

RUNS on the BOARD

ADDITIONAL RULES for the **ADVANCED VERSION** and for **SOLO PLAY**



Copyright reserved 2008 - Norman Franklin

ADVANCED VERSION:-

This introduces TEAM SELECTION. 16 'specialist' cricketers are available for each team. Each side must select any ELEVEN before the match starts - one must be the wicket-keeper. The selected eleven must be written down, in batting order, on a team sheet or in a scorebook. They may be given names to represent a realistic match.

The types of players available for selection are listed below, together with the advantages that go with their 'specialisms' (see *Summary of Advantages on next page*). The batsman who is 'facing' determines the number of batting cards to be drawn at the start of each new over. (There will always be two batsmen at the wicket and the 'facing' batsman will change each time an odd number of runs is scored and at the end of each over).

SPECIALIST BATSMAN (up to SIX allowed in each team) - draws SEVEN Batting cards and TWO Bonus cards per over and after the bowler has set the field, must discard ONE of each.

ALL ROUNDER (up to THREE allowed in each team) - when batting, draws SEVEN Batting cards per over and ONE Bonus card and after the bowler has set the field, must discard ONE Batting card. When bowling, draws SEVEN Bowling cards and ONE Bonus card and discards ONE Bowling card.

WICKET-KEEPER (ONE in each team) - when batting, draws SEVEN cards per over and ONE Bonus card and after the bowler has set the field, discards ONE Batting card.

SPECIALIST FAST BOWLER (up to FOUR allowed in each team) - when bowling, draws SEVEN Bowling cards and TWO Bonus cards and discards ONE of each before starting the over.

SPECIALIST SPIN BOWLER (up to TWO allowed in each team) - when bowling, draws SEVEN Bowling cards and TWO Bonus cards and discards ONE of each before starting the over.

NOTE 1. Specialist Bowlers:- A FAST bowler forces the batsman to SNICK the ball if the 'wrong colour' card is played to a yellow or blue delivery. If the dice throw matches the wicket-keeper's position, a CAUGHT BEHIND APPEAL is made to the umpire.

A SPIN bowler forces the batsman to play the ball IN THE AIR when playing any RED delivery. This over-rides the notes on the batting cards

NOTE 2. Individual bowlers must not bowl consecutive overs and should be limited to THREE overs until all specialist bowlers have been used for at least one over.

NOTE 3. Discarded cards must be placed at the bottom of their stacks. Play then proceeds as in the Standard Version

SUMMARY OF ADVANTAGES FOR SPECIALIST PLAYERS:-

	MAIN CARDS		BONUS CARDS	
	Draw	Discard	Draw	Discard
SPECIALIST BATSMAN				
when batting	7	1	2	1
when bowling	6	-	1	-
ALL ROUNDER				
when batting	7	1	1	-
when bowling	7	1	1	-
WICKET KEEPER				
when batting	7	1	1	-
SPECIALIST BOWLER				
when batting	6	-	1	-
When bowling	7	1	2	1

Example of a Batting List:-

1. (BT) Strauss
2. (BT) Cook
3. (BT) Bell
4. (BT) Pietersen
5. (BT) Collingwood
6. (AR) Flintoff
7. (WK) Prior
8. (AR) Broad
9. (BW) Swann
- 10.(BW) Anderson
- 11.(BW) Panesar

BT = Specialist Batsman
AR = All Rounder
WK = Wicket Keeper
BW = Specialist Bowler

SOLO PLAY (for Standard Version)

If one person is playing for both sides, deliveries should be bowled in the order that they are drawn one at a time from the stack. Batting remains similar to the standard version, with six stroke cards drawn together, placed face up and then played in any chosen order. Each side draws one bonus card per over and it must be displayed face up and used when appropriate.