Dice Cricket Game v1.0

By Jason Staben ©2014

Quick Start Guide

Cricket Quick Start Guide

Here is the score sheet for a T20 game.

Each batsmen has a skill from 1 to 10 (5 is average)

Scoring goes here. Each square represents 2 balls.

The total runs, balls and Fall of Wickets goes here.

Each Bowler has a skill from 1 to 10 (5 is average)

Bowling Stats go here. In T20 games, a bowler has a maximum of four overs each.

The over by over progress score goes here.

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REALLY SIMPLE CRICKET 1.0 T20 Sheet

TEAM NAME		TEAM NAME	DATE	GAME	RESULT
FOXES	Vs	RABBITS			

	NAME	SKILL	INNINGS OF: Foxes	RUNS	BALLS	ROW
1	Bloggs	5				
2	Jones	6				
3	Smith	4				
4	Rogers	6				
5	Doggy-Bone ©	5				
6	Crazy Joe	4				
7	Spikey (WK)	3				
8	Harris	2				
9	Aqua	1				
10	Breeze	0				
11	Port	0				

TOTAL OVERS: RPO: SCORE: FOR

	NAME	SKILL	INNINGS OF: Rabbits	RUNS	BALLS	ROW
1	Karder	5				
2	Swaver	9				
3	Tweezer ©	5				
4	Dribble	5				
5	Mr Rabbit	4				
6	Kord (WK)	5				
7	Joe Bloggs	6				
8	Cruz	3				
9	Roberts	2				
10	Sharky	1				
11	Setlog	0				

TOTAL OVERS: RPO: SCORE: FOR

	BOWLING	SKILL	1	2	3	4	O	R	W	RPO
1	Setloc	7								
2	Sharky	5								
3	Roberts	4								
4	Cruz	5								
5	Karder	5								
6										
7										

NOTES

OVER BY OVER	
1	11
	12
3	13
4	14
5	15
6	16
7	17
8	18
9	19
10	20

	BOWLING	SKILL	1	2	3	4	O	R	W	RPO
1	Port	9								
2	Aqua	5								
3	Breeze	5								
4	Rogers	4								
5	Harris	4								
6										
7										

NOTES

OVER BY OVER	
1	11
2	12
3	13
4	14
5	15
6	16
7	17
8	18
9	19
10	20

TWENTY 20 MATCH SHEET

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Cricket Quick Start Guide

Here are the Game charts

After a number of games, you will be able to memorise these charts as they follow a logical pattern.

REALLY SIMPLE CRICKET 1.0

Runrate Table

Number of Dice	Runrate/dice	RPO#	1	2	3	4	5	6
	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).

Chance of Wicket Tables "Howzat!!!"

RUNRATE 1

BAT vs BALL Matchup	RR1	1	2	3	4	5	6
	+	4	4	4	4	Out	Out
	=	4	4	4	Out	Out	Out
	-	4	4	Out	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	6
	+	4	4	4	Out	Out	Out
	=	4	4	Out	Out	Out	Out
	-	4	Out	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	6
	+	4#	4#	Out	Out	Out	Out
	=	4#	Out	Out	Out	Out	Out
	-	Out	Out	Out	Out	Out	Out

Double 5 is Out!

RR3+ The 4 does not count.

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Cricket Quick Start Guide

First over

Setloc is bowling, **Bloggs** is facing and **Jones** is at the non strikers end.
The ***batting team*** is choosing 'RUNRATE 3'

Bloggs scores a 6 from the first 2 balls (one roll)

