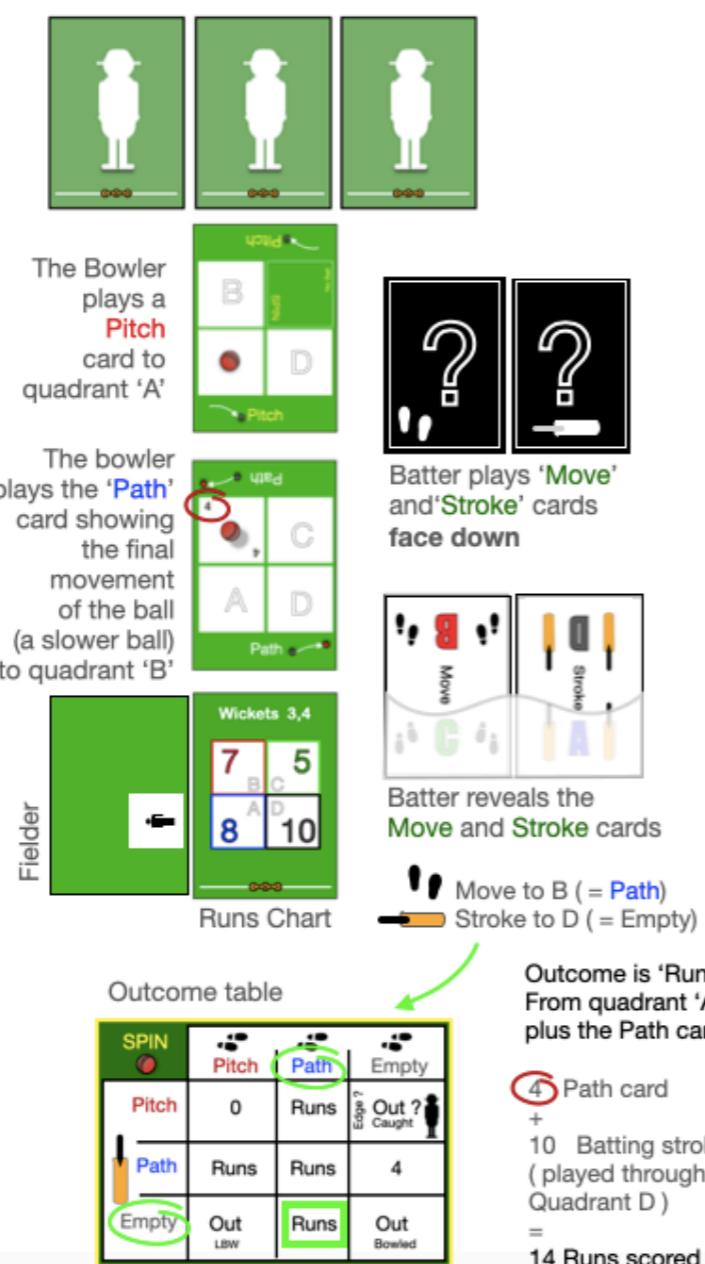


Example of an Over



Quick Cricket (18 Cards)

© 2025 S.P. Stenton

Quick Cricket is a shortened form of the game however anything from 16 overs to a two-innings-a-side Test Match can be played.

Each turn in the game represents an over of six balls. Pace and Spin bowlers bowl in 4 over spells (4 turns). Between spells the bowling alternates between Pace bowling and Spin bowling. Each style has its own unique **'Pitch'** card and Outcome table. The four **'Path'** cards are common to both styles. Between each spell of 4 overs the bowler can place the fielder card to inhibit runs or increase the chance of taking a wicket.

Instead of keeping score for each batsman a score is recorded for each wicket partnership. When the first wicket falls the batting score is noted for the First Wicket Partnership. Then after the second wicket the Second Wicket Partnership right down to the 10th Wicket Partnership when the innings ends.

During each over a bowler uses a Pitch and Path card. Different combinations allow a bowler to deliver balls that spin or swing, slow down or speed up and 'Yorkers'. Pace bowlers can also bowl Bouncers.

Batters can play off the front foot or the back foot, play a solid forward defensive for relative safety or attempt hit balls to all parts of the ground including into the stands.

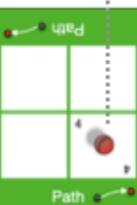
The game centres around four quadrants representing the length and direction of the flight of the ball and the spaces into which the batter can move. The batter attempts to get into the right position and hit the ball in a chosen direction to score the runs shown in each quadrant.

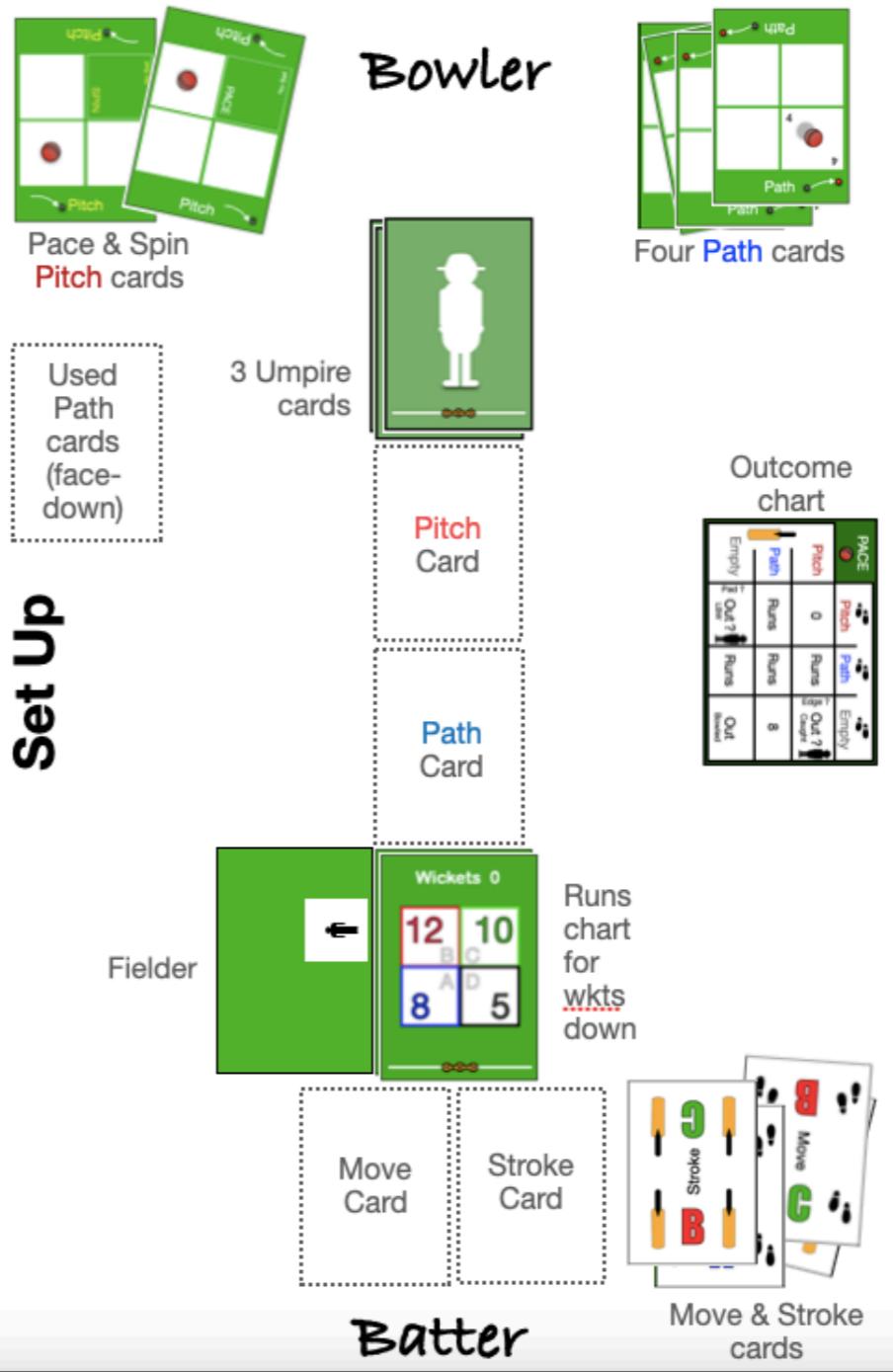
Extra runs are added depending on the risk of the delivery. A number on the bowler's **'Path'** cards represents this risk. The aim of the bowler is keep the batter's stroke away from the path of the ball. The bowler gives some information about the flight of the ball with the first card played. The batter makes a best guess at the eventual flight of the ball based on previous balls and the state of the game. The batter chooses movement and the direction they will attempt to hit the ball before the bowler plays the final path of the ball with a second card (one of four Path cards).

