

The Holy Moly Rules!

SO, YOU FANCY DIVING DEEPER INTO IT'S NOT CRICKET !!?.

Since you've already mastered the basics, we'll skip the fluff and get straight to the "Holy Moly" madness.

Holy Moly is a marathon not a sprint and is a test of your endurance, perseverance, and high-stakes strategy.

There's no clock on your legs, make sure to set a good score or chase a score strategically, but don't dawdle—the Umpire controls the pace and will slap time-wasters with proportionate penalties that **they** see fit!

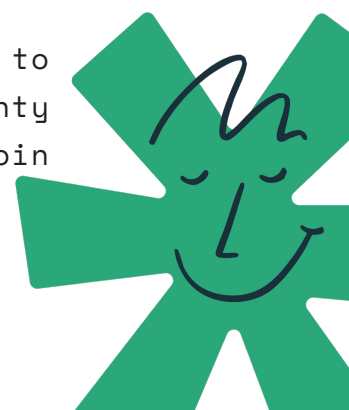
The Format: test match chaos

NO SAFETY NETS - There are no "deciding innings" here. Every single run matters until the final total is tallied once all innings are played.

THE LONG GAME - You'll be playing 5 massive innings, totalling 10 legs. Conquer them all in one marathon session, spread them over a week, or bring your skills to one of our live Holy Moly tournaments.

HOLY MOLY - The pressure is real—each inning is a brutal, two-leg showdown packed with 50 high-stakes deliveries!

THE FACE OFF - Before the very first rowl, it's time to choose which team will step up and play as the mighty Willows for the opening leg ? Flip the signature coin to decide.



RIDE THE MOMENTUM - Once an inning wraps up, the team that absolutely smashed it and set the higher run count in their leg earns the ultimate tactical advantage. They kick off the next inning as the formidable Rowlers! Keep this fierce back-and-forth going for every subsequent inning until the Test reaches its epic conclusion.

THE UMPIRE'S FINAL VERDICT - After the dust settles, the Umpire will crunch the numbers—calculating the final runs, BRV's extras, penalties, and hard-earned awards—locking the leg results safely onto the score sheets. Once all innings are played and every single score is logged, the Umpire will tally the grand totals to crown the undisputed, outright winner!

The Willow Rules (willowing with brains)

Your Willows have personality! and each has a Willow Value which affects their score based on the Rowler they face and now they all need to have an identity. Each Willow has 2 lives or you could choose to have 12 Willows each with a single life (your choice).

THE 'HOLY MOLY' TWIST - Your Willows now have a maximum number of deliveries they are allowed to face in a leg (NoD). Once a Willow hits their NoD, they must be swapped for a fresh Willow who isn't out, and they sit out until the end of the leg. Choose your tagging wisely!

CATEGORY	WV	NoD
Bludgers	0	25
Smudgers	0	20
Slicers	1	20
Dicers	2	15
Wheelers	3	15
Dealers	4	15



Tip the NoD - If a Willow overstays their welcome (exceeds their NoD), the opposing team gets to pick one Willow “offender” and zero out their score for that leg. So don’t let them get enticed by those Rowlers—keep them moving!

Will O’ the Wisp - Give all your Willows the chance to shine. In any leg, you must play each of your willows at least once for a minimum of 5 deliveries unless they are out. 50 (WOW) runs for each none compliance will be awarded to the opposing team and carried forward to their next run scoring leg.

Willow Envy - A Willow who manages to score 4’s and 6’s in any leg, will be awarded the following runs for the team:

5 runs scored for each 4 rowled
10 runs scored for each 6 rowled

Bonus scores to be recorded per leg on the score sheet, tallied up and totaled by the unpipe and included in the final scores.



HINT

When a fresh Willow steps up to strike for the first time, they choose which Rowler category to face.

Wheelers and Dealers still aren’t allowed to face the Cruiser. If however a Wheeler or Dealer is “tagged-in,” they get to choose which Rowler to face; otherwise, the Cruiser picks between a Grinner or Teezer for them.