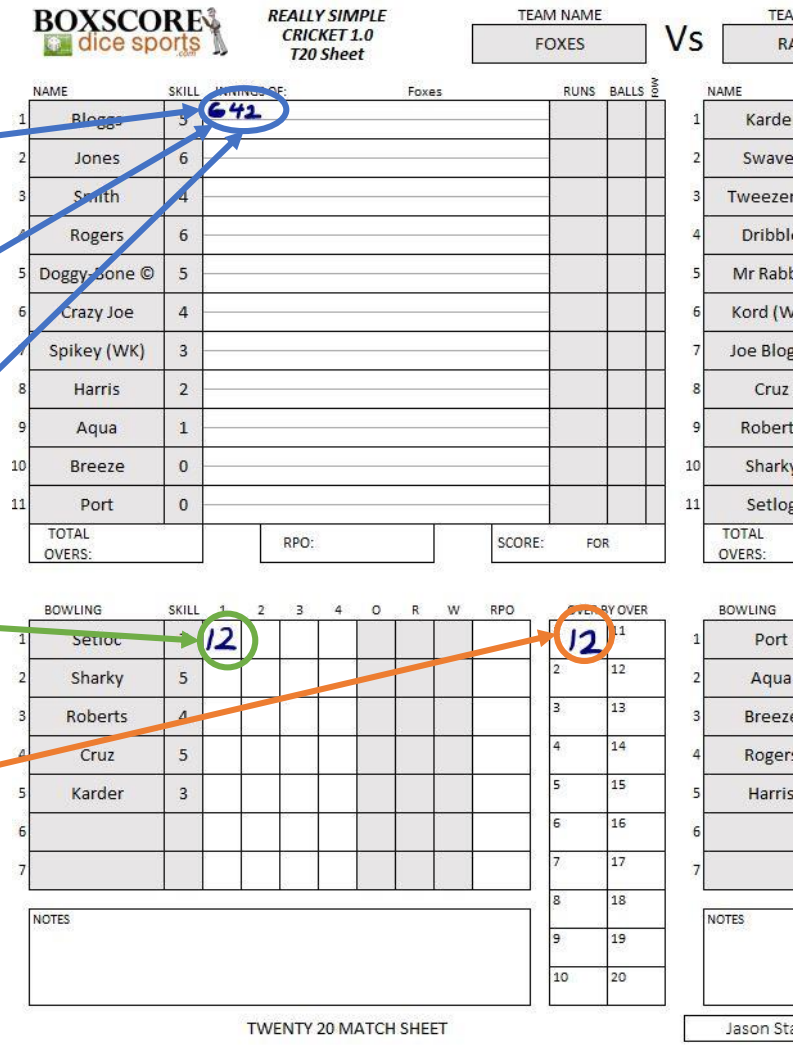
Bloggs scores a 4 from the second roll

Bloggs scores a 2 from the third roll

A total of 12 runs were scored against **Setloc**

12 runs goes in the 1st box.

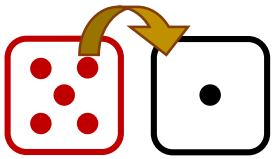
***Bloggs** ended with an even number,*
*so **Jones** will face starting the next over.*



Cricket Quick Start Guide

Second over

Sharky is bowling, **Jones** is facing and **Bloggs** starts at the non strikers end.
The ***batting team*** is choosing 'RUNRATE 3'



Jones rolls a 5, this is a chance for a wicket. The reroll is a 1 and **Jones** is **not out**. **Jones** instead scores 4 runs (refer to game charts)

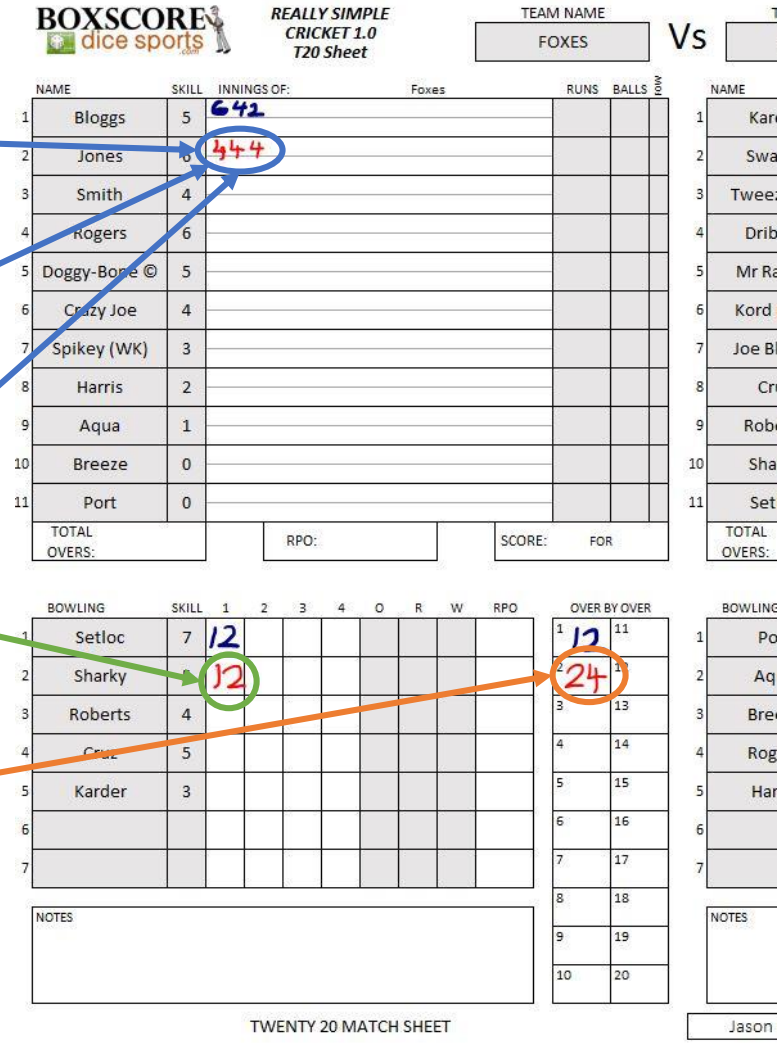
Jones scores 4 runs

Jones scores 4 runs

A total of 12 runs **Breeze**

Add the over's total to the progress score.

