



# CARD CRICKET

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# **RULES OF THE GAME**

## **What is “Card Cricket”?**

“Card Cricket” is a card game for two players. It is suitable for anyone aged 8 or over and is likely to take around two hours to play.

“Card cricket” simulates a limited overs cricket match in which each side bats for a maximum of 20 overs. For the uninitiated, an “over” in cricket is six deliveries from the bowler to the batsman.

The objective of the game is simply to score more runs than your opponent in your allotted overs.

## **What do I need to play “Card Cricket”?**

Not much, really. All you will need is:

- A pack of playing cards (complete with Jokers – this is very important!)
- A pen or pencil
- A printed copy of these rules

## **Getting Started**

First, you will need to create your teams, filling in a separate scorecard for each one.

These rules contain both blank scorecards and pre-defined scorecards. The latter are designed to save you having to create your own. The pre-defined teams used are from the great Ashes series of 2005... it goes without saying that none of the individuals named have endorsed this game and that the “ratings” shown do not necessarily reflect the abilities of the players!

If you choose to create your own teams rather than use the pre-defined ones provided, you should note the following points:

- (a) Each player must be given a “batting class” in the column provided on the scorecard. Typically, a team should have 2-3 of each batting class from 1 to 5 (where 5 is the strongest rating) and the strongest batsmen will be listed at the top.
- (b) Five players only should be given a “bowling class” as well as a “batting class”. The “bowling class” should be from 1 to 3, with 3 being the strongest. Typically a team will have no more than 2 of each bowling class.
- (c) Above all, try to keep the teams evenly balanced. If one team is full of class 5 batsmen and class 3 bowlers, and the other isn’t, the former team is very likely to win.

## **Tossing the Coin**

When you have finalised the two teams and recorded them on the scorecards, you should toss a coin. The winner decides whether they want to bat first or second. Write the name of the batting team on the “Ball by Ball Record” sheet.

## **Your First Delivery!**

Your first delivery (and all of the other deliveries too!) follow the same simple steps, as follows.

### **STEP 1 - Deciding on the Bowler**

Before you can make the first delivery of the over, the bowling player needs to decide which of his bowlers he wishes to use. In doing so, the following points should be considered:

- (a) The skill of each of the five bowlers is shown in the “bowling class” column. No player without a “bowling class” can be used to bowl.
- (b) Each bowler is able to bowl a maximum of four overs... so be wary of using up all of your top bowlers’ overs straight away!

When you have decided which bowler you are going to use, write his name in the “Bowler’s Name” column of the “Ball by Ball Record” sheet (against over number 1 for the first over of the game). Note that the same bowler must be used for all of the deliveries in an over (i.e. you cannot change the bowler during the over).

### STEP 2 - Dealing the Cards

Shuffle the pack of cards and deal them out as follows:

*To the bowling player:*

6 cards if the chosen bowler is bowling class 1  
 7 cards if the chosen bowler is bowling class 2  
 8 cards if the chosen bowler is bowling class 3

*To the batting player:*

6 cards if the batsman is batting class 1  
 7 cards if the batsman is batting class 2  
 8 cards if the batsman is batting class 3  
 9 cards if the batsman is batting class 4  
 10 cards if the batsman is batting class 5

Put the remaining cards (“the deck”) face down between the two players.

### STEP 3 – Making the Delivery

Now you are ready to make your first delivery. The bowler and the batsman must choose a card from their hand and place it face down in front of them, being careful not to let the other player see what it is.

As soon as both cards have been placed face down, they should be turned over and the result of the delivery identified using the “Results Table”. Using the “Results Table” is simply a matter of reading across for the card played by the bowler, and down for the card played by the batsman. For example: if the bowler plays a 6 and the batsman plays an 8, the result is one run.

When reading the Results Table, note that:

- A “\*” means no run has been scored;
- A number denotes the number of runs scored;
- A grey square means a “chance” IF both the batsman and the bowler have played a card of the same colour (i.e. they have both played a red card or they have both played a black card). See below for what to do if a “chance” occurs;
- If the Results Table states “bowled”, it means that the batsman is out (clean bowled).

*How do I know which card to play?*

Ahhh... well, that’s the trick, isn’t it? The following hints may help you when you first play the game:

- The batsman should play a higher card to score runs, and a lower card to avoid getting out. The higher the card you play, the more chance you have of getting out BUT the better chance you have of hitting boundaries.
- The bowler should seek to play his highest cards when he thinks the batsman is about to do likewise. The higher the card number you play, the better the ball... but if the batsman plays a defensive shot (i.e. a low value card) you will be unlikely to get him out. Look for patterns in the way he plays his cards... does he always leave his biggest shot for last, for example?
- Remember that Ace is always high in this game, and Joker is highest of all.

#### *Special Rules – “Hitting Out” and “Wicket Taking Balls”*

The above process is used for almost all deliveries in the game. However, both the batsman and the bowler may choose to do away with the “standard” delivery and try something a little more... *radical*.

