

# Uptempo Basketball

## Game Guide

Thanks for trying out Uptempo Basketball, a fast and fun basketball game for the tabletop. This guide has everything you need to get started.

## What you need to play

Team and player cards

Scoresheet

2 d10 dice (different colors)

Timing sheet (or online dice roller app)

## How to play

### Set up

Choose your two teams then fill out the scoresheet you're using for the game. If you don't have a scoresheet, you can download the Uptempo Basketball scoresheet here: [https://github.com/brianhaferkamp/basketball-game/raw/main/Basketball\\_Game\\_Scoresheet.pdf](https://github.com/brianhaferkamp/basketball-game/raw/main/Basketball_Game_Scoresheet.pdf). Fill out the scoresheet to the level of detail you intend to play. If you are using individual players, fill out all 10 players (a starter and bench player for each position) for each team on the scoresheet under the running score.

Once your teams are set you'll need to decide on how to time your game. One way to time the game is to download the timer sheet: [https://github.com/brianhaferkamp/basketball-game/raw/main/Basketball\\_Game\\_Timer.pdf](https://github.com/brianhaferkamp/basketball-game/raw/main/Basketball_Game_Timer.pdf). The timer has two options: traditional game clock or possession-based timing. You'll need a couple of tokens or coins to move so you can keep track of the time. More info is available below in the Timing section.

You can also use the special online timer created just for Uptempo Basketball: <https://cdpn.io/pen/debug/WNzRGez/7O6d5aa477cf55f1c8e5e103880a2f8d>. The application is free and can be used on any web-enabled device. More info is available below in the Timing section.

## The Basics

### *Tip off*

To begin each game, roll the dice to determine which team wins the tip off. If the roll result is 1-50 the visiting team wins the tip and controls the possession. If the roll result is 51-100 the home team takes the first possession.

### *Possessions*

To play out a possession roll both d10 dice. To get the roll result, combine the values of the dice. If you're rolling traditional dice choose one color to be the first number and one to be the second number. For a roll of 3 and 8 the roll result is 38. For a roll of 6 and 1 the result is 61. A roll of 10 is equal to 0 unless it is combined with another 10. So a 9 and 10 is a roll result of 90. A roll of 10 and 9 is 09. And a roll of 10 and 10 is a roll result of 100. There are no 00 rolls in the game.

Once you have the first roll result compare that to the Play Result chart on the team card. Here is an example of a Play Result chart:

<b>RUN</b>	<b>1-3</b>
<b>TO</b>	<b>4-14</b>
<b>FT Att</b>	<b>15-34</b>
<b>2PT Att</b>	<b>35-50</b>
<b>And 1</b>	<b>51-53</b>
<b>2PT</b>	<b>54-93</b>
<b>3PT Att</b>	<b>94-96</b>
<b>3PT</b>	<b>97-100</b>

Compare the roll result to the chart to find the play outcome. The play outcome is the range in which the roll result falls. For the above, a roll of 87 would be an automatic two point make. Here is an guide to each play type:

Run = Scoring Run

TO = Turnover

FT Att = Free Throw Attempts

2PT Att = Two point shot attempt

And 1 = Player is fouled while shooting and the two point basket is good

2PT = Automatic two point shot

3PT Att = Three point shot attempt

3PT = Automatic three point shot

### Scoring Run

If the result of the play is a scoring run then you'll need to roll both d10 dice again and check the roll result against the Runs chart (bottom right of the team card). Here is an example of a scoring runs chart:

Runs	
1-25	8-0
26-50	9-2
51-75	6-0
76-98	10-3
99-100	12-0

If the roll result is a 47 then the scoring run is a 9-2 run for the current team. Mark off the appropriate amount of points for each team then subtract 4:00 from the timer (12 possessions if you're using possessions for timing). The possession then goes to the opposing team.

To find out what happened in terms of scoring during each scoring run, consult the appropriate scoring run card. Here is the 9-2 run card:

## 9-2

	PG	SG	SF	PF	C
1-20	2 2 2 0	●● 2	0 0	●○ 0	0 0
21-40	0 0	○● 0	2 2 3 0	0 2	●○ 0
41-60	0 2	2 0	2 0	3 0	2 0
61-80	0 0	3 ●● 0	2 2 0	0 0	0 2
80-100	0 0	3 0	0 2	2 0	2 2 0

● = FT Made    ○ = FT Missed    Opp Team

Roll the 2 d10 dice and get a roll result. Find the row that includes the roll result in its range and get the results for each of the individual players during the scoring run. On a run like the one above when both teams have scored, the opposing team's play outcomes will be in red while the team who made the scoring run will be in black. For the scoring runs when only one team scores there will only be one result in black for each row. The opposing team did not score so there is no need for an opponent result. Here is a guide to the results on the scoring run cards:

2 = Two pointer made

3 = Three pointer made

● = Free throw made

○ = Free throw missed

2● = And 1 - Two pointer made plus free throw

3● = And 1 - Three pointer made plus free throw

### Turnover

If the play result is a turnover, there is no scoring. The timer should be moved one space and possession goes to the opposing team.