***Jones** ended with an even number,*
*so **Bloggs** will face starting the next over.*



BOXSCORE dice sports — REALLY SIMPLE CRICKET 1.0 T20 Sheet

TEAM NAME: FOXES Vs

	NAME	SKILL	INNINGS OF: Foxes	RUNS	BALLS	FOW
1	Bloggs	5	642			
2	Jones	6	444			
3	Smith	4				
4	Rogers	6				
5	Doggy-Bone ©	5				
6	Crazy Joe	4				
7	Spikey (WK)	3				
8	Harris	2				
9	Aqua	1				
10	Breeze	0				
11	Port	0				

TOTAL OVERS: RPO: SCORE: FOR

	BOWLING	SKILL	1	2	3	4	O	R	W	RPO
1	Setloc	7	12							
2	Sharky	6	12							
3	Roberts	4								
4	Cruz	5								
5	Karder	3								
6										
7										

OVER BY OVER: 1 12, 2 24

NOTES

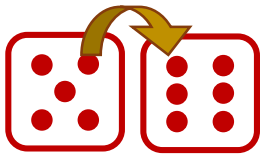
TWENTY 20 MATCH SHEET

Jason

Cricket Quick Start Guide

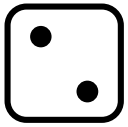
Jump to the Ninth Over

Cruz is bowling, **Doggy-Bone** is facing and **Rogers** is at the non strikers end.
The ***batting team*** is choosing 'RUNRATE 3'



Doggy-Bone rolls a 5, the reroll is a 6 so **Doggy-Bone** is **out!**
Add up the score, balls faced and fall of wicket

Crazy Joe is the next batsmen in. He scores a 3, so the strike changes to **Rogers** (mid over).

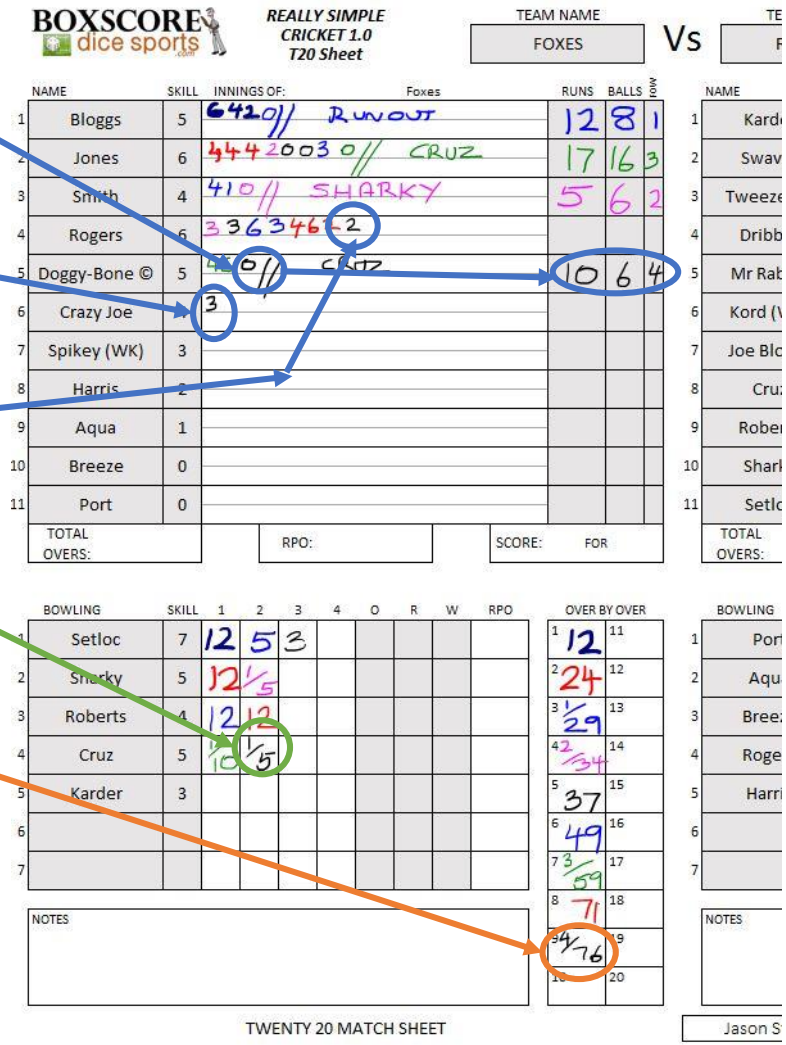


Rogers scores a 2.

A total of 5 runs and one wicket for **Cruz**

Add the over's total to the progress score.

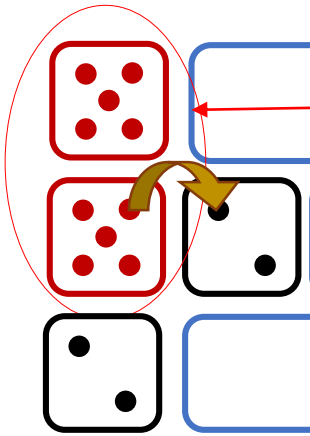
Rogers *ended with an* ***even*** *number,*
so ***Crazy Joe*** *will* ***get*** *the strike next over.*



Cricket Quick Start Guide

Tenth Over

Karder is bowling, **Crazy Joe** is facing and **Rogers** starts at the non strikers end.
The ***batting team*** is choosing 'RUNRATE 3' again.



DOUBLE 5 = RUNOUT!