Each of the four Path cards can be used only once per over. They can be used in either of two 'portrait' orientations. In addition to taking wickets the bowler smuggle potentially high scoring delivery past the batter.

The batter can play conservatively or go for high scoring strokes. If the batting side are behind the run rate they may opt for a 'Big Hit' scoring big runs if the ball disappears into the stands or lose a wicket if the ball fails to clear the boundary. Umpires are on hand to make the crucial decisions but each team has three reviews if they think it's the right moment to risk losing one.

Order of play

- 0 Toss a coin to see whose choice it is to bat or bowl first. The Bowler takes the four 'Path' cards and the 'Pitch' cards for Spin and Pace. The batter takes the four batting crds (2x Move and 2x Stroke).
- 1 Bowler plays a 'Pitch' card (selected side face-up in a chosen rotation 0° or 180°). 
- 2 Batter plays a Move  and a Stroke  card (face-down)
- 3 Bowler plays one of the four the 'Path' cards selecting the orientation for the desired quadrant through which the ball will travel. 
- 4 Batter reveals both 'Move' and a 'Stroke' cards played 
- 5 Players check the 'Outcome' chart. If runs are scored check the 'Runs' chart for current wickets down. Note the runs for the for the direction of the Stroke and add any runs from the Path card ('4' in the example above) If a wicket is taken no runs are scored. Flip the 'wickets down' card if necessary. **Record the outcome and the over in the score book.**
- 6 The batter picks up the two batting cards and the bowler only the 'Pitch card'. The used 'Path' card is set aside face down.
- 7 Repeat unless the four over bowling spell is complete in which case the bowler changes the bowling style for the next four overs (Pace  Spin and picks up the four path cards to use in the next over. The innings ends when the designated overs are bowled or the 10th Wicket falls.



Outcome Table

Out

A Batter is bowled out.

Out ? LBW (would the ball have hit the wicket if it hadn't hit the batter's pad?)

Flip over a face down umpire card.

The batter is out 'Leg Before Wicket' if the Umpires decision in 'OUT'.

PACE	Pitch	Path	Empty
Pitch	0	Runs	Edge? Out ? Caught
Path	Runs	Runs	4
Empty	Out LBW	Runs	Out Bowled

Out? Caught (did the ball catch the edge of the bat before it was caught behind the wicket?)

Consult the umpire for a decision. If a fielder is adjacent to quadrant 'A' or 'D' flip **two cards** over. Otherwise only flip **one card**. In either case if an OUT decision is flipped the batter is out. If there are only two face down cards to flip the Batter will certainly be out.



Runs card for 3rd or 4th wicket down

Runs

Runs are scored for the quadrant to which the **Stroke** is played. Consult the 'Runs Card' for the current wickets down for the runs scored and add the runs from Bowler's 'Path' card.

0 This is a defensive stroke. No runs are scored and a 'dot ball' '.' is recorded on the scoresheet in the over's box.

4 Four runs are scored unless there is a fielder in the quadrant to which the ball is hit in which case 0 runs are scored. Add the runs from the bowler's 'Path' card only if runs are scored.

Fielding

The fielder card may be moved between bowling spells (4 overs). The double sided card can be flipped and rotated to be placed adjacent to any of the four quadrants. Fielders deduct 4 runs from any score from balls hit into their area.



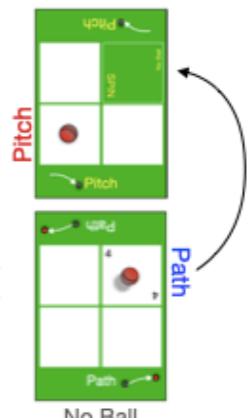
Consulting the umpire

To resolve an appeal to the umpire the bowler flips over one of the umpire cards to determine the result. If the result is 'Out' all three umpire cards are shuffled and placed face down again for the next appeal. If the result is 'Not Out' and there are still two unflipped cards leave them for the next time an appeal is made where the bowler will have only the two unflipped cards from which to choose. The cards are reshuffled ANYTIME THERE IS A WICKET.

Special Deliveries and Strokes

No Ball (Any Bowler)

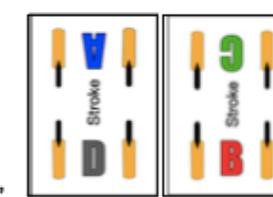
If the **Path** of the ball is placed a green quadrant. The batter scores 5 runs. All the cards played in the over are picked up and the over is replayed.



No Ball

Yorker (Pace and Spin bowling)

A bowler bowls a Yorker by placing the **Pitch** and the **Path** of the ball in the same quadrant. The batter is bowled OUT if playing a 'Big Hit' (see below).



Big Hit

The batter plays both 'Stroke' cards instead of a 'Move' and a 'Stroke' card. This is an attempt to hit the ball over the boundary. The batter is out if the bowler has bowled a 'Yorker' (see above). If this is not the case the bowler looks in hope for a catch in the outfield (consult the umpire cards). If the result is "Not Out" there is no catch and the batter score runs from the quadrant into which the ball was **pitched** (pitch card) + any bowling card runs + **an extra 6 runs**. Fielders cannot reduce the runs from a 'Big hit'.

Bouncer (Pace bowling only)

To bowl a bouncer a **Pace bowler** places both the Pitch and Path in the same quadrant (must be either B or C).



If the batter has moved to either B or C consult the umpire for a catch. If NOT OUT the batter scores 2 runs + any bowling card runs. If the batter has moved into either 'A' or 'D' they have the option to duck under the ball and let it pass for no runs (dot ball '.') or attempt a 'Big Hit' (follow Big Hit rules).

Calling for a Review of an umpire's decision (LBW or Caught)

A bowler or batsman can call for a review of a decision *after the umpire has been consulted*. Each team has 3 reviews per inning. A review is lost if the umpire's decision is NOT overturned. If a player calls for a review all the umpire cards available for the original decision (2 or 3) are reshuffled and a card is selected from these to decide the review.

