



## 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 plays **'Move'** and **'Stroke'** cards **face down**

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

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

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

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

Fielders

Wickets 3,4

Runs Chart

Outcome table

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

## Quick Cricket (18 Cards)

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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.

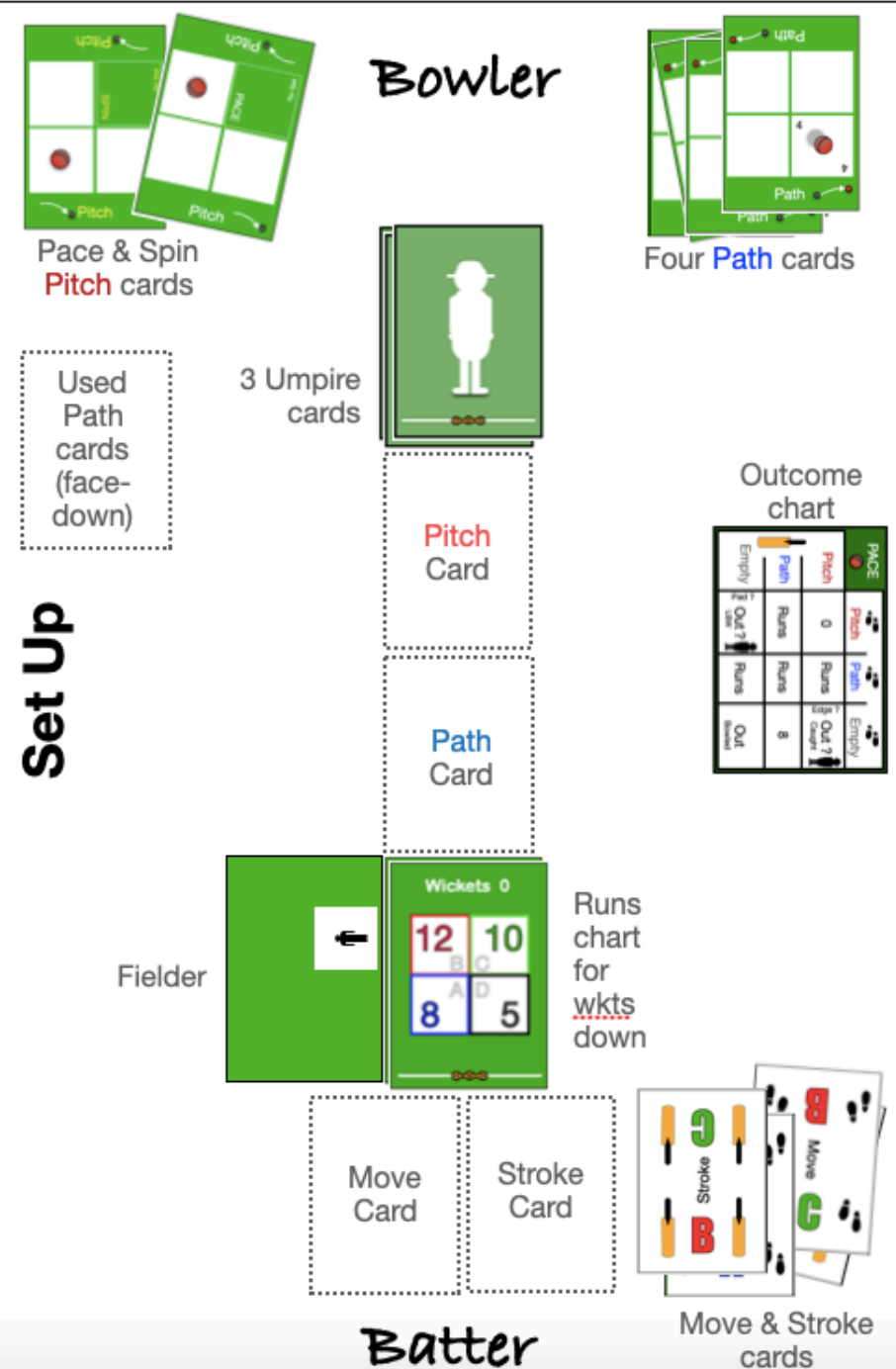
Extra runs are added depending on the risk of the delivery. A number on the bowler's 'Path' cards represents this risk. The aim of the bowler is keep the batter's stroke away from the path of the ball. The bowler gives some information about the flight of the ball with the first card played. The batter 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 cards (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.
- 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	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.

Wickets 3,4			
7	5		
B	C		
8	10		
A	D		

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.



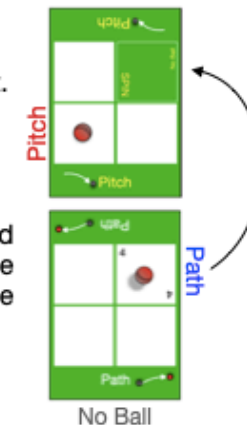
### Consulting the umpire

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 shuffle 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.

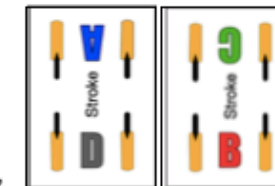


### Yorker (Pace and Spin bowling)

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).