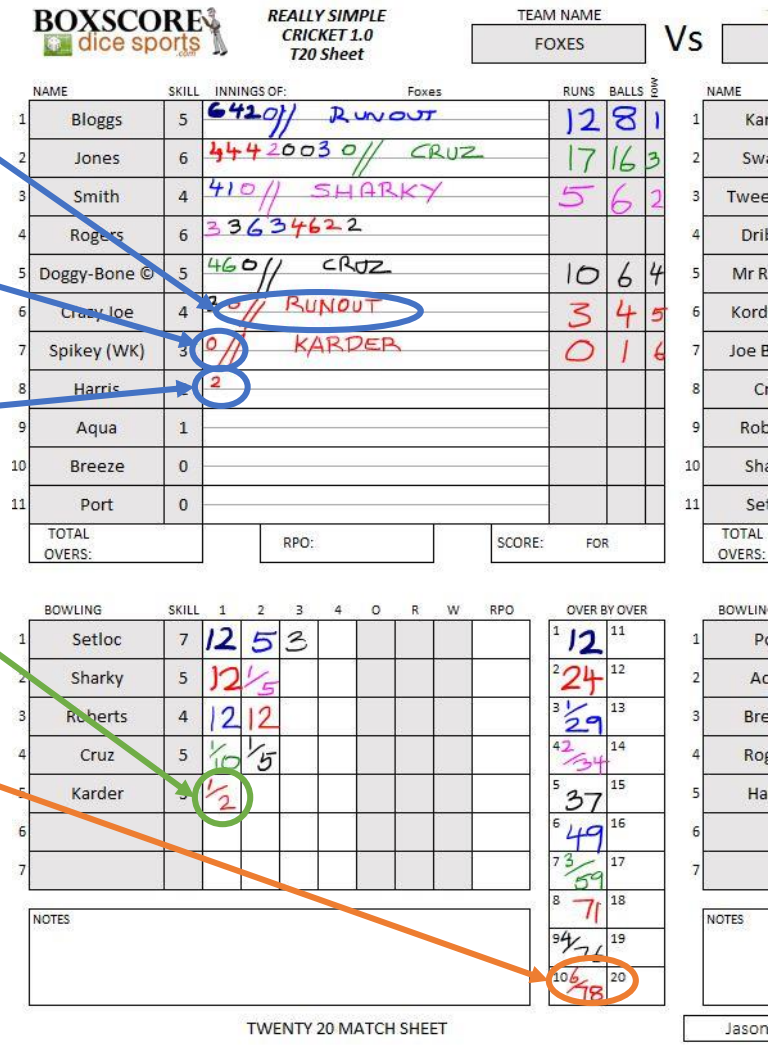
Spikey is the next batsmen in….
The reroll is a 2 and he is **OUT**!
Karder's skill is equal to **Spikey's**, so a 2 will do it on RR3.

Harris is the next batsmen in.

A 2 run over with one wicket for **Karder.**
(NOTE: RUNOUTS are not awarded to Bowlers as a wicket)

Add the over's total to the progress score.

***Harris** ended with an even number ('2'),*
*so **Rogers** will face starting the next over.*



Cricket Quick Start Guide

Jump to the Twelfth Over

Setloc is bowling, **Harris** is facing and **Rogers** is at the non strikers end.
The ***batting team*** is choosing 'RUNRATE 1' to avoid losing wickets against **Setloc**.

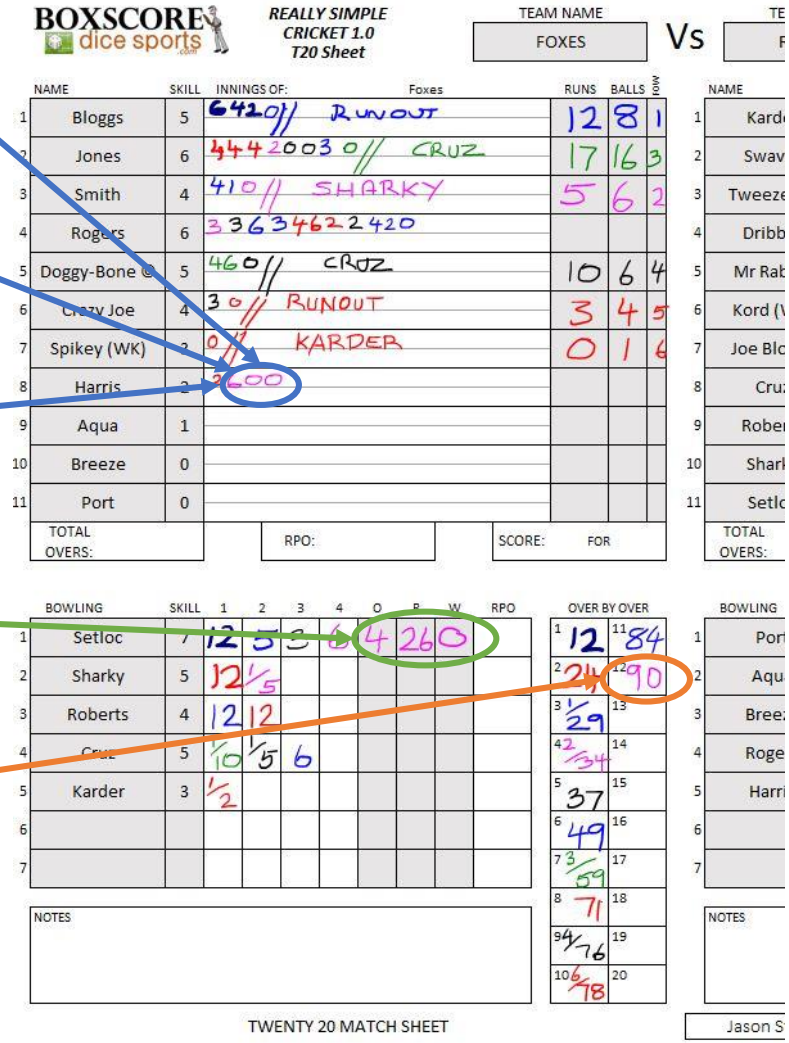
Harris scores a 6

No Roll

No score: write '0' or 'dot ball' (representing 2 balls)

No Roll

No score: write '0' or 'dot ball' (representing 2 balls)



A 6 run over for **Setloc.**
He has bowled his 4 overs, so you can add up his figures

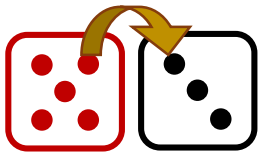
Add the over's total to the progress score.