Innings of

Batting	Runs	Total
1st Wicket Partnership	7 -14 - 4 - 5-	
2nd Wicket Partnership		
3rd Wicket Partnership		
4th Wicket Partnership		
5th Wicket Partnership		
6th Wicket Partnership		
7th Wicket Partnership		
8th Wicket Partnership		
9th Wicket Partnership		
10th Wicket Partnership		
Fall of Wickets	1/ 2/ 3/ 4/ 5/ 6/ 7/ 8/ 9/ 10/	

Reviews

Overs

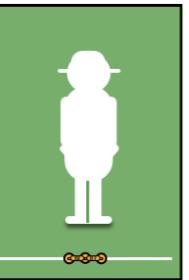
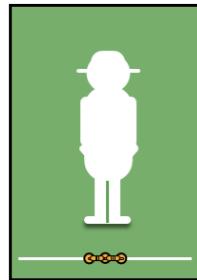
Innings of

Batting	Runs	Total
1st Wicket Partnership	7 -14 - 4 - 5-	
2nd Wicket Partnership		
3rd Wicket Partnership		
4th Wicket Partnership		
5th Wicket Partnership		
6th Wicket Partnership		
7th Wicket Partnership		
8th Wicket Partnership		
9th Wicket Partnership		
10th Wicket Partnership		
Fall of Wickets	1/ 2/ 3/ 4/ 5/ 6/ 7/ 8/ 9/ 10/	

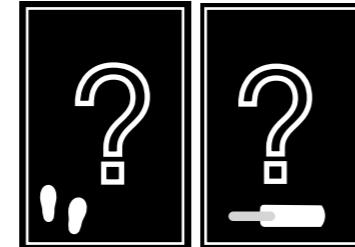
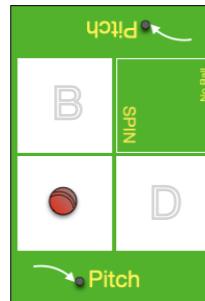
Reviews

Overs

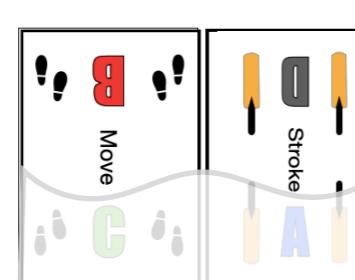
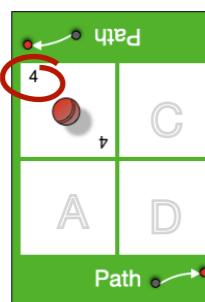
Example of an Over



The Bowler plays a **Pitch** card to quadrant 'A'

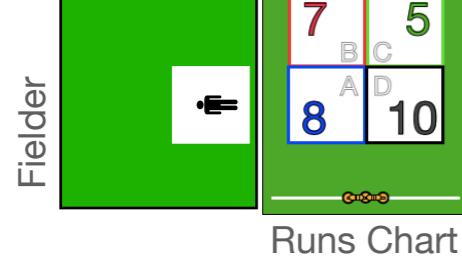


The bowler plays the '**Path**' card showing the final movement of the ball (a slower ball) to quadrant 'B'



Batter reveals the **Move** and **Stroke** cards

 Move to B (= **Path**)
 Stroke to D (= Empty)



Outcome table

SPIN	Pitch	Path	Empty
Pitch	0	Runs	Edge? Out? Caught?
Path	Runs	Runs	4
Empty	Out LBW	Runs	Out Bowled

Outcome is 'Runs' From quadrant 'A' plus the Path card

 4 Path card
+
10 Batting stroke (played through Quadrant D)
= 14 Runs scored

Quick Cricket (18 Cards)

© 2025 S.P. Stenton

Quick Cricket is a shortened form of the game however anything from 16 overs to a two-innings-a-side Test Match can be played.

Each turn in the game represents an over of six balls. Pace and Spin bowlers bowl in 4 over spells (4 turns). Between spells the bowling alternates between Pace bowling and Spin bowling. Each style has its own unique '**Pitch**' card and Outcome table. The four '**Path**' cards are common to both styles. Between each spell of 4 overs the bowler can place the fielder card to inhibit runs or increase the chance of taking a wicket.

Instead of keeping score for each batsman a score is recorded for each wicket partnership. When the first wicket falls the batting score is noted for the First Wicket Partnership. Then after the second wicket the Second Wicket Partnership right down to the 10th Wicket Partnership when the innings ends.

During each over a bowler uses a Pitch and Path card. Different combinations allow a bowler to deliver balls that spin or swing, slow down or speed up and 'Yorkers'. Pace bowlers can also bowl Bouncers.

Batters can play off the front foot or the back foot, play a solid forward defensive for relative safety or attempt hit balls to all parts of the ground including into the stands.

The game centres around four quadrants representing the length and direction of the flight of the ball and the spaces into which the batter can move. The batter attempts to get into the right position and hit the ball in a chosen direction to score the runs shown in each quadrant.

Extra runs are added depending on the risk of the delivery. A number on the bowler's '**Path**' cards represents this risk. The aim of the bowler is keep the batter's stroke away from the path of the ball. The bowler gives some information about the flight of the ball with the first card played. The batter makes a best guess at the eventual flight of the ball based on previous balls and the state of the game. The batter chooses movement and the direction they will attempt to hit the ball before the bowler plays the final path of the ball with a second card (one of four Path cards).

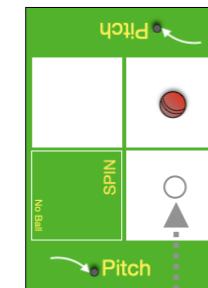
Each of the four Path cards can be used only once per over. They can be used in either of two 'portrait' orientations. In addition to taking wickets the bowler smuggle potentially high scoring delivery past the batter.

The batter can play conservatively or go for high scoring strokes. If the batting side are behind the run rate they may opt for a 'Big Hit' scoring big runs if the ball disappears into the stands or lose a wicket if the ball fails to clear the boundary. Umpires are on hand to make the crucial decisions but each team has three reviews if they think it's the right moment to risk losing one.

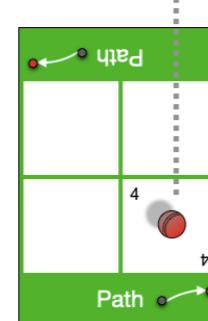
Order of play

0 Toss a coin to see whose choice it is to bat or bowl first. The Bowler takes the four 'Path' cards and the 'Pitch' cards for Spin and Pace. The batter takes the four batting crds (2x Move and 2x Stroke).

1 Bowler plays a 'Pitch' card (selected side face-up in a chosen rotation 0° or 180°).



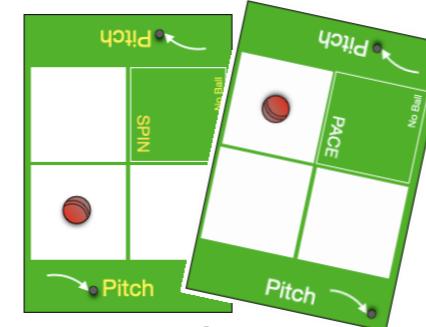
3 Bowler plays one of the four the 'Path' cards selecting the orientation for the desired quadrant through which the ball will travel.



5 Players check the 'Outcome' chart. If runs are scored check the 'Runs' chart for current wickets down. Note the runs for the direction of the Stroke and add any runs from the Path card ('4' in the example above) If a wicket is taken no runs are scored. Flip the 'wickets down' card if necessary. **Record the outcome and the over in the score book.**

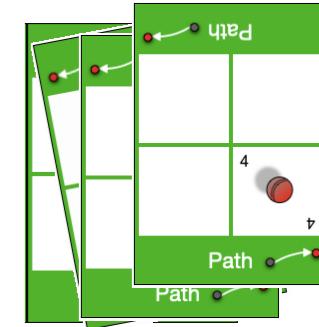
6 The batter picks up the two batting cards and the bowler only the 'Pitch card'. The used 'Path' card is set aside face down.

7 Repeat unless the four over bowling spell is complete in which case the bowler changes the bowling style for the next four overs (Pace → Spin and picks up the four path cards to use in the next over. The innnings ends when the designated overs are bowled or the 10th Wicket falls.



