it's not Cricket!

Rule Book

(FIRST EDITION)

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ENCOURAGING ALL TO GET INVOLVED.

Introduction

IT'S NOT CRICKET! is a strategic tabletop game affected by the risk and the rowl of a dice.

Instead of batters, bowlers and a field, you'll use Willows, Rowlers and a table. A game accessible to all!

The Willows and Rowlers have unique characteristics, skills and abilities - and you decide who to deploy and when!

We recommend that there is at least 2 players per team, plus an impartial Umpire (but up to 6 players can play on each side).

It's a bit like cricket but...

REFERENCE

If there's any lingo you're unsure about, see Glossary [p41].

Objective

The Willows want to score as many runs as they can. The Rowlers want to stop them.

The rowl of the dice decides all outcomes, but you can strategise the chance.

As the dice keep rowling, the scores keep rising, and the Willows keep dwindling.

When the leg is over, the teams switch sides and you do it all over again.

REFERENCE

The amount of legs played depends on the format chosen, see Game Formats [p7].

The Umpire will tally up the scores, and declare at the end which team is the winner!

What's in the Box

THE FIELD PACK :

- 1 Bi-Fold Wicket
- 1 Pavilion
- 1 Challenge Spinner
- 1 Rule Book
- Umpire Score Sheets & 2 Pencils
- 1 It's Not Signature Coin
- 12 Challenge Tokens
- 1 Extras Card

ROWLER TEAM :

- Rowler Player Card Pack
- 1 D12 Cruiser Dice (Yellow Gold Symbols)
- 1 D12 Grinner Dice (Cloud Blue Symbols)
- 1 D12 Teezer Dice (Papaya Red Symbols)
- 1 D8 Fielder Dice (Yellow Gold Symbols)
- 1 D8 Keeper Dice (Pickle Green Symbols)
- 1 D8 Oops ! Dice (Lime Green Symbols)

WILLOW TEAM :

- Willow Player Card Pack
- 12 Willow Character Pieces
- 1 D10 Wooden Run Dice (Lime Green Symbols)
- 1 D10 Wooden Edge Dice (Pickle Green Symbols)
- 1 D10 Wooden Run+ Dice (Cloud Blue Symbols)

Game Formats

If you're in need of an It's Not Cricket fix, play our Quick INC or Bang Bang Crumble formats!

Our standard format of It's Not Cricket is the Rowly Poly format.

But if you're in it for the long haul - try out the Holy Moly test format.

Make sure to decide which game format you'll play before starting the game so the Umpire can swap in the correct Score Sheet.

Quick INC

ABOUT 10 MINUTES

> **FAST PACE & FRENETIC - A QUICK-FIRE DICE DUEL TO SCORE BIG**

TO SUMMARISE:

The Willows have one leg to score as many runs as possible within 3 minutes.

- No non-striker Willow (therefore no Run+)
- A Willow only has one life (no tagging)
- Only 0's, 1's, 4's & 6's (no extras)
- No challenges for either team
- The Cruiser sits this game out

Bang Bang Crumble

ABOUT 40 MINUTES

> **A FUN AND FAST EXCUSE TO ROWL SOME DICE, WITH A HINT OF STRATEGY.**

TO SUMMARISE:

The Willows have one leg to score as many runs as possible within 15 minutes.

- Willows on both striker's & non-striker's ends
- Willows have two lives, and can be tagged
- All dice results rowled are played
- A single challenge available for each team
- The Cruiser sits this game out

INFORMATION

WHAT'S IN A LEG?

Each leg has 5 rounds with 10 rowl deliveries in each round. The leg is over when the Willow team has run out of time, has played all 5 rounds, or they are all OUT! You then switch sides for the next leg - the Willow team become Rowlers and vice versa.

FLING FOR FIFTY

There are 50 bonus runs available to the Willow team if they manage to face all 50 deliveries in the timed formats.

REFERENCE

If the scores are tied, a Rowl Out will settle who is the winner, see The Rowl-Out [p40].

