Quicket Cricket

A print-and-play cards-and-dice cricket simulation game from Short Season Games
Season sets and game charts are available for download at shortseasongames.com

Overview

Quicket Cricket is a cards and dice game that attempts to accurately simulate a cricket match in under an hour. For each competition, every team's player is represented by a card (sometimes two if they play as both bowler and striker).

Disclaimer: I'm a new cricket fan! Being from the US, I didn't have a lot of exposure to the sport until, by chance, discovering the Willow channel on TV and, again by chance, witnessing a great finish to a 100-ball match in The Hundred. Before that, like a lot of Americans, I thought cricket was just a run-scoring bonanza that lasted for days on end.

That being said, once I started watching more and got a feel for the game, I could see how easily the sport could be translated into cards and dice. And since I was only able to watch The Hundred on TV at work and New Zealand's Super Smash on ESPN+ during long nights up with a baby, I wanted to create

something with teams and players I recognized and a super-simple format. If you're familiar with Strat-O-Matic Baseball, then this game should look familiar, as I based it heavily on that. If you're a lifelong cricket fan, I'd encourage you to let me know if something misses the mark or if I misunderstand a crucial aspect of the game.

Materials

- Two team sets
- Set of d6, 2d10, and a d20
- Scoresheet (for appropriate style of cricket) and pen/pencil

How to read a card

There are two types of cards: Striker cards and Bowler cards. They are set up similarly but have slight differences.

Bowler

The defensive player delivering the ball

Australia Men's Pro T20 Cricket			<- A
CHRIS GREEN			<- B
2024-2025 Sydney (T)			<- C
All-Rounder	Australia		<- D
BOWLER			<- E

1	B	42-70	1	
2	W	71-89	2	
3-6	F	90-96	4	<- F
7-41	·	97-100	6	
Usage	A/11	Stats	Econ: 7.34 Overs: 41 Wickets: 12	<- G

(c) Short Season Games

A: Competition nation, sex, and cricket code

B: Player name

C: Season and team

D: Role and home nation. See the next section for more information on player roles.

E: Card role (Bowler)

F: Results chart (result determined by 2d10)

G: Usage and stats. The Usage rating is presented as "letter/number," wherein the letter is the average number of overs bowled per match (A+ is the maximum of 4, A is an average between 3 and 4, B is an average between 2 and 3, C is an average between 1 and 2, and D is an average less than 1) and the number is how many innings in which they bowled. For example, in the 2024-2025 BBL, Sydney's Chris Green bowled 41 overs in 11 innings, for 3.72 overs per match; thus, his Usage rating is A/11.

The stats box contains the player's economy (runs allowed per over bowled), total overs bowled (in the form of X.Y, where X is total overs and Y is any additional deliveries, e.g. "20.1"), and total wickets taken in the competition.

Batters

The batter currently facing the bowler (with the other being the non-striker)

	<- A
	<- B
	<- C
	<- D
	<- E
	<- F
	<- G
	<- H

Australia Men's Pro T20 Cricket

COOPER CONNOLLY

2024-2025 Perth

All-Rounder	Australia

STRIKER

C(3) / RO(4)

1	W	37-67	1
		68-86	2
2-3	F	87-93	4
4-36	·	94-100	6

Stats
SR: 131.46   Balls: 267
High: 66   4s: 20   6s: 19

(c) Short Season Games

A: Competition nation, sex, and cricket code.

B: Player name

C: Season and team

D: Role and home nation. See the next section for more information on player roles.

E: Card role (striker)

F: Defensive ratings. C is for catching, RO is for Run-Outs. See Gameplay section 4.3.4 and 4.3.7 for more information.

G: Stats. SR is strike rate, or how many runs per 100 balls the striker scores. Balls is how many legal deliveries the player has taken. High is their highest score during a match in the competition. And 4s and

4

6s refer to the boundaries they hit in the competition (a 4 reaching the boundary on the ground and a 6 clearing the boundary).

Player roles

Bowlers

Note: currently, these bowling roles don't really impact gameplay. They're intended to provide a little more information for the player when choosing who to insert as bowler.