Pace & Spin
Pitch cards

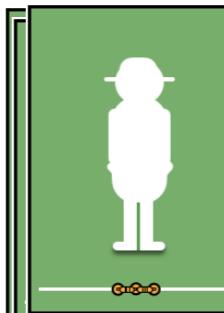
Bowler



Four Path cards

Used
Path
cards
(face-
down)

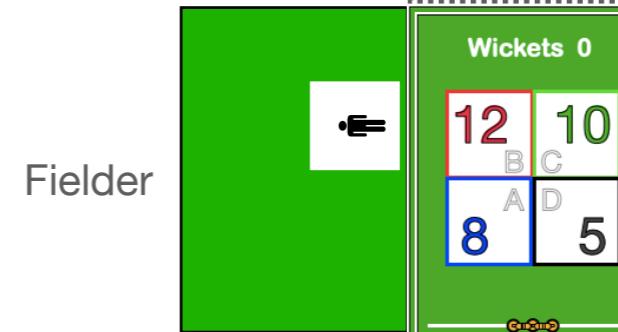
3 Umpire
cards



Pitch
Card

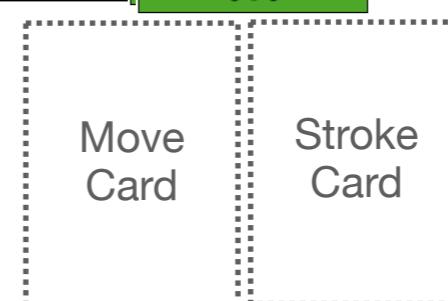
Path
Card

Set Up



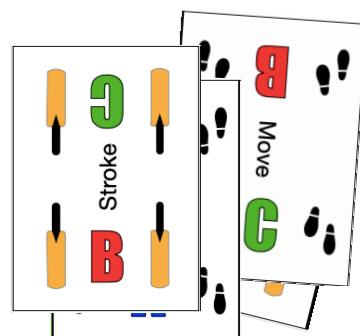
Fielder

Runs
chart
for
wkts
down



Move
Card

Stroke
Card



Move & Stroke
cards

Batter

Outcome
chart

	Path	Pace
Empty	Path	Pitch
Pad ?	Runs	Runs
LBW	Runs	Runs
Out ?	Out	Edge ?
		Caught ?
		Empty

Outcome Table

Out

A Batter is bowled out.

Out ? LBW (would the ball have hit the wicket if it hadn't hit the batter's pad?)

Flip over a face down umpire card.

The batter is out 'Leg Before

Wicket' if the Umpires decision is 'OUT'.

Out? Caught (did the ball catch the edge of the bat before it was caught behind the wicket?)

Consult the umpire for a decision. If a fielder is adjacent to quadrant 'A' or 'D' flip **two cards** over. Otherwise only flip **one card**. In either case if an OUT decision is flipped the batter is out. If there are only two face down cards to flip the Batter will certainly be out.

Runs

Runs are scored for the quadrant to which the **Stroke** is played. Consult the 'Runs Card' for the current wickets down for the runs scored and add the runs from Bowler's 'Path' card.

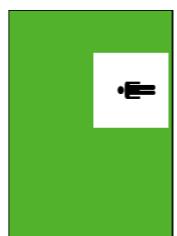
Runs card for 3rd or 4th wicket down

0 This is a defensive stroke. No runs are scored and a 'dot ball' '.' is recorded on the scoresheet in the over's box.

4 Four runs are scored unless there is a fielder in the quadrant to which the ball is hit in which case 0 runs are scored. Add the runs from the bowler's 'Path' card only if runs are scored.

Fielding

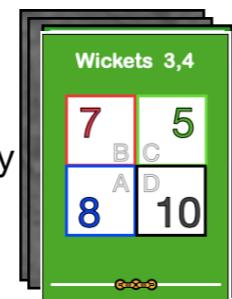
The fielder card may be moved between bowling spells (4 overs). The double sided card can be flipped and rotated to be placed adjacent to any of the four quadrants. Fielders deduct 4 runs from any score from balls hit into their area.



Consulting the umpire

To resolve an appeal to the umpire the bowler flips over one of the umpire cards to determine the result. If the result is 'Out' all three umpire cards are shuffled and placed face down again for the next appeal. If the result is 'Not Out' and there are still two unflipped cards leave them for the next time an appeal is made where the bowler will have only the two unflipped cards from which to choose. The cards are reshuffled ANYTIME THERE IS A WICKET.

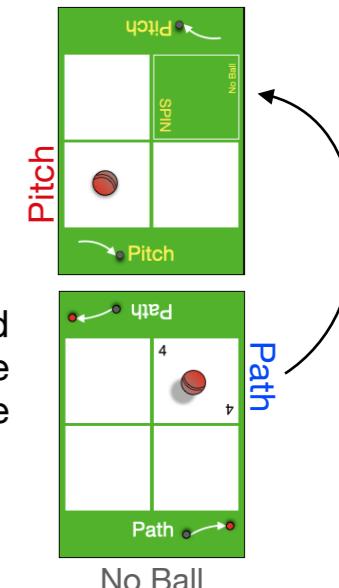
PACE	Pitch	Path	Empty
Pitch	0	Runs	Edge? Out? Caught
Path	Runs	Runs	4
Empty	Pad? Out? LBW	Runs	Out Bowled



Special Deliveries and Strokes

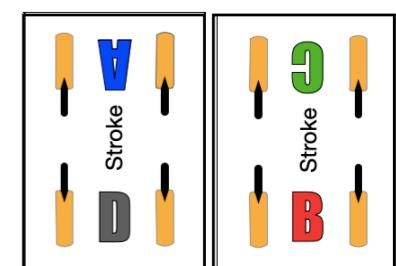
No Ball (Any Bowler)

If the **Path** of the ball is placed a green quadrant. The batter scores 5 runs. All the cards played in the over are picked up and the over is replayed.



Yorker (Pace and Spin bowling)

A bowler bowls a Yorker by placing the **Pitch** and the **Path** of the ball in the same quadrant. The batter is bowled OUT if playing a 'Big Hit' (see below).



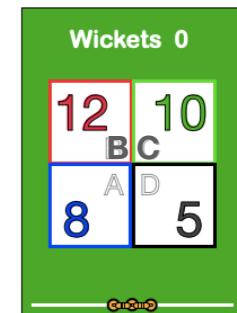
Big Hit

The batter plays both 'Stroke' cards instead of a 'Move' and a 'Stroke' card. This is an attempt to hit the ball over the boundary. The batter is out if the bowler has bowled a 'Yorker' (see above). If this is not the case the bowler looks in hope for a catch in the outfield (consult the umpire cards). If the result is "Not Out" there is no catch and the batter score runs from the quadrant into which the ball was **pitched** (pitch card) + any bowling card runs + **an extra 6 runs**. Fielders cannot reduce the runs from a 'Big hit'.

Bouncer (Pace bowling only)

To bowl a bouncer a **Pace bowler** places both the Pitch and Path in the same quadrant (must be either B or C).

If the batter has moved to either B or C consult the umpire for a catch. If NOT OUT the batter scores 2 runs + any bowling card runs. If the batter has moved into either 'A' or 'D' they have the option to duck under the ball and let it pass for no runs (dot ball '.') or attempt a 'Big Hit' (follow Big Hit rules).