### Free Throw, Two Point, and Three Point Attempts

If the result of the play is a free throw, two point, or three point attempt then roll both d10 dice again and get the shooting roll result. If you are playing with team percentages, compare the roll result against the team FT%, 2PT%, or 3PT% in the team shooting chart (top right of the team card under the team W-L record). Here is what the team shooting chart looks like:

Pace	98
FT%	80.8
2PT%	53.0
3PT%	36.6
DEF	-2

You can round the numbers here up or down per your own preferences. If the shooting roll result is less than or equal to the shooting percentage then the shot is good. If it is greater than the shooting percentage then the shot has been missed. On a free throw attempt the shooter gets two free throws even if the first shot has been missed.

### *Individual shot attempts*

If you're playing with individual player percentages compare the shooting roll result against the correct column on the players card to determine who will take the shot:

	Starters		FT	2PT	3PT	REB	AST	TO
PG	<b>Dennis Johnson</b>		1-12	1-14	1-11	1-7	1-28	1-15
	Def: 1	MP: 37	83.3%	46.7%	11.3%			
SG	<b>Danny Ainge</b>		13-21	15-24	12-47	8-15	29-45	16-26
	Def: 1	MP: 35	89.7%	49.8%	44.3%			
SF	<b>Larry Bird</b>		22-42	25-45	48-90	16-36	46-69	27-46
	Def: -4	MP: 40	91.0%	54.7%	40.0%			
PF	<b>Kevin McHale</b>		43-67	46-66	91	37-58	70-77	47-62
	Def: -2	MP: 39	83.6%	60.6%	0.0%			
C	<b>Robert Parrish</b>		68-82	67-83		59-83	78-84	62-77
	Def: -4	MP: 37	73.5%	55.7%	0.0%			

	Bench		FT	2PT	3PT	REB	AST	TO
	<b>Jerry Sichting</b>		83-84	84-90	92-96	84-85	85-92	78-82
	Def: 3	MP: 20	88.1%	52.4%	26.9%			
	<b>Rick Carlisle</b>		85	91	97-99	86	93	83-84
	Def: 2	MP: 7	75.0%	32.9%	31.3%			
	<b>Darren Daye</b>		86-89	92-94		87-89	94-96	85-88
	Def: -1	MP: 12	52.3%	50.0%	0.0%			
	<b>Fred Roberts</b>		90-97	95-99	100	90-94	97-99	89-95
	Def: 0	MP: 14	81.0%	52.1%	0.0%			
	<b>Greg Kite</b>		98-100	100		95-100	100	96-100
	Def: -3	MP: 10	38.2%	43.1%	0.0%			

If the shot is a Free Throw, you will check the FT column. If the shot is a 2PT shot then check the 2PT column. If the shot is a 3PT shot then check the roll against the 3PT column.

Whichever player's range the roll result falls between is the player who will be shooting the shot. Once you've determined the player to take the shot then roll the 2 d10 dice again and get the shooting roll result. Compare that number to the individual player's shooting percentage listed under the player's roll range:

Starters		FT	2PT	3PT
Dennis Johnson		1-12	1-14	1-11
Def: 1	MP: 37	83.3%	46.7%	11.3%

You can round these shooting percentages up or down at your own discretion. If the shooting roll result is less than or equal to the player's shooting percentage then the shot is made. If it is greater than the player's shooting percentage then the shot is missed. Each player takes two shots on a free throw attempt even if the first shot has been missed.

### And 1

On an And 1 the player has made the two point shot and been fouled in the act of shooting. The player gets one free throw to complete the three point play. Score the two points for the team (and player if you're using individual stats) then roll both d10 dice again. For team play compare the roll result against the team FT% to determine a make or miss. If it is a make then add one point to the team's score (and indicate a made free throw for the player if you're using individual stats).

If you are using individual play roll both d10 dice to see who made the shot and will take the free throw. You'll use the 2PT column on the players card to determine the shooter. Once the shooter is determined roll both d10 dice again and get a roll result. Compare the roll result to the player's FT% to determine a make or miss. Score the game appropriately for the team and player.

