportunity to shoot extra shots. The player has the option of 2P or 3P shots, a decision must be made before rolling the dice.
The first extra shot will be a 2P shot. D20 roll is 10. 10+2 (STL rating of Mahamane, opponent's Key Player) equals 12. It's higher than the 2P Accuracy rating of Nemec. The first shot missed.
The second extra shot will be a three-point shot. D20 roll: 6. 6+2 (STL of Mahamane) = 8. It equals the 3P Accuracy rating of Nemec. +3 points!
***4. POINTS GAINED BY PORTLAND: 8** (4+1+3)*

11.0 CLASH

Clash is a duel of Key Players of both teams.

Clash mechanics:
A) Roll a d20, go to the Clash table, and check the result.

B) Make any extra shots (d20 rolls) if needed

C) Move the markers on the Team Points track if any points were gained/subtracted as a result of the CLASH

11.1 Random Clash

Process Random Clash only in case **three d6 dice have the same results** in Switch Phase.

A) Resolve the double effect of TIME OUT
***EXAMPLE:** "444" result was rolled. The Morale of the home team increases by 2 (double effect of **Home team: Morale+1**).*
B) Roll one d20 for each team to determine random players (17.0)
C) Move the Key Players markers onto these players.
D) Resolve CLASH between the Key Players (11.0)
E) Go to the Home Event Phase (10.7).

11.2 Winning the Clash

Clash is always won by the player having the **higher** level of the attribute (exception: FOU and TOV, 11.3) and his team gains Clash benefits.
If the attributes are at the same level: the player of the team with the **higher Morale** wins the Clash.
If Morale levels are identical: the court battle is even, no effect.

11.3 Fouls / Turnovers in Clashes

When comparing FOU and TOV attributes the winner of the CLASH is always the player with **the lowest** attribute. If they are identical, the player of the team with **the lower Morale** loses (i.e. this player fouls or loses the ball). If Morale levels are the same, no effect.

***EXAMPLE:** During the Clash between Kaya (Key Player of Phoenix, TOV 3) and Cardenas (Portland, TOV 3) LOOSE BALL Clash was rolled. "KP with more TOV: -2 pts. and MOR-1". Both players have identical TOV ratings, but the Portland team has lower Morale ("D") than Phoenix (Morale "C"). Portland loses the Clash: -2 points from the TEAM POINTS track and the team's Morale drops to "E" level.*

12.0 RED FACTORS

In the Home Event Phase or Away Event Phase, check the **Red Factor** impact on the active team's points: see the result on the **red** dice.

12.1 OFFENSIVE FACTOR (OF FACTOR)

Add or subtract points to a team depending on the difference between its OF level and the DE level of the opposing team.
A **maximum of 2 points** can be added or subtracted this way.
Move the markers on the Team Points track.

***EXAMPLE:** New York (OF 3, DE 5) plays at home against Texas (OF 2, DE 2). OF factor was rolled in the Home Event Phase. New York gains 1 point (3-2). Then Texas rolled again OF factor in the Away Event Phase. Texas "loses" 2 points. 2 minus 5 equals -3 but there is a +2/-2 points limit.*

> **NOTE:** Subtracting team points means losing the chance to score team points. These can be „minus" points up to a maximum of -3 as indicated on the Team points track.

12.2 CLASS FACTOR

A team gains or loses points according to the difference between its Class value and the Class of its rival.
A team can gain or lose a **maximum of 1 point** from the Class factor.

***EXAMPLE:** Milwaukee (CLASS 2) plays against Dakota (CLASS 4). Class factor equals minus one point. 2-4 = -2, but Milwaukee can lose a maximum of one point this way.*

12.3 TRAIL FACTOR

A) If a team **loses by 8 or more points** score 2 additional points OR
B) If a team **wins by 8 or more points** subtract 2 points from the Team Points.

When checking the lead always take into account the score at **the beginning of the Round**: see the current score on the **Total Points track**.
If the score difference is within 7 points, no TRAIL effect.
FIBA rules: TRAIL FACTOR is **+6/-6** points.

12.4 MORALE FACTOR

A team gains or loses points according to the difference between the current Morale level and the Morale of the opponent. These points are not limited.

***EXAMPLE:** Team Event of Texas (Morale E). They play against Maine (Morale C). The Morale factor equals -2 points. Texas must subtract two points on the Team Points track.*

13.0 TEAM EVENT

Team Event is an event that affects the **active team** unless stated otherwise. In the Home Event Phase, the active team is the home team and in the Away Event Phase, the active team is the away team.

