



RULEBOOK: BETA VERSION

APRIL 2021

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CRICKET the GAME



ABOUT CRICKET: THE GAME

Cricket: The Game (CTG) is based on the physical sport, with a number of tweaks to ensure you can get a game finished in less than a day, but keep all of the tension and excitement of the outdoor game.

Match Structure

A match consists of two Innings (an Innings for each side). Each innings a team takes its turn batting while the other team is fielding so each player will play the first Innings either batting or bowling, and then swap for the next innings. The first team batting is trying to score as many runs as possible in the allocated overs and in the second innings they will field, trying to stop the other team scoring more runs than the total runs they managed to score in their innings. The team batting second will win if they exceed the runs scored by the first team and will lose if they fail to do so.

Each Innings is played until either the number of overs (an over consists of a single bowler bowling 6 deliveries) are complete, or until 10 wickets are taken (when a batter is out it is called a “wicket”). This is known as a “limited Over” match.

The game can be played as a 10 over game (T10) or a 20 over game (T20) (*see GAME LENGTH*).

COMPONENTS

Instruction book

Gameboard

Player cards

Bowling Cards

Red Advantage cube

Pitch Tile

Fielder tokens

Batter attitude tokens

Pitch Condition Cards

Over tokens

Dice





GAME SETUP

- **PREPARING THE TEAM:** Each player chooses a team (each team has 12 players). Both players then choose to drop either 1 spin bowler or 1 pace bowler, to make their chosen team of 11. Each team will be made up with either 1 Pace and 2 Spin specialist Bowlers, or 1 Spin and 2 Pace specialist Bowlers.
- **CHECKING THE PITCH:** Shuffle the Pitch Condition cards, and draw one to determine pitch conditions for the game.
- **COIN TOSS:** Flip a coin, with the winner choosing to Bat or Bowl first.
- **SETTING THE FIELD:** Place the Pitch Tile on the game board with the batting team colours in batting positions showing.
- The Fielding team sets their field with 9 Player Tokens (the Bowler and Wicket Keeper being on the Pitch Tile), as per any fielding restrictions.
- The Fielding team now selects a Bowler and places the player card in the allocated Bowler slot.
- **OPENING BATSMEN:** The batting team chooses 2 Batters, and places the Batter player cards chosen in the two Batting slots, placing the Facing token beside one of the Batter cards to represent the facing Batter.
- The Batting team places the Batter Attitude (see batter attitude) tokens on each batter in the preferred style, with “A” representing an aggressive style and “D” being a defensive style.
- **LETS PLAY:** Play then proceeds to the Gameplay.



CRICKET the GAME



GAMEPLAY

Innings and Overs

Cricket is played as two Innings, with each team taking a turn at batting and bowling.

Each Innings is made up of a set maximum number of Overs.

Each Over is the delivery of 6 Balls (plus extras).

Set-up at Start of each Over

- The Fielding team selects a new bowler from their team deck to replace the current bowler. Place the new bowler in the Bowler slot (*you cannot use the same bowler in successive overs*). Use over tokens on bowler cards to keep track of how many overs have been played.
- The Fielding team then draws the corresponding Bowling deck to their hand, and places the Bowling Deck Rule card face up in the allocated slot.
- The Fielding team shuffles the Over Deck for the relevant bowler (Pace, Spin or Medium) and places 6 Over Deck cards in the Delivery slots (numbered 1-6 along the bottom of the board).



Resolve Express play

- Turn over the first facedown Over Deck card and resolve the outcome based on the Express Play value. Change the Facing Token as required. Repeat until all express play cards have been resolved (*see GAME LENGTH*).

Sequence of each Ball in over

- Set the ADVANTAGE meter to match the facing batter's current confidence.
- The Fielding team returns to hand the last played 'CHOSEN BOWL' card (not required on 1st ball after express play).
- The Bowler adjusts the Fielders positions as desired.
- The Bowler selects a Bowling card from their hand and places it face-down in the 'CHOSEN BOWL' slot.
- The Batter *may* change the facing Batter Attitude token (Aggressive to Defensive or vice versa).
- The Batter selects the Zone they will attempt to hit the ball by placing the ball on the Stroke Selection circle. If the ball is hit, it will be hit into the Zone selected here.
- Reveal the Bowling Card in the 'CHOSEN BOWL' slot and adjust the Advantage meter if required (See *ADVANTAGE*).
- Turn over the next facedown Over Deck card in 'DELIVERY SLOTS' to reveal any changes, actions or conditions for this bowl (Over deck cards are revealed from left to right as the Over progresses).
- Unless the Over Deck card advises otherwise, the Bowler will now roll their respective D6 or D8 die followed by the batter to resolve the outcome of the bowl.

