DARIUS' BASE-10 STATIS PRO BASKETBALL FAQ – Edition 2017

Question 1 (Q1)
Let's say Jabari Parker (MIL BUCKS 2015-2016) has already made 12 two points shots and 1 three pointer by the middle of the fourth quarter ….
Considering his ATTEMPs - 12(1) - the next shot would be above the ATTEMPs that he has, in that case:
Would that mean some kind of penalty or restriction for this player?
In other words, Can Jabari keep shooting and playing as he did up to that moment?
My comment to Q1:
For these cases my friends and I agreed to half FG% / 3PTS rates, REBOUNDS, BLOCK, ASSIST and STEAL. DEFENSE RATE is 0, as well. If only all three pointers have been used, no more three pointers are allowed for such player.

Darius' Answer: A player's ATTEMPTS value is a rating obtained by the average of his shots taken per game played during a season. But as for all ratings of SPBasketball, it is an average value that means a player could take as many shots as permitted by the game, more or less of his ATTEMPTS value, without any restriction. So in this case I am not agree with your comment. Jabari Parker could end a game with only 2 shots taken (Improbable) or with 20 shots taken, regardless of his ATTEMPTS value. Also consider that Double Teaming and Fatigue could modify his ATTEMPTS during a game, so adding a further penalty for going beyond his ATTEMPTS value is an excessive penalty. Moreover in the original Base-10 AH rules there is not any reference to this ATTEMPTS restriction, that I believe is linked to the Base-8 concept of rules.

Question 2 (Q2)
Now there is an OPEN SHOT.
    When checking the SHOT# at the next FAC
      A Foul is called
Is this foul during shooting considered or ignored?
My comment to Q2:
For these cases my friends and I agreed to consider the foul. We imagine the foul is made by the defender when running into the shooter in a desperate effort to block the shot (close out).

Darius' Answer: I agree with you: a Foul must be considered also on an Open shot and your idea of a Close out is a fantastic and realistic justification.

Question 3 (Q3)
THREE POINTERS cannot be blocked and DEFENSE RATE is not applied.
However, if a Foul is called in the SHOT#.....
Is it considered or ignored?
My comment to Q3:
For these cases my friends and I agreed NOT to consider the foul. If the shooter cannot be defended, the foul cannot take place.

Darius' Answer: This case is quite on discussion with my friends because in the recent years, with the massive numbers of Three pointers attempted, things are changing fast. Recently is a matter of fact that teams like Golden State, and many others, have players with high Three Point Attempts and the chance to have a foul called on a three pointer is a concrete chance as per a two point shot. Sincerely I continue to considered fouls called on three pointers normally but a good 'house rule' could be to consider the 50% of those fouls called, in order to decreasing the chance to have 4-points plays. Consider that the Close out justification is also applicable in these cases, so an idea of a foul called on a three pointer is not so improbable. Moreover leaving this call only to the Z-reading 'Three pointer good and fouled by PD' is an event too rare to have enough readings of this play.

Question 4 (Q4)
ACTION => FOULED IN THE ACT OF SHOOTING.
Can this shot be blocked?
My comment to Q4:
For these cases my friends and I agreed that it CAN be blocked.

Darius' Answer: I absolutely agree with this: a shot attempted after a foul called is checked for good so is also checked for a block.

Question 5 (Q5)
According to 16C (…) any foul can be ignored at cost of one index point (…)
However,
Does this "any foul" include Z-READING fouls as DEAD BALL FOUL, ELBOW FOUL ON DEFENSE, TECHNICAL FOUL, DOUBLE FOUL or FLAGRANT FOUL?
My comment to Q5:
For these cases my friends and I agreed that Z-READING Fouls can NOT be ignored at cost of index points

Darius' Answer: Let's say that strictly according to the rules, any foul including all the fouls, so also the Z-reading fouls could be ignored with ONE Index Point. It is also true that Z-reading fouls are fouls with more impact than normal fouls, also in terms of number of free throws and possession. A good deal could be ignore a Z-reading foul like DEAD BALL FOUL, ELBOW FOUL ON DEFENSE or FLAGRANT FOUL at cost of TWO Index points in place of ONE. For TECHNICAL FOULS and DOUBLE FOULS things are quite different because Technical Foul grants only ONE Free throw and not grants possession of the ball, so it is very different from the other Z-reading fouls. According to me Technical Fouls should be ignored as normal fouls. Double fouls are otherwise a play situation different form all the normal fouls situation, because it is a call of a foul to either offense and defense, and the result of this call is nothing except one more foul committed by those players. In some rare cases also this call could be important, like if a player has already 5 fouls committed and the double foul call is his sixth. In those rare cases, but not only, I think that an Index point could be used to ignore that foul, but only one of two. So if a Double foul is called to two players, two fouls are committed, and an Index point could be used to avoid one of those fouls, and two Indexes for both, obviously from each different Team. If only one Index is used, the other foul is committed, and the Double foul situation become a normal foul situation, with evenly Free throws granted, if the case. Also this is an important impact of Index points use.

