

## Quicket Cricket Fielding Chart

When receiving a Field (F) result on the player card, follow these steps:

(1) Roll a d20 and a d6.

(2) Consult this chart for the action in the field.

(3) If necessary, roll a d10 to determine which defensive player is making the play. Check defensive team's lineup for d10 number (ex. 1 would be first player listed in lineup, 2 would be second player, etc, but if you get a 10, choose between the 10th and 11th player). NOTE: Stumpings and Stumping Chances are only playable by the wicketkeeper.

(4) If the play is listed as a "chance," roll a d20 against the defensive player's rating listed on their Striker card. (C = Catch, RO = Run Out. Stumping Chances should be checked against the number in parentheses next to the wicketkeeper's position.) The d20 should be equal to or less than the rating for a wicket.

		d6					
		1	2	3	4	5	6
d20	1	Bowled	Bowled	LBW	LBW	LBW	LBW
	2	LBW	LBW	Run-out	Run-out	Run-out	Run-out
	3	Run-out	Run-out	Run-out chance	Run-out chance	Run-out chance	Run-out chance
	4	Run-out	Run-out	Catch	Catch	Catch	Catch
	5	Catch	Catch	Catch	Catch	Catch	Catch
	6	Catch	Catch	Catch	Catch	Catch	Catch chance
	7	Catch	Catch	Catch	Stumping	Stumping	Catch chance
	8	Stumping	Stumping	Stumping	Stumping chance	Catch chance	•
	9	Stumping chance	Stumping chance	Stumping chance	Catch chance	Catch chance	Leg-bye
	10	Stumping chance	Stumping chance	Stumping chance	Catch chance	•	Wide
	11	Stumping chance	Stumping chance	Catch chance	•	No-ball	Wide
	12	Stumping chance	Catch chance	Catch chance	•	Wide	Wide
	13	Catch chance	Catch chance	Catch chance	No-ball	Wide	Wide
	14	Catch chance	Catch chance	•	Wide	Wide	Wide
	15	Catch chance	Catch chance	•	Wide	Wide	2
	16	Catch chance	Catch chance	Wide	Wide	Wide	2
	17	Catch chance	•	Wide	Wide	2	4
	18	Catch chance	Wide	Wide	2	2	4
	19	Catch chance	Wide	Wide	2	4	6
	20	Leg-bye	Wide	2	3	6	6