Having a high Advantage can REALLY help to strike the ball!



End of each over

- To indicate the bowler team bowling from each end of the pitch, at the end of each over move the FACING Token to the other batter.
- Remove used Over Deck cards and shuffle back into the relevant Over Deck.
- Check Over count; if the maximum number of Overs are completed for the Innings, switch the Batting/Bowling teams for the second Innings.

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GAME COMPONENTS

DICE

Dice are used in Cricket: The Game to determine bowling and batting results. There are three D6, two D8, and two special “Bounce” dice in the game. The yellow and green D6 and D8 dice (team colours) are used by bowlers and batters to determine the Bowl and Strike outcomes. If the ball is hit, you will then use the Blue D6 with one of the Bounce dice to determine how far the ball has travelled, and where it bounces on the field (unless it’s a 6 of course!).

D6 is a 6-sided die.
D8 is an 8-sided die.



PLAYER CARDS

The Player cards represent each player in the team. They are used throughout the game for Batting and Bowling statistics and abilities.

You start with a team of 12 players, but must discard one specialist bowler (Pace and Spin bowlers are considered specialist bowlers) before play to create the team of 11 to take the field, to create either a Pace or Spin dominant bowling line-up. So your final team will consist of 3x specialist bowlers (pace/spin), 3x specialist batters, 4x All rounders (Medium) and 1x Wicket keeper. Pace and Spin bowlers are specialist bowlers and have a few tricks up their sleeve that make them dangerous on the pitch. All rounders are competent at medium pace bowling and batting, but don't get any special considerations.

Your team is selected before the pitch condition is determined so try and guess correctly what the pitch condition will be for a small advantage in game



PITCH TILE / FIELDERS

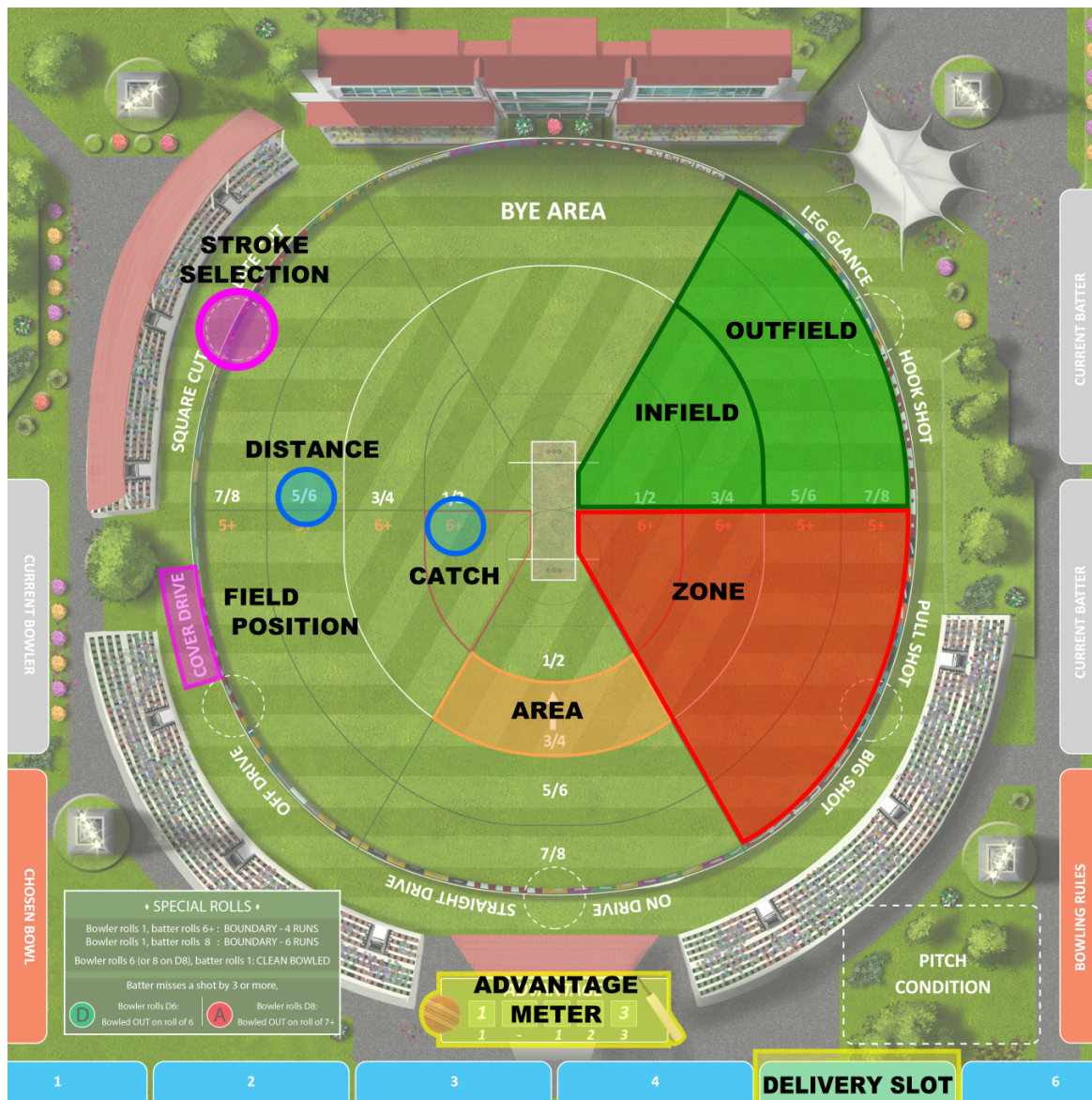
The game comes with 9 reversible fielder tokens that you will place in chosen areas on the field and also a reversible Pitch Tile that has the two batters, a bowler and wicket keeper to make up the teams in either Batting or Feilding positions. The Pitch Tile is placed in the centre of the board and both the Pitch Tile and fielder tokens are flipped over at half time.