Wickets 0			
12	10		
B	C		
8	5		
A	D		

### 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

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Overs

[illegible]



*Innings of*

Batting	Runs											Total
1st Wicket Partnership	7 -14 - 4 - 5-											
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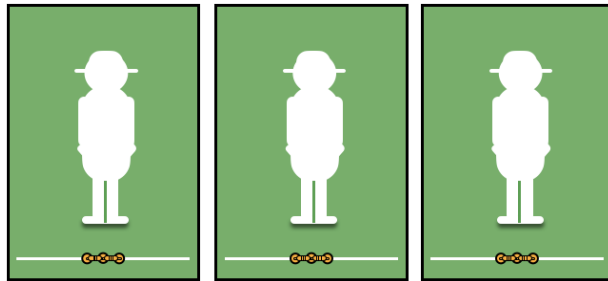
## Reviews

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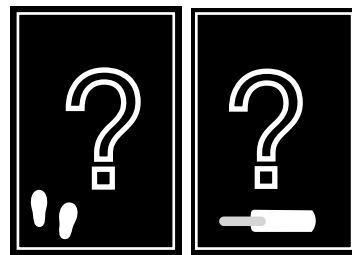
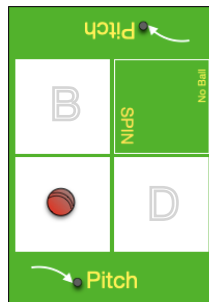
Overs

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## Example of an Over

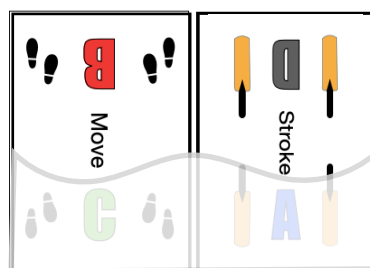
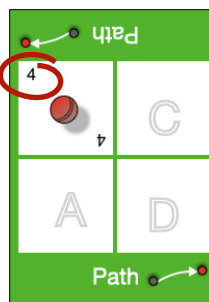


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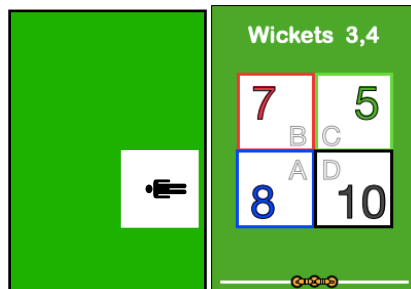
Batter plays 'Move' and 'Stroke' cards **face down**

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

Fielder



Runs Chart

Wickets 3,4	
7	5
8	10

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

Outcome table

SPIN	Pitch	Path	Empty
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Path	Runs	Runs	4
Empty	Out LBW	Runs	Out Bowled

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

4 Path card  
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10 Batting stroke  
(played through  
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14 Runs scored

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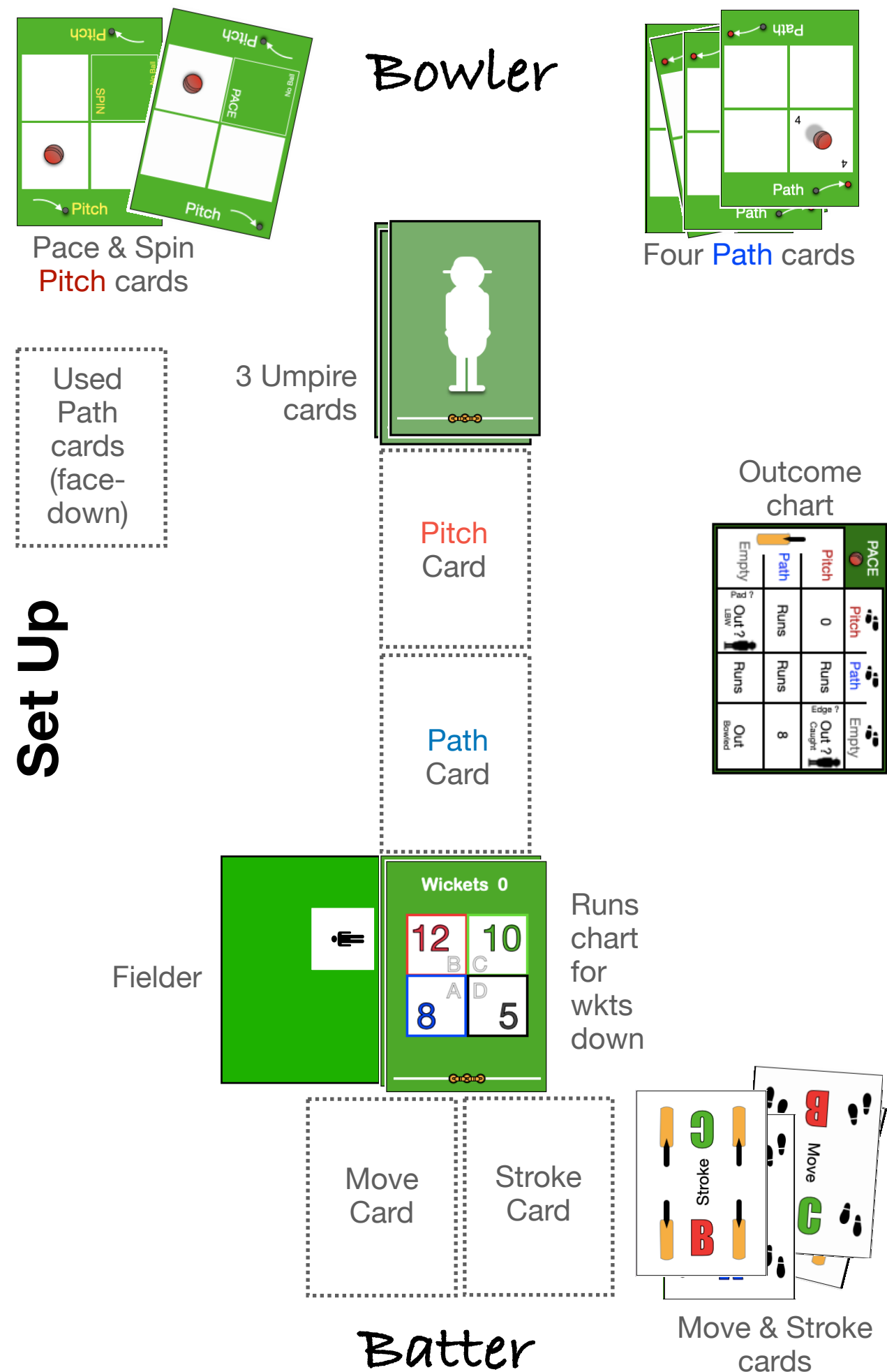
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Runs card for 3rd or 4th wicket down

