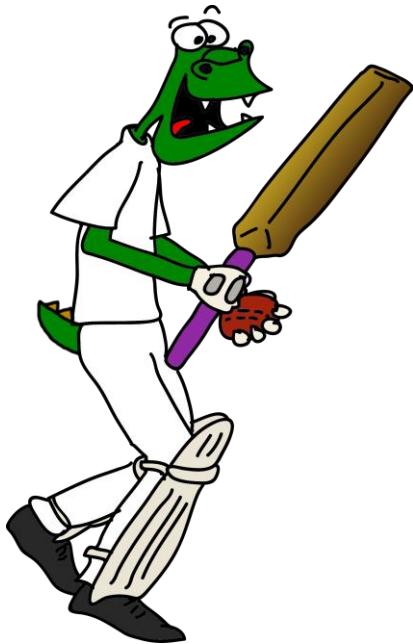


# Box Score Dice Sports

## QUICK START GUIDE




Box Score Dice Sports  
T20 Cricket

Jason Staben © 2018  
[www.BoxScoreDiceSports.com](http://www.BoxScoreDiceSports.com)

# Basic Game Play

Each innings is divided up into FIVE 4 Over 'spells'.  
These are represented by the RUN RATE CARDS.

In the basic rules, one bowler represents all 4 Overs on the RUN RATE CARD. *You are welcome to modify the rules so that each RUN RATE CARD represents 2 bowlers, each bowling from opposite ends. This is up to you.*



		RUN RATE		10
	OVER 1	OVER 2	OVER 3	OVER 4
1st Batsman	RO 1	7	III 2	5
2nd Batsman	8	III 4	III 1	4
TOTAL	9	11	3	9
	OVERS	RUNS	RPO	EXTRAS
	4	34	8.50	2

III = chance of a wicket    RO = Run Out

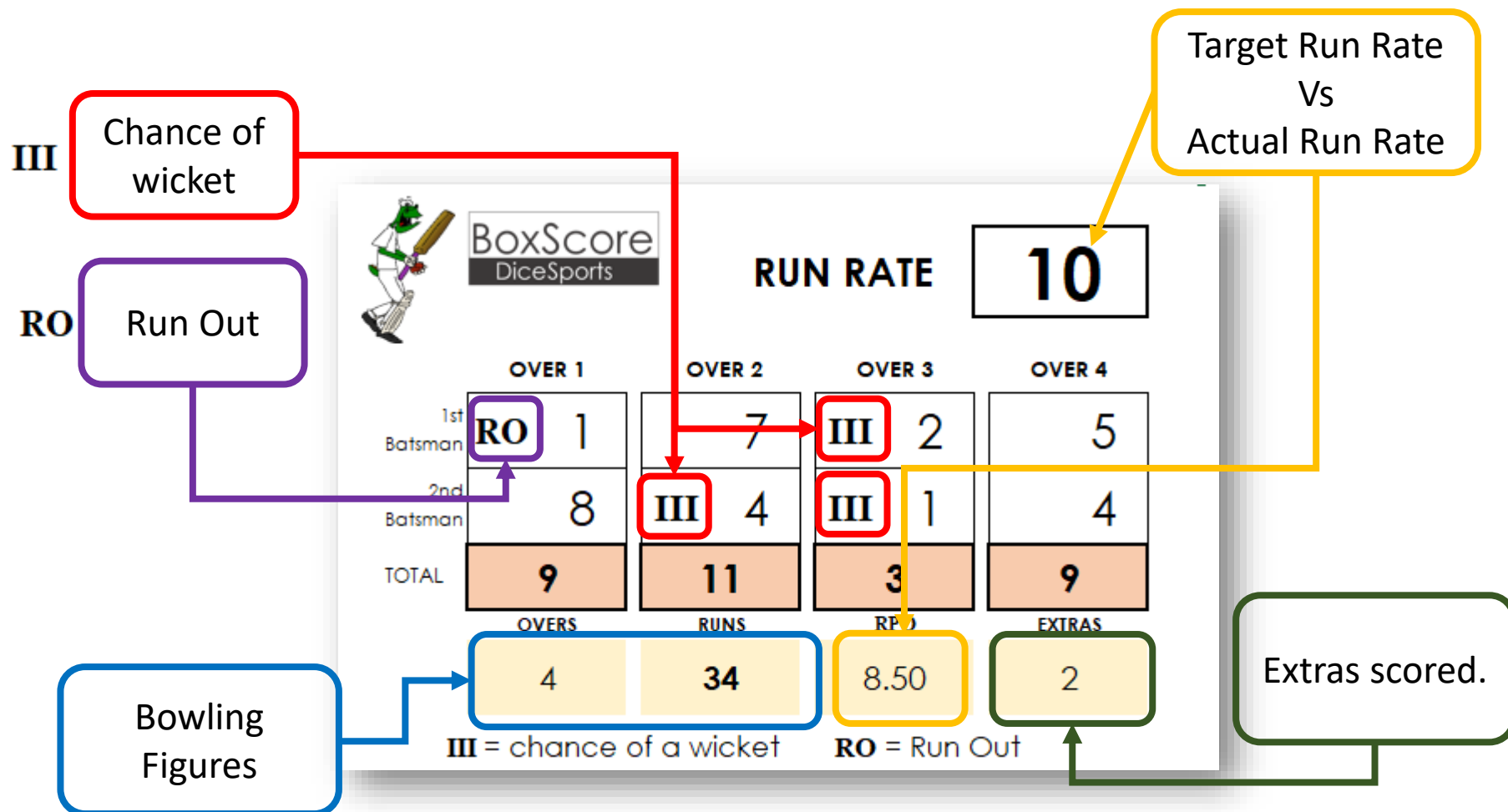
Each 'spell' of 4 overs has 4 basic steps:

1. Bowling team chooses a Bowler
2. Batting team chooses a Run Rate (either 6,8,10)
3. Pick up the RUN RATE CARD
4. Record the results (Runs, wickets etc...)

The game uses 5 cards per innings and 10 cards for a whole game.

**SPELL:** When a bowler bowls 1 or more overs it can be referred to as the bowlers 'spell'. This is where the term comes from.

## Elements of a Run Rate Card



1<sup>st</sup> Batsman = applies to highest order player currently in.  
 2<sup>nd</sup> Batsman = applies to the other player currently in.

This means that as top order players get out, the 2<sup>nd</sup> Batsman may move to the 1<sup>st</sup> Batsman position.

# Elements of a Chance of Wicket Table

**III** When a chance of wicket comes up the following chart determines if the batsmen is OUT based on the skill matchup between that player and the current bowler.

**RO** NOTE: RO = Run Out and is OUT immediately.



The Match up is the Batsman's skill minus the bowler's skill.

i.e.

$$7 - 5 = +2$$

$$8 - 8 = =$$

$$6 - 7 = -1$$

$$4 - 9 = -5$$

		1	2	3	4	5	6
Batter vs ALL Matchup	BRADMAN	Not Out					Out
	+1	Not Out				Out	
	=	Not Out			Out		
	-1	Not Out		Out			
	-2	Not Out	Out				
	Skill '0'	*Out on every III					

NOTE: **+1** is the highest matchup you can have unless you have Don Bradman in your side 😊

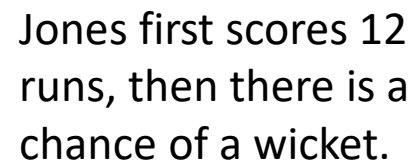
NOTE: **-2** is the lowest matchup you can have unless you have a batsman with a skill of '0'

**Skill '0'** is reserved for tail-end batsmen (usually bowlers who cannot bat). They are immediately out on every chance no matter the bowler.