### Automatic two point or three point shot

If you are playing team play and the result of the play is an automatic two point or three point make then mark the points for the scoring team. If you are playing individual play then roll both d10 dice and compare the roll result against the correct column on the players card (2PT or 3PT) to determine the shooter. Mark the points for the shooter and for the team.

## *Stats After the Play*

You can assign stats after the play is over by rolling against the REB, AST, and TO columns.

REB = Rebound (after a miss)

AST = Assist (after a make)

TO = Turnover (after a turnover)

To assign a rebound, assist or turnover roll both d10 dice and, just like rolling to find who shot the ball, look for the player who had the rebound, assist, or turnover.

## *Defense*

Uptempo Basketball includes defense that you can choose to use in your games. Teams are rated collectively on their defense as well as each individual player.

The defense value is a modifier of the team or player 2PT and 3PT shooting percentages. You will either add or subtract the defense value from the 2PT% or 3PT% before comparing the shooting roll result.

For team play if the shooting team's 3PT% is 35.1% and the opposing team's defense is -2 the new 3PT percentage is 33.1%. Compare the shooting roll result against this new value. If the team defense was +1 then the new 3PT% would have 36.1%. Compare the shooting roll result against this new value.

Defense can also be used at the individual player level. As an example, Player A has a two point attempt and the shooting roll is a 54. If the defender (the player on the opposite team playing the same position) has a defense value of -3 and Player A's 2PT% is 54% then that drops his shooting percentage to 51%. Player A would have made the shot but the defender's defense has made his shooting percentage lower than the roll result. The result of the play is a missed shot. A good defender has denied a basket on what otherwise would have been a made shot.



In the same scenario, if the defender's defensive value was +3 then Player A's shooting percentage would become 57%. His roll of 55 is now below the shooting percentage and the shot is good. A poor defender has allowed a basket on what otherwise would have been a miss.

If the player's or team's defense is a 0 then there is no change to the shooting team's or player's shooting percentage.

## *Timing*

Keeping time in Uptempo Basketball is essential to creating the right amount of possessions for a realistic game. Basketball, by its nature, is a pretty true 50/50 game in terms of possessions. Each team trades possessions after each play. The way Uptempo Basketball keeps score is to move the possession or time marker by one square after each possession. For this example, we will assume the use of the Uptempo Basketball timer sheet ([which can be downloaded here](#)).

There are two options for keeping time in Uptempo Basketball. The first is to use a traditional clock. The second is to use average possessions (based on the average of possessions between the two teams playing).

### **Clock**

The traditional clock is broken down into 0:20 increments on the timer sheet. Each quarter in an NBA game has 12:00 of play (48:00 in a regulation game). To begin the game, set a marker on the Q1 box and a marker at 12:00. Roll the dice for the first possession. When a possession is completed move the marker so that the clock winds down 0:20 (when you reach the end of one row go all the way to the left and down one row to find the next time space).

When you make it to the 0:00 space roll for the possession as normal. This is the last play of the quarter. When the last possession of the quarter is completed move the quarter marker to the next quarter and set the timer marker at 12:00.

If the game is tied after four quarters then the game moves to overtime. Move the quarter marker to the OT space and play the quarter as a normal quarter. The team that is ahead after the overtime period is the winner. If the game is still tied after one overtime you can decide to continue playing another overtime period until there is a winner or simply declaring the game a tie. Traditionally, games are played out in basketball until there is a winner declared.

## Possessions

The second way that you can time a game is by using the average number of possessions between the two teams playing. To get the average possessions we use the Pace value found under the team W-L record:


Pace	98
FT%	80.8
2PT%	53.0
3PT%	36.6
DEF	-2

To find the total pace of the game add the pace values for both teams then divide by 2. This will give you the average possessions for they two teams. You can round this number up or down as you will.

On the timer sheet you will want to divide the average you just figured by 2. This will give you the number of possessions to play per quarter. Most games will average between 48 and 55 possessions per quarter. These are total possessions for both teams.

## Online timer

An online timer and dice roller has been created for Uptempo Basketball. It allows you to roll three sets of dice at one time and controls all clock management functions automatically. Here is what the application looks like on a desktop computer screen:

 **Tabletop Basketball Game**

Qtr 1 12:00


Result Roll

Shooting / Runs

Player

**ROLL**

To roll the first possession of the game click on the Roll button. It will roll all three pairs of dice at the same time. Note: you may only use one or two of the pairs of dice on a particular possession. Use only the dice you need (starting from left to right) to complete the possession. All three dice are rolled only for the sake of convenience.