## Runs

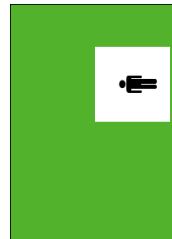
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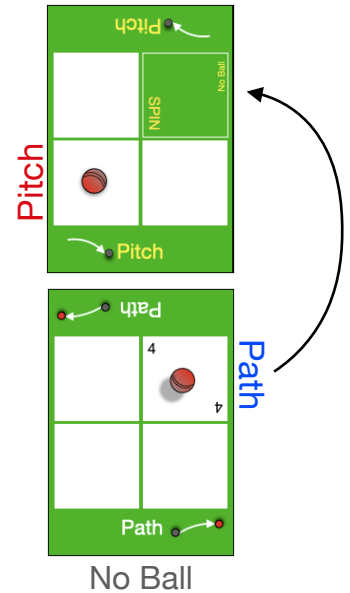
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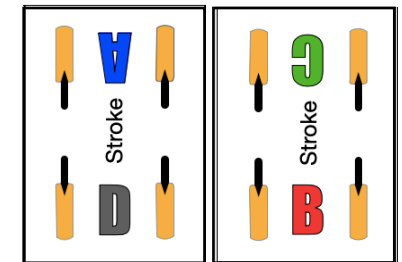


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## Bouncer (Pace bowling only)

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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).

Wickets 0			
12	B	C	10
8	A	D	5

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

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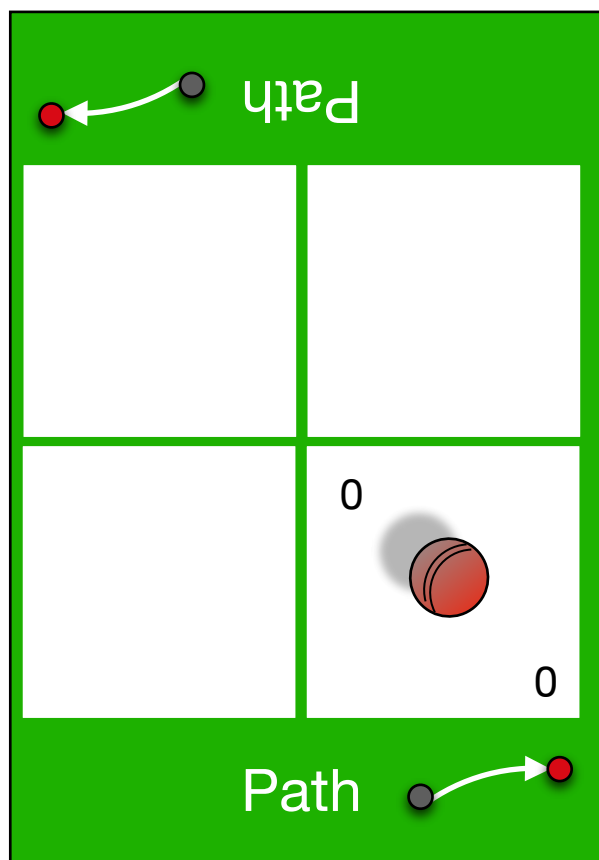
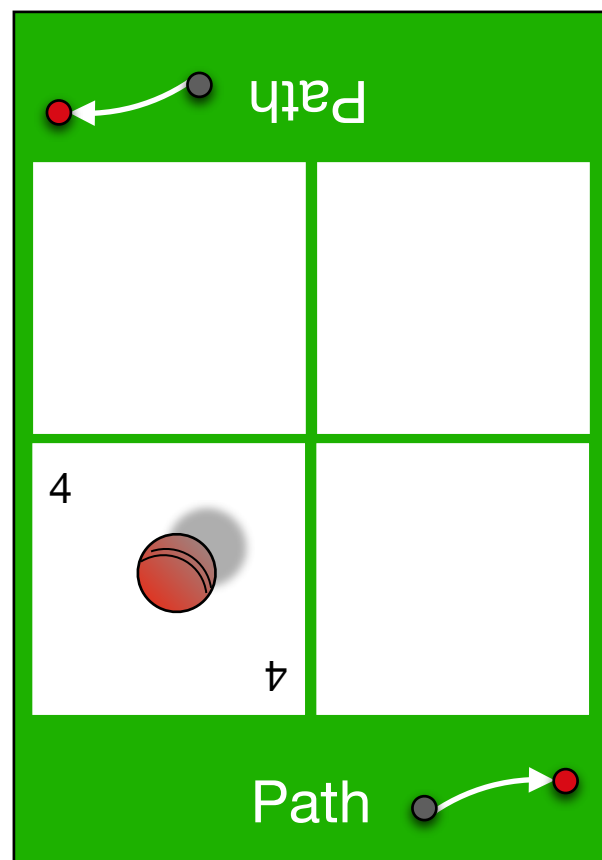
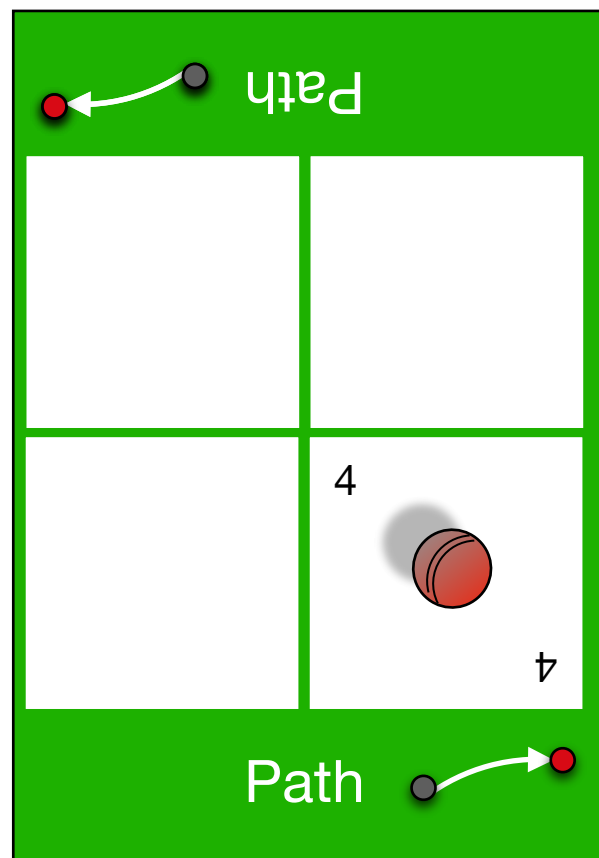
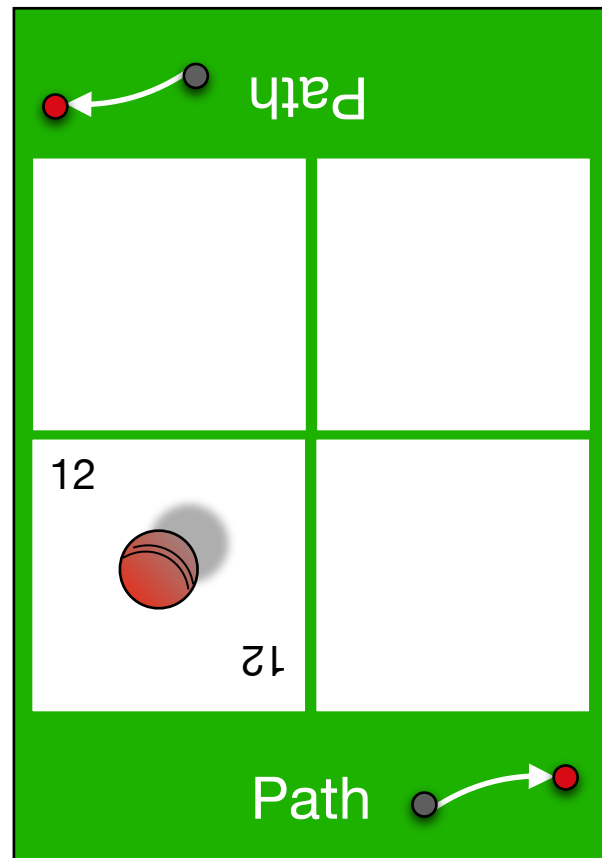
## Reviews