Use the score sheet supplied with the game or download from : www.itsnotgames.com/bangbangcrumble

Rowly Poly

ABOUT 1.5 HOURS

GET TO KNOW YOUR CHARACTERS

GET IN TO THE STRATEGY

The ROWLY POLY format is all about the long game, planning ahead and trusting your gut.

TO SUMMARISE:

It is the best of 3 innings (2 legs / innings). The Willows have to score as many runs as possible in each leg.

- Willows on both striker's & non-striker's ends
- Willows have two lives, and can be tagged
- All dice results rowled are played
- 6 challenges available for each team
- All Rowlers can play this format
- Wheelers & Dealers can't face the Cruiser

REFERENCE

If the deciding inning ends in a draw, then a Rowl-Out will be required, see The Rowl Out [p40].

Use the score sheet supplied with the game or download from:

www.itsnotgames.com/rowlypoly

WHAT'S IN AN INNINGS?

Each innings has 2 legs. After the first leg has been played, the teams will switch sides - so the team who played as Willows will now play as Rowlers and vice versa.

WHAT'S IN A LEG?

Each leg has 5 rounds with 10 deliveries in each round. The leg is over when the Willow team has played all 5 rounds - or if they are all OUT!

INFORMATION

The amount of rowls that each Rowler can rowl is capped – see Rowler's Rules [p31].

Holy Moly

5+ HOURS

THIS IS A TEST OF YOUR STRATEGY, ENDURANCE AND CONCENTRATION.

A carefully crafted strategic approach will be required to maximise those runs for the duration of this test - Holy Moly will unquestionably challenge the best !!

Learn more about this format and see what others say by visiting our website.

REFERENCE

Download the Holy Moly score sheets, instructions and further information about expansion packs and tournaments from :

www.itsnotgames.com/holymoly

Setting Up The Game

1. Choose your game format.

2. Decide who will be the Umpire.

3. Decide on TEAM NAMES.

4. Decide who will represent the HOME TEAM and choose Team Captains.

5. Decide which team will play as the WILLOW side first. (Don't worry, you'll switch sides after each leg)

6. The Umpire will distribute the Challenge tokens evenly between the two teams, and fill out the score sheets with their TEAM NAME, and HOME / AWAY status.

7. Place the pavilion at the striker's end of the wicket, and place your Willow Character Pieces on the pegs, matching the pieces to their charicature.

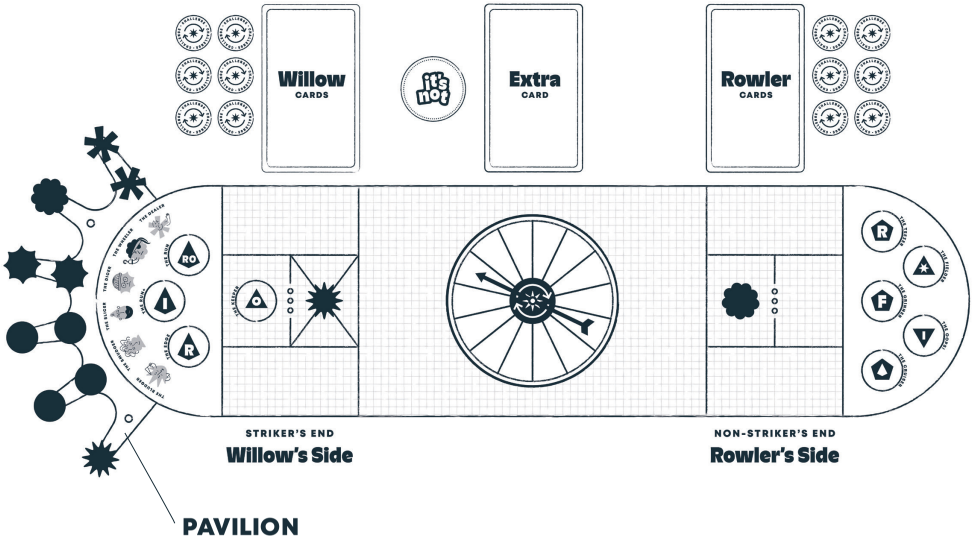
HINT

Toss the IT'S NOT signature coin if you need any help deciding!