Spin	Slow-velocity pitcher, relies on ball movement
Medium	Relies on speed, mostly in the medium range
Pace	Relies on speed, ranging from medium to fast
*	Primarily used as a batter

Batters

Striker	The batter facing off against the bowler
Non-striker	The other batter on the field
Batter	General batting role
Opening	First or second in the batting order
Top	First, second, or third in the batting order
Middle	Fourth, fifth, sixth, seventh, or eighth in the batting order
Wicketkeeper (#)	Plays wicketkeeper plus defensive rating in parentheses
All-Rounder	Expected to both bat and bowl
*	Primarily used as a bowler

How to play (summary)

1. Choose two teams, determine who bats/bowls first, and fill out their lineups. Write the first bowler in the space above the first over.
2. Place your first two starting batters on your tabletop. Place the bowler next to the opening batter.
3. Roll your d6 and 2d10. Find the result on the correct card.
4. Mark the result on the scorecard.
5. Continue through the end of the match.

How to play (detailed)

1. Preparation
    1.1. Choose two teams. I recommend choosing two teams that play the same code of cricket, but there's no reason why you couldn't pit a 100-ball team versus a T20 team if you wanted to.
    1.2. Determine which team bats first and which team bowls first.
    1.3. Determine batting orders for each team and who will bowl first for the bowling team.
    1.4. Prepare your scoresheet
        1.4.1. The scoresheet breaks the game up into 50- or 60-ball grids (depending on cricket code) due to size limitations. The first batting team uses the top two grids, and the first bowling team uses the bottom two grids.
        1.4.2. Each grid is composed of twelve horizontal lines: the very top is to list opposing team bowlers for each over, and the rest are for the batting team's order, to be listed in the first column. The small dashed-line boxes are for scoring. Every 5 or 6 columns, there's a solid vertical line, which denotes the end of an over; at the bottom of each grid, beneath the solid vertical line, is a number that corresponds to how many deliveries have been bowled (in the first innings) or how many deliveries remain (in the second innings). At the far right of each grid is a column

marked "R(B)," which is where you can record each batter's runs scored (R) on how many balls (B) faced.

    1.4.3. Fill out your batting orders with the first batting team on top and the first bowling team on the bottom. Each team should have 11 players, which includes one wicketkeeper.

        1.4.3.1. Be sure to mark who in each lineup is the wicketkeeper for quick reference.

    1.4.4. Write the name of the first bowler above the offensive teams first over columns. You may want to write it as "[Player name] 1" so you can keep track of the number of overs the player has bowled.

  1.5. Create two decks for each team.

    1.5.1. The first deck should be the team's batting order in the correct order. Keep in mind that you won't have to touch a team's deck while they bat (other than to replace any batters put out). But you may eventually be shuffling the defensive team's deck to determine who makes a catch or other defensive actions; this deck will have to be re-formed into the correct batting order when it's their turn to bat.

    1.5.2. The second deck should be the team's reserve players. They won't affect the game unless entering as a substitute.

2. Setup

  2.1. Place your first two batters in front of you in a column, with the opening batter on top and the second on the bottom.

  2.2. Now place the other team's first bowler to the left of the opening batter (the first striker).

  2.3. Keep your team decks off to the side, out of the field of play.

3. Gameplay

  3.1. Roll your d6 and 2d10.

  3.2. First consult the d6. This number tells you which card to refer to: 1-3, look at the bowler's card; 4-6, look at the striker's card.

  3.3. Now consult the 2d10. You'll look for this number on the appropriate player's Result Chart. The abbreviations are as follows:

3.3.1. **B**: The striker is bowled out. Only listed on the Bowler's card.

3.3.2. **W**: Wicket taken, and the striker is dismissed.

3.3.3. **F**: Consult the Fielding Chart (see section 4).

3.3.4. • (dot): Zero runs score. Batters remain at their original ends.

3.3.5. **1**: One run scores. Batters switch ends.

3.3.6. **2**: Two runs score. Batters remain at their original ends.

3.3.7. **4**: Boundary, four runs score. Batters remain at their original ends.

3.3.8. **6**: Boundary, six runs score. Batters remain at their original ends.

3.4. There are now several ways your game could proceed:

3.4.1. If 0, 2, 4, or 6 runs are scored, your batters remain at their original ends.

3.4.2. If 1 run is scored, swap the positions of your batters. The bowler stays where they are.

3.4.3. If a striker is dismissed, no runs score and the put-out striker is replaced by the next player in the batting order.

