



# POCKET CRICKET

Suitable for years 8+

## Pocket Cricket Rules

The game is fast, fun and exciting. Play by yourself, two players or four players for a Test Match.

A pen & paper is all you need to keep track of runs & wickets. The use of an over system is optional. Keep bowling until all ten wickets are lost.

There are 6 dice to represent a different action/players in the game.

3 will be used by the BOWLING side  *Bowling*  *Fielding*  *Umpire*

3 will be used by the BATTING side  *Aggressive*  *Conservative*  *Runs*

To start, both players roll the RUNS die - highest roll decides who bats first.

### ORDER OF PLAY

In every game of Pocket Cricket the batting team uses three dice to attempt to play a conservative shot, an aggressive shot, and determine how many runs they score; while the bowling team uses three dice to bowl, to field (e.g. run-outs, catches), and to get an umpire's decision on whether a wicket is taken.

Play begins with the BOWLER rolling the RED die and following the action -

-  Clean Bowled indicates a wicket, and the batsman is out.
- No Ball means the batsman can't get out (except run-out), plus the batting team gets an extra run and a "free hit", just like in real cricket.
- Fast Ball / Spin / Bouncer / Swing Ball all mean the batsman must swing at the ball by rolling the yellow or blue die.

There are two styles of batting and is your choice.

- Playing Conservatively will avoid the Fielding die, but a boundary will never be scored.

- Playing Aggressively will result in an immediate boundary, but also risk being caught/run out by the Fielding die

## CONSERVATIVE ■

- Dot Ball means no runs are scored.
- Hook Shot / Pull Shot / Cut Shot / Cover Drive are all followed by the batting team rolling the black die to determine the number of runs scored (1/2/3).
- Howzat? means there's an appeal, and is followed by the bowling team rolling the white die (umpire) to determine if a wicket has been taken

## AGGRESSIVE ■

- 4 Runs / Super Shot 4 / Big Hit 6 means a boundary (four runs) or maximum (six runs) have been scored.
- In the Air? / Outside Edge - means that there's a fielding chance, and is followed by the bowling team rolling the green die (fielding) to determine what happens next

## FIELDING ■

- Through the Gap / Over the Top / Dropped Catch are followed by the batting team rolling the black die to determine the number of runs scored (1/2/3).
- Fielded means there is no run.
- Classic Catch means the batsman is out, and another wicket has fallen.
- Shot at Stumps means there's a run-out chance, and the white die is rolled to see if a wicket is taken with Run Out, if not then the black die is rolled to score more runs (1/2/3)

## UMPIRE □

- Not Out means the batsman survives.
- LBW / Caught & Bowled / Run Out / Caught means the batsman is out, and another wicket has fallen

## RUNS ■

- Used after rolling the YELLOW die to determine runs (1/2/3)

### TEST MATCH RULES

For a longer version of the game, play two innings. Playing with 4 people makes this a serious game! Simply take turns batting until someone is dismissed and alternate the bowling. You can also incorporate these additional rules

DRS - Decision Reviews - Not happy with how you got out?  
Each team is allowed 2 unsuccessful challenges per innings to reverse an OUT decision.

THE BATSMAN may challenge any OUT decision  
'CLEAN BOWLED' can be overturned if the BATSMAN can successfully roll a 'NO BALL' on the RED die.

'LBW / CAUGHT / CAUGHT&BOWLED / RUN OUT' as a result of a 'HOWZAT?' appeal, can be overturned if the BATSMAN successfully rolls 'NOT OUT' on the UMPIRE die.

THE BOWLER may challenge any NOT OUT decision  
Any 'NOT OUT' resulting from a HOWZAT? appeal, can be overturned if successfully rolling a nominated choice of dismissal.

ie if the BOWLER nominates LBW, he has one roll of the UMPIRE die and must roll LBW.

**Choking Hazard - Keep Away From Small Children**

Download a scoresheet - [www.pocketsports.com.au](http://www.pocketsports.com.au)