8. Each team will place their dice in the corresponding locations on the game board.

9. Each team will take their Player Card Packs and familiarise themselves with the content.

THE GAME IS SET!


Willow
CARDS
it's not
Extra
CARD
Rowler
CARDS
STRIKER'S END
Willow's Side
NON-STRIKER'S END
Rowler's Side
PAVILION

Playing The Game

To start, the Willow team will select two of their Willows from the pavilion.

HINT

Any combination of Willows can be used to start your innings.

The chosen Willow pieces are then placed on the wicket – one on the striker's end ready to face the Rowler, and the other one at the non-striker's end.

The opening Willow (on strike) will choose which Rowler to face first – either the Cruiser, the Grinner or the Teezer. N.B. Wheelers & Dealers cannot face the Cruiser.

The Rowler team will then rowl the selected Rowler dice to start the game!

Once the dice has landed, the symbol displayed on the upper face of the dice will determine the next action.

REFERENCE

Dice symbols are on the Player Card Packs or see Dice Symbols [p19].

INFORMATION

Willows switch ends when a single run is rowled.

The delivery is over once a score has been determined or the Willow is OUT. In general, the Rowler team decide which Rowler rowls the next delivery.

Each delivery will commence with the chosen Rowler rowling their dice.

After every round (10 deliveries), swap the Willows on the wicket - striker becomes the non-striker and vice versa.

Continue with this process until : all the deliveries of the leg have been completed, all 12 Willow lives are lost or the Willows run out of time.

Once the first leg is over, the teams switch side; the Willow team becomes the Rowler team and vice versa.

Reset the dice and the pavilion, and start the next leg following these same rules.

Let's see how well the opposition fair!

ENJOY THE GAME !...

More of a Visual Learner?

WATCH OUR VIDEO DEMONSTRATION OF THE GAME

Dice Symbols & Meanings

THERE ARE 9 DICE IN TOTAL:
6 Rowler dice and 3 Willow dice.

Here is a guide of the dice symbols you'll face during the game so you know how to respond.

Runs Awarded To The Willow

DOT BALL

0 runs are recorded on the score sheet.

SINGLE RUN

1 run is recorded on the score sheet - Willows swap ends.

BOUNDARY

4 runs are recorded on the score sheet.

SIX

6 runs are recorded on the score sheet.

Extra Runs For The Willow

WIDE BALL

Rowler is way off! Willow can take 2 runs or can ask the Rowler to rowl again.

NO BALL

The Rowler is taking liberties. Willow can take 1 run or can ask the Rowler to rowl again.

FAST BALL

That rowl was way too fast, 10 runs can be awarded to the Willow or can ask the Rowler to rowl again.

LEG BYE

Ouch! A body blow, the Willow can take a single run or can ask the Rowler to rowl again.

The Willow Is Out

CAUGHT

Your Willow has been caught and they're OUT!

DIRECT HIT

Your Willow has been stumped and they're OUT!

ROWLED

The Rowler blasted the stumps - the Willow is OUT!

RO

RAN OUT

Your Willows didn't communicate and the striker is OUT!

The Willow's Chance

FIELDING FUMBLE

Rowler team rowl their OOPS! dice.

F

FIELDER

Rowler team rowl their Fielder dice.

K

KEEPER

Rowler team rowl their Keeper dice.

EDGE

Willow team rowl their Edge dice.

R

RUN

Willow team rowl their Run dice.

R+

RUN+

Willow team rowl their Run+ dice.

Willow Team

Willow's Rules

THERE ARE 6 WILLOWS, EACH WITH TWO LIVES

The Willow's aim is to score as many runs as possible. They work as a team, all with a unique role that can bring a different dynamic to the game.

THE BLUDGER

THE SMUDGER

THE SLICER

THE DICER

THE WHEELER

THE DEALER

To highlight their uniqueness, each Willow has their own Willow Value (WV) which, when added to the Rowler's Rowling Value (RV), will determine the bonus run value.

