

# Box Score Dice Sports

## Dice Cricket Game 1.0

### Introduction

Thank you for purchasing the Box Score Dice Sports Dice Cricket Game. This cricket game is designed to play fast without getting bogged down in details, while maintaining realistic statistics for players. I hope you enjoy it. If you have any questions at all, please don't hesitate to contact me via email at: [jason@staben.com.au](mailto:jason@staben.com.au).

Happy Playing ☺ Jason Staben

### Requirements

- Dice (ideally three)
- Pen
- Paper (Score sheets and Tables provided)

### Game Instructions

*It is assumed that you have some level of knowledge of the game of cricket.*

*Please refer to the **Quick start guide** for an example of a T20 game.*

### Skills

Each player has a **batting skill** and a **bowling skill**.

### Batting

Each player has a Batting skill between 1 and 10. (EG: A skill of 10 is a star batsman!)

A skill of 5 is considered average.

A tailender who cannot bat has a skill of '0' and a special rule applies for them when batting (which I'll explain later)

### Bowling

Bowlers have a skill between 1 and 10

Again, a skill of 5 is considered average

A player who has not been allocated a bowling skill (ie a top order batsmen who does not normally bowl) automatically has a skill of 1.

### Bat vs Ball Matchup

#### When a batsmen faces a bowler and:

The batsmen's skill Level is **higher** than the bowler: *The batsmen dominates +*

The batsmen's skill level is **equal** to the bowler: *It's an equal match up =*

The batsmen's skill level is **lower** than the bowler: *The batsmen will struggle -*

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### Batsmen

Just like in the real game, two batsmen are in (one is facing and the other is at non-strikers end)

One roll (with 1,2 or 3 dice) always equals one over bowled (6 balls)

### Two ways to record scoring:

**Option One:** One batsmen faces each over bowled combining the total score as a number. For example, if three dice are rolled (6,4,2) then the total is 12 runs and a '12' is written next to the batsmen's name. In this example, the strike changes each over.

**Option Two:** Or, you can divide each potential dice roll into 2 balls faced (6 balls total) and rotate the strike on uneven numbers during the over. This second option is probably more realistic, but adds more data input to the game (slowing the game play down slightly). Also, when only rolling one or two dice of the possible three dice, the other 'non-rolls' must be recorded as 'dot balls', or 'zeros'. The [Quick Start Guide](#) will demonstrate this.

### Bowlers

Two bowlers bowl from opposite ends (taking turns to bowl overs)

In Test/First Class Matches, Bowlers can bowl up to a max of 10 overs at a time, then must rest.

In addition to this, 5 bowlers must be within 10 overs of each other at all times (or no more than 20% of total overs bowled when using more than 5 bowlers), this makes the game realistic as your best two bowlers cannot just bowl the whole test match.

These 'resting' rules don't apply to 50 over or T20 games.

### Run Rate

The run rate is determined by the number of dice thrown for an over (a roll).

- RunRate1 'RR1' = 1 Dice
- RunRate2 'RR2' = 2 Dice
- RunRate3 'RR3' = 3 Dice
- RunRate3+ 'RR3+' = 3 Dice (with special rules)

Runrate Table								
Runrate/dice		RPO#	1	2	3	4	5	6
Number of Dice	RUNRATE 1	3.00	1	2	3	4	Chance	6*
	RUNRATE 2	6.00	1	2	3	4	Chance	6*
	RUNRATE 3	9.00	1	2	3	4	Chance	6+
	RUNRATE 3+	10.00	1	2	3	4	4 and Chance	6 and Chance

#RPO is a guide only (it will vary depending on the matchup).

Refer to the Run Rate Table for each option.

The batting team can choose their run-rate, but an increased run-rate means an increased chance of getting out.

- Remember each roll (either consisting of using 1, 2 or 3 dice) equals one over bowled.
- If a 5 is rolled then this produces a chance for a wicket.
- When rolling RR3+ dice (the highest run rate) a 6 is also a chance for a wicket
- When using 2 or more dice read 5's first then from highest to lowest.

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### Turning a chance into a Wicket

Whenever a 5 is rolled it produces a chance for a wicket (see chance tables). A re-roll is required to see if the batsmen is **OUT**.

When rolling RR3+ dice (the highest run rate) a 6 is also a chance for a wicket

When rolling RR2 or more and a double 5 occurs, the batter is 'Run Out' and the next batsmen in also faces a chance of a first ball golden duck.

*The result: If the batting team is batting at a higher run rate then the chances of getting out increase.*

Depending on whether the batsmen's skill is *higher* | *Equal* | *Lower* to the bowler the following happens when a 5 (or 5 & 6 when using RR3+ dice) is rolled.

Skill 'o' : A tailender with a skill of 'o' can only bat at a RR1 or RR2 and is always out on a 5 or 6.

Chance of Wicket Tables "Howzat!!!"						
RUNRATE 1						
BAT vs BALL Matchup	RR1	1	2	3	4	5
	+	4	4	4	4	Out
	=	4	4	4	Out	Out
	-	4	4	Out	Out	Out
Skill 'o'						
Out on a 5 or 6 (and no score)						
RUNRATE 2						
BAT vs BALL Matchup	RR2	1	2	3	4	5
	+	4	4	4	Out	Out
	=	4	4	Out	Out	Out
	-	4	Out	Out	Out	Out
Skill 'o'						
Out on a 5 or 6 (and no score)						
Double 5 is Out!						
RUNRATE 3 & 3+						
BAT vs BALL	RR3 & RR3+	1	2	3	4	5
	+	4#	4#	Out	Out	Out
	=	4#	Out	Out	Out	Out
	-	Out	Out	Out	Out	Out
Double 5 is Out!						
# RR3+ The 4 does not count.						

- These same rules apply to all forms of the game (Test Match, 50 Overs or T20 Game).

### Examples of Bat vs Ball matchups (at 'RR1'):

- If *Joe Bloggs* has a batting skill of 6, then whenever he faces a bowler with a skill of 5 or less, he will average 50+ runs per innings. His skill is *higher +*
- If the bowler has a skill of 6 also, then Joe will average 30+ runs per innings. His skill is *equal =*
- If the bowler has a skill of 7 or more, then *Joe* will struggle to average above 25 runs per innings. His skill is *lower -* than the bowler.

***NEXT>> Please refer to the quick start guide for examples of how the rules work.***