The wicket keeper and bowler do not count as fielders for any game rules regarding fielding.





BOARD / FIELD



The field of Cricket: The Game is divided into a layout with different spaces known as Zones and Areas, which are used for positioning fielders. The white arrow is only an indication of the direction the bowler delivering from, and doesn't affect gameplay.

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Zones

The board is split into 6 segments called Zones. Each Zone has two shots (batter strokes) listed in the outer Area (except for the 'Bye' Zone) that are used to identify the type of strike the batter takes.

The Zones are as follows (clockwise from Bye Area):

- Bye
- Leg Glance / Hook Shot
- Pull Shot / Big Shot
- On Drive / Straight Drive
- Off Drive / Cover Drive
- Square Cut / Late Cut

Infield and Outfield

There is an Infield and Outfield within each Zone, which affects where Fielders can be placed, based on fielding restrictions on some Overs.

Areas

Each Zone is separated into Areas, with two on the Infield, and two on the Outfield (*The night board (T10) has only one area in the outfield per zone*).

Distance

The Areas are separated into bands that identify where a struck ball is going to land and/or stop, denoted by the numbering along each Area.

They are marked as $\frac{1}{2}$, $\frac{3}{4}$, $\frac{5}{6}$, $\frac{7}{8}$ in a T20 game and marked as $\frac{1}{2}$, $\frac{3}{4}$, $\frac{5}{6}$ in a T10 game. These markings are used to determine the distance of a hit shot when the batter successfully hits the ball. (see Outcomes of Bowls).

Catch

The orange number (e.g. 6+) is the die roll required for the fielding team to roll to catch if and when a catch is available.





BOWLING DECKS

Bowling cards are used for Deliveries, with a range of delivery types depending on the bowling style. Once you have selected a Bowler for an over you draw the corresponding Bowling deck to hand and place the Bowling rules card in the Bowling rules slot at bottom right side of board for reference. The rule card shows the optimal shots for the Batter to play against each type of bowl.