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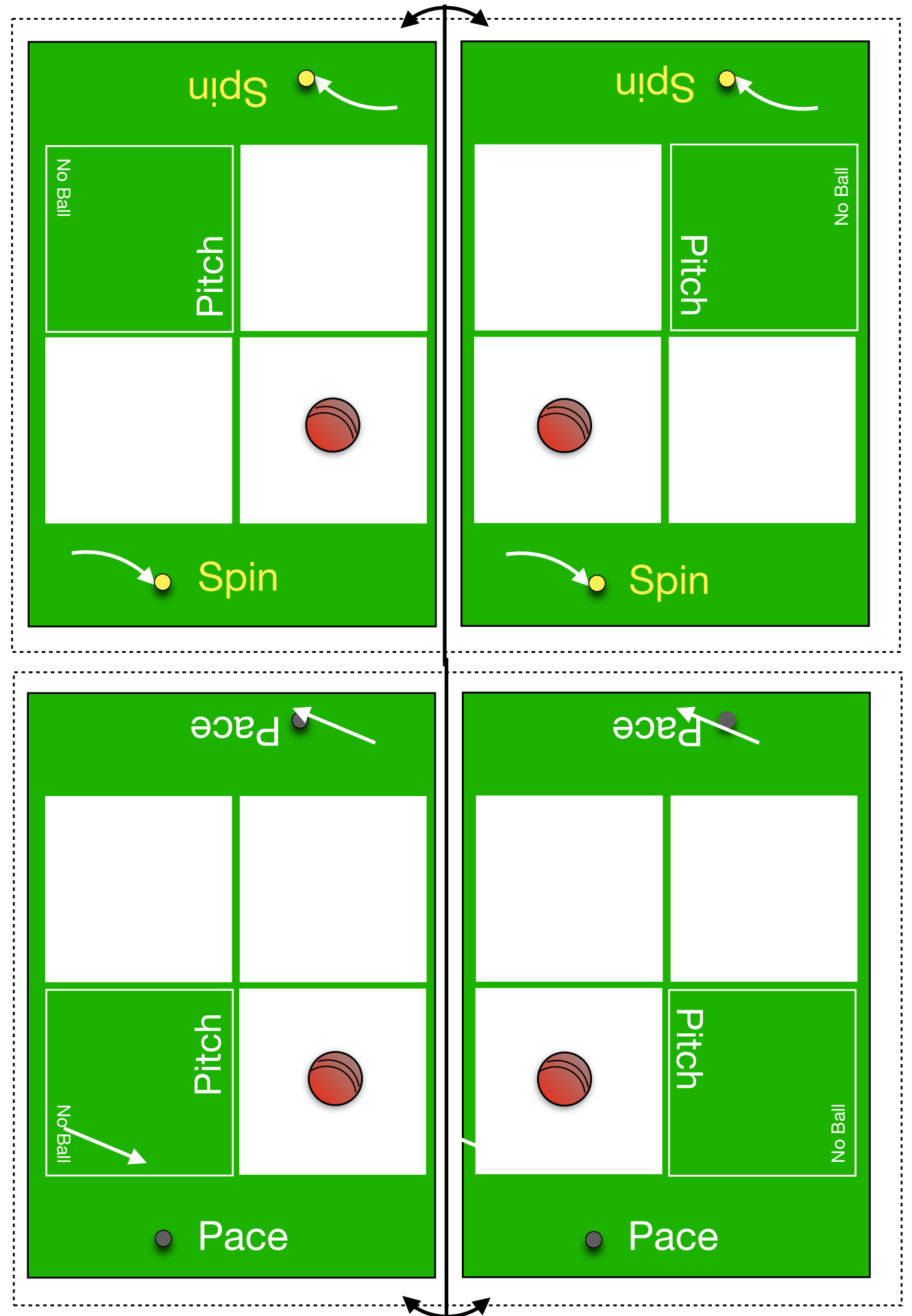
# Overs