COMMENTS (C1)
At 4.3 ADVANCE,
In last paragraph of such point (highlighted in yellow) it is mentioned that after a KICK BALL and DEFENSIVE FOUL, 2 ADVANCES are allowed.
However,
At 13D,
(…) defense foul (…) may ADVANCE the ball three times.
At 13F,
(…) kicked ball (…) three more allowable ADVANCE.

Darius' Answer: I agree with this comment: also in 13.D and in 13.F the ball may be advanced two times because the ball is in frontcourt and the clock is resetted to 14 seconds, not 24. Probably it is a miscue of the Revised rules. In the original AH rules, the 14-seconds resetting rule was not since present.

Question 6 (Q6)
Time Cards
When playing with FAC DECK the "Time Cards" are inserted into to show 5:00, 9:00, 10:00 and 11:00,
However,
Are these CARDs "hidden" inside the FAC DECK or they can be told from the rest of the DECK?
Comment to Q6:
For these cases our "little league board" agreed to cross the "Time Cards" in the DECK in order to tell them in advance. During an actual game you can watch the game clock and control time in every single moment.

Darius' Answer: I agree with this: Time cards should be visible exactly as the game clock of a real game, also to organize the substitutions to rest the main players and manage fouls and injuries.

Question 7 (Q7)
PRESS 4.2
According to the rules PRESS cannot be declared after a Made Field Goal (excepting the last minute-s- of each period). Only DEAD BALL SITUATIONS are suitable for PRESS.

Darius' Answer: Yes it is so. However a good 'house rule' could be to do as follow: "Following a timeout, a coach may declare to Press on any Defensive possession of his team until a 'Consult Z for mandatory rest' is flipped; a continued Press defense can be done not more than two minutes of game (approximately 30 FAC Cards) otherwise the players that are not already rested will be considered fatigued".

Question 8 (Q8)
ACTION => FOULED IN THE ACT OF SHOOTING
Defense Team uses INDEX POINT to ignore the foul
How does the flow continue?
My comment to Q8:
For these cases our "little league board" agreed to draw the next FAC to resolve the SHOT and determine the shooter by the RPG# of such card. We consider that the foul can be ignored but there is a shot that cannot be ignored.

Darius' Answer: I definitely agree with this: resolve the 'Fouled in act of shooting' normally, determining who commits the foul and who make the shot. Then ignore the foul and proceed to determine the shot and go ahead with rebound and normal flow of the game. It was clearly a foul but the referees did not see it!

Question 9 (Q9)
FAC #2
In the BLOCK section appears: Goaltending
Defensive? Offensive?
My comment to Q9:
For these cases our "little league board" agreed to consider it as DEFENSIVE

Darius' Answer: Yes Goaltending in the Block section is always a Defensive Goaltending.

Question 10 (Q10)
14 Z READING
A. MANDATORY REST
At the beginning of the second paragraph: (...) The ball is in the frontcourt with the same Ballhandler who must ADVANCE it. (…)
Who is such Ballhandler?
My comment to Q10:
According to what I understand the first FAC drew was an ACTION – Consult Z, therefore there is no identified previous ballhandler.

Darius' Answer: Ok this statement is not clear also to me: according to me there is no Ballhandler designated after a Mandatory rest card flipped, so go ahead with another Action after a Consult Z is flipped, to determine how the Action is going to develop.

Question 11 (Q11)
14. Z READING
F. FIGHT & EJECTION
Is there any order to determine the ejected players? First home team?

Darius' Answer: I always considered first the Team in Offense then the Defense. But also the Home and the Road could be a satisfactory criteria.

Question 12 (Q12)
14. Z READING
I. GREAT NIGHT
One of the criteria for the player selection is the highest ATTEMPTs rate.
For a player that has both ATTEMPTs and THREE POINTER ATTEMPTs. Should both rates be added?

Darius' Answer: No I think no because the 3PTS ATTEMPTS is a rating included in the general ATTEMPTS of a Player Ratings. So I think that should not be added in this case.

Question 13 (Q13)
6.6 DELIBERATE FOULS.
In order to foul the "target player"…
The target has to be the ballhandler, right?