13.1 CLUTCH MISS

The Morale of an active team drops one level. Possible Breakdown (9.4). Team subtracts half of opponent's DE rating (round-up) from its Team Points.

13.2 CHEMISTRY

The active team can score/gain extra shots according to its team ratings.

13.3 HOME COURT

A) If playing home: The team adds/subtracts points depending on its HOME level minus the opponent's AWAY level
B) If playing as guests: The team adds/subtracts points depending on its AWAY level minus the opponent's HOME level.

> One Home Court event can increase or decrease team points **maximum by +3 or -3 points.**

EXAMPLE 1: *Carolina (HOME 4) plays home against Montana (AWAY 2). Home Court event: Carolina scores 2 points (4-2).*

13.3.1 TOURNAMENTS

If both teams do not have HOME/AWAY ratings (i.e. tournament on **neutral ground)**, use Class factor (12.2).
The tournament host uses a Class factor (12.2) but with +3/-3 points limits.
In all matches without the tournament host the home team is considered the team with the higher level of Class. If CL equals, better Morale decides.

EXAMPLE 2: *Away Event Phase of Australia (CL 2, no HOME/AWAY rating) playing vs France (CL 5, host of the tournament). Home Court Event: Australia loses 3 points.*

13.4 TYPICAL PLAY

No additional effect.

13.5 STAR

A) If no STAR in the active team or HALF-STAR is present and Morale lower/equal to the opponent's Morale, no effect.

B) Otherwise if:
1. STAR in the active team OR
2. HALF-STAR and Morale higher than the opponent's Morale, move the Key Player token to STAR or HALF-STAR and go to the ONE MAN SHOW micro chart (see **red** d6 result).
If more than one STAR or HALF-STAR in the team: move the Key Player token to a random STAR/HALF-STAR and resolve ONE MAN SHOW chart.

13.6 THREE POINTER

The active team can gain two extra 3P shots (14.0).
If the Key Player does not have the required Frequency level, another player shoots instead, see BALL ROTATION (15.0).

13.7 TWO POINTER

Same as Three Pointer but applies to the two-points shots.

13.8 PICK&ROLL

The Key player of the active team makes extra 2P/3P shots (14.0) with modifiers to the d20 roll.

13.9 JUMP SHOT

The active team can make extra shots (14.0).

13.10 WHISTLE

Physical play at the basket. The Key player can gain extra shots (14.0) or block his rival.

13.11 CLUTCH GOOD

Plus one to the Morale of active team (possible Euphoria: 9.1). This team scores additionally half of the team's OF rating (round up).

> **IMPORTANT NOTE:** Text in charts and tables overrides the rules

> **ANOTHER IMPORTANT NOTE:** If you still can't determine a player or a team, identify them randomly using the d6 roll.

14.0 EXTRA SHOTS

If an extra shot must be made, roll d20 and compare the result with the **Accuracy** value of FT, 2P, or 3P skill on the shooter's card.
A) If the result is **less than or equal** to the shooter's Accuracy, the shot is good. Add points to the Team Points track. If FT: +1 point, if 2P: +2 points, if 3P: +3 points.

B) If it is **higher,** missed shot. No points this time.

> **Specified extra shots:**
> Sure shot: -4 to d20 roll
> High percentage shot: -2 to d20 roll
> Low percentage shot: +2 to d20 roll
> Forced shot: +4 to d20 roll

14.1 Critical rolls

If natural **1** rolled: points scored and possible shooting foul. If Morale is higher than the opponent's Morale (after a 2P shot) or higher by 2 or more levels (after a 3P shot), foul! **Extra free throw** for the shooter.
Roll d20 die, if the shot is good, add one point on the Team Points track.

If natural **20** rolled: miss, loose ball, and possible steal.
If the opponent's team has higher Morale, steal, and fast break! The opponent's Key Player makes **one extra shot** (2P or 3P). Roll d20, if the shot is good, add 2 or 3 points on the Team Points track.
If Morale is lower/equal, no steal.

> **NOTE:** Critical rolls only apply to 2P or 3P shots, they do not apply to the free throws.

14.2 "Zero" players' shots

A player with a **blank Frequency** level in a specified shot can only shoot as a Random Player (17.0). Use his Accuracy. Otherwise, the chosen player shoots instead of him. Move the Key Player token to the chosen player in the same zone.
A player with **zero Frequency and zero Accuracy** can only shoot as a result of a Random Event. Use any player's Accuracy minus 4. Otherwise, the chosen player shoots.