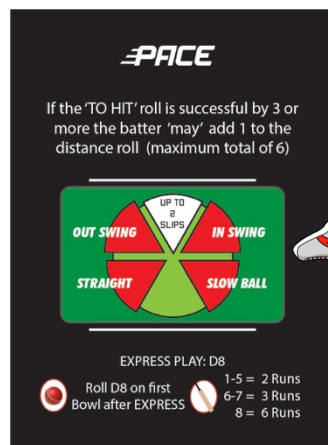
There are 3 bowling styles; Pace, Spin, and Medium (All-rounders). Each style has a selection of bowls that target different Zones on the field for the batting stroke.



Pace and Spin bowlers are more dangerous to the batter with their bowling being harder to strike



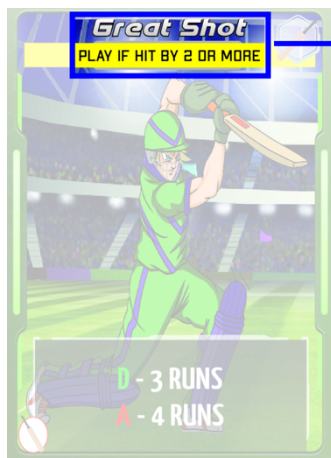
The Bowling cards include Bowling Reference cards, that have specific conditions and attributes detailed for each bowling type.



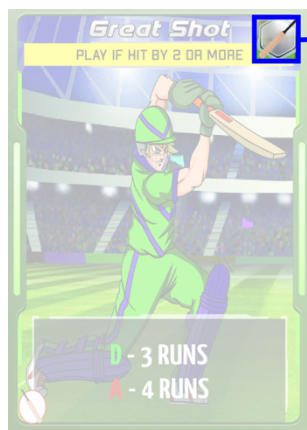


OVER DECKS

There is a dedicated Over Deck for each bowling style (Pace, Spin and Medium). The Over Decks are used to add atmosphere to the game, by adding conditions or effects to the play. The cards vary in how they affect the Delivery, where some will simply nominate no effect, and others with detailed information about a particular situation or effect. Six random cards will be used to represent each over.

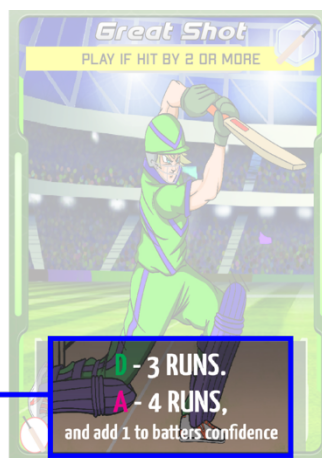


Card Title and Conditions for Play

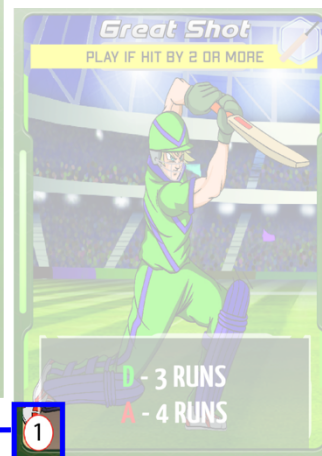


Applies to Batter (bat) or Bowler (Ball)

Effect Card has on Delivery



Express Play Value



CRICKET the GAME









Express Play

Express Play is incorporated into the game to ensure a complete Innings is playable in a reasonable timeframe.

The only consideration on the card when Express play card is flipped face up (e.g. 1st two cards in Over Deck in a T10 game) are shown on a symbol in the bottom-left Corner. This is the only action of the Bowl when in play, all other aspects of the play of the Ball are ignored.

For Balls that use Express Play, the following Icons are used:

-  Dot Ball (no run).
-  A single run is scored.
-  Two runs are scored.
-  Three runs are scored.
-  Bowler rolls a D8 on the next non-express bowl.
-  Batter rolls a D6. Refer to the current bowling rule card for die outcome.

We recommend use the Dead Pitch condition for your first game

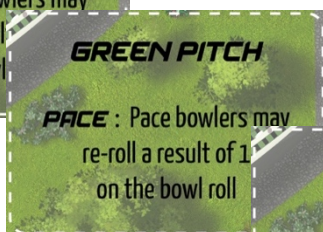
PITCH CONDITION CARDS

Prior to commencement of play, but after Player Teams are determined, a random Pitch Condition card is chosen to represent the pitch conditions for the day. The conditions may suit Pace, Spin, or be neutral. The effects on gameplay are detailed on the cards.