Darius' Answer: No it is not the Ballhandler. The spirit of this rule was to reproduce the Hack-a-Shaq that many teams made in the past seasons. As explained in the rule itself: "Except for the last two minutes of the second and fourth quarter, a defensive coach may decide to commits a deliberate foul <u>against any player on the court</u>. In those case ignore the 6.1 procedure and assign a foul to the defensive player chosen to commits the foul. If the defensive team is in Penalty Situation, grants two Free Throws to the offensive Team player fouled.
In the last two minutes of the second or fourth quarter, a Deliberate foul is considered as a DEAD BALL FOUL (see par. 14, point M), so two Free Throws are granted and a fresh 14-Second Clock possession to the fouled Team."
A deliberate foul on the Ballhandler is a 'normal game foul' that is not the case of this rule.

Question 14 (Q14)
5.5 DOUBLE TEAM
If the "target" of the Double Team receives an OPEN SHOT, does he has any restriction for the shot because of the secondary defender or is it as any other OPEN SHOT?

Darius' Answer: It is as any other OPEN SHOT. For definition an OPEN SHOT is not defended, also is not Double teamed.

Question 15 (Q15)
PASS FOR AN OPEN SHOT
When advancing the ball for the chance of an assisted OPEN SHOT the message "PASS #40" appears in the ADVANCE section...
If it is the last ADVANCE or "extra pass" a 24" shot clock violation is called but...
If it is the first ADVANCE, who is the player to shoot the OPEN SHOT? The last Ballhandler?

Darius' Answer: In this case I think that it was some confusion. First thing to clear: regardless by the number after the #, and regardless of the first or last Advance card, on an Open shot following an assist opportunity, a shot is taken in any case and it is not a 24" violation. So in the case of a Pass #40 as fourth card (1 action and 3 advances), an open shot is taken, with +10 to FG's shooter and without Defense or chance to block by the PD. Second thing: the shooter of the Open shot after an assist opportunity is always the player indicated by the card or the player with higher Attempts, as in the case of Pass #40.

Question 16 (Q16)
OPEN SHOT for a THREE POINTER.
The player receiving the ball for an OPEN SHOT has both ATTS and 3PTS ATTS. As an OPEN SHOT can be taken regardless of the PASS #....
Can the three-pointer shot be selected instead of the regular field goal by just declaring the preference?
My comment to Q16:
Great controversial about this point :).
Some of us think that, in this case, the pass# should be considered for the selection of the type of shot. If Pass# is above 3 PTS ATTS the OPEN SHOT has to be a regular field goal.

Darius' Answer: I agree with the comment: because the original Statis Pro was born in era with limited number of Threes and the modern Basketball has taken a completely different way of development, this rule is gone obsolete. To remediate to this fact it would be necessary to heavily modify the FAC cards or more simply to adapt them: then it is a good solution to look at the Player Attempts, and if the card propose a Pass # above the Player's 3PTS ATTs, the Open shot would be a regular 2PT FG, vice versa if the card propose a Pass # below the Player's 3PTS ATTs, the Open shot would be a 3PTS SHOT. Obviously on a 3PTS Open Shot there will be not +10 % bonus as per a regular 2PT FG.

Question 17 (Q17)
PROBLEMS WITH MY ENGLISH.
When playing a FAST BREAK and consulting the FB CHART from 84 to 96 a "Wild throw..." is considered
Is it an uncontrolled shot or pass?

Darius' Answer: "Wild throw" reading is a typical uncontrolled pass that is resolved with a Team turnover or a Player's (indicated by reading) turnover, it is definitely not a shot.

Question 18 (Q18)
INDEX POINTS.
Certain team has 4 index points.
According to the rules the maximum number of Index points by quarter is 1. If such point is not used during the quarter it is lost, right?
Let's say that during the last quarter a TECHNICAL FOUL against coach staff is called. At that point the 1st, 2nd, 3rd quarter index points have been used but the one for the 4th quarter hasn't….
Would that mean that such Team will have 2 index points for the 4th quarter or the technical does not have any effect on the index points?

Darius' Answer: Yes I agree with this idea: the Index point granted for the Technical foul is summed to the 4th quarter left Index point. I add an idea that it should be used: because of some use of Index Points are of two points, like change a Steal to a foul and vice versa, a Team that could use only 1 Index point for quarter should not do this ever. So I think that two Index points are usable for a Steal/Foul change even if that Team could use only 1 Index point per quarter, if that team has enough Index Points to use.
Another 'good sense' rule regard Index Points is that Index Points are usable by a trailing team that is trying to cut the disadvantage to re-open the game and it should not be used by a Team that is winning by 5 or more points. This is a 'fair play' rule that it would be applied with your friends.

Thanks to some Spanish friends of SPBasketball that provide me all those Questions and Comments and permits me to think about Rules and carry out these FAQs that could be useful to all the SPB gamers.