15.0 BALL ROTATION

If the Key Player does not have the required level of 2P/3P Frequency, move the Key Player token to the player with the required Frequency level of 2P (Two Pointer event) or 3P (Three Pointer event) in the **same zone** if possible. If there is no such player, move the token to the chosen player's card in another zone. Roll d20 for the extra shots.
If more than one player has Frequency at the required level or higher, choose one of them freely.

EXAMPLE: *Hungary (Morale C) plays vs Germany (Morale C). The event "Three Pointer" was rolled. "If 3P Frequency of KP is 4 or more: make an extra two 3P shots by KP".*
Varga from Reserve Player's Zone is the Key Player of Hungary, he has 3P Frequency at 2 level. So, he can't shoot, he passes (Ball Rotation).
Unfortunately, none of the Hungarian players in the Reserve Players Zone have 3P Frequency at level 4 so the Key Player marker goes to the Core Players Zone where point guard Lisztes has 3P Frequency at level 4 and Accuracy at level 7.
Lisztes has two shots for 3 points.
First d20 roll: 7. Good! 3 points.
*Second throw: **20**. Critical roll! Miss and possible steal.*
German Morale is not higher, so no interception occurs.

16.0 RANDOM EVENTS

If the same results were rolled on three d6 dice in the Event Phase a Random Event took place instead of the Team Event.
A) Resolve the d20 result in the Team Points table,
B) Resolve possible Red factor (12.0),
C) Roll two d6 on the Random Events table and read the result in ascending order.
Unless otherwise stated random event always refers to the active team.

17.0 RANDOM PLAYER

If you need to determine a random player roll a d20. The random player is the player with the number equal to the result of the roll. If there is no such player (15-20 roll, injury, a player does not play in the match) random player is the chosen player diagonally from the current Key Player).

18.0 INJURIES

If an injury occurs:
A) Move the Key Player marker to the player on the left or right of the injured player
B) Go to the "INJURY" table to check the type of injury
C) Mark the player who will replace the injured player. It should be a player playing the same position or alternate position as the injured player if possible
D) The player card of the substitute is inactive from now on. If the Key player marker hits here, move this marker left, right, or diagonally.

19.0 FOUL TROUBLE

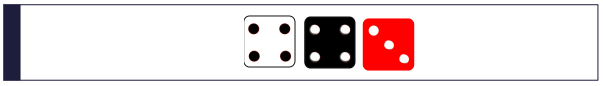
If a player is in danger of being disqualified for committing too many fouls, he must be sitting on the bench for some time.
Perform the actions described in 18.0 A, C, and D.
Roll d6, add 2 plus the number of the current Round. The result is the number of the Round in which the player will appear on the court again.

EXAMPLE: *Center Mietkowski is in foul trouble in the 7th Round. The player rolled 2 on d6. Mietkowski is inactive from Rounds 7 to 10 (4 Rounds). From the beginning of the 11th Round (2+2 +7) he will be active again.*

20.0 EXAMPLE OF PLAY

San Antonio (Morale B) plays at home against Miami (Morale D). First half, 3rd Round ends. The score is 18-15 for Miami. Current Key Players are: Alvarado (SA, core player) and Guzman (MIA, reserve player)

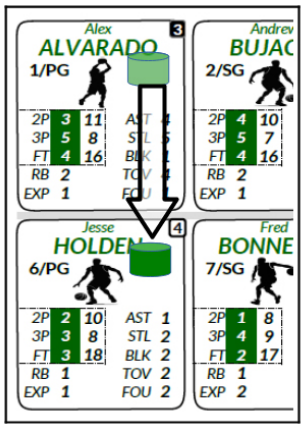
Time: The Time token is moved to 4th box
Switch roll:



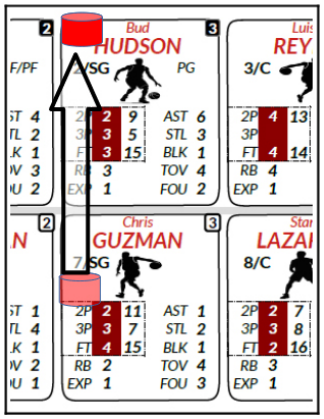
Time-out impact. Two dice results are the same (white and black) so there is a Time-out impact.
- Time-Out table, row **4** (two "fours" rolled) says: "Home team Morale+1". The Morale of San Antonio increases to A level, so there is the EUPHORIA effect (9.1)!
The San Antonio team gets d3 points from the **red** die. The red die result is 3, so SA scored 2 points (1.5 is rounded up). Morale drops to B level and the points token of SA is moved by two spaces on the Team Points track. Not bad.

