



Official Rule Book: Cricket Card  
Strategy League (CCSL) Edition v1.0  
Technical Board

# SECTION 1 – DEFINITIONS

1.1 Card Set: Standard card options include values 0, 1, 2, 3, 4, 6.

1.2 Turn: A single card play by both batsman and bowler simultaneously.

1.3 Over: A set of 6 consecutive turns.

1.4 Innings: One player's full batting phase.

1.5 Game: A match consisting of two innings: one per player.

## SECTION 2 – MATCH FORMAT

2.1 Game Format:

- One Over Match: 6 turns per innings.
- Multi-Over Match: Configurable to 2 overs (12 turns) or 3 overs (18 turns).

2.2 Turn Protocol:

- Both players simultaneously select a card from their hand.
- If both cards match (except in Free Hit scenario), the batsman is declared OUT.

## SECTION 3 – BATTING REGULATIONS

3.1 Power Cards

3.1.1 In All Formats:

- Power cards are 4 and 6.

3.1.2 Usage:

- 1 Over: Max 2 power cards (either 4 or 6), one use per over.
- 2 Overs: Max 4 power cards.
- 3 Overs: Max 6 power cards.
- Cannot play 6 in consecutive turns (Cooldown Rule).

3.2 Run Streak Bonus:

- If a batsman scores any valid run (not a pass or out) in 4 consecutive turns:
- Next run is doubled automatically.

### 3.3 Hidden Card (Strategic Concealment):

3.3.1 Once per game (only in 2+ over formats), the batsman may play a hidden card face-down.

- Bowler must guess the card value.
- If guess is incorrect: original card value counts +1 bonus run.
- If guess is correct: batsman scores 0 run.

### 3.4 Cooldown Rule (Post-Six Lock):

- After playing a 6, batsman cannot play another 6 for next 2 balls.

### 3.5 Usage Limit Per Over:

- In any 6-ball set, 4 and 6 can be played only 2 times combined.

### 3.6 Strategic Pass:

- Once per innings, the batsman may opt to skip a turn.
- Pass results in 0 run but cannot cause OUT.

### 3.7 Anticipation Bonus:

- Once per innings, if batsman correctly predicts bowler's card: +2 bonus runs awarded irrespective of outcome.

## SECTION 4 – BOWLING REGULATIONS

### 4.1 No Ball Condition:

#### 4.1.1 Occurs when:

- Bowler plays same card (e.g., 6) twice in a row.

#### 4.1.2 Effect:

- +1 run added to batsman.
- Next ball becomes Free Hit.

- If second ball equals batsman card in Free Hit, batsman is NOT OUT.

#### 4.2 Defense Mode:

##### 4.2.1 Activation:

- Once per over (in 2+ over formats).
- Lasts 3 balls.

##### 4.2.2 Effect:

- Batsman's 4 or 6 are halved (rounded down).
- If batsman plays 0 or 1 → double the runs.

#### 4.3 Power Blocker Card:

##### 4.3.1 Usage Limit:

- 1 Over Game: Not available.
- 2 Over Game: Not available.
- 3 Over Game: 1 use.
- 3 to 10 Over Game : 2 use.
- More than 10 Over Game : 3 use.

##### 4.3.2 Effect:

- When activated, any batsman's 4 or 6 becomes 0.
- Applied only on matching 4 or 6.
- Does not affect 0, 1, 2, or 3.

#### 4.4 Economy Reward:

- If bowler concedes  $\leq 4$  runs in 3 consecutive balls:  
→ Next batsman turn is forced to play either 0 or 1 card.

#### 4.5 Trap Mode:

- Bowler pre-selects 2 trap values (e.g., 3 & 4) at start of innings.

- If batsman plays either trap card in a turn → batsman is OUT instantly.
- May be used only once per innings.

#### 4.6 Field Shift Bonus:

##### 4.6.1 Activation:

- Once per innings; 2+ over formats only.

##### 4.6.2 Effect:

- For 3 consecutive balls, batsman may only play even-numbered cards (0, 2, 4, 6).
- Playing odd-numbered card results in automatic OUT.

## SECTION 5 – GENERAL RULES

#### 5.1 OUT Condition:

- If both batsman and bowler play the same number (card), batsman is declared OUT.

#### 5.2 Free Hit:

- If previous turn was a No Ball, the next ball is a Free Hit.
- In Free Hit, even if both cards match, batsman is not out.
- Runs scored count normally.

#### 5.3 Victory:

- Player with the higher score at the end of both innings is declared winner.
- If second innings player matches or exceeds target → match ends immediately.

#### 5.4 Tie:

- If scores are level after both innings, Super Over tiebreaker (optional) may be used.