***Harris** ended with an even number ('0'),*
*so **Rogers** will face starting the next over.*

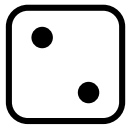
Cricket Quick Start Guide

Jump to the Seventeenth Over

Cruz is bowling, **Aqua** is facing and **Breeze** is at the non strikers end.
The ***batting team*** can only choose between RR1 or RR2 because a tailender is in. They choose RR2.



Aqua rolls a 5. The reroll is a 3.
Checking the 'chance RR2' table and Aqua is **OUT**!



Port scores 2 runs

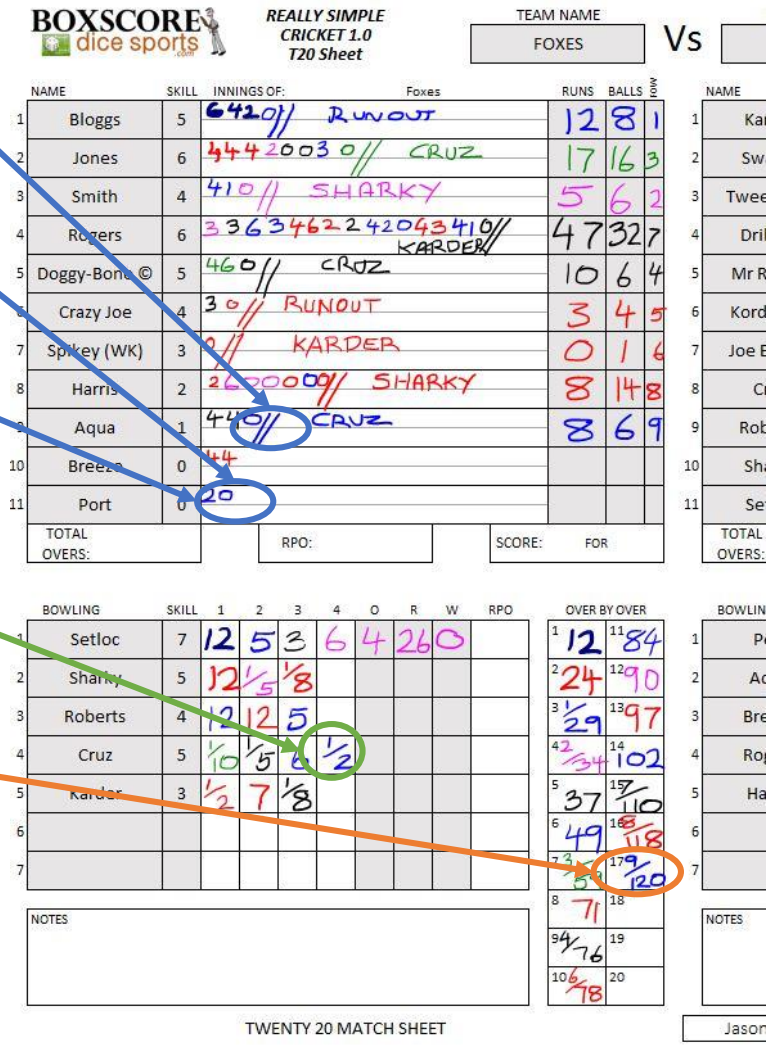
No Roll

Port receives a '0' or 'dot ball' (representing 2 balls)

2 runs and one wicket for **Cruz.**
Cruz has completed his 4 overs, you can add up his figures
(not done in this image)

Add the over's total to the progress score.

***Port** ended with an even number ('0'),*
*so **Breeze** will face starting the next over.*



Cricket Quick Start Guide

All out in the 18th over.

Sharky is bowling, **Breeze** is facing and **Port** is at the non strikers end.
Again, the ***batting team*** can only choose between RR1 or RR2 because a tailender is in. They choose RR2.

No need to reroll

Breeze rolls a 5 and is automatically **OUT**!