Home SWITCH Phase.
The white die result is 4, Alvarado's REST number is 3 and the white die is higher: substitution. SWITCH using column B (zone change).
Red die result (**3**) in SWITCH table – UP/DOWN.
SA moves the Key Player token down (zone change) to the card of **Jesse Holden** (PG). He will be the new Key Player in this Round.

Away SWITCH Phase.
The black die result is **4,** and Guzman's REST number is 3. As a result of the higher die result, Miami has to switch from the Reserve Players Zone to the Core Players Zone.
Result **3** (**red die**): UP/DOWN. They move the marker up to the player card in the Core Players zone.
It's **Bud Hudson** (SG/PG).

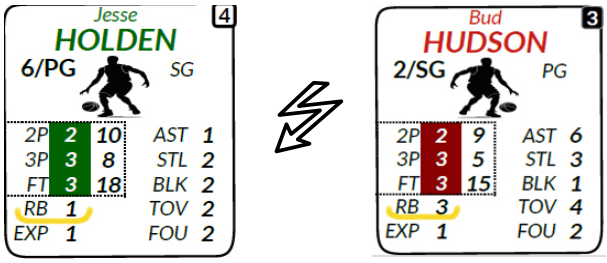


Switch of San Antonio

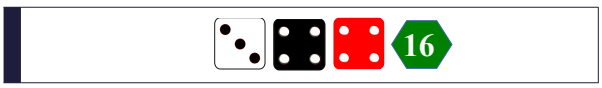


Switch of Miami

Check CLASH
Key players of both teams have different numbers but can play in the **PG** position so there will be a CLASH between them (10.6).
Roll d20: **13**
Result in CLASH table: *SECOND CHANCE POINTS.* The p*layer with lower RB (rebounds) -2 pts.*
RB rating of Holden is **1**, and Hudson has **3**. The battle under the board ended with a quick rebound by Hudson and San Antonio "lost" 2 points.
Team Points token of San Antonio returns to "zero" space (2-2).



HOME EVENT
Roll 3d6 and d20 for the home team:



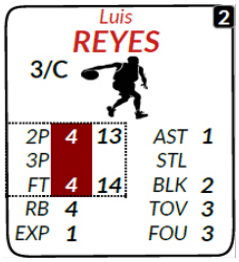
a) Team Points table and **16** (d20 result): **7 points** scored by San Antonio. Team Points +7 on the track.
b) Check the RED Factor. The **red die** result is **4.** We have the first half so there is an OF factor.
OF rating of SA is 5, DE rating of MIA is 4. 5 minus 4 equals **+1 point** for SA (5-4). Team points of SA: **8**
c) Team Event table. Check row **"34"** (white die: 3, **black die: 4**). *"TWO POINTER. If 2P Frequency of KP is 2 or more: two extra 2P shots by KP"*. The 2P Frequency of Holden is 2, he shoots two 2P extra shots.

First extra shot (d20 roll): **11**, Holden has a **10** rating in 2P Accuracy. Shot missed, no points.

Second extra shot: **1**. Shot is good. +2 points (now **10** total). The natural "one" was rolled: possible shooting foul (14.1). The Morale level of SA is higher than the opponent's Morale: shooting foul! One extra FT shot for Holden.
Free throw (d20 roll: **6)** is good (Holden has 18 FT Accuracy). +1 point, **11** total.

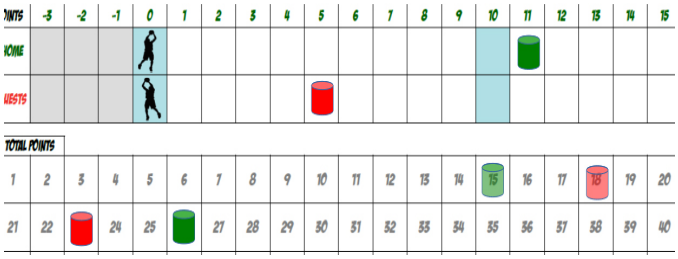
AWAY EVENT
Now 3d6 and d20 rolls for the Miami team:

a) Team Points table and 7 (d20 die): **5 points** scored by Miami. Team Points +5 on the track.
b) Check the RED Factor. The **red die** result is **6**, MORALE factor. The difference in Morale levels between MIA and SA is **minus 2** (MIA "D", SA "B") so 2 points have to be subtracted from the Miami Team Points. The token of Miami points is placed in space "3" (5-2).
c) Team Event table. Check row **"53"**
"JUMP SHOT. If the red die is lower/equal than AST of KP other chosen player gains one extra 2P sure shot".
Hudson has AST on the 6 level, **red die** result is equal to his AST. He passes to the chosen player: Reyes (highest 2P Accuracy rating in the team: 13).



