



POCKET SPORTS **POCKET** BASKETBALL

Pocket Basketball rules

LENGTH OF GAME – 4 QUARTERS

Before starting, agree on a time for each quarter - 5 mins. Keep playing until time is up. Winner is the player with the highest score. Both players roll the BLACK die - highest roll wins the tip off.

In Pocket Basketball, each player will take turns as their team attempts to score. Each team will have opportunities to shoot certain shots depending on which position is in possession of the ball.

There are 5 dice that represent each position, 1 die for the Defense, 1 die for the Referee and a Shooting die. The (PG) POINT GUARD will always roll first after each basket, or when possession is turned over. You then have 4 other team positions (PF) Power Forward (C) Center, (SF) Shooting Forward and (SG) Shooting Guard all who can pass between each other, shoot or perform a special move.

To begin, the team that wins the tip off will roll the (PG) Point Guard die and follow the resulting action. *Note - you'll be rolling 1 dice at a time.*

The (PG) Point Guard will either pass to another team mate **shown by a letter** (C) Center or (PF) Power Forward etc, Shoot or Dribble. The player receiving the PASS then rolls their die to see what action to take, and so on.

PASS - Any passing between players other than the (PG)Point Guard is your choice. You can pass as many times as the dice rolls allow.

DRIBBLE - If this appears, simply reroll the same die. If you roll 'DRIBBLE' 3 times before taking a shot, the shot clock has timed out and your team turns over the ball.

SHOOTING - when a type of shot is shown on a player's dice, this indicates he is attempting to score. Your opponent will then roll the DEFENSE die determine his defense.

DEFENSE - this indicates the level of DEFENSE the Shooter needs to match or better with the SCORING die, to score the basket.

Double Team - the strongest 2 man Defense means a player **must roll a 6** to score the basket.

Cover - man on man Defense means a player **must roll a 5 or higher** to score

Draw - a foul has occurred while shooting - a player **must roll a 4 or higher** *See Free Throws

Foul - roll the REFEREE die to determine the infringement * See FOULS

Open - open man means a player **must roll 2 or higher** to score

Example - My CENTRE rolls 'Hook Shot 2pts'. My opponent rolls 'Cover'. I need to roll a 5 or 6 to make the Hook shot score 2pts. If it's below, then I miss the shot and my opponent rebounds and starts play again with his PG.

SPECIAL MOVES - on most positions' dice there is a ★ that gives you an uncontested shot that is an **automatic** basket! *This is what the fans want to see!*

***FOULS -**

Ball Up - both players roll the SCROLLING die - highest roll wins the Ball Up
Travel/Dbl dribble/Charge are all Offensive fouls and result in a TURNOVER to your opponent's PG.
Personal foul results in a a stop in play and restart by the OFFENSIVE player's PG
Flagrant (Defensive) foul results in 2 Free Throws for the Offensive team, AND possession after the Free Throws.

***FREE THROWS** - A player will go to the line for Free Throws if he has DRAWN a foul while shooting. If the basket counted, they will shoot for the extra point. If they miss the basket, they will have 2 or 3 Free Throw attempts. To be successful, you must roll a 4 or higher for each attempt.

SECONDARY MOVES - The CENTRE and SMALL FORWARD have a special ability after they pass, however, it can only be used if the receiving player takes a shot immediately on his next action.

***CENTER** - Pass/**tip in** - if the receiving player shoots and misses, the CENTER can roll again to try and meet the same DEF level as a tip in attempt

***SMALL FORWARD** - Pass/**rebound** - if the receiving player shoots and misses, the player can roll again with the SF die as the rebound was made.
If either of these two pass, *and the receiving player also passes or dribbles*, the tip off/rebound are no longer able to be used.

Unsuccessful SHOTS will be a turn over and play starts again.

Successful BASKETS will be added to the team total. Your opponent will then start play again.

STEAL - While on DEFENSE, anytime your opponent rolls DRIBBLE, you may attempt to steal the ball. To be successful, you must roll a 5 or 6.



Once you get started and play through a few rolls, you'll understand the game very easily.

You're encouraged to add commentary for tension and excitement to games, so make sure you have your best calling voice primed and ready!

Watch the 'How to play' video online - www.pocketsports.com.au

Choking Hazard - Keep Away From Small Children

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