



OVERVIEW

Board Cricket is designed to simulate an actual T20 live cricket game with batsmen, bowlers, umpires etc. The objective of the game is to outscore the opposing team: The team that scores the most runs wins the game. There are two formats of play:

1. Extended Format
2. Short Format

Number of players

2 to 22 players (11 players max per team)

1 Umpire (optional, player from the batting team can assume this role)

1 (3rd Umpire) (optional, player from fielding team can assume this role)

1 Scorer (optional, player from batting team can do the scoring)

Overs

6 balls per over

1 to 20 overs per game. Each player from the fielding team must bowl an equal number of overs so be sure to decide on number of overs and players ahead of game.

Contents

40 decision cards made up as follow:

DECISION CARD	# Of Cards	ACTION
LBW	3	Batsman is out and must vacate field to make room for new batsman
Wide	3	Add 1 run to score. # of balls bowled is not incremented. Bowler must roll dice again
Leg Bye	3	Add 1 run to score
No Ball	3	Add 1 run to score. # of balls bowled is not incremented. Bowler must roll dice again
Out	3	Batsman must vacate field and to make room for new batsman
3 rd Umpire	3	Decision is referred to 3 rd Umpire who must pull card from top of 3 rd Umpire's stack

Not Out	3	Decision in favor of batsman to bat on
Free Hit	3	Batsman moves # of position thrown on dice. Can only get out by landing on run-out
4 runs	3	Umpire signals 4 runs
6 runs	3	Umpire signals 6 runs
3 rd Empire OUT!	5	Batsman must vacate field to make room for new batsman
3 rd Empire NOT OUT!	5	Decision in favor of batsman to bat on

1 score sheet

1 dice

2 bats

1 board containing 24 events.

Rules for Extended format

1. Players must decide on the number of players per team and the number of overs for the game and then select a captain. (See rules for overs).
2. Coin Toss.
The empire tosses a coin and one of the captains makes the call. The winner of the toss decides whether to bat or field.
3. **One** batsman occupies the crease by placing the bat on any one of the [ENDS] the start position.
4. Each player on the fielding team gets to throw the dice (bowl)
The aim of the bowler is to throw a number that will out the batsman.
5. The batsman moves according to the number rolled on the dye. If the batsman lands on a number, then it is added to the score. If the batsman lands on a position other than a number, the player must follow the direction of the position landed. For example, when landing on a position marked as Umpire's Decision, then the Umpire (or player) must pull the top card from the Umpire's decision stack and give the batsman the decision. The batsman is required to abide by the Umpire's decision and the Umpire must replace the card at the bottom of the stack. When the Umpire pulls the "3rd Umpire decision card" the decision is referred to the 3rd Umpire who will pull the top card from the 3rd Umpire decision stack.

The game continues until all batsmen are out or when the maximum number of overs for the game is bowled signaling the end of the innings. When an innings comes to an end, the teams must switch batting and fielding position i.e. The batting team now is to field/bowl and the fielding team to bat. The team with the highest score wins the game.

Rules for Short Format

Two batsmen must always occupy the crease until no more batsmen are available (Each batsman can decide which End to start). The opening batsmen must decide who will move first (Take the strike) according to the number rolled on the dice.

If the number shown on the landed position is uneven or is the end of the over, then and only then can the next batsman take the strike (bat).

If the number shown on the landed position is even, the current batman must continue to take the strike (bat) until the over comes to an end or when he/she scores 1 or 3 runs (lands on position 1 or 3).

When one of the batsmen is out then the new batsman must occupy the crease at any of the **start** position.

These are in addition to the other rules for the simple format of the game. The team's inning ends when all the overs have been bowled or when only one batsman is left to occupy the crease.

Glossary

Term	Board game definition	Real Cricket game definition
Bowler	The player who rolls the dice	Player who bowls the ball
Bales		Two small round pieces of wood placed on top of stumps
Bat	Piece of wood with a handle and body	Piece of wood with a handle and body
Boundary	The inner perimeter of the field	A rope lining the perimeter of the field
Caught	Batsman is out when landing on this position	Ball is caught directly off bowler's bat before landing on the ground.
Crease	Current position of batsman	A line drawn 3 feet away from the stumps on the main pitch.
Dead Ball		Illegitimate ball. Ball must be bowled over.
Innings	When all of the players have batted, or all of the overs have been bowled	When all of the players have batted, or all of the overs have been bowled.
Umpire Decision	The Umpire makes the decision of the play	The Umpire makes the decisions of the play. They are usually 3 umpires. One occupies each end of the pitch and the other in the media room reviewing the footage.
Free Hit	The batsman moves according to the number rolled on dice. Can only be out if he/she lands on a run-out position.	Batsman gets to hit ball without fear of getting out. However, can be run-out.
Leg-Bye	A run is added to the score	Run is added to the score even though batsman did not hit the ball with the bat but when the ball comes off the pads and he/she makes a complete run.
Over	Bowler throws/rolls the dice 6 times	6 balls bowled by bowler.
Run Out	Batsman is out if landed on this position	Batsmen tries to complete a run but falls short of the crease before the stumps are hit by the ball

Pitch	The stripe in the center of the board	The turf where the bowler bowls on and the batsman bat. It's dimensions is 22.56 meters long by 3.66m wide.
Stumps	3 vertical poles about 2.5 ft and about 3 inches apart situated on both sides of the pitch in the middle of the back crease.	3 vertical poles about 2.5 ft and about 3 inches apart situated on both sides of the pitch in the middle of the back crease.
Stumped	Batsman is out if landed on this position	Batman is out if he/she ventures beyond the front crease and the keeper strikes the stumps with the ball in glove.
Strike	The batsman is to make the move on the board	The batsman that faces the ball bowled by the bowler
Team	2 to 21 players, 11 per team	2 to 22 players. 11 per team
Toss	Umpire throws a coin in the air and one captain get the chance to all the outcome Heads or Tails	Umpire throws a coin in the air and one captain get the chance to all the outcome Heads or Tails
Wicket	The strip where the bowler and batsman play on	The strip where the bowler and batsman play on.
Wide	1 is Added to the score and the ball must be bowled over	The ball is bowled outside of the side crease. 1 is added to the score and the ball must be bowled over.
Dot Ball	No run is scored and the balls remaining is reduced by 1	No run is scored and the balls remaining is reduced by 1

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