The team is all out, so this roll is not required

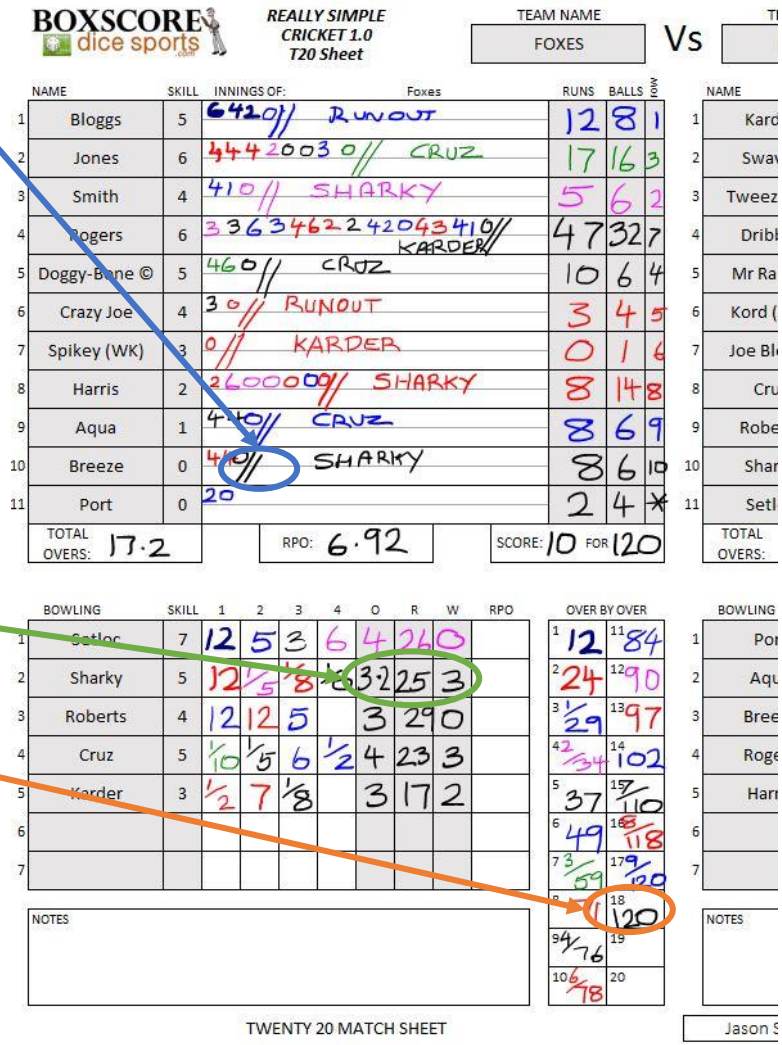
No Roll

The team is all out, so this roll is not required

0 runs and one wicket off 2 balls for **Sharky.**
Sharky completed 3.2 overs, you can add up his and all the bowling figures.

Add the over's total to the progress score.

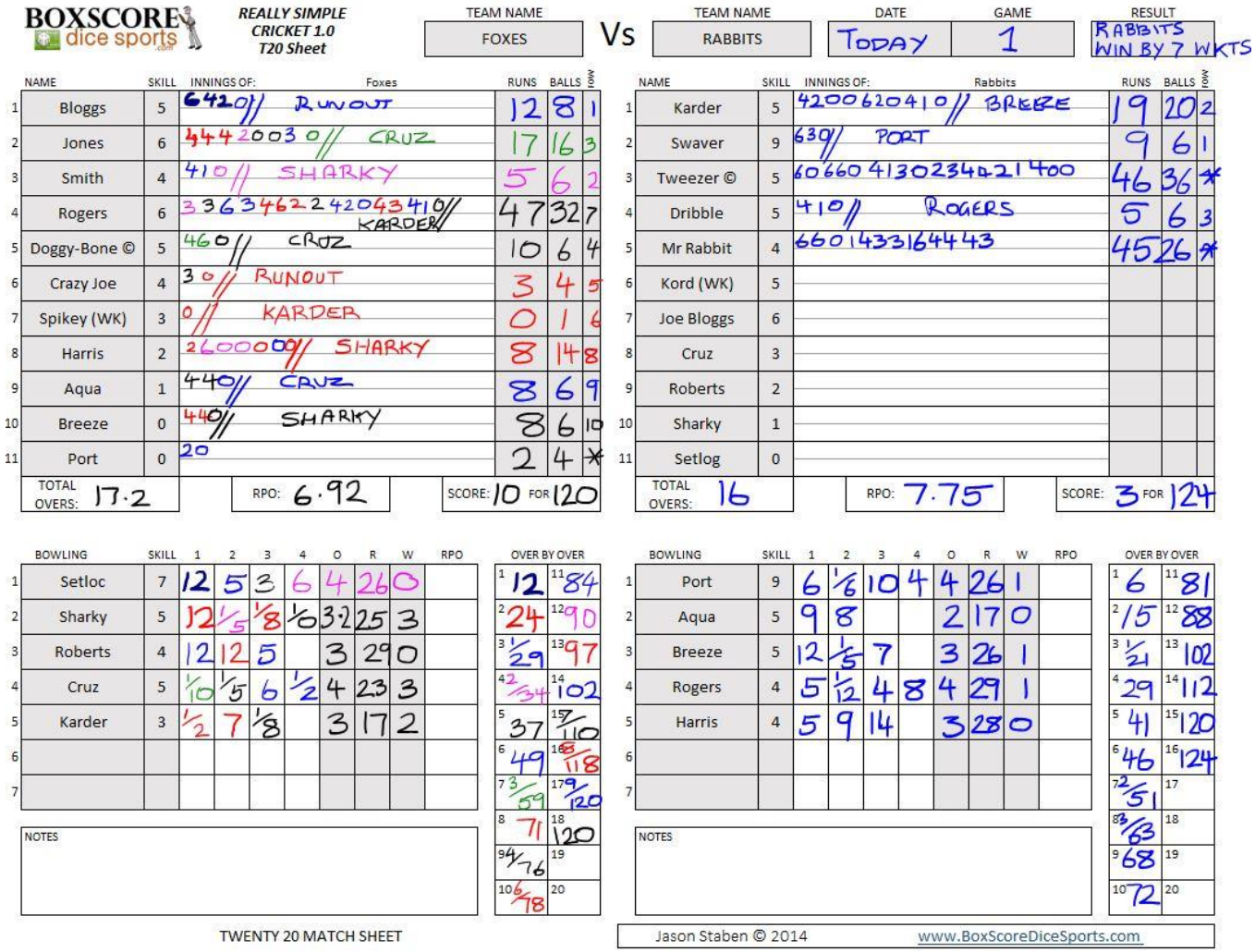
The Team is all out for 120 in the 18th Over.
*The '**Rabbits**' need 121 runs at 6.05 an over to win.*