Extra 2P shot by Reyes. D20 roll: **17.** Miss but… this was a **sure shot**, with a **-4 modifier** to d20 roll. The modified result is 13 (17-4), the shooter's 2P is 13. The shot is good! +2 points for Miami (3+2=5 points total).

CLEAN UP
Positions of markers on the TOTAL POINTS track:
- San Antonio: **26** (15 +11 points from Team Points track)
- Miami: **23** (18+5 points from Team Points track)
- Reset of Team Points track



Summary
San Antonio had a strong 3 minutes. Their coach used the timeout well. Alvarado went down, Holden replaced him, lost a rebound to Hudson but scored 3 points in a good style. The rest of the team performed solidly, adding 8 points.

21.0 OPTIONAL RULES

21.1 Gameday

If you want to vary the starting Morale, starting Key player, and substitutions you can roll d6 for each team before the game. Use the table below.

d6	Key Player	starting Morale	subs #
1	choice	E	0
2	SG	D	1
3	SF	D	0
4	C	C	2
5	PF	C	0
6	PG	B	1

If the number of the subs is higher than zero, make substitutions in the core lineup. Substitute the players with the lowest REST level among the core players with reserve players who can play the same positions (if there are several, choose the reserve players with the highest REST level).

21.2 Tactics

Before the start of the Round players can use tactics for the teams to make matches more entertaining.

PRESS
+1 to FOU and STL ratings.
If RED Factor 1, steal. Morale +1, choice player shoots one 2P/3P high percentage extra shot (-2).
If RED Factor 2-3, shooting foul. Opponent KP has 2 FT.

HURRY-UP ATTACK
If RED Factor 1: gain two 2P/3P extra shots (low percentage).
If RED Factor 2-3, fast break. Opponent KP has one 2P extra sure shot)
If TRAIL factor in the team's Event Phase: extra 1 point scored (if last Round of the half or OT, buzzer beater: one extra 2P/3P forced shot by choice player).

SAFE DEFENSE
No DRAWING FOULS and TECHNICAL FOUL negative impact on the team (see CLASH table) but the opponent has a -1 modifier to all 2P shots.

CALL THREE
Treat all "Two Pointer" Team Events as "Three Pointer".
Opponent gains +1 to DE rating.

DOUBLE TEAM
Select one of the opponent's players. Treat all his 2P/3P shots as forced shots (+4 to roll). All players adjacent to this player (left or right) have +1 to 2P and 3P Accuracy ratings.

CRASH THE BOARDS
Reroll all 2P/3P missed shots during PICK&ROLL and JUMP SHOT events. For every 18 and higher natural result on d20 during 2P/3P extra shots, the opponent's KP gets two FTs.

ISOLATION
Lower Morale by 1 before resolving the SWITCH effect.
Change the opponent's Key Player to a random player (17.0).

SLOW PLAY
Use in the last Round of the half/OT. Subtract 2 from rolled Team Points. Treat all opponent's 2P/3P shots as forced shots (+4 to d20 roll).

FAST BREAKS
+2 to TOV ratings.
Treat all opponent's "18" and "19" results during extra shots as "20" results (14.1). In this case, a team can shoot 2P/3P even if the Morale level is lower than the opponent's Morale.

21.3 Quick recovering

If you want the losing team to have a better chance of catching the opponent lower the TRAIL factor (12.3) to **5 or more points** in the last quarter.

21.4 Playing with player cards

Cut out the player cards, and stick them on cardboard to make any easy lineup changes without additional markers. This could be useful when playing a league with the fantasy draft. A blank team card available on our website can be used for this.

21.5 Absences

To increase the impact of injuries and fluctuations in players' form on the team, roll d6 before the game. Use the table below.

d6	
1	Injury of a random core player
2	Poor form, random core/reserve player (#1-10) DNP
3-4	Absence check
5-6	No effect

DNP did not play
Absence check roll d6 for one random core player and every reserve player with REST below 5. Add the player's REST rating to the roll. If the sum is 5 or less, the player is absent. No more than two reserve players with REST rating over 2 can't play by this method.

