

# BETWEEN THE WICKETS CARD GAME

## FULL RULES

### WHAT IS IN THE GAME

**18 Bowling cards** - the deliveries available to the bowler.

**18 Batting cards** - the shots available to the batter.

**23 Outcome cards** - runs, dismissals and special moments.

You also need the Matchup Chart and Score Sheet to record scores, or you may use a real scorecard to record them in detail.

### THE AIM

Score more runs than your opponent. Each player takes a turn batting and bowling. When both innings are complete, the player with the highest total wins.

#### 1 SET UP

Separate the Bowling, Batting and Outcome cards into three piles and shuffle each pile. The batting player draws 5 Batting cards. The bowling player draws 5 Bowling cards. Put the Matchup Chart where both players can see it.

#### 2 CHOOSE IN SECRET

For the next ball, the bowler chooses one Bowling card and the batter chooses one Batting card. Both cards are placed face down.

#### 3 REVEAL TOGETHER

Turn both selected cards face up at the same time.

#### 4 CHECK THE MATCHUP

Find the bowling delivery down the left side of the chart and the batting shot across the top. The meeting square gives an A, N, B or P rating.

### RESOLVE THE MATCHUP

| RATING | MEANING          | WHAT HAPPENS                                                                       |
|--------|------------------|------------------------------------------------------------------------------------|
| A      | Batter Advantage | Draw 2 Outcome cards. The batter chooses which one counts.                         |
| N      | Even Contest     | Draw 1 Outcome card and apply it normally.                                         |
| B      | Bowler Advantage | Draw 2 Outcome cards. The bowler chooses which one counts.                         |
| P      | Perfect Delivery | Draw 1 Outcome card. A wicket dismisses the batter; a scoring card scores no runs. |

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#### APPLY THE OUTCOME

Add runs or record a wicket. Resolve special cards using page 2. When all Outcome cards are used, shuffle the discard pile, turn it face down and continue.

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#### DISCARD AND REDRAW

Put the played Bowling and Batting cards into their separate discard piles. Each player then draws back up to 5 cards. When a pile runs out, shuffle its discard pile to make a new draw pile.

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#### NEXT BALL

Repeat the sequence until the innings reaches its ball limit or 10 wickets have fallen. Players then swap batting and bowling roles.

### IMPORTANT

#### LOCKED CHOICES

Once both players have placed a card face down, neither choice may be changed.

The Matchup Chart is the final authority for the A, N, B or P rating.

# OUTCOMES AND MATCH FORMATS

Resolve every card immediately, then continue to the next ball.

## STANDARD OUTCOME CARDS

| CARD                              | RESULT                                                  |
|-----------------------------------|---------------------------------------------------------|
| No Run                            | Score 0 runs. The batter remains in.                    |
| One, Two, Three, Four or Six Runs | Add the stated number of runs. The batter remains in.   |
| Bowled, LBW, Caught or Run Out    | Record 1 wicket. No runs are scored from that delivery. |
| Brilliant Defence                 | Score 0 runs. The batter safely survives the ball.      |

## SPECIAL OUTCOME CARDS

| CARD                   | HOW TO RESOLVE IT                                                                                                                         |
|------------------------|-------------------------------------------------------------------------------------------------------------------------------------------|
| Edge / Appeal / Review | Draw an Outcome card. If an Edge, Appeal or Review appears, keep drawing until a final result is revealed. Only that final result counts. |
| Dropped Catch          | The batter is not out. Draw again until a scoring card or No Run is revealed, and apply that result.                                      |
| Fielder Error          | The batter is not out and the delivery scores 0 runs.                                                                                     |

### PERFECT DELIVERY REMINDER

On a Perfect Delivery (P), draw 1 Outcome card. If it is a wicket, the batter is out. If it is a scoring card, no runs are scored.

## SUGGESTED MATCH LENGTHS OR DECIDE YOUR OWN

| FORMAT           | INNINGS                                         | BEST FOR                  |
|------------------|-------------------------------------------------|---------------------------|
| Quick Match      | 18 balls per player                             | Learning or a fast game   |
| Full Match       | 30 balls per player                             | The standard version      |
| Test-Style Match | Two 30-ball innings per player; add both scores | A longer tactical contest |

## ENDING AN INNINGS

An innings ends when its ball limit is reached or when 10 wickets have fallen, whichever happens first. Record the final score as runs for wickets, for example 42 for 3.

## WINNING AND TIES

After both players have completed the chosen number of innings, the higher combined score wins. If the scores are level, play one sudden-death ball each. Repeat equal rounds until one player outscores the other.