REFERENCE

See Bonus Run Value (BRV) [p26].

HINT

Be strategic about which Willow comes in next to control the game and maximise your score.

OUT WITH THE OLD & IN WITH THE NEW:

When a Willow is called OUT, they must leave the wicket and return to the box. This Willow cannot be used for the rest of the leg and is replaced with any new Willow.

When the new Willow is put on strike, they choose which Rowler to face.

THE OPTIONS TO THE NEW WILLOW ARE:

1. Stick with facing the Rowler already in (if compatible)
2. Change the Rowler

INFORMATION

Wheelers & Dealers cannot face the Cruiser.

CHANGING ENDS

If a single run is thrown, the Willow on strike will need to change ends with the non-striker. The non-striker is now the striker.

In the event that a Wheeler or Dealer changes ends and would've faced the Cruiser, it is the responsibility of the Rowler team to change their Rowler to a Grinner or Teezer.

TAGGING (ROWLY POLY & HOLY MOLY ONLY)

At any time during a leg, a Willow on strike who has faced 5 deliveries or more can be tagged by another Willow waiting in the pavilion to replace them.

The Willow who was on strike returns to the pavilion and is not out. They can return to the wicket the same as the remaining Willows at any point during the leg.

Willow's Bonus Run Value (BRV)

For each delivery, the runs that are scored are multiplied by the BRV. A calculation using the (RV) + (WV) values.

This is called the Bonus Run Value.

(It's basically a fair way of levelling the score).

The Willow Value and the Rowling Value are first added together and then multiplied by the runs scored. BRV does not include any extras that were awarded.

EXAMPLE:
Grinner rowled to Wheeler, and the Wheeler scored 5 runs at the end of the delivery.

BRV	(RV + WV)	X RUNS	= TOTAL
	(2 + 3)	x 5	= 25

The Umpire will record runs along the way and once the leg is over, they will multiply them by the BRV and record the total.

HOLY MOLY ONLY:

Additionally in this format, the Willow has a maximum number of dice deliveries they can face during any leg (NoD).

By using this rule, you can strategise who to play next and who should be tagged in.

SUMMARY (THESE VALUES ARE ON THE CARDS TOO):

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

INFORMATION

If the last available Willow is incompatible with the Rowler that is currently rowling – the leg is over.

Extras

Extras

When the dice rowl lands on an EXTRA symbol, the following actions or awards are granted to the Willow on strike :

WIDE BALL

2 runs or ask the Rowler to rowl again under the same delivery.

NO BALL

1 run or ask the Rowler to rowl again under the same delivery.

FAST BALL

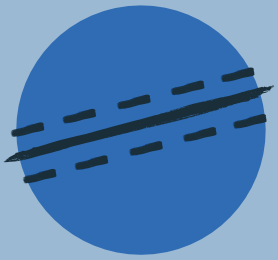
10 runs or ask the Rowler to rowl again under the same delivery.

LEG BYE

1 run or ask the Rowler to rowl again under the same delivery.

INFORMATION

Runs taken from an EXTRA are recorded in the EXTRAS row on the score sheet, but are not collected if the Willow chose the Rowler to rowl again.



Rowler Team

Rowler's Rules

To start off a delivery, there are 3 Rowlers to choose from, each with a unique rowling style designed to get the Willows out.

THE CRUISER
(FAST PACE - RV1)

THE GRINNER
(MEDIUM PACE - RV2)

THE TEEZER
(SPIN - RV3)

Each Rowler has a Rowling Value (RV) which contributes towards the Willow's Bonus Run Value (BRV)[p26].

ROWLER IN CONTROL

Unless a new Willow comes on strike, it is the Rowler team that will choose which Rowler rowls any of the deliveries.

Remember; Wheelers & Dealers cannot face the Cruiser.

N.B. all Rowlers must rowl a minimum of 5 rowls in a leg. Also, the Rowlers can only rowl a maximum of 20 consecutive rowls (not counting extras) before the Rowler must be swapped out.