21.6 Substitutions

In case of substitution, the reserve player and the core player take REST values from each other. A reserve player playing in the Core Players Zone raises his own Frequency (3P, 2P, and FT) ratings by 1 level while a core player playing in reserve lowers them by 1.

21.7 Tactical Points

The Tactical Points system allows players to limit the impact of rolling too high or too low.
Before each half of the game, the team is given three Tactical Points (TP). The following is how the points can be used:
- Designate chosen player as the Key Player after SWITCH Phase: cost of **1 TP**
- Reroll the 3P/2P/FT shot (own or opponent's): cost of **1 TP**
- Reroll a Clash (11.0): **1 TP**
- Reroll Locker Room Motivation roll (9.5): **1 TP**
- Reroll Home Event/Away Event (10.7, 10.8): **2 TP**
- Raise Morale by one level (up to a maximum of "C" level): **2 TP**

The team receives one extra TP if its Morale hits the highest level (9.1) and it scores three points by d3 roll.
If the team's Morale reaches the lowest level (9.4) and the team loses 3 points because of it, the team also loses one TP (if it had one).
If a team does not have any Tactical Points, it can reroll "1" or "20" result of a Team Points roll (once per match, Morale -1).

21.8 Aggressive players and suspensions

Some players are more prone to technical fouls and suspensions. They are marked with the aggressive icon (see **skull icon** on the left). If their team has lower Morale than the opponent, their FOU rating is increased by 2 (maximum to 6).
If a technical foul has occurred (for example, as a CLASH 11 result) and the white and **black** dice show the same result, there is a risk of ejection and suspension.
Roll d6 to check which player is at risk:

d6
1-4 Most aggressive player (compare FOU ratings) among the Key Players
5 Random home player
6 Random away player

Roll 2d6 and add 1 if the fouling player is aggressive.

2d6 sum
2-6 No ejection
7-9 Ejection, no suspension
10 Ejection+suspension: 1 game
11 Ejection+suspension: d3 games
12 Ejection+long suspension (roll d6)
d6
1-3 d6 games of suspension*
4 2d6 games
5 10 x d6 games
6 2d6 x 8 games*
* *+3d6 matches if a player is aggressive*

21.9 Coach's challenge

From the 2019-20 season (pro seasons) or the 2022-23 season (FIBA teams), each team has one challenge available per game. It's impossible in the last Round of regular time or over time.
Mechanics: roll d6 at the beginning of the End Phase to trigger instant replay review.

d6
1-2 Review and decision stands, the coach is furious. Team's Morale -1
3 Review and... decision stands: no effect
4 Review and... personal foul was not a foul, opponents' coach protests. Opposition team: -2 points
5 Review and... Out-of-bonds call changed. Key Player has one extra 2P/3P shot, Morale +1
6 Review and... Goaltending interference. If even Round: 2 points scored, odd Round: opposition -2 points

21.10 Dunkomat cards: playing against AI

If you want to identify even more with one of the teams, you can play against the opposing team using tactics from a deck of **Dunkomat cards**.
Before the match begins, draw one tactic card for the opponent. You can change it from Round 2 if there is a double rolled in the Time Phase. Do this after resolving Time-Out (10.3), and before the Home Switch Phase.
Remove the tactics card at half-time, reshuffle the deck, and draw a new tactic for your rivals.
If you have to change your opponent's Key Player to a chosen one (Switch Phase), use the highest REST factor, or roll the dice.
If you have the choice of a 2P or 3P opponent's extra shot, choose a 3P shot if the opponent loses or the player has a higher 3P Frequency than 2P Frequency. Otherwise, choose 2P.

22.0 DETAIL MODE

When the result is tight the player can resolve the last Round in Detail mode. To do this, instead of the traditional Sequence of Play, use:

1. Detail Mode track for Time Phase– each one box means 15 seconds of play
2. Detail Mode tables

22.1 Preparation

Before starting the Round:
1. Assign the losing team as the Attacking team and the opponent as the Defending team. If there is a draw, the Attacking team will be the home team. No home team: choose the attacking team randomly.
2. Put the Time marker on the left of the first box on the "Detail Mode" track.
3. Roll d6, treat this result as double, and check locker room motivation (9.5).

22.2 Initiative

The Attacking team has Initiative (use any marker to indicate this).
In the next Rounds Initiative will change after shots, turnovers, or rebounds.