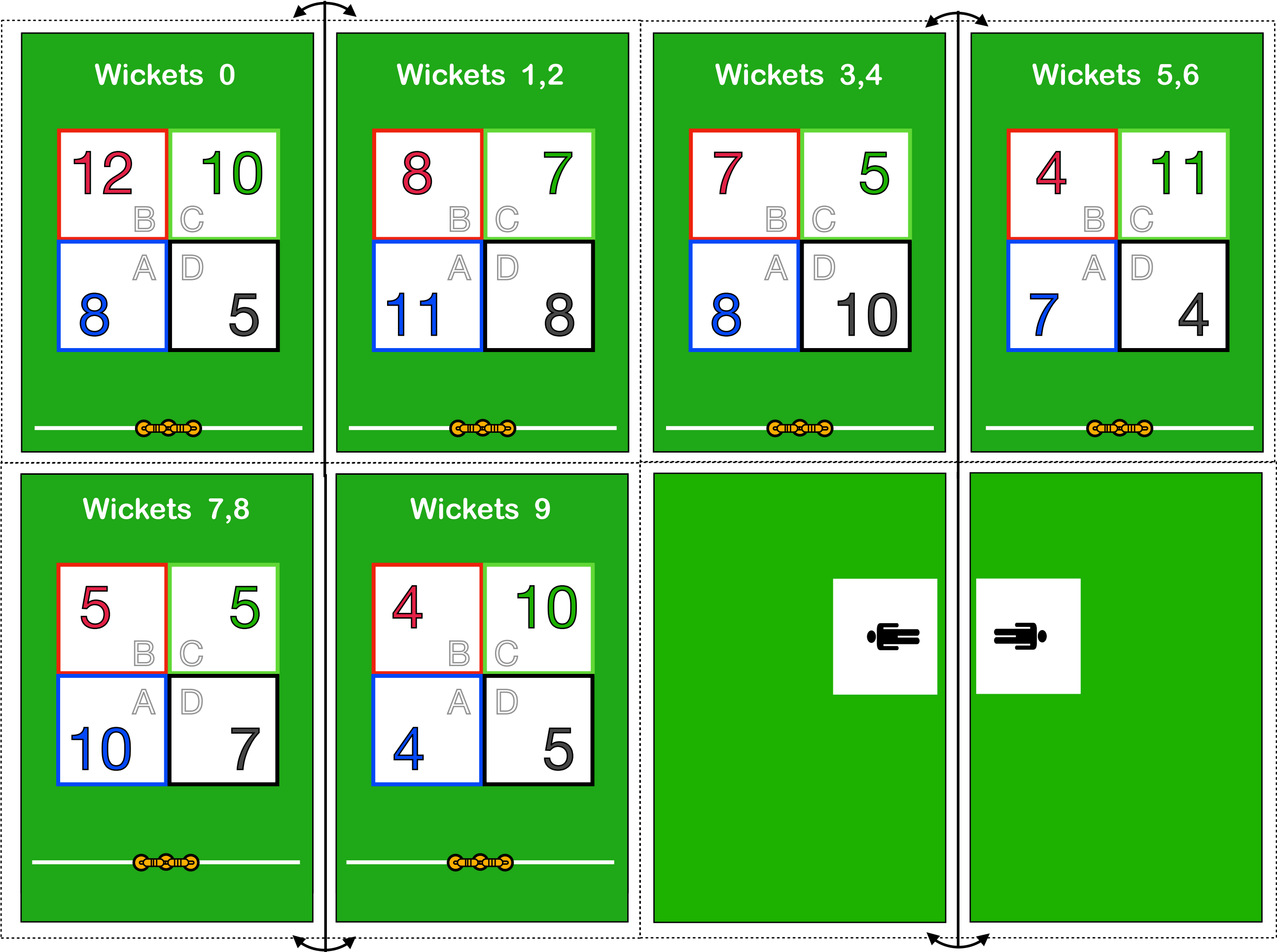
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Single Sided Cards