- *The BATTING PLAYER may choose to “hit out!”* This means taking a chance on losing your wicket in order to score runs more quickly. The batting player can replace as many standard deliveries with “hit out!” deliveries as he wishes; simply draw the top card from the deck and refer to the “Hit Out! Table” for the results.
- *The BOWLING PLAYER may choose to attempt a “wicket taking ball”.* This means that the bowler will put maximum effort into the delivery, BUT because he is operating at the limit of his skills he may get it very wrong and concede a lot of runs. **ONLY BOWLING CLASSES 2 and 3 MAY ATTEMPT “WICKET TAKING BALLS”** and they can be attempted **ONLY ONCE IN ANY ONE OVER**. To attempt a “wicket taking ball”, simply draw the top card from the deck and refer to the “Wicket Taking Ball Table” for the results.

It is not usually wise to get carried away with either of the above options... unless your position is desperate and you feel you have little to lose by having a go!

#### *A Chance!*

If a delivery results in a “Chance”, it means that there is a chance of a wicket. The bowler should draw the next card from the top of the deck and then refer to the “Chance Table” to see what has happened.

#### **STEP 4 – Recording the Results**

The result of each delivery should be recorded on the “Ball by Ball Record” sheet.

If no wicket has been taken, simply note the number of runs scored on the “Ball by Ball Record” sheet, in the column provided for the first ball of the first over.

If a wicket has been taken, put a “W” in the “Ball by Ball Record” sheet in the column provided for the first ball of the first over. Then complete the “How Out?”, “Bowler” and “Runs” columns on the batting team’s “Scorecard”. The next batsman must now come into play.

#### **The rest of the Over...**

Each ball is played and recorded in the same way as the first ball described above. There are six balls in each over; after each over, a new bowler must be chosen (no bowler is allowed to bowl two overs in a row). Remember to record the number of runs in each over in relevant column in the “Ball by Ball Record” sheet.

#### **The rest of the Innings...**

An innings ends when either:

- (a) All 20 overs have been bowled.
- (b) All 11 batsmen are out.

When the first innings has been completed, the players reverse roles. The batting player becomes the bowling player and vice versa. When both innings have been completed, the team with the most runs wins.

### **Credits**

“Card Cricket” was written by Steve Forde on a rainy summer’s day on holiday in Yorkshire (August 2007). It was thoroughly play tested by Steve and his 8 year old son, Thomas, during that holiday!

We’d love to hear what you think of the game, especially if you think any of the rules could be improved. Please email us on [steveandsuz@ntlworld.com](mailto:steveandsuz@ntlworld.com).

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## “HIT OUT!” TABLE

Batsmen may choose to “hit out” at any time during their innings. The decision to “hit out” must be declared BEFORE any cards are drawn for the delivery in question.

After declaring that you will “hit out”, draw the next card from the top of the deck and consult the table below for the result.

<u>Card</u>	<u>Result</u>
2	Caught behind! You’re out!
3	LBW! You’re out!
4	Caught! You’re out!
5	You attempt a crazy run and the stumps go flying... You’re run out!
6	Attempted stumping. Draw the next card from the deck. If it is an Ace, you’re out!
7	You swing wildly and the ball sails past you. No run.
8	You mishit the ball but manage to steal one run.
9	You give a difficult chance in the deep... it’s been dropped! You make two runs.
10	Nice shot, but well fielded. You are restricted to two runs.
J	Excellent shot, only just short of a boundary. Three runs.
Q	Beautifully timed stroke races to the boundary. Four runs.
K	Fabulous shot. They can forget about chasing that one. Four runs.
Ace	Thunderous shot... It’s over the ropes! Six runs!
Joker	What a shot! – it sails out of the ground. Six runs!

## **“WICKET TAKING BALL” TABLE**

If you are bowling with a class 2 or 3 bowler, you can attempt a “wicket taking ball” ONCE ONLY in any over. You must declare that you are attempting a “wicket taking ball” BEFORE any cards are drawn for the delivery in question.

After declaring that you will attempt a “wicket taking ball”, draw the next card from the top of the deck and consult the table below for the result.

<u>Card</u>	<u>Result</u>
2	A terrible delivery. Six runs!
3	A poor delivery. Four runs.
4	A poor delivery. Four runs.
5	That was easy for the batsman. Three runs.
6	A poor delivery, but well fielded on the boundary. Three runs.
7	Good shot by the batsman. Two runs.
8	That one surprised the batsman, but he’s played it well. Two runs.
9	Thick edge, but safe. One run.
10	Top edge... but it drops just short of the fielder! One run.
J	He’s out... NO! The wicket keeper could only get his fingertips to it. No run.
Q	The batsman barely keeps that one out. No run.
K	Great ball... it’s a chance! Draw another card and refer to the “Chance” table.
Ace	Great ball... it’s a chance! Draw another card and refer to the “Chance” table.
Joker	OUT! Fabulous delivery, clean bowled!



## “CHANCE” TABLE

If the Results Table indicates a “chance”, or if a “chance” is indicated as a result of a “wicket taking ball” or “hitting out”, draw the top card from the deck and consult the table below for the result.