3.4.3.1. If a striker is bowled out, mark them on the scoresheet as "b. [name of pitcher]"

3.4.3.2. If a striker is put out via the W on a player card, shuffle the defensive team's deck and select a player at random. Assign a catch to this player and mark the result on the scoresheet as "c. [name of defensive player]"

3.4.4. If the result is an F, consult the Fielding chart and see rules section 4 of gameplay

3.5. Repeat steps 3.1 through 3.4

3.5.1. Write the result of the delivery in the appropriate box in the scoresheet.

3.5.2. Rules will change based on the form of cricket you're playing (see page 9 for the differences between T20 and 100-ball), but remember to change bowlers when necessary

3.5.3. When it's time to change ends, simply move the bowler's card from being to the left of the top batter to being left of the bottom batter (or vice versa).

3.6. Once the bowling team has either (A) completed 100 legal deliveries or (B) collected 10 wickets, the sides switch roles. In short-format forms of cricket like these, each side gets one turn at bat.

3.7.   If the match ends in a tie, you may choose to play a super over. [Wikipedia](#) has a good write up on the rules, but basically here's what to keep in mind:

   3.7.1.   Each team gets one more offensive over, with the team that batted second during the match batting first during the super over.

   3.7.2.   Each team selects three batters for the super over; if two wickets are taken, their innings ends.

   3.7.3.   The teams then switch roles, with the bowling team batting and the batting team bowling.

4.   The Fielding Chart

  4.1.   The Fielding Chart should be consulted when you get an F result on a player's Results Chart

  4.2.   To read the Fielding Chart, roll one d6 and one d20. Reference those numbers and find the correct result on the chart.

  4.3.   There are several result options

   4.3.1.   **Bowled**: The striker has been bowled out, as in 3.3.1.

   4.3.2.   **LBW**: Leg Before Wicket. The striker has used their body or pads to interrupt a delivery that would have otherwise struck the wicket. The striker is out, and the non-striker remains in their original end.

   4.3.3.   **Run-out**: One of the batters has been dismissed via a run-out, which is when a defensive player hits the wicket before the runner crosses the crease. To determine the defensive player making the out, shuffle the defensive team's deck and select a player at random

     4.3.3.1.   If the d6 is **1** or **3**: the striker is run-out by a defensive player and the wicketkeeper

     4.3.3.2.   If the d6 is **2**: the striker is run-out by a single defensive player

     4.3.3.3.   If the d6 is **4** or **6**: the non-striker is run-out by a defensive player and the wicketkeeper

     4.3.3.4.   If the d6 is **5**: the non-striker is run-out by a single defensive player

   4.3.4.   **Catch**: The striker's hit has been caught. To determine the defensive player making the out, shuffle the defensive team's deck and select a player at random.

   4.3.5.   **Stumping**: The striker has been put out by the wicketkeeper.

4.3.6.   **Stumping chance**: The striker is liable to be put out by the wicketkeeper. Roll the d20 against the defensive rating listed next to the wicketkeeper's position (for example, "Wicketkeeper (8)"). If the d20 is less than or equal to the defensive rating, the striker is out. If the d20 is greater than the wicketkeeper's defensive rating, the striker is not out and scores zero on the play.

4.3.7.   **Catch chance**: The striker is liable to be put out by a catch. Shuffle the defensive team's deck and select a player at random. Roll the d20 against the defensive player's catch rating marked with a C (for example, "C(10)"). If the d20 is less than or equal to the catch rating, the striker is out. If the d20 is greater than the catch rating, the striker is not out and scores one on the play.

4.3.8.   **Run-out chance**: A batter is liable to be run out. First, determine which batter and how many defensive players are involved (see 4.3.8.1-4). Then, shuffle the defensive team's deck and select a player at random. Now, roll a d20 against the defensive player's or players' run-out rating marked with an RO (for example, "RO(8)"). For one defensive player, the striker or non-striker is out if the d20 is less than or equal to the defensive player's run-out rating. For two defensive players, the striker or non-striker is out **only** if the d20 is less than or equal to **both** the defensive player's **and** wicketkeeper's run-out ratings. Otherwise, the striker scores one run.

    4.3.8.1.   If the d6 is **1** or **3**: the striker is run-out by a defensive player and the wicketkeeper

    4.3.8.2.   If the d6 is **2**: the striker is run-out by a single defensive player

    4.3.8.3.   If the d6 is **4** or **6**: the non-striker is run-out by a defensive player and the wicketkeeper

    4.3.8.4.   If the d6 is **5**: the non-striker is run-out by a single defensive player

4.3.9.   **Leg bye**: The striker scores one run when they attempt to hit the ball and miss, but the ball hits the striker and glances away instead.