Cricket Quick Start Guide

GAME OVER

The **Rabbits** win easily. Knowing the target (121 runs) they can pace themselves and avoid unnecessary risks to reach the relatively easy target.



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REALLY SIMPLE CRICKET 1.0 T20 Sheet

TEAM NAME		TEAM NAME	DATE	GAME	RESULT
FOXES	Vs	RABBITS	TODAY	1	RABBITS WIN BY 7 WKTS

	NAME	SKILL	INNINGS OF: Foxes	RUNS	BALLS	row
1	Bloggs	5	6420// RUNOUT	12	8	1
2	Jones	6	44420030// CRUZ	17	16	3
3	Smith	4	410// SHARKY	5	6	2
4	Rogers	6	3363462242043410// KARDER	47	32	7
5	Doggy-Bone ©	5	460// CRUZ	10	6	4
6	Crazy Joe	4	30// RUNOUT	3	4	5
7	Spikey (WK)	3	0// KARDER	0	1	6
8	Harris	2	2600000// SHARKY	8	14	8
9	Aqua	1	440// CRUZ	8	6	9
10	Breeze	0	440// SHARKY	8	6	10
11	Port	0	20	2	4	*

TOTAL OVERS: 17.2 RPO: 6.92 SCORE: 10 FOR 120

	NAME	SKILL	INNINGS OF: Rabbits	RUNS	BALLS	row
1	Karder	5	4200620410// BREEZE	19	20	2
2	Swaver	9	630// PORT	9	6	1
3	Tweezer ©	5	60660413023462140 0	46	36	*
4	Dribble	5	410// ROGERS	5	6	3
5	Mr Rabbit	4	66014331644 43	45	26	*
6	Kord (WK)	5				
7	Joe Bloggs	6				
8	Cruz	3				
9	Roberts	2				
10	Sharky	1				
11	Setlog	0				

TOTAL OVERS: 16 RPO: 7.75 SCORE: 3 FOR 124

	BOWLING	SKILL	1	2	3	4	O	R	W	RPO
1	Setloc	7	12	5	3	6	4	26	0	
2	Sharky	5	12	1/5	1/8	1/0	3.2	25	3	
3	Roberts	4	12	12	5		3	29	0	
4	Cruz	5	1/10	1/5	6	1/2	4	23	3	
5	Karder	3	1/2	7	1/8		3	17	2	
6										
7										

OVER BY OVER			
1	12	11	84
2	24	12	90
3	1/29	13	97
4	2/34	14	102
5	37	15	7/110
6	49	16	8/118
7	3/59	17	9/120
8	71	18	120
9	4/76	19	
10	6/78	20	

NOTES

TWENTY 20 MATCH SHEET

	BOWLING	SKILL	1	2	3	4	O	R	W	RPO
1	Port	9	6	1/6	10	4	4	26	1	
2	Aqua	5	9	8			2	17	0	
3	Breeze	5	12	1/5	7		3	26	1	
4	Rogers	4	5	1/12	4	8	4	29	1	
5	Harris	4	5	9	14		3	28	0	
6										
7										

OVER BY OVER			
1	6	11	81
2	15	12	88
3	1/21	13	102
4	29	14	112
5	41	15	120
6	46	16	124
7	2/51	17	
8	3/63	18	
9	68	19	
10	72	20	

