

Stumped!: The Game of International Cricket

Contents

- I. Game Components
- II. Setup
- III. Game Play

I. Game Components

1. An actiondeck, composed of 100 cards, each with 3 entries
2. 100 page results book, used to determine the outcome of each ball
3. Team charts
4. Overs scoresheets, used to score ball-by-ball action
5. Final scoresheet, used to notate final scores
6. Events chart, used to determine weather and injury events.
7. This rulebook

The Action Deck

There are 100 cards in the deck, each has 3 entries.

The top entry will dictate where the play result comes from. There are 4 possibilities:

- The batsman's rating will be used

- The bowler's rating will be used

- The batsman and bowler's ratings will be added together (SUM) and used

- The batsman or bowler's rating will be used, with a modifier added or subtracted

One of the cards also has an event trigger. More on this later.

The second and third entries on the card are used to generate random numbers from 1-4999 for use in conjunction with the results book.

The second entry is used to generate a number for the thousands place number (range 0-4).

The third entry (range 0-9) is used to generate numbers for the hundreds, tens and digits place numbers.

The Results Book

This is a 100 page book which describes the outcome of each ball. After determining a random number, find the number under the "#" column of the book and read across to the appropriate play description. To avoid confusion, a "runs" column is also present.

It is recommended that the results book be bound in notebook form after printing. This will help in avoiding page shuffling.

The Team Charts

Each national team is represented by a single chart. Players are rated in batting and bowling with a number, either positive, negative or zero. These numbers are added to the random number obtained from the action deck. Higher numbers under the batting column indicate better batsmen; lower numbers under the bowling column indicate better bowlers. Most clubs have players rated in both test and ODI (one-day international) matches. Be sure to use the appropriate ratings for the type of match you are simulating.

No player positions are given, with the exception of wicketkeepers. These will appear in **RED**. You may assign other players to fill the remaining positions as you wish. This rulebook will not attempt to explain the fielding structure of cricket in depth. A multitude of information is available via the web regarding this topic. If any confusion arises as to the player who should be credited for making a catch, use your best judgement.

A "Matches Played" column group is also present on the team cards. Use these numbers to simulate accurate player usage in your matches.

The Overs Scoresheet

This scoresheet is used to record the action as it takes place, ball-by-ball. An example of its usage appears later in this rulebook.

The Final Scoresheet

This scoresheet is, for the most part, filled in as players are retired. Some information will be filled in as normal play progresses. More on this during the game play section.

The Events Chart

This chart is used should an action card call for an event to occur. Note that an event only happens if the action card draw is an 8 or 9 (using the third entry). If rain falls (on a draw of 8), keep drawing cards until the rain stops. Each card drawn represents 1 lost over of game play.

Injuries are self-explanatory, with the exception of the reference to "fielder". This indicates the fielder involved in the play. If no specific fielder is mentioned, ignore the injury.

Setup

Determine the 2 teams you wish to play, and whether the match will be a test match or an ODI. Write your starting lineups, ratings and positions onto the final scoresheet. Shuffle the action deck thoroughly.

Game Play

The first batsman comes up against the opening bowler. We draw a card and read the top entry. It reads "BATSMAN", so we will use the batsman's rating (unmodified) for this result. Now we will generate our random number. Drawing a card and reading the second entry, we get a 2. We now draw 3 more cards, reading the third entry on each. We get a 5, a 1 and an 8. Our generated random number is 2518. Looking at our batsman's rating, we see he has a -3. This means to subtract three **HUNDRED** from our generated number, so our modified result is 2218. We now refer to this number's row in the results book:

"good length into the middle, pushed to midwicket for no run"

So our batsman did not score, and will continue to bat.

Had we obtained a "BOWLER" result on the first card, the procedure would be the same, except that we would use the bowler's rating as the modifier.

Had our first card read "SUM", we would have added the batsman's and bowler's ratings together and used the resulting modifier.

Had our first card read "BOWLER +400" or something similar, we would have followed the same procedure, adding 400 to the bowler's rating.

Again, note that all player ratings are expressed in hundreds for purposes of random number modification. (EX: A player rating of 3 means to add 300 to the random number.)

If a result number is greater than 4999 or less than 1, use this scheme:
 For results greater than 4999, assume the thousands place number is a 4
 For results less than 1, assume the thousands place number is a 0

Use the original 3 numbers obtained from the draw to determine the remaining digits.

Keeping Score

As play progresses, notations are made on the overs scoresheet, and, occasionally, on the final scoresheet. A sample:

Over	Ball	Runs	BOWLER:	BATSMAN	COMMENTARY
1	1	0	Rashid	Clark	good length played defensively
1	2	0			fuller length into the off, pushed back to bowler
1	3	1			on target, pushed to point for a single
1	4	0		Hogg	pitched up and coming in driven to mid on no run
1	5	2			good length into the off, turns it to square leg for c
1	6	0			good length into the off, pushed to point for no run
1	7	1wb			good length into the off, pushed to point for no run
RUNS SCORED: CUM. CLUB SCORE: CUM INDIVIDUAL SCORE/BALLS: 3 3 Clark 1/3 Hogg 2/4					

Some notes:

There are 6 legal balls to an over; the wide ball here accounts for there being 7. Note that it is not necessary to write the bowler/batter's name on each ball line; just write it in when a change is made. The commentary line is optional, use as you wish.

The bottom section is used to record the total runs scored for the over, the club's cumulative score for the match, and the over's participating players' cumulative scores and balls faced.

At the bottom of each over's scoresheet is a dismissals box. Make a notation here of any batters dismissed during the over. (EX: Hogg b Rashid) Transfer this info to the "Fall of Wickets" section of the final scoresheet, along with the dismissed batsman's runs, balls faced, 4's and 6's totals.

Bowler Limitations

A bowler may not bowl more than 10 overs on any given day. A bowler may not bowl more than 6 consecutive overs. A team must use at least 6 different bowlers in a match.

Optional Rules

Pitch Conditions

To use this option, draw a card before the match begins, reading the second entry:

- 0: Very slow pitch, subtract 500 from all result numbers
- 1: Slow pitch, subtract 200 from all result numbers
- 2: Normal pitch, no modification
- 3: Fast pitch: Add 200 to all result numbers
- 4: Very fast pitch, Add 500 to all result numbers

New Ball Modifier

At the start of each ODI (or on the beginning of a new day of a test match), subtract 300 from all result numbers for the first 10 overs.