Double sided cards

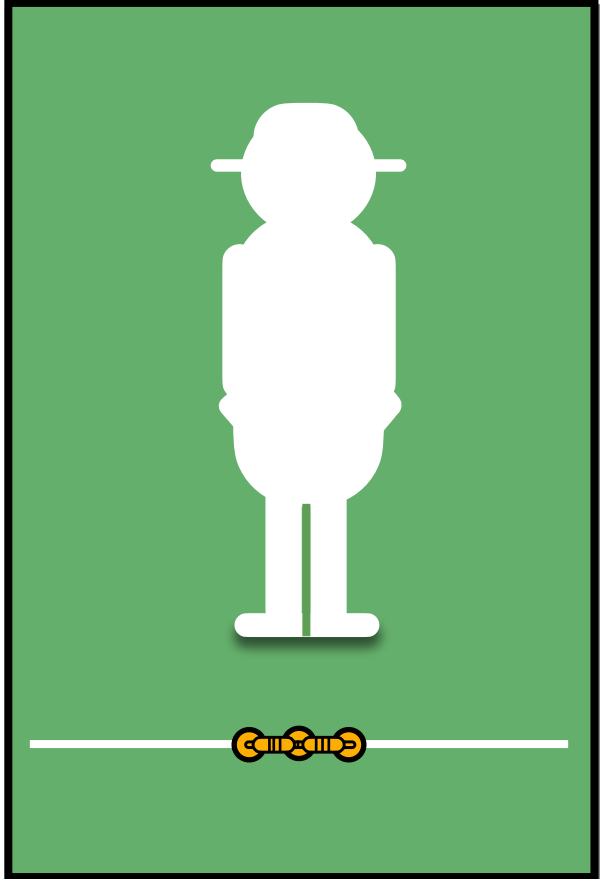
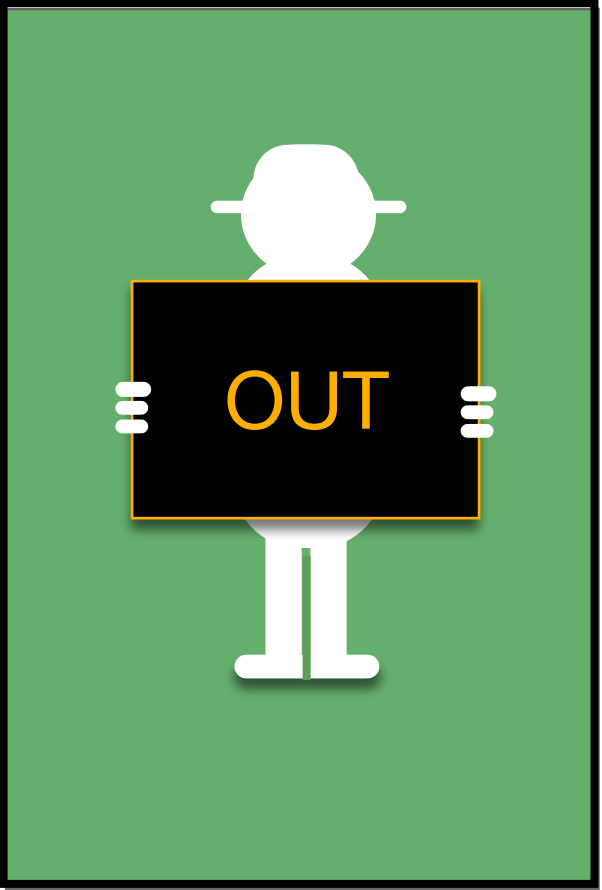
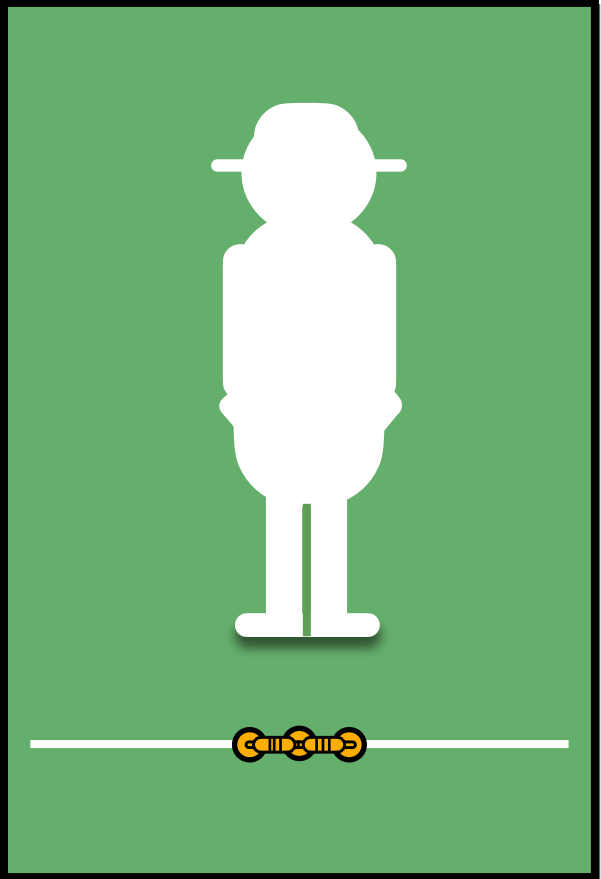