Dusty Pitch

The Dusty pitch conditions favour spin bowling. When playing on a Dusty Pitch with a Spin bowler, they may re-roll a 1 (only one re-roll per delivery).



Green Pitch

The Green pitch conditions favour Pace bowling. When playing on a Green Pitch with a Pace bowler, they may re-roll a 1 (only one re-roll per delivery).



Dead Pitch

The Dead pitch has no advantage to any Bowling style.



ADVANTAGE

The Advantage meter adjusts the value of the Outcome of the roll, to the advantage of either the Batter or Bowler, depending on the final location on the meter prior to rolling. The meter has a ball at one end indicating the outcome is in the Bowlers' favour, and a bat at the other end indicating it is in the Batters' favour.

To adjust the Advantage meter during an Over:

Adjusting the Advantage Meter

- At the start of every Ball, set the Advantage meter to the Batter's current Confidence value.
- Once the Batter's shot is chosen, and the 'CHOSEN BOWL' card has been revealed, adjust the Advantage meter as follows: If the Batters' Shot chosen is in a ZONE that matches a shot on the Bowl card, the Batter will gain full Advantage (3) on the Advantage meter.

If a different Zone is selected, the ADVANTAGE meter will reduce 1 advantage point per full Zone away from the chosen shot, i.e. count how many zone lines you cross until you get to the first shot on the bowler's card and move the ADVANTAGE meter 1 step closer to the bowlers end for every line crossed. Note: *You cannot count through the BYE zone.*

Effect on Dice Rolls

- If the ADVANTAGE is neutral both teams will use the face value of their roll unmodified.
- If the Advantage meter is on the Batters' side, add the value shown on the meter to the Batters' Roll.
- If the Advantage meter is on the Bowlers' side, add the value shown on the meter to the Bowlers' Roll.
- Note that the meter cannot go above 3 for the Batter, or 1 for the Bowler.

Specialist Batter

Note that the Specialist Batters have an ability that does not allow their Advantage reducing below Neutral (0), regardless of the effects of game cards in play.



BATTER ATTITUDE TOKENS

The Batter Attitude tokens are double-sided. They are used to show whether a Batter is playing Aggressive or Defensive for the Over. A Batter's Attitude token is set to aggressive or defensive when he first comes to the crease but can be changed before dice are rolled on any given bowl. When a bowl is successfully hit and you are rolling for distance and bounce, the bounce die you roll is determined by the facing batter's current attitude setting. If the batter is playing aggressively, you will roll the red bounce die with the distance die. If the batter is playing defensively, you will roll the green bounce die with the distance die. Batter Attitude can affect the outcome of some Over Deck cards, either positively and negatively depending on the situation.

Defensive batting helps increase Confidence!



Aggressive



Defensive





Batter confidence

The batters confidence will change during the innings depending on OVER card results and shots played. All batters start with confidence as listed bottom right on their playing card. You will use the current batter confidence stat to set the ADVANTAGE meter at the set up of the next bowl. Use tokens provided to cover and change the current Batter Confidence as required. Some Over Deck cards will raise or lower the Batters' Confidence, depending on what Attitude the Batter currently has, this will not affect the ADVANTAGE meter until the next ball. Batter confidence cannot go above 3 or below -1.

FACING TOKEN

The general rule for the batter FACING token is it will change to the other batter on any ODD number of runs scored and will stay with the current batter on any EVEN runs scored.

OUTCOME OF BOWLS

Block

An equal result either by dice face-value OR Advantage-adjusted result will mean the batter has blocked the ball resulting in a dot ball (no runs scored).

Strike (batter hit the ball)

The Batter requires a higher roll (including adjustment for advantage) than the Bowling roll to strike the ball, including the adjustment for the Advantage (*See STRUCK BALL*).

Miss

If the Batter has a lower result (including adjustment for Advantage), the ball is missed.

If a ball is missed by 4 or more (including adjustment for Advantage), the Bowler can roll a D8 to attempt to bowl the Batter out on a roll of 7 or 8.

Bowled

A roll of 6 (or 8 with D8) from the Bowler and a roll of 1 from the Batter will result in the Batter being Clean Bowled and OUT! (No effect, card ability, or re-roll can alter this result, so bad luck, tell your story walking!).