NOTES

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Cricket Quick Start Guide

TEST MATCH – End of Day One

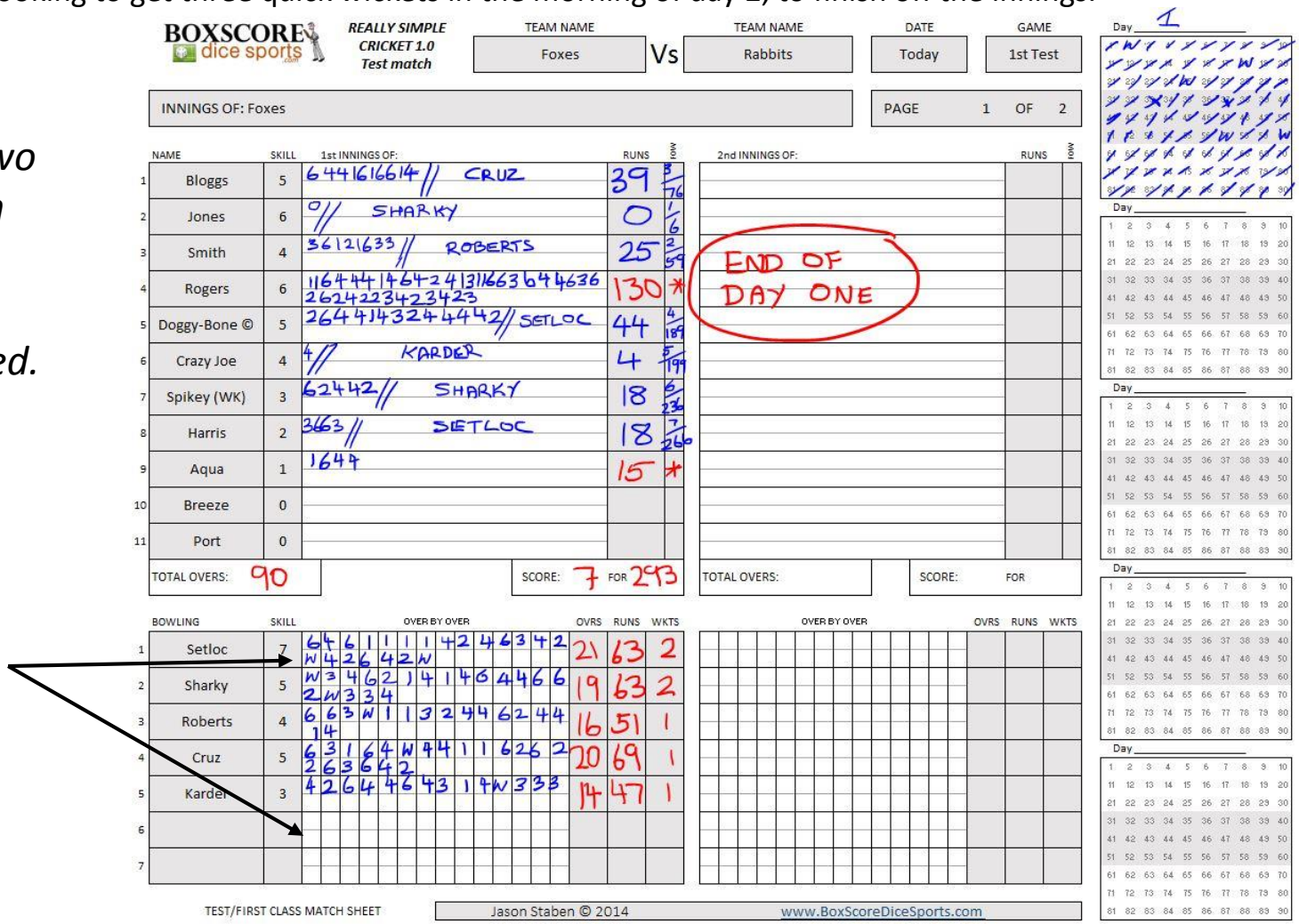
Here is an example of a Test match at the end of Day one.
The Batting Team has used **RR1** for the whole day.
The Bowling team will be looking to get three quick wickets in the morning of day 2, to finish off the innings.

Note:

Test Matches use two pages (one for each Team's Innings).

Balls are not counted.

If a bowler runs out of room, you can always extend their overs into unused rows.



BOXSCORE dice sports — REALLY SIMPLE CRICKET 1.0 Test match

TEAM NAME		TEAM NAME	DATE	GAME
Foxes	Vs	Rabbits	Today	1st Test

INNINGS OF: Foxes — PAGE 1 OF 2

	NAME	SKILL	1st INNINGS OF:	RUNS	HOW
1	Bloggs	5	6441616614 // CRUZ	39	3/76
2	Jones	6	0 // SHARKY	0	1/6
3	Smith	4	36121633 // ROBERTS	25	2/59
4	Rogers	6	1164441464241311663644636 2624223423423	130	*
5	Doggy-Bone ©	5	2644141324444 2 // SETLOC	44	4/189
6	Crazy Joe	4	4 // KARDER	4	5/199
7	Spikey (WK)	3	62442 // SHARKY	18	6/236
8	Harris	2	3663 // SETLOC	18	7/266
9	Aqua	1	1644	15	*
10	Breeze	0			
11	Port	0			

TOTAL OVERS: 90 — SCORE: 7 FOR 293

2nd INNINGS OF: RUNS HOW — END OF DAY ONE — TOTAL OVERS: — SCORE: FOR

	BOWLING	SKILL	OVER BY OVER	OVRS	RUNS	WKTS
1	Setloc	7	64 6 1 1 1 1 4 2 4 6 3 4 2 / W 4 2 6 4 2 W	21	63	2
2	Sharky	5	W 3 4 6 2 1 4 1 4 6 4 4 6 6 / 2 W 3 3 4	19	63	2
3	Roberts	4	6 6 3 W 1 1 3 2 4 4 6 2 4 4 / 1 4	16	51	1
4	Cruz	5	6 3 1 6 4 W 4 4 1 1 6 2 6 2 / 2 6 3 6 4 2	20	69	1
5	Kardel	3	4 2 6 4 4 6 4 3 1 4 W 3 3 3	14	47	1
6						
7						

TEST/FIRST CLASS MATCH SHEET — Jason Staben © 2014 — www.BoxScoreDiceSports.com

Day 1