Calling for a Review of an umpire's decision (LBW or Caught)

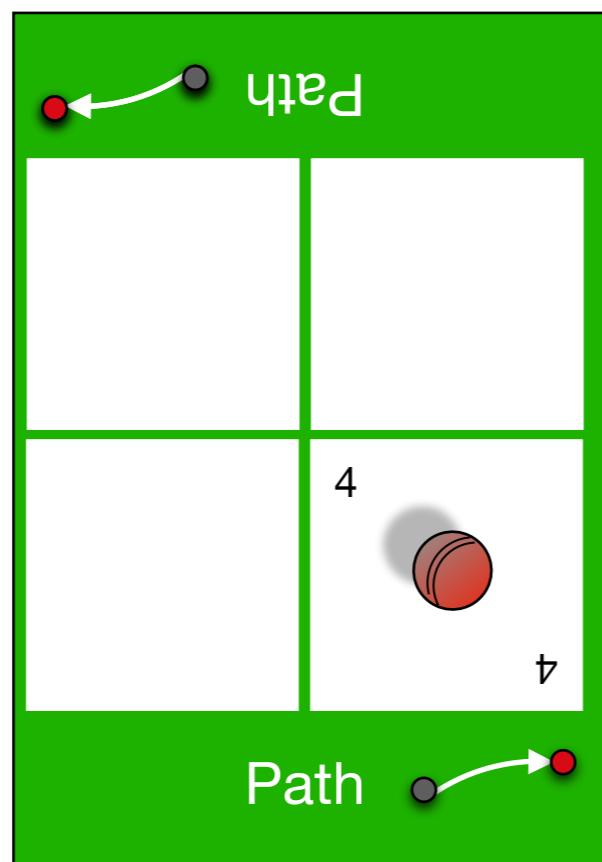
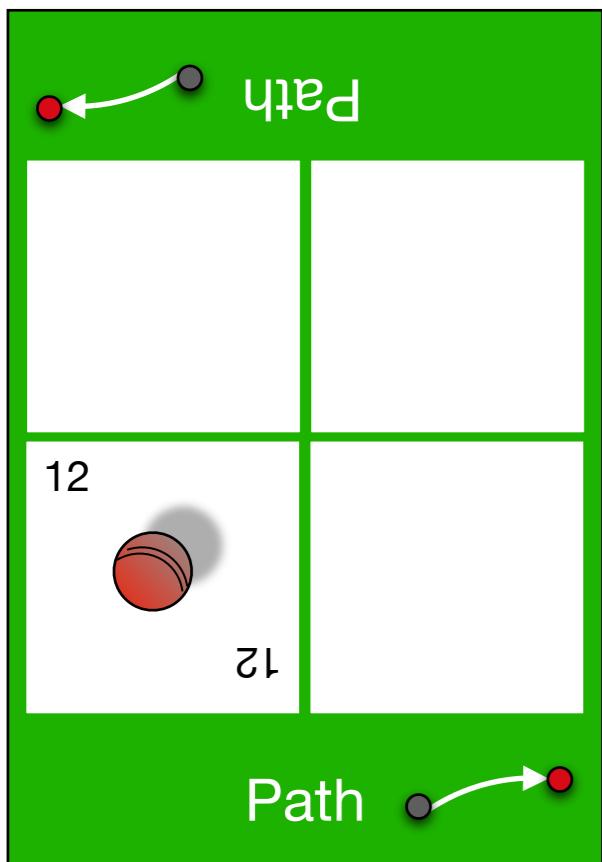
A bowler or batsman can call for a review of a decision *after the umpire has been consulted*. Each team has 3 reviews per inning. A review is lost if the umpire's decision is NOT overturned. If a player calls for a review all the umpire cards available for the original decision (2 or 3) are reshuffled and a card is selected from these to decide the review.