4.3.10.   **No-ball**: The bowler has given an illegal delivery, and the batting team is awarded a run. In some competitions, this is followed by a free hit for the batting team, in which the striker can not be put out except by run-out. This delivery also does not count towards the over.

4.3.11.   **Wide**: The bowler has given an illegal delivery, and the batting team is awarded a run. In some competitions, this is followed by a free hit for the batting team, in which the striker can not be put out except by run-out. This delivery also does not count towards the over.

4.3.12.   All other results are covered in rules 3.3.4 through 3.3.8.

T20 vs 100-ball rule differences

If you're new to the game, it's important to know that there are several different codes of cricket other than the last-for-days version that many non-cricket fans are aware of. I have concentrated on two of them for this game: twenty20 and 100-ball. They are both known as "limited overs cricket" because each has a restriction on the number of balls bowled per match.

Twenty20 cricket (also known as **T20**) was developed in 2003 as a faster, more exciting version of cricket. It has taken off since then with many domestic leagues and national teams forming in that time.

Important rules to know: each team has 20 overs (hence "twenty20") to score, where an over consists of 6 legal balls bowled; bowlers can pitch up to 4 non-consecutive overs; change ends after each over.

100-ball cricket was developed around 2018 specifically for an English competition. It's not as popular as T20 right now, but there are several domestic and international competitions.

Important rules to know: each team has 20 overs to score where an over consists of 5 legal deliveries (20 overs with 5 balls each, hence "100-ball"); bowlers may deliver 5 or 10 consecutive balls but no more than 20 in a match; change of ends after every 10 balls (2 overs).

Questions

What happens to the non-striker when the striker is put out?

The non-striker remains at their original end if the striker is: bowled, stumped, out via LBW, or out via a caught ball.[1] The dismissed striker is replaced by the next person in the order.

What happens if the team that bats second scores more runs than the team that batted first before reaching 20 overs?

Simple, the match is over and they win.

How do I mark the scoresheet?

I like to put a W in the correct box of the scoresheet, then I outline the box for visibility. For example, say the opening batter is put out on the fourth ball of the over. In the fourth box to the right of the batter's name under the first over, I'll write the W and outline the box, then I'll put an arrow or some kind of notation in the same column for the batter who comes in to replace that opening batter.

Adelaide		Swepson (1)					
1	D. Short	4	1		W		
2	Weatherald			1			
3	Ross				>>>	.	1
4	Bazley						

Here's an example, entered on my PC since my handwriting is terrible. The batting order (for Adelaide) is on the left (first through fourth positions excerpted here). The bowler (Swepson) for the first over is listed at the top with the number of overs bowled in this match noted. On the first ball, Short hit a boundary for 4. On the second, Adelaide scored 1, causing Short and Weatherald to swap places. Now Weatherald is the striker. He scores 1 as well, causing the batters to swap again.

On the fourth ball, Short is put out (for the purposes of this example, it doesn't particularly matter how) and is replaced by Ross as a batter. I mark the W in Short's box and note in Ross's box that he is entering

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[1] https://www.lords.org/mcc/the-laws-of-cricket-2d35b4b95a4a67ae8f9c76f258a84aa8/scoring-runs

the match. Ross begins as the striker, then scores 0 and 1 on the next two deliveries. So at the end of the first over, Adelaide would be sitting at 7/1 (seven runs scored with one wicket lost).

Things to remember

As you play, just remember: if you figure something out in the midst of your match that makes everything flow better, or makes more sense for the sport, or creates a more accurate atmosphere to the game, use it! These rules are more guidelines than rules, so whatever makes your game more fun/exciting/etc, do that.

Credits and contact info

Stats were taken from cricmetric.com (batting and bowling stats) and ESPNcricinfo.com (fielding stats and team affiliations).

If you have any comments, questions, corrections, or anything of that nature, please reach out to me at shortseasongames@gmail.com. And keep checking back on shortseasongames.com to see if new seasons and competitions have been added, or you can sign up for the mailing list, and I'll let you know each month what's been added to the website.

Finally, thanks for giving my game a chance, thanks for playing, and enjoy!