The Umpire

Umpire's Rules

ONE PLAYER WILL BE TASKED TO ACT AS AN UMPIRE.

The Umpire will record the TEAM NAMES, HOME/AWAY status and be satisfied that the game board and score sheets are correctly set up.

The Umpire will distribute the Challenge tokens evenly between the two teams, and keep the signature coin, EXTRAS card and score sheets close by.

The Umpire will adjudicate on all decisions.

Where necessary, they will use the IT'S NOT signature coin to help with the decision making.

As the game unfolds, the Umpire will adjudicate on challenges, and be responsible for spinning the challenge spinner when needed.

INFORMATION

It is the responsibility of the Umpire to record and calculate the runs and extras scored on the score sheet.

At the end of each leg, the Umpire will total the score sheet and announce the results.

The Umpire is responsible for resetting the board and the timer (if applicable).

UMPIRE'S DECISIONS ARE FINAL.

Scoring

RUNS

Runs are awarded based upon results accumulated from the dice.

NOTE: Only Willows on the striker's end of the wicket can be collect the runs.

INFORMATION

Extras are counted and marked separately from the runs scored.

If a single run is scored, the Willow on strike will need to switch ends to ensure the non-striker now becomes the striker, and subsequent scores are recorded for that Willow.

HINT

If no runs are scored from a dice delivery, mark the score sheet with a '•' so you don't lose your place on the score sheet.

RUN+

When the rowl of a dice instructs the RUN+ dice to be rowled, the striker and non-striker Willows, in mutual agreement, take alternate rowls of the RUN+ dice to accumulate more runs. There are two results available:

SINGLE RUN **RO** **RAN OUT**

The two Willows continue to rowl the RUN+ dice until either of the following occurs:

1. The Willow to rowl next decides to stop the RUN+ rowling risk.

N.B. Record any runs accrued up until this point on the score sheet.

or

2. A Willow rowls a RAN OUT and is therefore out.

N.B. All runs accrued up until that point are zero'd.

Challenges

TOKENS

Each team starts the game with an equal amount of challenge tokens.

During the game, the final outcome of any delivery can be challenged. The Rowlers can challenge runs awarded, and the Willows can challenge dismissals granted (how were they given OUT).

The team challenging the delivery outcome must hand over one token to the opposition to commence the challenge.

CHALLENGE SPINNER

The Umpire will spin the spinner to determine one of the following outcomes:

SPIN AGAIN - The Umpire will spin again.

UPHELD - The challenge is successful.

OVERTURNED - The challenge is unsuccessful.

UMPIRE'S DECISION - The Umpire decides if the challenge is to be Upheld or Overturned.

10 RUN PENALTY - 10 runs awarded to the opposition and the challenge is unsuccessful.

CHALLENGE OUTCOMES

A CHALLENGE WHEN RUNS ARE AWARDED :
When the Rowlers disagrees with the way the runs were scored and challenges the result.

IF upheld - The Willow team is awarded a dot ball and the next delivery is played.

IF overturned - The Willow team will be awarded the runs they had scored and the next delivery is played.

A CHALLENGED DISMISSAL :
When the Willow team disagrees with the reason for the dismissal and challenges the decision.

IF upheld - The Willow is NOT OUT, a dot ball is awarded and the next delivery is played.

IF overturned - The Willow is OUT, a new WILLOW comes on strike and the next delivery is played.

HINT

Save some of your challenges to change the BRV's impact!

Shout Out Challenge:

If someone mumbles or grumbles that this isn't how you play cricket, we encourage the opposing team to shout out "IT'S NOT CRICKET!".

To settle the matter, the Umpire will firmly place the IT'S NOT signature coin face up on the game board.

The team who brought along the mumbling grumbler is then deducted 50 runs from their final score.

The Rowl-Out

The Rowl-Out is used as a tie-breaker and carried out by the two Team Captains.

The HOME Team Captain starts by rowling the Cruiser, Grinner & Teezer dice together in a single rowl. The AWAY Team Captain then takes their turn.

This is repeated four more times.