Innings of

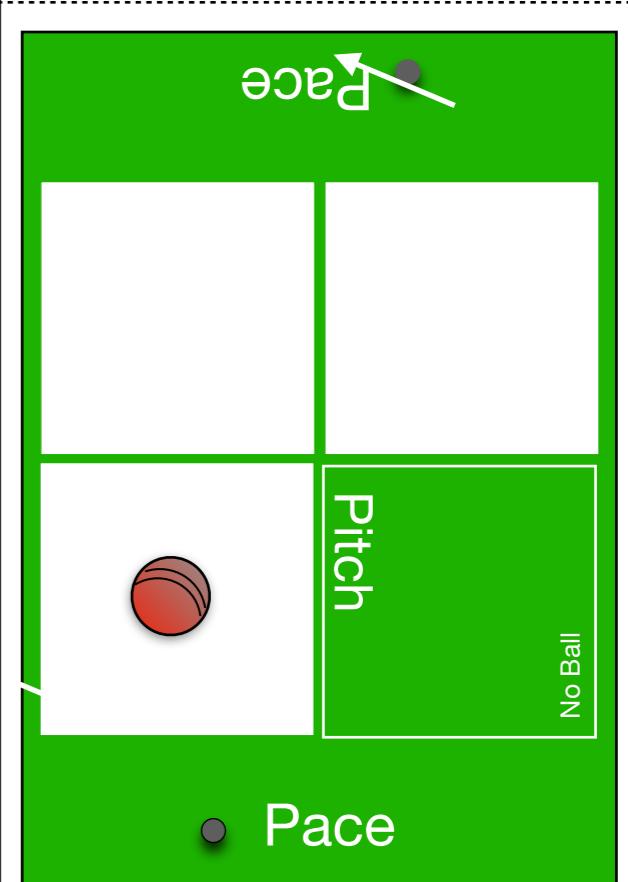
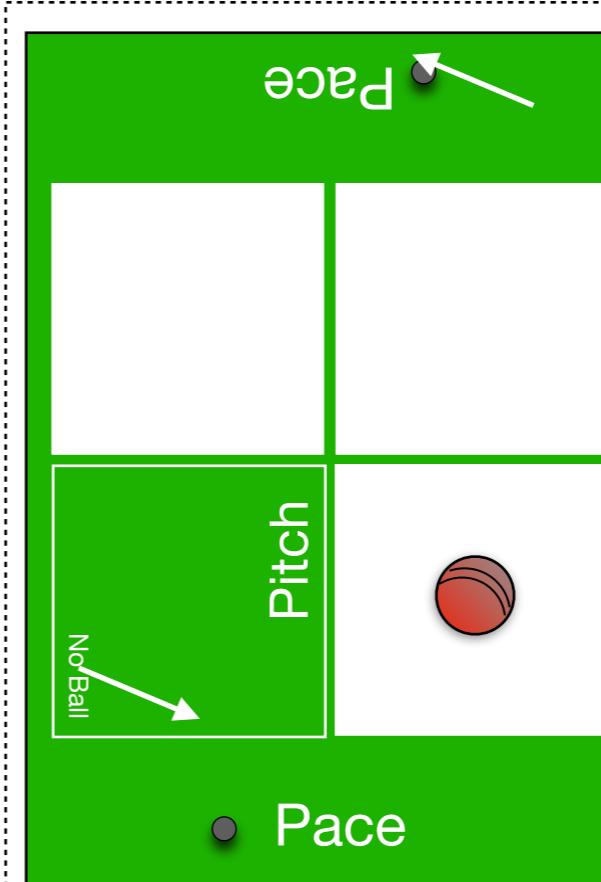
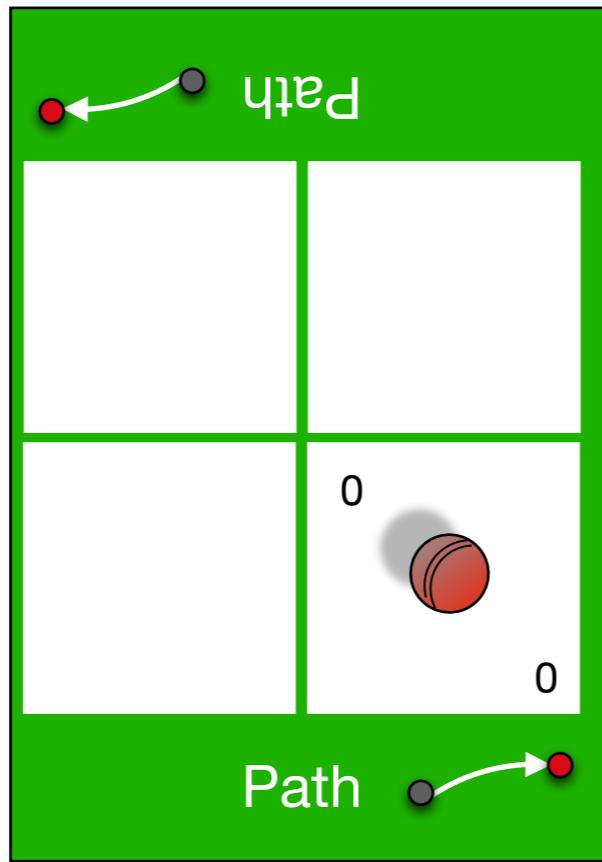
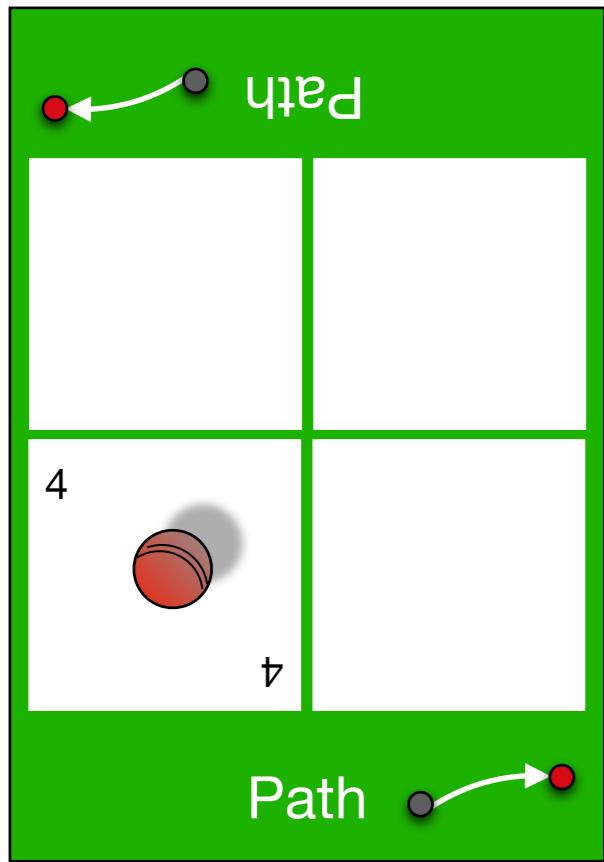
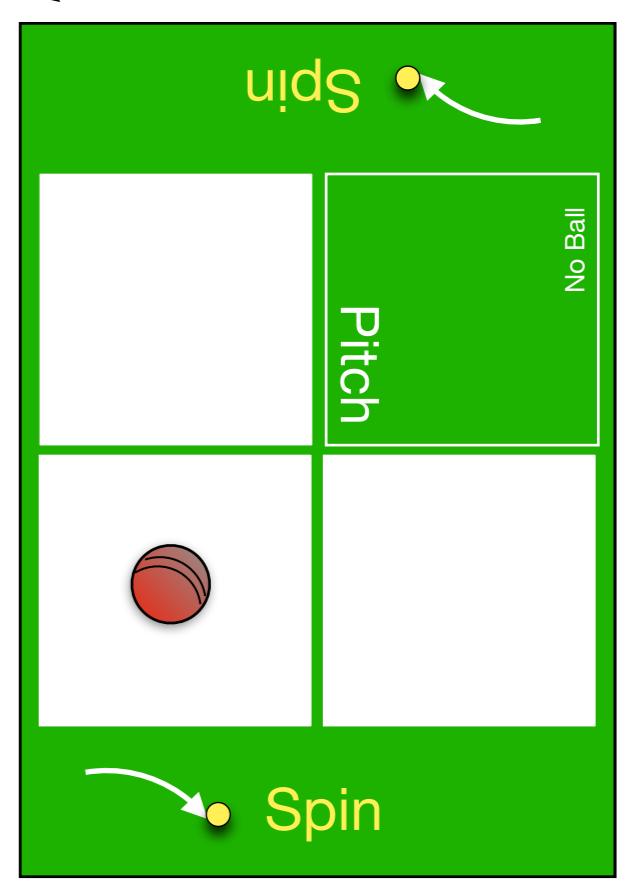
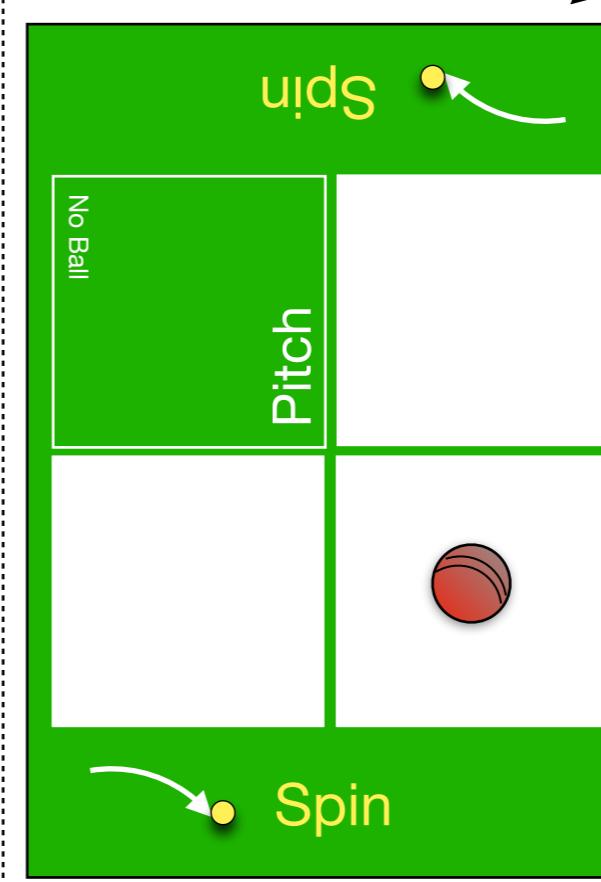
Batting	Runs	Total
1st Wicket Partnership	7 - 14 - 4 - 5 -	
2nd Wicket Partnership		
3rd Wicket Partnership		
4th Wicket Partnership		
5th Wicket Partnership		
6th Wicket Partnership		
7th Wicket Partnership		
8th Wicket Partnership		
9th Wicket Partnership		
10th Wicket Partnership		
Fall of Wickets	1/ 2/ 3/ 4/ 5/ 6/ 7/ 8/ 9/ 10/	

Reviews

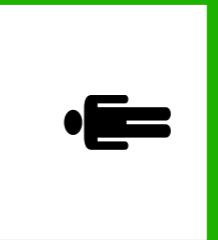
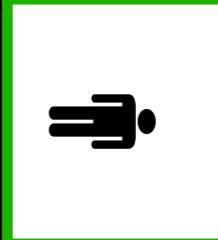
Single Sided Cards