 **Tabletop Basketball Game**

Qtr 1 

11:40

10

7

Result Roll

8

2

Shooting / Runs


8

1

Player

ROLL

After the first roll all three pairs of dice have values and the clock has run down :20. The application automatically detects the end of a quarter and makes the Next Quarter button available to let you know the game is rolling into a new quarter.

 **Tabletop Basketball Game**

Qtr 1 

0:00

5

7

Result Roll

8

3

Shooting / Runs


7

1

Player

NEXT QUARTER

After pressing the Next Quarter button you can see that the quarter has been set to Qtr 2 and the clock has been reset for the beginning of the new quarter.

 **Tabletop Basketball Game**


Qtr 2

12:00

Result RollShooting / RunsPlayer

ROLL

The app also detects the end of the fourth quarter and gives you the option to continue forward into an overtime period or, if the game is final, to reset the game to the initial game state (Qtr 1, 12:00 on the clock, dice cleared).

 **Tabletop Basketball Game**

Qtr 4

0:00

6

3

7

7

4

1

Result RollShooting / RunsPlayer

RESET GAMEOVERTIME

Here is what the overtime period looks like:

 **Tabletop Basketball Game**

OT

12:00

Result RollShooting / RunsPlayer


ROLL

You can see that the Qtr label has changed to OT and the time has been set to begin the 12:00 period. At the end of the overtime period you will have the choice to either continue into another OT period or reset the game (if the game has gone final). Continue until the game has gone final then reset the app to its initial state to begin a new game.

## Special situations

### *Rolling dice without moving the clock*

Some special situations exist in the game where you need to roll the dice without moving the clock. This can be done in the app by clicking on whichever set of dice you'd like to roll to get a new roll result. All three can be rolled separately from the group by clicking or touching the pair of dice. Here is our initial state after one roll:

 **Tabletop Basketball Game**

Qtr 1

11:40

9

2

2

9


2

4

Result RollShooting / RunsPlayer

ROLL

Let's reroll the Shooting/Runs roll to get a second roll. The most common use for this would be when shooting free throws.

 **Tabletop Basketball Game**

Qtr 1

11:40

9

2

10

8

2

4

Result RollShooting / RunsPlayer

ROLL


You can see that our second set of dice have been rolled and show a different roll result. The time is still 11:40 and none of the other dice have been rolled or changed. To roll for the start of a new possession (and decrease the time on the clock) click on the Roll button to get three fresh dice results rolls.

#### *Moving the clock for scoring runs*

When a team goes on a scoring run we need to decrease the time on the clock by 4:00. You can do this by clicking the Roll button over and over until you reach the correct time. A

shortcut has been built into the interface, however. Simply click or touch the clock and it will decrease by 2:00. If there is less than 2:00 remaining in the quarter the run will roll into the next quarter automatically and decrease the time on the clock into the next quarter.

In this example, a team has gone on a scoring run with 1:40 left in the first quarter. The time will need to be run down to 0:00 then the adjustment made into the next quarter.

 **Tabletop Basketball Game**

Qtr 1 

1:40

4

9

Result Roll

3

4

Shooting / Runs


4

6

Player

ROLL

After clicking the clock here is the adjustment made for the run:

 **Uptempo Basketball**

Qtr 2 

11:40

0

5

Result Roll

1

5

Shooting / Runs

8

8

Player

ROLL

The clock now has run down to 11:40 left in the second quarter. Please be careful that you only click or touch this once. It is set to decrease by 2:00 each time you click the clock. If you

mess up the time, simply reload the page then click the Roll button until you reach the time of the game where you made the mistake. The clock will run down 0:20 each time you click the Roll button.

One note on the functionality. Inside of 2:00 of the end of the fourth quarter this functionality will not work. You can choose to run out the clock and end it with a scoring run or disable to ability to have a scoring run in they final 1:40 of the game and/or half.

This app can be used on any Web-enabled device and requires an internet connection to load the page. Once the page is loaded the app should work even if you lose your internet connection. However, if you refresh or reload the page you will need an internet connection for the app to function properly.

The dice roller app is still in active development. If you find any bugs or issues with the app (or just want to offer some suggestions to make it better) please send an email to [brianhaferkamp@gmail.com](mailto:brianhaferkamp@gmail.com) with a description of the problem/request. If you could include a screenshot of what you're seeing that would be very helpful.

## Feedback

Uptempo Basketball is still in development and this represents a working prototype of the game. If you have any suggestions or feedback it is much appreciated. You won't hurt our feelings :-). We want to work with the gaming community to make this games as good as it can be. Send any feedback to [onbasebaseball@gmail.com](mailto:onbasebaseball@gmail.com).