When a Strike attempt is missed by 3 or more, the Bowler will roll the dice to determine if the Batter was Bowled Out. If the Batter was playing Defensive, a D8 is rolled with a roll of 7+ being Bowled. If the Batter was playing Aggressive, a D6 is rolled with a roll of 6 being Bowled.

Four-run boundary

A roll of 1 from the Bowler and a roll of 6 or higher from the Batter (on 6 or D8 dice) will result in the batter hitting a FOUR! (No adjustment can be made for the Advantage Meter, or any effect from the Over Deck).

Six-run boundary

A roll of 1 from the Bowler and a roll of 8 from the Batter will result in the batter hitting a SIX! (No adjustment can be made for the Advantage Meter, or any effect from the Over Deck).

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STRUCK BALL

On a successful Strike, the Batter has hit the ball into the zone selected when choosing the shot. The distance and bounce of the ball is still to be determined.

The batter now rolls the blue D6 or D8 distance die (depending on game format), and one of the Bounce dice to determine the trajectory of the ball (*See Bounce Dice*).

Distance Die

The distance die will determine the Area the ball has been hit to, based on the numbering on the edge of the Areas. T10 format uses a D6, and will roll to the infield on 1 to 4, and the outfield on 5 and 6. T20 format uses a D8, and will roll to the infield on 1 to 4, and the outfield on 5 to 8.

Bounce Dice

There are two bounce dice included in CRICKET: the Game and the die you roll is determined by the facing batters current attitude (*See batter attitude tokens*).

The Bounce die will determine how far the ball will continue to travel after the initial distance is made. The numbers represent the additional Area the ball will travel through before stopping, with a 0 remaining in the Area the ball made it to from the Distance die.

The Red colour indicates the ball is in the air and has a chance for a catch, if there is a Fielder in an Area where the Ball lands from the Distance Die, or a run-out if the ball stops in an Area with a Fielder.

The Green colour indicates the ball has been hit in a way that is unable to be caught, and will roll the additional distance shown on the Bounce dice before it can be fielded. A run-out attempt can be made if the ball stops in an Area with a Fielder.

Note that there are two different bounce dice, the one you use is determined by the batter's current Attitude (Green die for Defensive, and Red die for Aggressive).

Boundaries

A Four-run Boundary is scored if the combined value of the Distance and Bounce dice moves the ball beyond the highest value of the Outfield (there are different values for T10 and T20 game formats), as long as it is not caught or Fielded.

A Six-run Boundary is scored if you reach the outer-most area with the distance dice, and roll a Green 2 on the bounce dice.

Any time a batter hits a Boundary, the batter's confidence will increase by 1.

Strike against a Pace Bowler

When you Strike against a Pace bowler by 3 or more (combined dice and Advantage), the batter *may* add 1 to the Distance die roll. This can only adjust the distance die to a maximum distance of 6 (a Boundary is not given on the distance roll alone).

Strike against a Spin Bowler

When you Strike against a Spin bowler by less than 3 (combined dice and Advantage), you *must* deduct 1 from the Distance dice roll. This can only adjust the distance dice to a minimum distance of 1.

CATCH

If the Distance roll from a Strike (NOT INCLUDING BOUNCE ROLL) causes the ball to enter an Area with a Fielder AND the bounce die is red, the Fielder may attempt to catch the ball on-the-full. For a successful Catch, the Fielder must roll the D6 to get a result equal-to or higher than the required value for the Area, as per the orange Catch values marked in the Areas on the field (except with "Silly Mid On and Silly Mid Off" rule in the 'Fielding' Section).

If the catch failed, the ball will continue to bounce the additional distance according to the Bounce die result. If the additional distance was 0, the ball remains in the current Area, and the batters score the runs for that Area.

Playing Aggressive is riskier, but has a better chance of hitting boundaries!



If the ball bounces past a fielder, the fielder didn't get to the ball to catch or stop it!



CRICKET the GAME



FIELDER / RUN OUT

If a ball stops in the infield or outfield that has a fielder (who did not attempt a catch) the ball is considered *Fielded*, and the fielder may attempt to run-out the batter. The Fielder will roll a D6 die, requiring a roll of 6 to *Run-out* the Batter.

If the Run-out attempt is successful, the batting team will score 1 LESS Run than the Area would otherwise award (so Run-out from an Infield strike will be 0 runs, and an Outfield strike will be 1 run).