HINT

The aim is to rowl as many ROWLED outcomes as possible.

The team with the higher total number of ROWLED outcomes will win the tie breaker.

INFORMATION

Look out for the ROWLED icon

If both teams rowl the same number of ROWLED outcomes after the first five rowls, the rowls continue to a sudden death – the first team to rowl a ROWLED wins!

The Glossary

Glossary Of Terms

A FEW THINGS THAT YOU DIDN'T KNOW YOU NEEDED TO KNOW!

AWAY – A team or player who is away from their home ground and have come to your place to play It's Not Cricket.

BANG BANG CRUMBLE – A quick and simple game of It's Not Cricket. Try to maximise your run score in just 15 minutes.

BOUNDARY – The ball scurried along the ground to the boundary rope. 4 runs are awarded to the Willow.

BRV – Bonus Run Value awards the Willow's determination and achievements. Bonus values are calculated using the Willow's WV and Rowler's RV.

CAPTAIN – The Captain or Skipper is the leader, making difficult decisions on behalf of the team. The decisions include Willow order, Rowler selection, and when to use the Challenge tokens.

CAUGHT – One of the Rowlers has caught the ball that was hit by the Willow. The result is that the Willow is OUT.

CHALLENGE – The Challenge is a mechanism where players can challenge the result of a delivery, such as a Willow getting OUT or a Rowler rowling 6 runs.

CRICKET – Originated in rural England with the first recorded cricket match played in 1646, cricket is a bat-and-ball game played outside on a field with two teams of 11 players each. The teams take turns batting and then fielding. The objective is to score the highest number of runs.

DECIDER – A decider refers to a final innings that will break the tie and establishes the winner.

DELIVERY – A series of dice rowls that begin with a Rowler and ends with either runs being scored (or not) or the Willow striker is called OUT.

DIRECT HIT – The Fielder or Keeper threw the ball directly onto the stumps, now the striker is OUT!

DISMISSAL – The Willow is OUT and must be removed from the game board and returned to the box.

DOT BALL – A delivery is considered to be a dot ball when no runs are scored and the striker is not out. A single dot is marked on the score sheet.

EDGE – The Willow has not made perfect contact with the ball, it's nicked of the edge of the bat. Rowling the Edge dice will determine the fate of the Willow.

EXTRAS – Runs that are not scored by the Willows. There are four EXTRAS - Leg Bye, Wide Ball, No Ball and Fast Ball.

FAST BALL – The Rowler has rowled far too fast for the Willow on strike. Ten runs awarded or the Willow is given a free rowl within the same delivery.

FIELDER – The crucial Rowler that stops the ball and prevents runs. They can also catch the ball so the Willow is OUT!.

FIELDING FUMBLE – Did the Fielder deliberately fumble their opportunity or was it a genuine fumble. Roll the OOPS! dice to see if the Willow can gain from the fumble or not.

HOME – The location of where It's Not Cricket is being offered to be played. The team players from this location will be refered to as the HOME TEAM.

HOLY MOLY – A test format of It's Not Cricket. Intended to pit your wits and endurance against each other in this extended game format. More penalties and bonuses need to be navigated but awards and prizes are bountiful. Join one of the tournaments online or create your own!

INNINGS – An innings comprises of two legs. Each leg allows either team to take a turn at being the Willows and Rowlers.

IT'S NOT CRICKET – Originally known as 50/50, the game originated in rural England with the first recorded It's Not Cricket match played in 2020. The tabletop game, which can be transfered to the field using real people, is an equitable and

inclusive game comprising of two teams. The teams take turns being the Willows and the Rowlers. The objective is for each team to score more runs than the opposing team.

KEEPER – The Keeper from the Rowler's team is positioned behind the wicket at the striker's end. Their role is to catch balls that the Willow hits or misses. They can also directly hit the stumps so the Willow is OUT.

LEG – A leg is the opportunity for the Willow team to score runs. A leg consists of 5 rounds. The teams alternate between the Rowlers and Willows for each leg.