<u>Card</u>	<u>Result</u>
2	A top edge... but it goes miles! Six runs!
3	An awful misfield... four runs!
4	It's in the air... no, it's safe! Two runs.
5	The ball flies straight between two fielders. One run.
6	An appeal for LBW... but it's very hopeful. Not out and no run.
7	Dropped! A difficult chance. No run.
8	Attempted stumping! Draw the next card from the deck. If it is an Ace, he's out!
9	Appeal for LBW! Draw the next card from the deck. If it's a picture card (NOT including Aces or Jokers) he's out!
10	Appeal for caught behind! Draw the next card from the deck. If it's a picture card (NOT including Aces or Jokers) he's out!
J	Possible catch! Draw the next card from the deck. If it's a picture card (NOT including Aces or Jokers) he's out!
Q	LBW! That was plumb. He's out!
K	Caught behind! Straightforward chance, easily taken. He's out!
Ace	Clean bowled! Fantastic delivery. He's out!
Joker	Terrible mix-up... there could be a run out! Draw the next card from the deck. If it is an Ace or a Joker, he's out!

## BLANK SCORECARD (Team 1)

TEAM: \_\_\_\_\_

Number	Name	Batting Class (1-5)	Bowling Class (1- 3, max 5 bowlers)	How Out?	Bowler	Runs
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						

TOTAL RUNS: \_\_\_\_\_ for \_\_\_\_\_ wickets

## BLANK SCORECARD (Team 2)

TEAM: \_\_\_\_\_

Number	Name	Batting Class (1-5)	Bowling Class (1- 3, max 5 bowlers)	How Out?	Bowler	Runs
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						

TOTAL RUNS: \_\_\_\_\_ for \_\_\_\_\_ wickets

## PRE-DEFINED SCORECARD (Team 1)

TEAM: England

Number	Name	Batting Class	Bowling Class	How Out?	Bowler	Runs
1	M E Trescothick	5	N/A			
2	A J Strauss	5	N/A			
3	M P Vaughan	4	N/A			
4	I R Bell	4	N/A			
5	K P Pietersen	3	N/A			
6	A Flintoff	3	2			
7	G O Jones	2	N/A			
8	A F Giles	2	1			
9	M J Hoggard	2	2			
10	S J Harmison	1	3			
11	S P Jones	1	3			

TOTAL RUNS: \_\_\_\_\_ for \_\_\_\_\_ wickets

## PRE-DEFINED SCORECARD (Team 2)

TEAM: Australia

Number	Name	Batting Class	Bowling Class	How Out?	Bowler	Runs
1	J L Langer	5	N/A			
2	M L Hayden	5	N/A			
3	R T Ponting	4	N/A			
4	D R Martyn	4	N/A			
5	S M Katich	3	1			
6	A C Gilchrist	3	N/A			
7	S K Warne	2	3			
8	M J Clarke	2	N/A			
9	J N Gillespie	2	2			
10	B Lee	1	2			
11	G D McGrath	1	3			

TOTAL RUNS: \_\_\_\_\_ for \_\_\_\_\_ wickets

## BALL BY BALL RECORD (Team 1)

BATTING TEAM: \_\_\_\_\_

		Ball Number...						
Over	Bowler	1	2	3	4	5	6	Total Runs
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								
17								
18								
19								
20								

TOTAL RUNS: \_\_\_\_\_ for \_\_\_\_\_ wickets

## BALL BY BALL RECORD (Team 2)

BATTING TEAM: \_\_\_\_\_

		Ball Number...						
Over	Bowler	1	2	3	4	5	6	Total Runs
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								
14								
15								
16								
17								
18								
19								
20								


TOTAL RUNS: \_\_\_\_\_ for \_\_\_\_\_ wickets





## RESULTS TABLE

B O W L E R	B	A	T	S	M	A	N								
	CARD	2	3	4	5	6	7	8	9	10	J	Q	K	A	Joker
	2	1	1	1	2	2	2	3	3	4	4	4	4	6	6
	3	1	1	1	1	2	2	2	3	3	3	4	4	4	6
	4	*	1	1	1	1	2	2	2	3	3	3	4	4	4
	5	*	*	1	1	1	1	2	2	2	3	3	3	4	4
	6	*	*	*	1	1	1	1	2	2	2	2	3	4	4
	7	*	*	*	*	1	1	1	1	1	2	2	2	2	4
	8	*	*	*	*	*	1	1	1	1	1	1	2	2	3
	9	*	*	*	*	*	*	1	1	1	1	1	1	2	2
	10	*	*	*	*	*	*	*	1	1	1	1	1	1	2
	J	*	*	*	*	*	*	*	*	1	1	1	1	1	Chance
	Q	*	*	*	*	*	*	*	*	*	*	1	1	Chance	Chance
	K	*	*	*	*	*	*	*	*	*	*	Chance	Chance	Chance	Chance
	A	*	*	*	*	*	*	*	*	*	Chance	Chance	Chance	Chance	Bowled
	Joker	*	*	*	*	*	*	*	*	Chance	Chance	Chance	Bowled	Bowled	Bowled

 Chance IF the bowler and batsman have both played the same colour card (i.e. they have both played black or they have both played red).