The Batter that is closest to the Fielder throwing (when ending their run) is the Batter that is out.

If you are not Caught or Run-out, you will score 1 run if the ball stops in the Infield Areas, and 2 runs if the ball stops in the Outfield Areas.

You cannot attempt a run out with the same Fielder that attempted to Catch.



EXTRA RUNS

If the ball ends in an empty Area (no Fielder), the batting team may risk attempting to get 1 extra Run. If you choose to risk the extra Run, the Fielder rolls a D6 with a result of 5 or 6 being a Run Out. The Batter running towards the closest wicket to the Fielder is the player run out!

NO BALL

A no-ball is a delivery which does not count as one of the bowler's six legitimate balls in one over.

The fielding team are penalised one run 'extra' every time a no-ball is bowled, which is added to the extra's tally of the batting team.

The batter can still score runs of the no-ball, but cannot be bowled (including a CLEAN BOWL roll) or caught out, however CAN still be run out.

A no-ball is followed by a "free hit extra delivery" additional bowl from which the batter can also not be bowled or caught out (including a CLEAN BOWL roll), but again can still be run out. Play out the additional bowl without the use of an over card.





BOWLING and FIELDING

BOWLING STYLES

Most balls will be bowled using a D6, but some specialist bowlers roll a D8 depending on Pitch Conditions and bowl selected.



Pace

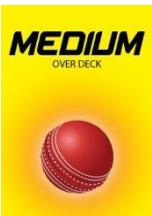
Pace Bowlers have, you guessed it, pace! This bowling style is generally considered the most aggressive, and is a high-risk, high-reward style.

Pace bowlers rely on their speed to reduce Batters striking options, and also to push for a slight edge that may send the ball through to the slips for a catch, so keep that in mind.



Spin

Spin bowlers are slow, but move the ball in confusing ways, making them difficult to read. A good Spin bowler will have opportunities for nicks that may be caught behind or miss-hits that go straight to a waiting Fielder.



Medium

Medium pace bowlers are the all-rounders of the game. They rely on good Fielder placement to take advantage of possible catches and Run Outs. The relative predictability of Medium bowlers also makes them difficult to exploit for large gains.



CRICKET the GAME



FIELDING

The placement of Fielders in CTG is an important part of the game. Whether you are going to set up for pushing play towards your Bowlers preferred Bowl, or spreading your field to try and minimise Runs, Fielder placement can have a significant effect on the Run Rate of the Innings.


Area and Zone limits

See GAME LENGTH for field restrictions

Slips

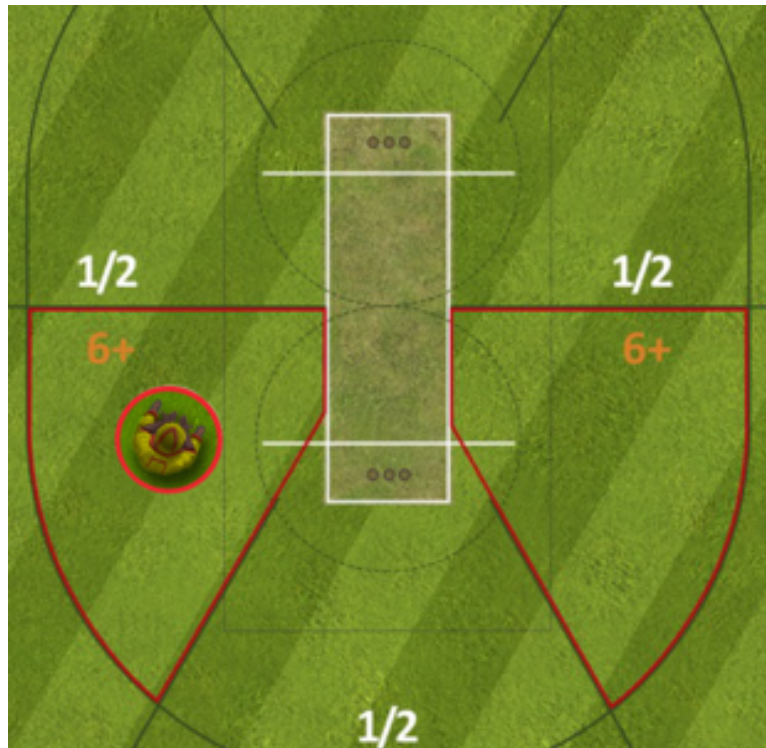
As per the Pace and Spin Rule cards you may place Fielders in the Bye Zone to act as Slips. If a shot is Blocked you may attempt to catch with the slips. Roll a D6 to attempt a catch for each Slip, catching on a roll of 6.