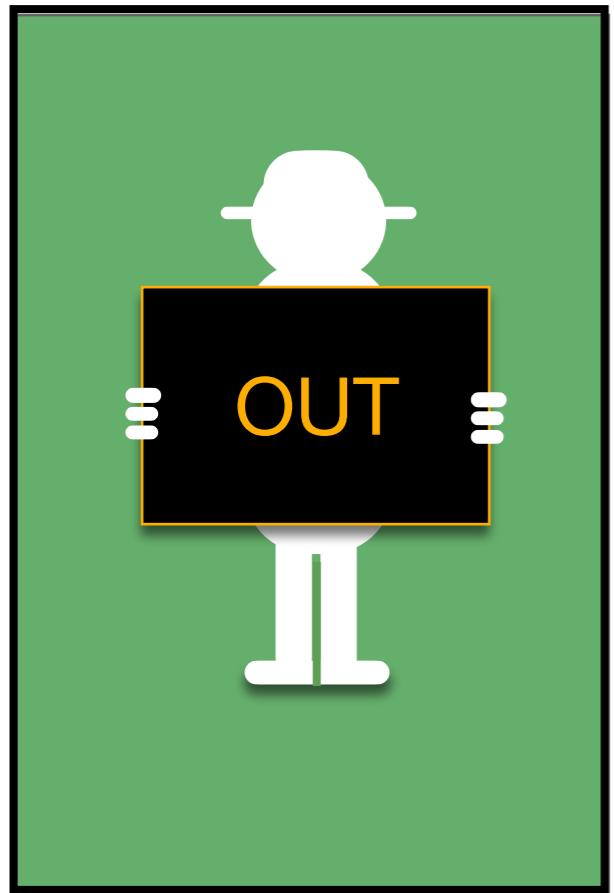


Double sided cards



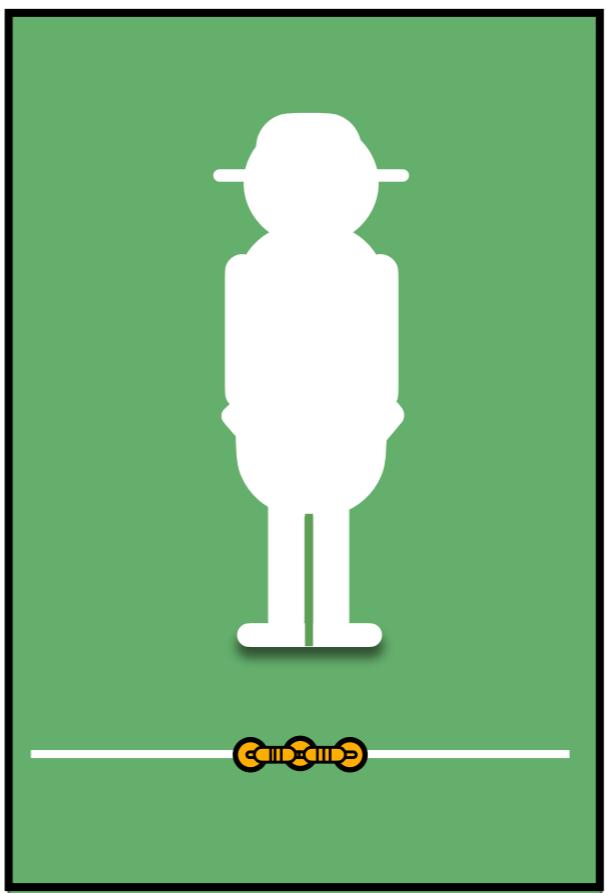
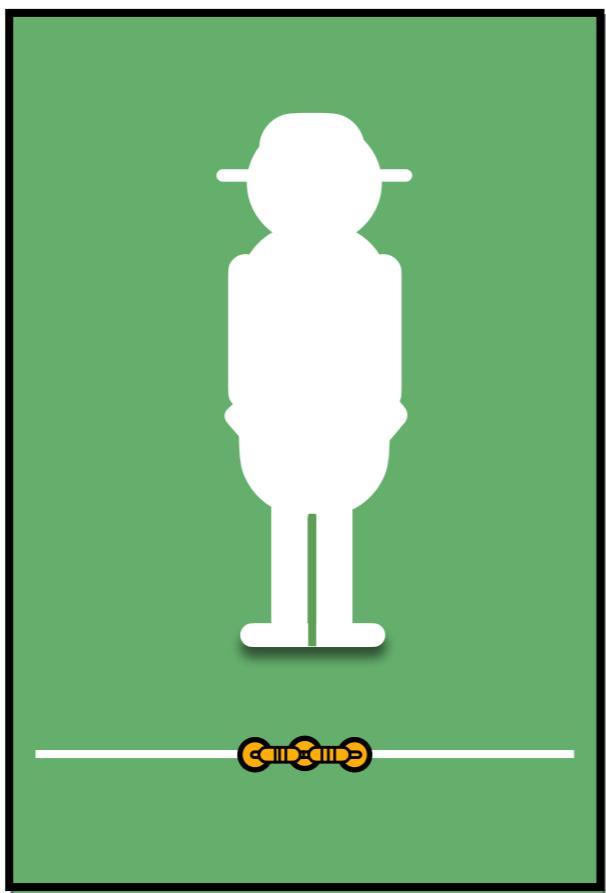
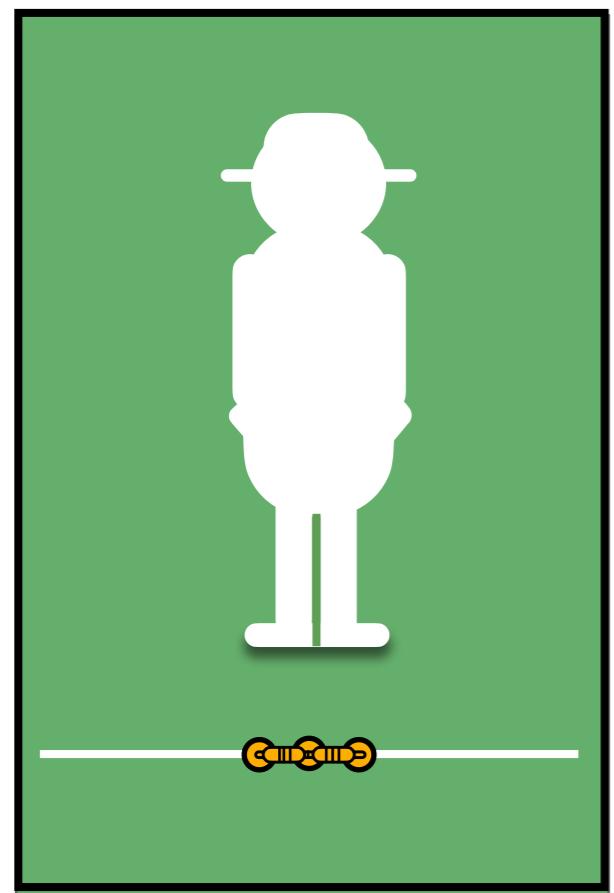
Double sided cards

<p>Wickets 0</p> <table><tbody><tr><td>12</td><td>10</td></tr><tr><td>B</td><td>C</td></tr><tr><td>8</td><td>5</td></tr><tr><td>A</td><td>D</td></tr></tbody></table> <p>Wickets 1,2</p> <table><tbody><tr><td>8</td><td>7</td></tr><tr><td>B</td><td>C</td></tr><tr><td>11</td><td>8</td></tr><tr><td>A</td><td>D</td></tr></tbody></table> <p>Wickets 3,4</p> <table><tbody><tr><td>7</td><td>5</td></tr><tr><td>B</td><td>C</td></tr><tr><td>8</td><td>10</td></tr><tr><td>A</td><td>D</td></tr></tbody></table> <p>Wickets 5,6</p> <table><tbody><tr><td>4</td><td>11</td></tr><tr><td>B</td><td>C</td></tr><tr><td>7</td><td>4</td></tr><tr><td>A</td><td>D</td></tr></tbody></table>	12	10	B	C	8	5	A	D	8	7	B	C	11	8	A	D	7	5	B	C	8	10	A	D	4	11	B	C	7	4	A	D	<p>Wickets 7,8</p> <table><tbody><tr><td>5</td><td>5</td></tr><tr><td>B</td><td>C</td></tr><tr><td>10</td><td>7</td></tr><tr><td>A</td><td>D</td></tr></tbody></table> <p>Wickets 9</p> <table><tbody><tr><td>4</td><td>10</td></tr><tr><td>B</td><td>C</td></tr><tr><td>4</td><td>5</td></tr><tr><td>A</td><td>D</td></tr></tbody></table>	5	5	B	C	10	7	A	D	4	10	B	C	4	5	A	D		
12	10																																																		
B	C																																																		
8	5																																																		
A	D																																																		
8	7																																																		
B	C																																																		
11	8																																																		
A	D																																																		
7	5																																																		
B	C																																																		
8	10																																																		
A	D																																																		
4	11																																																		
B	C																																																		
7	4																																																		
A	D																																																		
5	5																																																		
B	C																																																		
10	7																																																		
A	D																																																		
4	10																																																		
B	C																																																		
4	5																																																		
A	D																																																		

