

BETWEEN THE WICKETS CARD GAME

FULL RULES

WHAT IS IN THE GAME

18 Bowling cards - the deliveries available to the bowler.

18 Batting cards - the shots available to the batter.

23 Outcome cards - runs, dismissals and special moments.

You also need the Matchup Chart and Score Sheet to record scores, or you may use a real scorecard to record them in detail.

THE AIM

Score more runs than your opponent. Each player takes a turn batting and bowling. When both innings are complete, the player with the highest total wins.

1 SET UP

Separate the Bowling, Batting and Outcome cards into three piles and shuffle each pile. The batting player draws 5 Batting cards. The bowling player draws 5 Bowling cards. Put the Matchup Chart where both players can see it.

2 CHOOSE IN SECRET

For the next ball, the bowler chooses one Bowling card and the batter chooses one Batting card. Both cards are placed face down.

3 REVEAL TOGETHER

Turn both selected cards face up at the same time.

4 CHECK THE MATCHUP

Find the bowling delivery down the left side of the chart and the batting shot across the top. The meeting square gives an A, N, B or P rating.

RESOLVE THE MATCHUP

RATING	MEANING	WHAT HAPPENS
A	Batter Advantage	Draw 2 Outcome cards. The batter chooses which one counts.
N	Even Contest	Draw 1 Outcome card and apply it normally.
B	Bowler Advantage	Draw 2 Outcome cards. The bowler chooses which one counts.
P	Perfect Delivery	Draw 1 Outcome card. A wicket dismisses the batter; a scoring card scores no runs.

5

APPLY THE OUTCOME

Add runs or record a wicket. Resolve special cards using page 2. When all Outcome cards are used, shuffle the discard pile, turn it face down and continue.

6

DISCARD AND REDRAW

Put the played Bowling and Batting cards into their separate discard piles. Each player then draws back up to 5 cards. When a pile runs out, shuffle its discard pile to make a new draw pile.

7

NEXT BALL

Repeat the sequence until the innings reaches its ball limit or 10 wickets have fallen. Players then swap batting and bowling roles.

IMPORTANT

LOCKED CHOICES

Once both players have placed a card face down, neither choice may be changed.

The Matchup Chart is the final authority for the A, N, B or P rating.

OUTCOMES AND MATCH FORMATS

Resolve every card immediately, then continue to the next ball.

STANDARD OUTCOME CARDS

CARD	RESULT
No Run	Score 0 runs. The batter remains in.
One, Two, Three, Four or Six Runs	Add the stated number of runs. The batter remains in.
Bowled, LBW, Caught or Run Out	Record 1 wicket. No runs are scored from that delivery.
Brilliant Defence	Score 0 runs. The batter safely survives the ball.

SPECIAL OUTCOME CARDS

CARD	HOW TO RESOLVE IT
Edge / Appeal / Review	Draw an Outcome card. If an Edge, Appeal or Review appears, keep drawing until a final result is revealed. Only that final result counts.
Dropped Catch	The batter is not out. Draw again until a scoring card or No Run is revealed, and apply that result.
Fielder Error	The batter is not out and the delivery scores 0 runs.

PERFECT DELIVERY REMINDER

On a Perfect Delivery (P), draw 1 Outcome card. If it is a wicket, the batter is out. If it is a scoring card, no runs are scored.

SUGGESTED MATCH LENGTHS OR DECIDE YOUR OWN

FORMAT	INNINGS	BEST FOR
Quick Match	18 balls per player	Learning or a fast game
Full Match	30 balls per player	The standard version
Test-Style Match	Two 30-ball innings per player; add both scores	A longer tactical contest

ENDING AN INNINGS

An innings ends when its ball limit is reached or when 10 wickets have fallen, whichever happens first. Record the final score as runs for wickets, for example 42 for 3.

WINNING AND TIES

After both players have completed the chosen number of innings, the higher combined score wins. If the scores are level, play one sudden-death ball each. Repeat equal rounds until one player outscores the other.

QUICK REFERENCE - ONE BALL

1. Choose	2. Reveal	3. Check chart	4. Apply result	5. Score / wicket	6. Redraw to 5
-----------	-----------	----------------	-----------------	-------------------	----------------

BETWEEN THE WICKETS CARD GAME

BETWEEN THE WICKETS

BOWLING vs BATTING MATCHUP CHART

BOWLING \ BATTING												
	Defensive Shot	Straight Drive	Cover Drive	On Drive	Pull	Hook	Cut	Square Cut	Leg Glance	Sweep	Reverse Sweep	Lofted Drive
Fast Ball	B	N	N	A	A	N	A	N	A	N	B	A
Yorker	B	P	B	B	B	P	B	N	N	N	B	P
Bouncer	B	P	P	B	A	A	N	A	N	B	N	A
Slower Ball	N	A	N	A	A	N	A	N	N	N	A	A
Inswinger	B	N	B	B	N	N	B	B	A	N	B	P
Outswinger	B	N	A	B	B	N	A	N	N	A	B	P
Seam	B	N	A	N	B	N	A	N	A	A	B	P
Cutter	N	A	N	A	N	A	B	A	A	N	B	N
Leg Break	N	A	B	N	A	N	N	B	A	A	B	N
Top Spinner	N	B	N	B	A	N	N	A	B	A	B	N
Off Break	N	B	N	A	A	N	B	A	A	A	N	N
Reverse Swing	B	P	N	N	B	N	B	N	A	N	B	P

A Batter advantage
Draw 2 Outcome cards;
batter chooses.

N Even contest
Draw 1 Outcome card
and apply normally.

B Bowler advantage
Draw 2 Outcome cards;
bowler chooses.

P Perfect delivery
Draw 1 Outcome card; apply
Perfect Delivery rule.

SCORE SHEET

TEAM NAME:	
DATE:	

TEAM NAME:	
DATE:	

OVER BY OVER SCORING									
Over	Ball 1	Ball 2	Ball 3	Ball 4	Ball 5	Ball 6	Over Total	Total Runs	Wickets Fallen
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									

OVER BY OVER SCORING									
Over	Ball 1	Ball 2	Ball 3	Ball 4	Ball 5	Ball 6	Over Total	Total Runs	Wickets Fallen
1									
2									
3									
4									
5									
6									
7									
8									
9									
10									

TOTAL	Runs:		Wickets:	
-------	-------	--	----------	--

TOTAL	Runs:		Wickets:	
-------	-------	--	----------	--