## QUICK REFERENCE - ONE BALL

|           |           |                |                 |                   |                |
|-----------|-----------|----------------|-----------------|-------------------|----------------|
| 1. Choose | 2. Reveal | 3. Check chart | 4. Apply result | 5. Score / wicket | 6. Redraw to 5 |
|-----------|-----------|----------------|-----------------|-------------------|----------------|

# BETWEEN THE WICKETS CARD GAME

# BETWEEN THE WICKETS

## BOWLING vs BATTING MATCHUP CHART

| BOWLING \ BATTING |                |                |             |          |      |      |     |            |            |       |               |              |
|-------------------|----------------|----------------|-------------|----------|------|------|-----|------------|------------|-------|---------------|--------------|
|                   | Defensive Shot | Straight Drive | Cover Drive | On Drive | Pull | Hook | Cut | Square Cut | Leg Glance | Sweep | Reverse Sweep | Lofted Drive |
| Fast Ball         | B              | N              | N           | A        | A    | N    | A   | N          | A          | N     | B             | A            |
| Yorker            | B              | P              | B           | B        | B    | P    | B   | N          | N          | N     | B             | P            |
| Bouncer           | B              | P              | P           | B        | A    | A    | N   | A          | N          | B     | N             | A            |
| Slower Ball       | N              | A              | N           | A        | A    | N    | A   | N          | N          | N     | A             | A            |
| Inswinger         | B              | N              | B           | B        | N    | N    | B   | B          | A          | N     | B             | P            |
| Outswinger        | B              | N              | A           | B        | B    | N    | A   | N          | N          | A     | B             | P            |
| Seam              | B              | N              | A           | N        | B    | N    | A   | N          | A          | A     | B             | P            |
| Cutter            | N              | A              | N           | A        | N    | A    | B   | A          | A          | N     | B             | N            |
| Leg Break         | N              | A              | B           | N        | A    | N    | N   | B          | A          | A     | B             | N            |
| Top Spinner       | N              | B              | N           | B        | A    | N    | N   | A          | B          | A     | B             | N            |
| Off Break         | N              | B              | N           | A        | A    | N    | B   | A          | A          | A     | N             | N            |
| Reverse Swing     | B              | P              | N           | N        | B    | N    | B   | N          | A          | N     | B             | P            |

**A****Batter advantage**

Draw 2 Outcome cards; batter chooses.

**N****Even contest**

Draw 1 Outcome card and apply normally.

**B****Bowler advantage**

Draw 2 Outcome cards; bowler chooses.

**P****Perfect delivery**

Draw 1 Outcome card; apply Perfect Delivery rule.

# SCORE SHEET

|            |  |
|------------|--|
| TEAM NAME: |  |
| DATE:      |  |

|            |  |
|------------|--|
| TEAM NAME: |  |
| DATE:      |  |

| OVER BY OVER SCORING |        |        |        |        |        |        |            |            |                |
|----------------------|--------|--------|--------|--------|--------|--------|------------|------------|----------------|
| Over                 | Ball 1 | Ball 2 | Ball 3 | Ball 4 | Ball 5 | Ball 6 | Over Total | Total Runs | Wickets Fallen |
| 1                    |        |        |        |        |        |        |            |            |                |
| 2                    |        |        |        |        |        |        |            |            |                |
| 3                    |        |        |        |        |        |        |            |            |                |
| 4                    |        |        |        |        |        |        |            |            |                |
| 5                    |        |        |        |        |        |        |            |            |                |
| 6                    |        |        |        |        |        |        |            |            |                |
| 7                    |        |        |        |        |        |        |            |            |                |
| 8                    |        |        |        |        |        |        |            |            |                |
| 9                    |        |        |        |        |        |        |            |            |                |
| 10                   |        |        |        |        |        |        |            |            |                |

| OVER BY OVER SCORING |        |        |        |        |        |        |            |            |                |
|----------------------|--------|--------|--------|--------|--------|--------|------------|------------|----------------|
| Over                 | Ball 1 | Ball 2 | Ball 3 | Ball 4 | Ball 5 | Ball 6 | Over Total | Total Runs | Wickets Fallen |
| 1                    |        |        |        |        |        |        |            |            |                |
| 2                    |        |        |        |        |        |        |            |            |                |
| 3                    |        |        |        |        |        |        |            |            |                |
| 4                    |        |        |        |        |        |        |            |            |                |
| 5                    |        |        |        |        |        |        |            |            |                |
| 6                    |        |        |        |        |        |        |            |            |                |
| 7                    |        |        |        |        |        |        |            |            |                |
| 8                    |        |        |        |        |        |        |            |            |                |
| 9                    |        |        |        |        |        |        |            |            |                |
| 10                   |        |        |        |        |        |        |            |            |                |

|       |       |  |          |  |
|-------|-------|--|----------|--|
| TOTAL | Runs: |  | Wickets: |  |
|-------|-------|--|----------|--|

|       |       |  |          |  |
|-------|-------|--|----------|--|
| TOTAL | Runs: |  | Wickets: |  |
|-------|-------|--|----------|--|