22.3 Detail Mode mechanics:

1. Roll 3d6 to generate Detail Mode Event.

1A) Resolve Time (use **red die** result), move the Time marker on the Detail Mode track by the specified value.
If the "+0" result is rolled for the second time, treat it as "+1"

1B) Resolve Switch (use **red die**). Move the KP token left, right, or on the chosen player. If the token on player number 1 is to be moved to the left, move it to player number 5, and vice versa: the token to be moved to the right of player #5 should be placed on player #1.
"Mirror" means that the new Key Player will be the player with the same number as the opponent's Key Player.

1C) Resolve Event
Read white and **black** dice in ascending order.

2. Process 3P/2P/FT shot(s) if any appear
3. End of the event. If the Initiative changes (eg. points scored, Defending team rebound, steal) move the Initiative token to the opponent.
4. Go to 1.

22.4 Fast Breaks

If the ball was rebounded, stolen, or the opponents rolled "20" when resolving an extra shot, the Attacking team can try a fast break tactic to score quick points. Use the Fast Break table.

22.5 Missed extra shots

If the extra shot was missed use the Missed Shot table to see which team has rebounded the ball and gained the Initiative. The natural **"20"** result on d20 is always a rebound by the Defending team.

22.6 Buzzer beater

If in the last segment ("0:15" box) after the Time/Switch table was resolved, the Time marker was to go out of the "Detail Mode" track, the Attacking team can use the "Buzzer Beater" table to make the last shot.
There can be only one buzzer-beater shot in a regular time per team and one in OT.
A second buzzer-beater is possible (with a -1 die roll modifier) only if the team has a Morale level higher by 2 or more than the opponent.

22.7 Euphoria and Break-down

When the Morale level reaches **A**, the team immediately steals the ball (gains Initiative) **or** gains one reroll of one FT/2P/3P shot (own or opponent's). Then lower Morale to „B".
When the Morale level reaches **F**, the team loses the ball. The opponent's KP shoots a 2P or 3P high percentage shot (-2 to roll). Then increase Morale to „E".
These rules replace the 9.1 and 9.4 rules.

22.8 Forced 3P shots

Instead of shooting 2P Key Player can shoot 3P but with a +4 modifier to d20 roll.

22.9 Detail Mode Random Event

If all three d6 dice show the same results resolve Time/Switch and go to the special Random Event table.

22.10 Late fouls

The Defending team can intentionally foul in the last minute of the game to gain Initiative. Attacking Key Player has 2 free throws instead of rolling an Event. The clock is stopped and after the shots fouling team gains Initiative.

22.11 Extra time in Detail mode

Resolve one full Round (full Detail Mode track) and 8 time boxes (2 minutes).

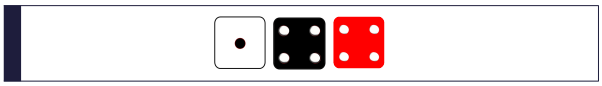
22.12 Detail Mode examples

EXAMPLE 1: *After 45 minutes of play Chicago (Morale D, home team,) is winning 97-95 over Columbus (Morale C). The player decides to play the last Round of the match in Detail Mode.*
Columbus gets the Initiative and they will be the Attacking team (they are trailing). Let's roll the first Event.

*1. Time (**red** die): **+1** (Time token on "0:15" box)*
*2. Switch (**red** die). Attacking: no Switch, Defending: Chicago KP marker goes left*
*3. Event **35** (white and **black** dice in ascending order)*
*"2P shot by KP". KP is Sylvester (Accuracy: 11). D20 die roll: **14**. Miss! Check the "MISSED SHOT" table to see who rebounds. The difference between Accuracy and d20 roll is 3 so let's check the result in row 3. AIR BATTLE [C].*
Centers of both teams are fighting for the ball. The center of Chicago has RB 4 (3+1 for the Defending team) and the center of Columbus has RB 4. There is a tie. First, Morale level decides. Morale of Chicago equals C, and Columbus's Morale is D. Chicago gains the ball (Initiative). They decide to use a fast break instead of a normal Event roll.
Chicago rolls 2d6 on the Fast Break table.

The white die is 2. Result: HELD UP. Fast break is stopped, Attacking team rolls the next Event...