Snick-o-meter

If the drawn Over Deck card has a  symbol on the card, you may roll to catch with the slips on a Blocked or Missed shot.

Silly Mid On and Silly Mid Off

One fielder has a red ring around their fielding token. This fielder only requires a 5+ on a catch attempt when in one of the Areas marked with a red border (Silly Mid On and Silly Mid Off).





BATTING

ATTEMPTED STRIKE

Batters use a D8 to attempt to hit the ball, except Specialist Blowers who use a D6.

DISMISSAL

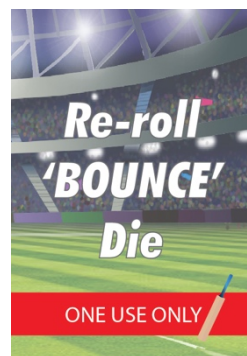
When a Batter goes out for any reason, place the Player card face-down away from the play area. Select the next Batter from the team deck to replace the batter just out (select the new Batters Attitude as Aggressive or Defensive).

SKILL PLAY CARDS

BATTERS

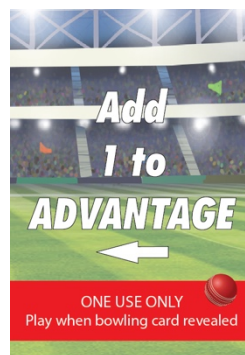
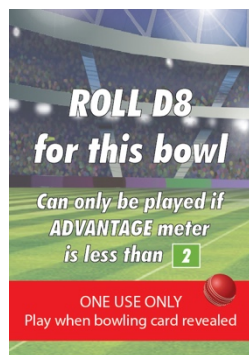
Each Specialist Batter has three SKILL PLAY cards that they can use ONCE per Innings. Lay these face-up beside the Batter card, and turn them face-down as they are used.

All other Batters also have the use of SKILL PLAY cards, but can only use one card in their Innings. When any SKILL PLAY card is used by a non-specialist Batter, you must flip ALL 3 cards face down to show it has been used.



BOWLERS

All Bowlers have the use of the two SKILL PLAY cards. They can be used once per over, as per card rules. Lay these face-up beside the Bowler card and turn them face-down as they are used.





DRS (Umpire Decision Review System)

A DRS review is able to be used once per Innings under certain conditions, as detailed on the DRS card.
'DRS' cannot be used when Run Out or Clean Bowled.



GAME LENGTH



10 Over Match Format (Night side of board)

Bowlers

Each bowler may only bowl 2 overs, but not back to back.

Fielders

First two overs, up to 2 Fielders in Outfield.

Subsequent Overs, up to 5 Fielders in the Outfield.

Up to 2 Fielders in a ZONE at any time, and only 1 Fielder per AREA.

Over Cards

First 2 Balls of each over use Express Play.

POWER PLAY OVER: Once per innings on any over from 3-10 after the bowler has chosen the bowler, the batting team may call "POWER PLAY OVER". The fielding team for this over is restricted to 2 fielders in the outfield.



20 Over Match Format (Day side of board)

Bowlers

Each bowler may only bowl 3 overs, but not back to back.

Fielders

First six overs, up to 2 Fielders in Outfield.

Subsequent Overs, up to 5 Fielders in the Outfield.

One zone may have up to 3 Fielders, all other zones have a maximum of 2 Fielders and only 1 Fielder per AREA.

Over Cards

First 3 Balls of each over use Express Play.



CONFLICTS / PRECEDENCE

In some cases there may be more than one chance for a bowler to get a batsman out, eg. the Batter is facing a pace bowler and misses the shot by 4 or more, the fielding team has two slips in place.

The bowler would now have to decide to either roll to try and bowl the batter out (requiring a roll of 7+ on d8) or to roll the D6 (can roll once for each slip) to catch in the slips.

When this happens the bowler will choose 1 option only and roll for that ignoring the others.

The only Exception to this rule is when you have a catch and run out attempt in the same bowl using different fielders.

