

Pocket Cricket 2009:

India VS Australia



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Pocket Cricket 2009:

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Information about the game:

Pocket Cricket 2009 is a card-based game that uses the 2009 roster data to create a cricket game. It gives the feeling of playing Cricket with your favorite teams. It is also a great starting place to learn how cricket is played. It is easy to pick up for all ages.

All of the information and statistics are based off each player's statistics from their 20twenty matches.

What is inside the game:

- 32 player cards
- 3 field cards
- 6 action cards
- 2 Score cards
- Bowler reference card

What's not included:

- 2 dice (10-side die, 6-side die)
- Pen (dry erase marker if laminating the score cards)

Cricket Play

In case you really want to know what's going on.

Cricket is played by two teams consisting of eleven players each. Game length changes depending on the type being played, sometimes lasting a few days.

The game is played in innings and for an entire inning one team will bat and the other will bowl. The bowling team consists of a bowler, who pitches the ball to the batsman, a wicket-keeper who is there to catch the ball when it goes past the batsman, and the rest of the team stands around the field and tries to catch the ball after it has been hit. The batting team consists of only two players, who swing at the bat and try to score runs.

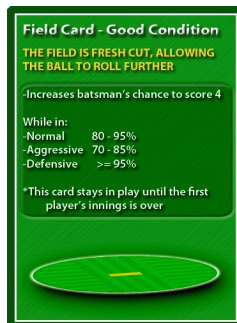
A run is scored every time the two batsman run across the pitch past each other. If the ball is caught the batsman who hit the ball is out.

The bowler can also get the batsman out by hitting the wicket, which sits behind the batsman. The game continues like this until the inning is over. When the inning is over the teams switch.

The game ends once the last inning is over and the team with the most points wins.

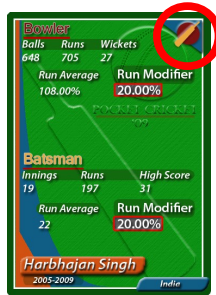
Rules/Instructions:

- Toss a coin and have a player call heads or tails to decide who will bowl or bat first.
 - The winner of the toss draws a Field Card then chooses whether to bowl or bat
 - Field cards raise/lower bowling modifiers or increase chance for a batter to get a 4



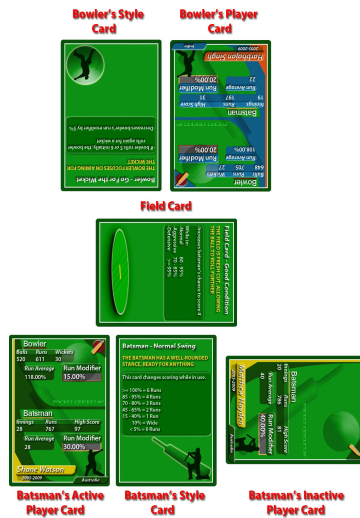
- Each player decides a line-up of 11 players.
 - *This should consist of batsmen and bowlers. You pick between 16 players. The team should have 11 players with both batsmen and bowlers.*

- The player cards have a quick reference in the top right corner to help distinguish what that player is best at. For instance:

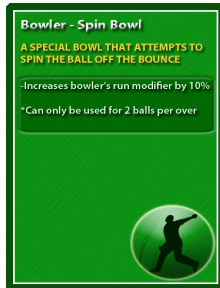


- Harabhajan Singh is an all rounder, so in the upper right corner there is a picture of a ball and a bat. Someone who is good at bowling would have only a ball, batting would have a bat, and if the player has no particular specialty there would not be anything.
- The bowling team uses the 6-sided die
- The batting team uses the 10-sided die.

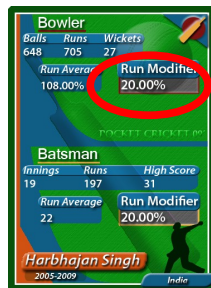
- The batting team picks out two batsmen. It should be like the following formation:



- For each ball:**
- The bowler and the batsman may both choose to play an action card. To play a card place it next to your bowler or batter card. These cards stay in play until the player removes it.
 - The bowler cards increase chance for a wicket or overall run modifier.
 - Batsman cards increase chance for 4's/6's and decreases chance for no runs.



- The bowler rolls the 6 sided die.
 - *Add the number you get from your die to the bowler's Run modifier on the card.*
- *Example: Team India's Harbhajan Singh is bowling. His run modifier is 20% for bowling. You roll your die (Six-sided die), and it lands on number 3. It adds 20% to Singh's modifier. So, $20 + 20 = 40$.*



- *If the roll is a 6 roll again*

- *if the second roll is a 6 then the bowler hit the wicket and the batter is out with no runs.*
- *If the second roll is anything else then the modifier is 50%*
- *If the second roll is a 5 roll again*
 - *If this third roll is a 6 then the batter gets out, the batter still rolls and can score runs but is out afterwards. The modifier is 50%.*
- *If the roll is a 1 roll again.*
 - *If the second roll is a 1 then the bowler gets a no ball, meaning that it after the batter rolls and tries to score runs, the next bowl counts on the same ball.*
 - *If the second roll is anything else then the run modifier is 0%.*
- Now do the same thing for the batting team by rolling the 10 sided die.

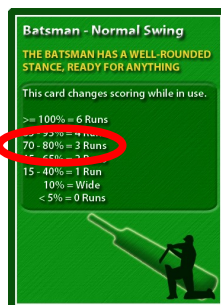
- *Example: Team Australia's Matthew Hayden is batting. His run modifier is 40% for batting. You roll your die (Ten-sided die), and it lands on number 7. It adds 70% to Hayden's modifier. So, $40 + 70 = 110\%$.*



- Next, you take Hayden's batting percent (110%), and subtract Krejza's bowling percent (40%).

➤ *So it will be: $110 - 40 = 70\%$.*

- You take the total (70%) and look at the score cheat sheet. In this example, $70\% = 3$ runs. Hayden scores three runs.



- When runs are scored the bowling team records them on the batting team's score sheet. This also helps the bowler know when 4 overs have passed so they can switch their bowler.
- If a wide is bowled, bowl again for that ball without scoring.
- If a no ball is bowled, bowl again for that ball and the batting team scores an extra run on each bowl for that ball.
- Switch bowler after 4 overs. i.e. at the start of over 5, 9, 13, and 17.
- The batting team may change their batsman after every over if they choose too. Every new batsman takes the place of the inactive batsman.
- Players change sides after 20 overs, or if all the batters are out.
- The player with the most points wins!

Credits

Sonny Lee Team Lead
Chris Behrends Documentation/research
Shawn Maloney Artwork
Kham Vang Play Test Coordinator