### Roll Dice:

3

NOT OUT

		1	2	3	4	5	6
BAT vs BALL Matchup	BRADMAN	Not Out					Out
	+1	Not Out				Out	
	=	Not Out			Out		
	-1	Not Out		Out			
	-2	Not Out	Out				
	Skill '0'	*Out on every III					

## Game Play OVERS 5-8

NAME		SKILL	INNINGS OF:	RUNS	BALLS	FOR
1	Jones	6	2 8 5 4 12	31	15	
2	Smith	5	3 6 4 0 //	13	12	1
3	Page	7		0	0	
4	Karder	5				
5	Taylor	5				
6	Reed	4				
7	Jarrad	4				
8	Harris	3				
9	Breeze	2				
10	McBurger	1				
11	Port	0				
EXTRAS: 1			RPO: 10.00		SCORE: 1	FOR 45

	BOWLING	SKILL	1	2	3	4	O	R	W	RPO
1	Norris	7	5	14	9	4	4	33	1	8.25
2	Johnson	6	12							
3	Davidson	5								
4	Trent	4								
5	McDonald	4								
6										
7										

OVER BY OVER

1

1/33

5

9

13







## Chance of wicket!

		1	2	3	4	5	6
Balls Matchup	BRADMAN	Not Out					Out
	+1	Not Out				Out	
	=	Not Out			Out		
	-1	Not Out		Out			

## Roll Dice:

5

**OUT!**

NAME	SKILL	INNINGS OF:	RUNS	BALLS	FORM
1 Jones	6	2 8 5 4 12 8 4 3	46	24	
2 Smith	5	3 6 4 0 // b NORRIS	13	12	1
3 Page	7	4 3 // Run Out	7	6	2
4 Karder	5	4 10 // b JOHNSON	14	6	3
5 Taylor	5		0	0	
6 Reed	4				
7 Jarrad	4				
8 Harris	3				
9 Breeze	2				
10 McBurger	1				1
11 Port	0				1
EXTRAS: 1 0		RPO: 10.13	SCORE: 3	FOR	81

BOWLING		SKILL	1	2	3	4	O	R	W	RPO
1	Norris	7	5	14	9	4	4	33	1	8.25
2	Johnson	6	16	11	8	13	4	48	1	12.00
3	Davidson	5								
4	Trent	4								
5	McDonald	4								
6										
7										

OVER BY OVER

1

1/33

5

3/81

9

13



NAME	SKILL	INNINGS OF:	RUNS	BALLS	FOR
Jones	6	2 8 5 4 12 8 4 3 8 4 3 12	73	36	
Smith	5	3 6 4 0 // b NORRIS	13	12	1
Page	7	4 3 // Run Out	7	6	2
Karder	5	4 10 // b JOHNSON	14	6	3
Taylor	5	4 6 2 6	18	12	
Reed	4				
Jarrad	4				
Harris	3				
Breeze	2				
McBurger	1				1
Port	0				1
EXTRAS: 1 0 2		RPO: 10.67	SCORE: 3 FOR 128		

- 47 runs
- 0 chances

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**RUN RATE** 8

	OVER 1	OVER 2	OVER 3	OVER 4
1st Batsman	8	4	3	12
2nd Batsman	4	6	2	6
<b>TOTAL</b>	<b>12</b>	<b>10</b>	<b>5</b>	<b>18</b>
	OVERS	RUNS	RPO	EXTRAS
	4	47	11.75	2

III = chance of a wicket      RO = Run Out

[illegible]

## Game Play OVERS 13-16

1. Choose Bowler: **McDonald**
2. Choose Run Rate: **10**
3. Pick up Card
4. Record Results

*This cards has*

- 36 runs
- 1 chance
- 2 Run Outs

BoxScore DiceSports		RUN RATE		10
OVER 1	OVER 2	OVER 3	OVER 4	
Batman	RO 0	RO 0	7	4
2nd Batman	8	8	4	III 4
TOTAL	8	8	11	8
OVERS	4	36	9.00	EXTRAS 1
III = chance of a wicket RO = Run Out				

**Chance of wicket!**

**Jarrad [4] – McDonald [4] =**

s BALL Matchup		1	2	3	4	5	6
BRADMAN		Not Out					Out
+1		Not Out					Out
=		Not Out					Out
-1		Not Out					Out

Roll Dice:

**6**

**OUT!**

NAME	SKILL	INNINGS OF:	RUNS	BALLS	W
1 Jones	6	2 8 5 4 12 8 4 3 8 4 3 12 0 // Run Out	73	39	4
2 Smith	5	3 6 4 0 // b NORRIS	13	12	1
3 Page	7	4 3 // Run Out	7	6	2
4 Karder	5	4 10 // b JOHNSON	14	6	3
5 Taylor	5	4 6 2 6 0 // Run Out	18	15	5
6 Reed	4	8 7 4	19	9	
7 Jarrad	4	8 4 4 // b McDonald	16	9	6
8 Harris	3				
9 Breeze	2				
10 McBurger	1				
11 Port	0				
EXTRAS:		1 0 2 1	RPO: 10.25		SCORE: 6 FOR 164

BOWLING	SKILL	1	2	3	4	O	R	W	RPO	OVER BY OVER
1 Norris	7	5	14	9	4	4	33	1	8.25	1 1/33
2 Johnson	6	16	11	8	13	4	48	1	12.00	5 3/81
3 Davidson	5									9 3/128
4 Trent	4	12	10	5	18	4	47	0	11.75	
5 McDonald	4	8	8	11	8	4	36	1	9.00	
6										

AS WICKETS FALL: I always move the **1<sup>st</sup> batsman** on the Run Rate Card to the highest order batsman in.  
So, when Jones was Run Out, Taylor immediately moved from 2<sup>nd</sup> Batsman to 1<sup>st</sup> batsman.















### SECOND INNINGS:

**TARGET: 194**

*For yet a 3<sup>rd</sup> time, Breeze has another chance.*

BoxScore DiceSports		RUN RATE		10
	OVER 1	OVER 2	OVER 3	OVER 4
1st Batsman	3	RO 0	III 2	III 6
2nd Batsman	5	III 2	4	7
TOTAL	8	2	6	13
	OVERS	RUNS	RPO	EXTRAS
	4	30	7.50	1

III = chance of a wicket RO = Run Out

**Knight [8] – Breeze [6] = +2**

Roll Dice:

1

**Again: NOT OUT**

		1	2	3	4	5	6
BAT vs BALL Matchup	BRADMAN	Not Out					Out
	+1	Not Out					Out
	=	Not Out				Out	
	-1	Not Out			Out		
	-2	Not Out		Out			
	Skill 'O'	*Out on every III					

	NAME	SKILL	INNINGS OF:	RUNS	BALLS	ECOW
1	McDonald	4	4 2 0 // b PORT	6	9	1
2	Kord	5	1 6 1 3 0 // Run Out	11	15	2
3	Knight	8	3 4 5 2 6	20	15	
4	Ridge	6	2 4 7	13	9	
5	Butler	5				
6	Cruze	5				
7	Cliffhanger	4				
8	Trent	3				
9	Johnson	3				
10	Norris	2				
11	Davidson	0				
EXTRAS: 2 1			RPO: 6.63	SCORE: 2 FOR 53		

	BOWLING	SKILL	1	2	3	4	O	R	W	RPO	OVER BY OVER
1	Port	9	5	8	3	5	4	23	1	5.75	4 1/23
2	Breeze	6	8	2	6	13	2	30	0	7.5	8 2/53
3	Harris	5									12
4	McBurger	5									
5	Reed	4									

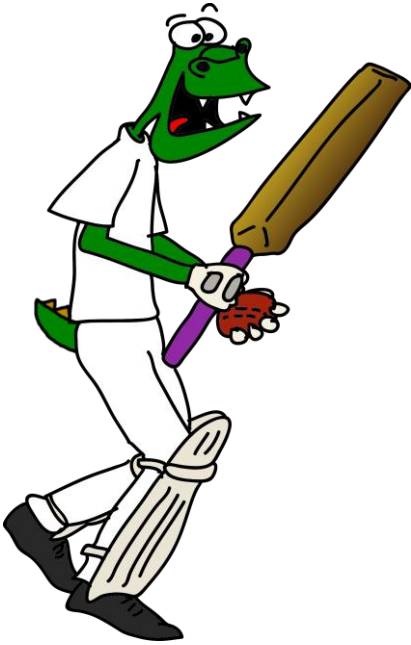
And the 8 over finishes strong with 13 off Breeze's last over!







# Happy Playing



If you have any questions, please contact me:  
[email@BoxScoreDiceSports.com](mailto:email@BoxScoreDiceSports.com) or leave a comment on my  
website.

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