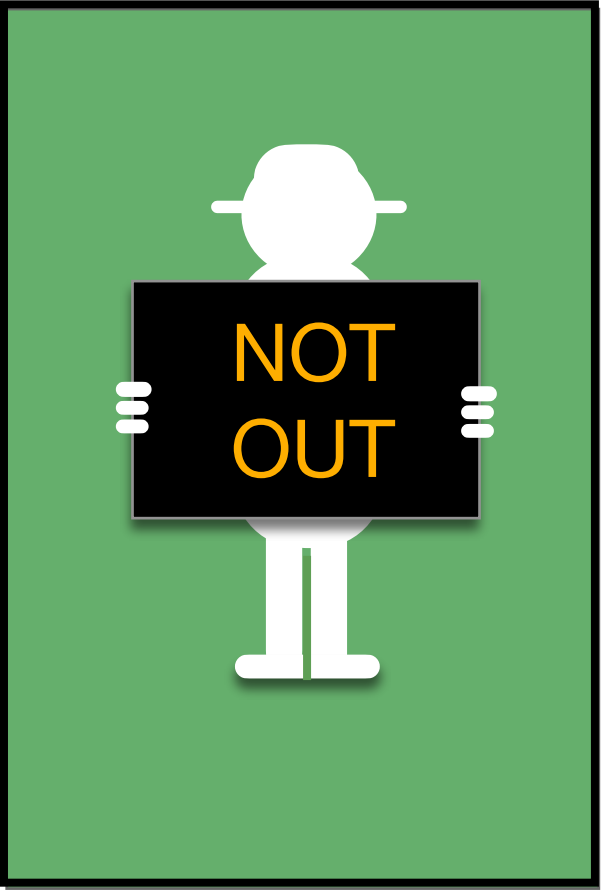
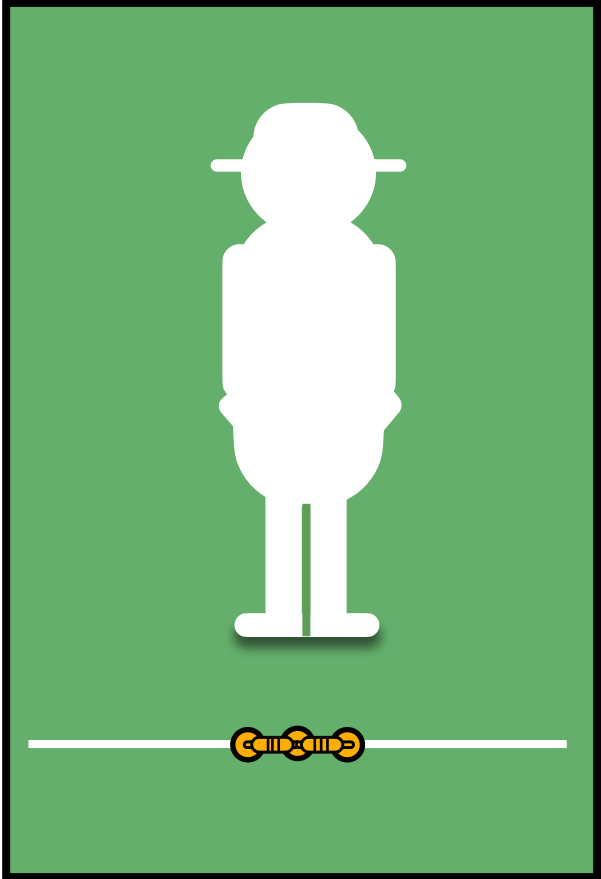
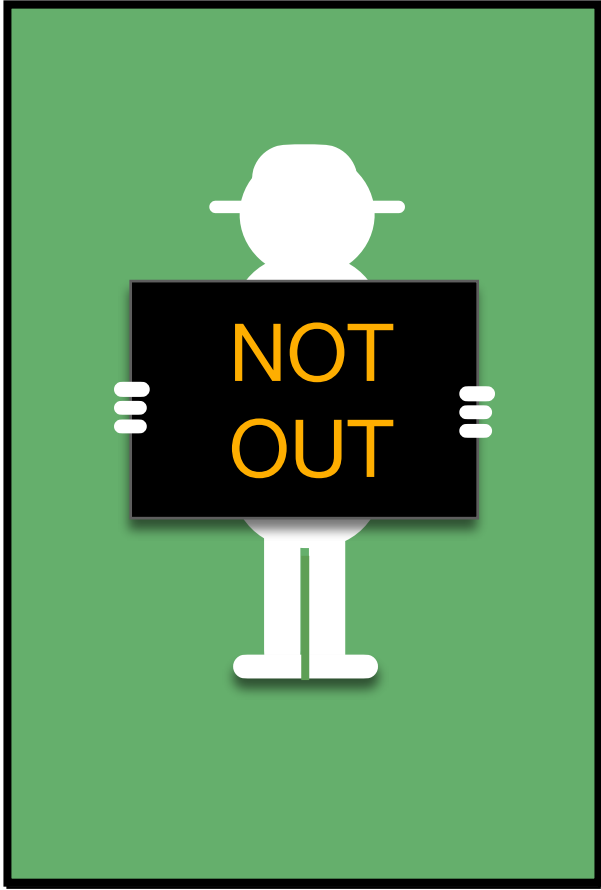