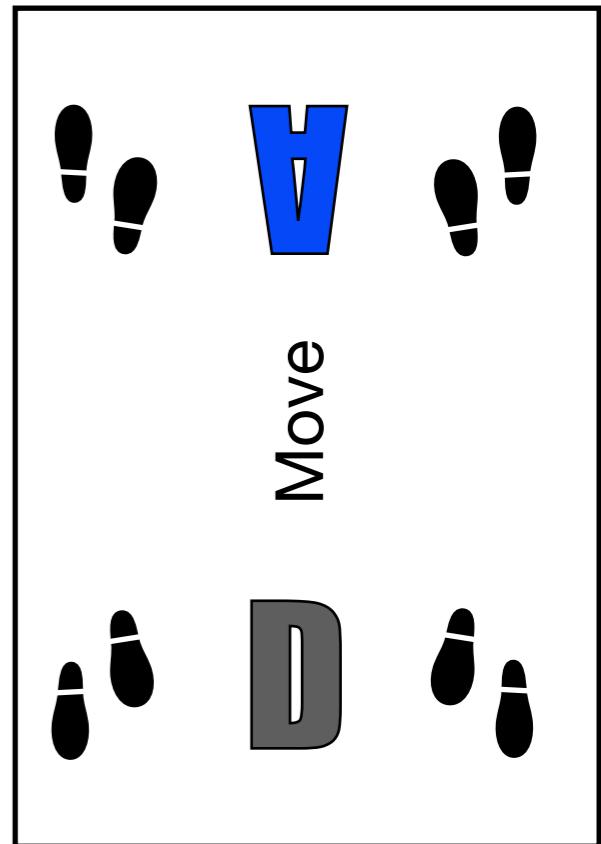
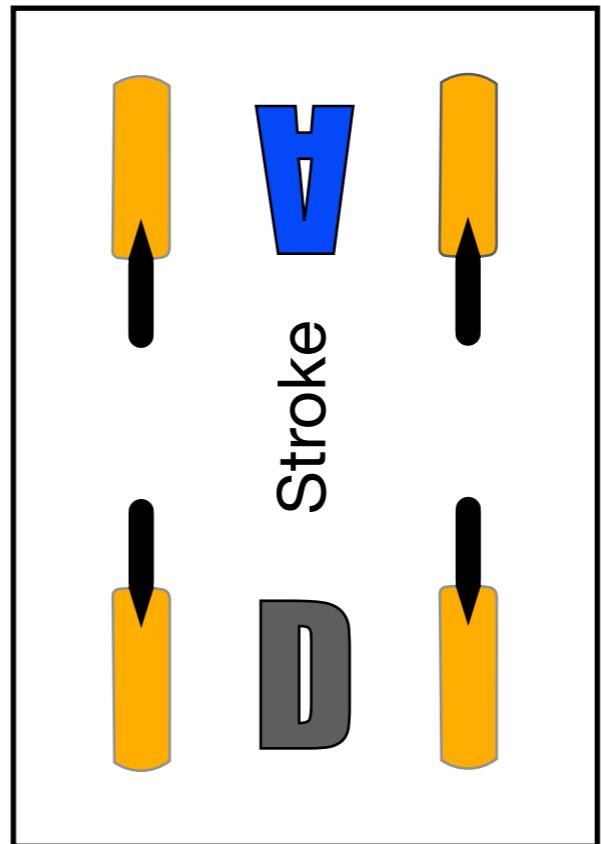
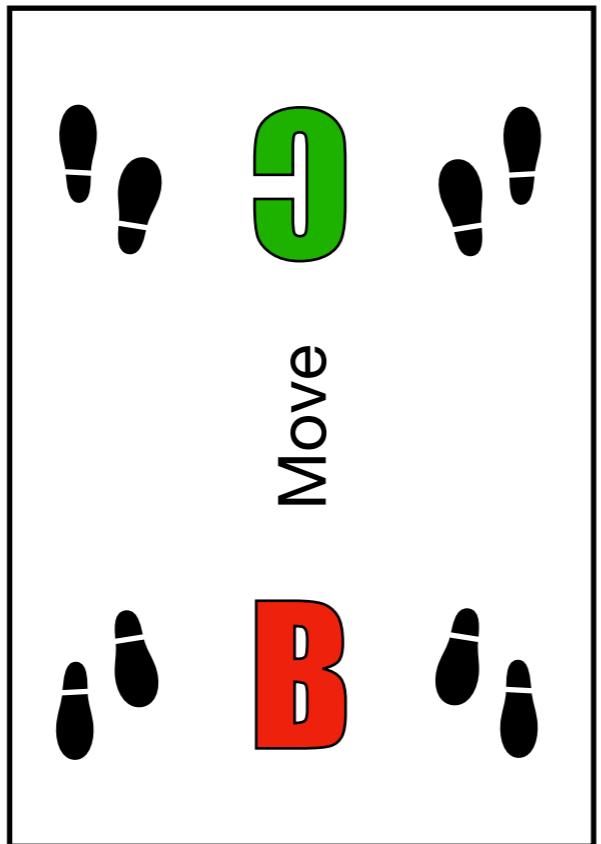
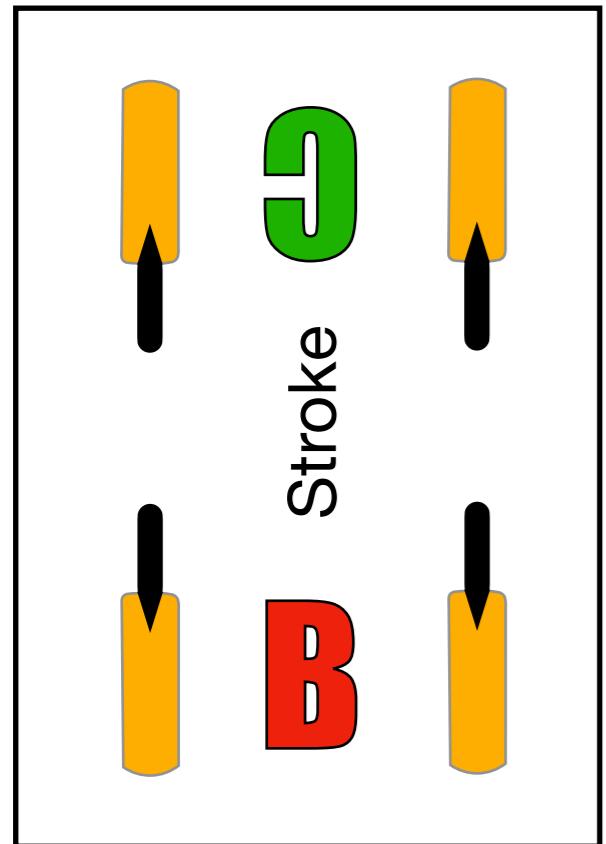


Double sided cards

SPIN	Pitch	Path	Empty
Path	0	Runs	Edge ?
Empty	Out	Runs	Out ?
LBW	Bowled	Out	Caught



PACE	Pitch	Path	Empty
Path	0	Runs	Edge ?
Empty	Out	Runs	Out ?
LBW	Bowled	Out	Caught



Single Sided Cards