

Box Score Dice Sports

T20 CRICKET

Thank you for purchasing this game.

T20 cricket is a simple game. It is designed for fast to play, while still providing realistic T20 results.

Elements of the game:

- Each player has a batting and bowling skill out of 10. You can use my Skill Finder Excel spreadsheet to create teams.
- Each **Run Rate Card** represents 4 Overs.
- In each game, 5 **Run Rate Cards** are used to complete each innings and 10 Cards for a whole game.
- In the BASIC RULES each of the 5 bowlers represents a Run Rate Card (a 4 Over spell).
- The game is easily customisable.

What you get:

- PDF game score card sheet to print off
- Chance (of wicket) Charts
- PDF Run Rate Cards for 6, 8 or 10 Runs Per Over.

BONUS Excel Spreadsheets with:

- Random Run Rate Card generation
- T20 Game Score Card to print
- Skill Finder

Print off each of the Run Rate Cards (or use the Run Rate Card Generator in excel).

Fill in your team giving each player a skill rating out of 10.

Start playing:

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BASIC GAME PLAY RULES

Assumptions: These rules assume you have some basic knowledge of T20 cricket.

SET UP

1. Choose two team, toss a coin, or just decide who will bat first.
2. Choose 11 players for each team and write them down on the score card in batting order with their respective batting skill.
3. Choose 5 bowlers (from the 11 players) and write them in the bowling area underneath the opposition's innings and record their bowling skill next to their name in the box provided.

GAME PLAY (4 basic steps per 'SPELL' of 4 overs)

1. CHOOSE A BOWLER
2. CHOOSE A RUN RATE
3. PICK UP A RUN RATE CARD
4. RECORD RESULTS (Runs, Wickets etc...)

Here are the steps in more detail.

1. CHOOSE A BOWLER

There are 5 spells of 4 overs in a T20 game. Each 4 Over 'Spell' is represented by ONE bowler of the fielding team's choice.

NOTE: If you choose, you can allocate the overs between two nominated bowlers for more realism.

2. CHOOSE A RUN RATE

The batting team then chooses a RUN RATE


- a. RUN RATE 6 – Score at a run a ball with minimal chance of losing wickets
- b. RUN RATE 8 – Score at a 133% Strike Rate, with greater risk of losing wickets.
- c. RUN RATE 10 – Slog your way to victory at 10 an over but expect to lose lots of wickets along the way.

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3. PICK UP A RUN RATE CARD

Pick up the RUN RATE CARD chosen.



	RUN RATE 8			
	OVER 1	OVER 2	OVER 3	OVER 4
1st Batsman	7	10	7	III 4
2nd Batsman	3	1	1	3
TOTAL	10	11	8	7
	OVERS	RUNS	RPO	EXTRAS
	4	38	9.50	2

III = chance of a wicket RO = Run Out

4. RECORD RESULTS (Runs, Wickets etc...)

The 2 batsmen who are at the 'crease' rotate the strike every 3 balls.

- d. In the above example
- Batsman 1** scores: 7 runs, 10 runs, 7 runs and 4 runs for a total of 28 runs.
 - Batsmen 2** scores: 3 runs, 1 run, 1 run and 3 runs for a total of 8 runs
 - In the 4th over, **batsman 1** has a chance of getting out. This is determined by a roll of the dice against the following table:

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		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					

The matchup is determined by the [batsmen skill] minus [bowler skill].

In the above example,

If the batsman's skill is **6** and the bowler's skill is a **7**, then $6 - 7 = -1$.

A roll of 1 or 2 is NOT OUT, A roll of 3,4,5,6 is OUT.

The bowler then receives the **bowling figures** along with any wickets they may have taken. Extras are recorded in the EXTRAS section of the score card. A progress score can be recorded in the OVER BY OVER section.

	BOWLING	SKILL	1	2	3	4	O	R	W	RPO
1										
2										
3										

This process then repeats itself 4 more time until the innings either:

- reaches 20 overs,
- the batting team loses 10 wickets, or
- the batting team (batting second) reaches the first teams score and wins the game.

HAPPY PLAYING

See my QUICK START GUIDE to help you get up and going quickly!