The Rowler's Rules (keep 'em rowling)

Your dedicated Rowlers can make the difference-Rowling Values (RV) apply.

ROWLER	ROWL TYPE	RV
CRUISER	Fast to slow pace	1
GRINNER	Medium to slow pace	2
TEEZER	Spin	3

The 5-Rowl Rule (5RR) - Each of your Rowlers must rowl a minimum of 5 rowls per leg - don't be out smarted by those Willows. If any one of your Rowlers doesn't quite make it, 100 runs are awarded to the Willows team. Umpire to record Number of Roles (NOR) on the score sheet.

The 20-Rowl Rule - Just like standard play, Rowlers can only rowl 20 consecutive deliveries. However, in Holy Moly, breaking this rule is a disaster: the Rowler will be ejected for the rest of the leg. Don't get carried away and let the adrenaline get the better of your Rowler - or time it to perfection!

Wicket bonus - Rowlers who take multiple wickets in a leg will be awarded the following runs for the team:

4 wickets (forfer)	10 runs added
5 wickest (fifer)	20 runs added
6+ wickest (sixfer)	25 runs added

And if wickets are consecutive:

Hatrick (3+ wickets)	50 runs added
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Bonus scores to be recorded on the score sheet, tallied up per leg and carried forward to their next run scoring leg.



The Umpire's Rules (your decisions are final)

Keeping the peace, maintaining order, managing extras, and tracking the score is no walk in the park—but it's a legendary role you absolutely cherish. Now, Holy Moly is about to push your skills to the absolute limit!

The Ultimate Authority - Prepare for a barrage of intense new Willow and Rowler rules to adjudicate, bonuses and penalties to calculate, and crucial stats to record. But stand tall! Take pride in knowing that both teams put their ultimate trust in you. Your decisions are absolute, indisputable, and completely final!

Master the Score Sheet - Get locked in and familiarise yourself with the Holy Moly score sheet. It'll feel familiar, but don't lose focus—every single bonus and penalty counts toward that final grand total. The Willows and the Rowlers are counting on you to get it right!

Power Moves & Pace of Play - Unleash the Rewards: Give back to the players by selecting the high-stakes Hot Shot delivery spot and setting the prize fund!
Lay Down the Law: Don't let them dawdle getting there! If you catch either the Willows or the Rowlers wasting precious time, chivy them along. If they keep slacking, hit the offending team with a swift, proportionate penalty of your choice. You run this pitch!

The Final Warning - And just in case your brain wasn't buzzing enough, never forget the infamous Shout Out Challenge (SOC) penalty for any mumbling and grumbling from the players (flip to p.39 of the Rule Book to wield that power).

WHO SAID YOU HAD IT EASY !



Bonuses & Prizes (the sweet stuff)

THE DELIVERY BONUS - Before a leg starts, a “Delivery Bonus” is assigned to a specific delivery number.

Flip the signature coin to see who picks the lucky number. The Umpire marks it on the score sheet.



INFORMATION

IF THE ROWLER TAKES A WICKET OR DOTS IT ON THE SELECTED DELIVERY, THEIR TEAM GETS 50 BONUS RUNS ADDED TO THEIR NEXT INNINGS.

IF THE WILLOW SCORES RUNS ON THE SELECTED DELIVERY, THOSE RUNS (INCLUDING EXTRAS) ARE TRIPLED!

THE HOT SHOT - Before the game even begins, the Umpire picks one delivery number in any leg of their choice to be the HOT SHOT.

Both teams and the Umpire decide on a real-world prize—think chocolate bars, a gift card, or a donation to the “kitty” - be creative.

The winner of the Hot Shot will be either a Willow or a Rowler and receive the prize.



REFERENCE

**GRAB YOUR SCORESHEETS FROM :
ITSNOTGAMES.COM/HOLYMOLY AND LET'S SEE
WHAT YOU'VE GOT!**