Double sided cards

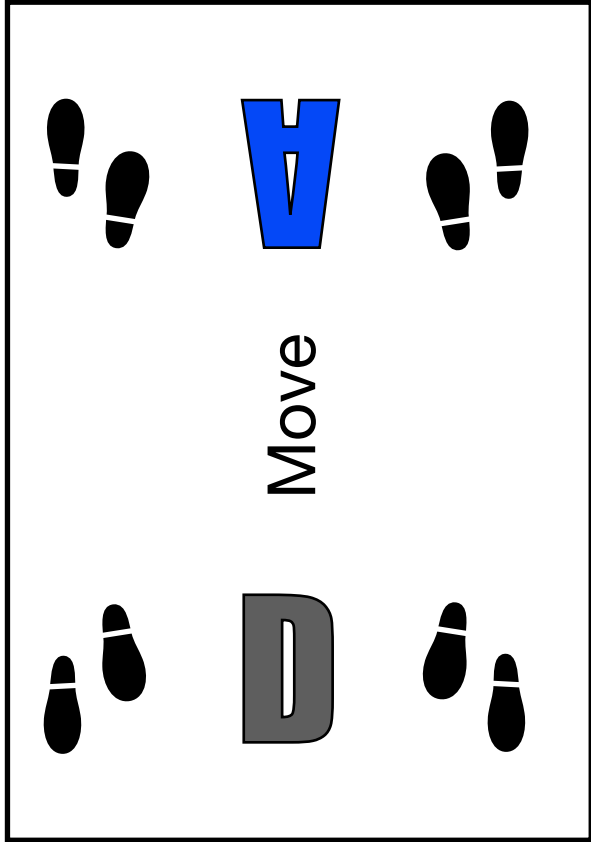
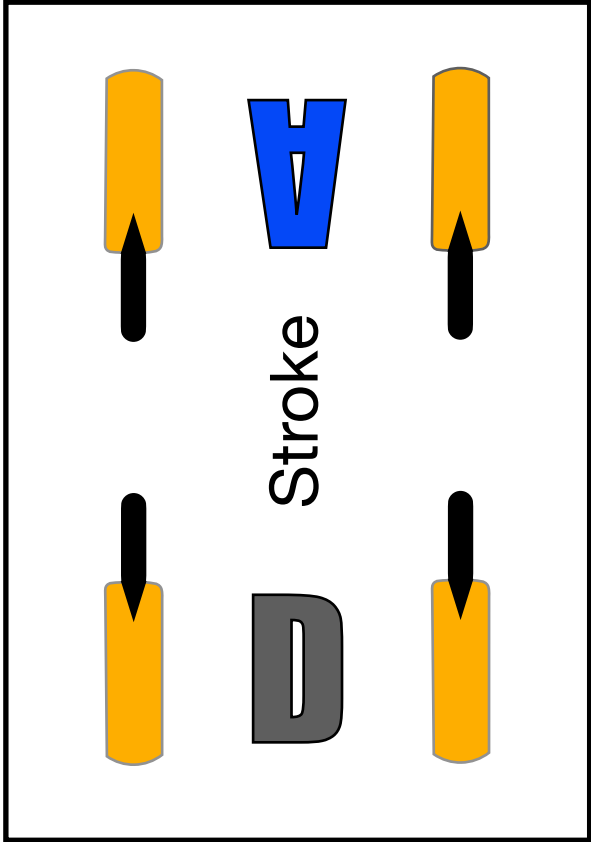
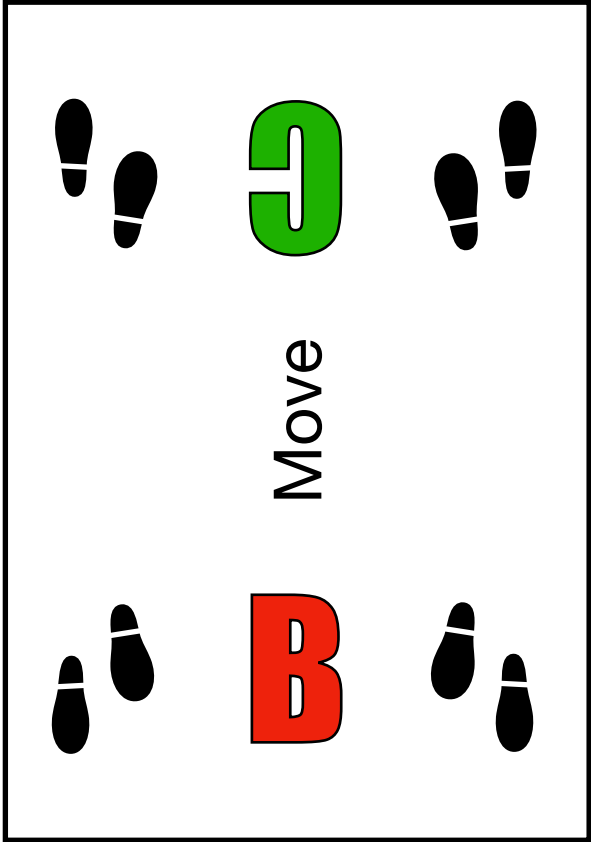
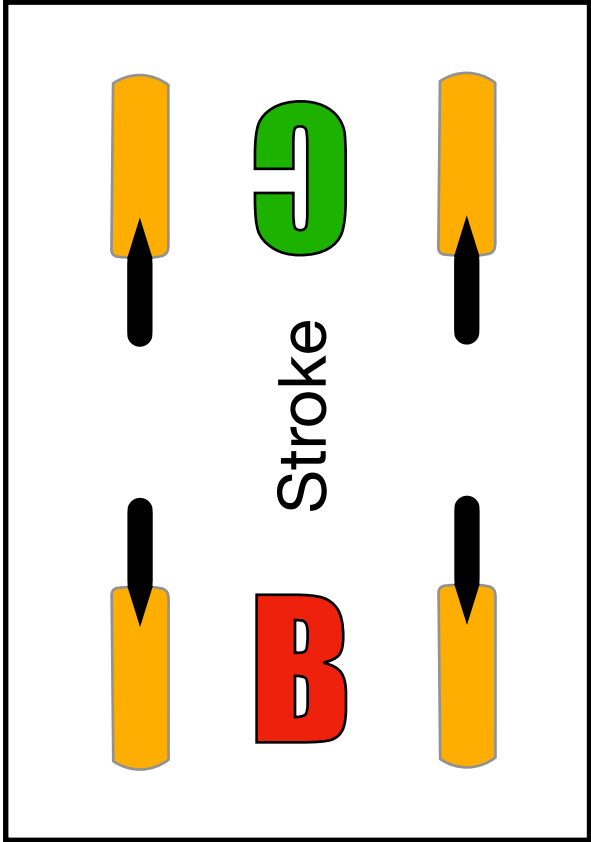
SPIN			
Pitch	Path	Empty	
Pitch	0	Runs	Out ? Caught
Path	Runs	Runs	4
Empty	Out LBW	Runs	Out Bowled

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



Double sided cards





Single Sided Cards