EXAMPLE 2: *We are still in this game, but right now we are in the 2:45 box (15 seconds to go). There is draw 103-103. Columbus has the Initiative. Event roll:*



*1. Time (**red** die): **+1** (Time token is placed in last "3:00" box)*
*2. Switch (**red** die). Attacking (Columbus): right, Defending (Chicago): no Switch*
*3. Event **14***
"Steal! Initiative change". Chicago gains the Initiative, they roll:

*1. Time (**red** die): **+1** (token out of the Time track)*
*2. Switch (**red** die). Away team(Columbus): chosen player (center), home team (Chicago): mirror player (they must mark their center too)*
No Event, because the game should be over. Chicago decides to use "Buzzer Beater".
*D6 roll is **6.** Great position! 3P/2P shot by the chosen player. Chicago chose Amador Williams, with 11 of 2P Accuracy.*
*Another d20 roll: **18.***
What a miss, he should have scored and won the game.
Rebound by the Columbus team (18-11=7, Defending team

rebound). They can't use the Buzzer Beater table, because their Morale level is lower than the Morale level of Chicago (C vs D) so the overtime starts…

23.0 DESIGNER'S NOTES

My third sports game is intended to be a compromise between complete realism and playability. I wanted to create a game that would take into account both the strength of the teams and the abilities of individual players.
I believe that the small details of one action (e.g., a good rebound, or a successful 3-point shot) can have a significant impact on the team's future play.
Most importantly, I didn't want to spend the entire night resolving all the players' throws and moving their cards around.
I don't know if I succeeded, let me know what you think. The game is for you, modify it so that you enjoy the gameplay as much as possible.

Big thanks to all the playtesters: Michael Owens, Tomasz Kostrzewa, Stefan Hatala, Dickie Layden, Yohann Billard.

Visit my website at: timetodice.com for any future game updates.

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TABLE OF CONTENTS

1.0 INTRODUCTION....1
2.0 COMPONENTS....1
2.1 Dice....1
2.2 Tokens....1
3.0 TEAM CARD....1
3.1 Team ratings....1
4.0 GAME BOARD....1
5.0 PLAYER CARD....2
6.0 SETUP....2
7.0 KEY PLAYER....2
7.1 Switch....2
8.0 TIME....3
8.1 Half-time....3
8.2 Extra-time....3
8.3 Time in FIBA rules....3
9.0 MORALE....3
9.1 „Euphoria" effect (Morale A)....3
9.2 „Boost" effect....3
9.3 „Struggle" effect....3
9.4 „Break-down" effect (Morale F)....3
9.5 Locker room motivation....3
10. SEQUENCE OF PLAY....3
10.1 Time Phase....3
10.2 Rolling Phase....3
10.3 Time-out Phase....3
10.4. Home Switch Phase....3
10.5 Away Switch Phase....4
10.6 Check Clash Phase....4
10.7 Home Event Phase....4
10.8 Away Event Phase....4
10.9 End Phase....4
11.0 CLASH....5
11.1 Random Clash....5
11.2 Winning the Clash....5
11.3 Fouls / Turnovers in Clashes....5
12.0 RED FACTORS....5
12.1 OFFENSIVE FACTOR (OF FACTOR)....5
12.2 CLASS FACTOR....5
12.3 TRAIL FACTOR....5
12.4 MORALE FACTOR....5
13.0 TEAM EVENT....5
13.1 CLUTCH MISS....6
13.2 CHEMISTRY....6
13.3 HOME COURT....6
13.3.1 TOURNAMENTS....6
13.4 TYPICAL PLAY....6
13.5 STAR....6
13.6 THREE POINTER....6
13.7 TWO POINTER....6
13.8 PICK&ROLL....6
13.9 JUMP SHOT....6
13.10 WHISTLE....6
13.11 CLUTCH GOOD....6
14.0 EXTRA SHOTS....6
14.1 Critical rolls....6
14.2 "Zero" players' shots....7
15.0 BALL ROTATION....7
16.0 RANDOM EVENTS....7
17.0 RANDOM PLAYER....7
18.0 INJURIES....7
19.0 FOUL TROUBLE....7
20.0 EXAMPLE OF PLAY....7
21.0 OPTIONAL RULES....9
21.1 Gameday....9
21.2 Tactics....9
21.3 Quick recovering....9
21.4 Playing with player cards....9
21.5 Absences....9
21.6 Substitutions....9
21.7 Tactical Points....9
21.8 Aggressive players and suspensions....10
21.9 Coach's challenge....10
21.10 Dunkomat cards: playing against AI....10
22.0 DETAIL MODE....10
22.1 Preparation....10
22.2 Initiative....10
22.3 Detail Mode mechanics:....10
22.4 Fast Breaks....11
22.5 Missed extra shots....11
22.6 Buzzer beater....11
22.7 Euphoria and Break-down....11
22.8 Forced 3P shots....11
22.9 Detail Mode Random Event....11
22.10 Late fouls....11
22.11 Extra time in Detail mode....11
22.12 Detail Mode examples....11
23.0 DESIGNER'S NOTES....12