LEG BYE – The Rowler rowled the ball but it hit the Willow's body first -OUCH! The Willow is awarded a single run or they can ask the Rowler to rowl the delivery again.

NO-BALL – A no-ball is an illegal rowl from the Rowler to the Willow. One run is awarded to the Willow team or the Rowler has to rowl the same delivery again.

NoD – The number of deliveries each Willow can face. Only applicable in the Holy Moly game format.

NON-STRIKER – A term used to describe the Willow waiting at the Rowler's end. They cannot score any runs.

OUT – A term that refers to when a Willow is dismissed. There are various ways a Willow can be OUT: ROWLED, DIRECT HIT, CAUGHT, RAN OUT. When a Willow is out, the next player from their team comes in.

OVERTURNED – When a challenge is taken, there is no guarantee that the challenger will succeed. If the spinner lands on OVERTURNED, the challenge was unsuccessful and the dice outcome is enforced.

PACE – Pace refers to the speed at which a Rowler delivers the rowl.

PAVILION – The place where the Willows hang out whilst waiting to face the Rowlers. The Willows will start their journey here, get tagged here, and hold on to their second life here.

QUICK INC – A frenetic format of IT'S NOT CRICKET, where the only aim is score as many runs in a 3 minute leg. Try not to panic, but pick up the pace!

RAN OUT – The Willow on strike fancies their chances but they couldn't quite run fast enough. Unfortunately instead of getting runs, they got RAN OUT.

ROUNDS – A round has 10 deliveries. A round is complete after the final rowl of the last delivery is rowled - the striker then swaps position with the non-striker.

ROWL – A rowl refers to any throw of the dice. One of the three Rowlers (Cruiser, Grinner or Teezer) will rowl their dice to commence the delivery.

ROWLED – The Rowler cunningly rowled past the Willow on strike and hit the stumps. The Willow is OUT.

ROWL-OUT – A rowl-out is a tie-breaker used if the decider innings ends in a draw.

ROWLERS – The Rowlers are the team that work together to try and outwit the Willows, trying to get them OUT. There are three rowling Rowlers, and three fielding Rowlers.

ROWLY POLY – The standard game of It's Not Cricket. An intermediate format of the game between Bang Bang Crumble and Holy Moly. This will provide you with a great sense of the game and allows you to explore the strategy of play.

RUNS – The number of points the Willow scores during a delivery.

RV – Rowling's Value is a weighted value assigned to each rowling Rowler that is factored into the BRV calculation to determine the Willow's bonus score.

SHOUT OUT – If there's a player who thinks they know the INC rules because they know '*CRICKET*', here's your advantage! Call out "IT'S NOT CRICKET", and let the fun begin!

SIX – A ball soared through the sky and beyond the rope without touching the field! Six runs are awarded to the Willow.

SPIN – A spin rowl is a technique that the Teezer uses to put a spinning motion on the dice, causing it to deviate from a standard path and deceive the Willow. Unlike pace rowling, spinning is all about being smart.

STRIKER – A term referring to the Willow who is currently facing the Rowler and is about to receive the ball. The striker is the Willow who is scoring runs. The striker can be swapped by choice (TAGGED) or by force (OUT).

STUMPED – The Rowler team rowled the ball right into the stumps behind the Willow - they're OUT. The Willow can be stumped by a DIRECT HIT or by being ROWLED OUT.

UMPIRE – The Umpire is responsible for enforcing the rules of It's Not Cricket and for keeping score.

WICKET – The rectangular-shaped play area comprising of the striker and non-striker areas and the mid wicket challenge spinner.

WIDE BALL – A Rowler delivers an illegal ball that is too wide for the Willow to reach, so the Willow will be awarded 2 runs, or request the Rowler to rowl again within the same delivery.

WILLOW – The brave characters facing the Rowlers. The Willows have personality and skillful traits to be pitted against the Rowlers. They will score the runs for the team and luckily have two lives.

WV – Willow Value is a weighted value assigned to each Willow that, when factored into the BRV calculation, will determine the Willow's bonus score.

WWW.ITSNOTGAMES/CRICKET

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