



AIM OF THE GAME

1.A) EACH INNINGS OF A T20 CRICKET MATCH IS DIVIDED INTO 3 PHASES:

POWERPLAY (0-6 OVERS)

MIDDLE OVERS (6.1-15 OVERS)

AND DEATH (15.1-20 OVERS)

1.B) EACH INNINGS OF A 50-OVER CRICKET MATCH IS DIVIDED INTO 3 PHASES:

POWERPLAY (0-15 OVERS)

MIDDLE OVERS 1 (15.1 - 40 OVERS)

DEATH OVERS (40.1 - 50 OVERS)

1.C) A TEST MATCH IS DIVIDED INTO 15 PHASES, WITH THREE PHASES EACH DAY. EACH SESSION WILL BE COUNTED AS A PHASE.

HOWEVER, A PLAYER IS ALLOWED TO PREDICT A MAXIMUM OF 6 PHASES OUT OF THE 15 PHASES IN A TEST MATCH



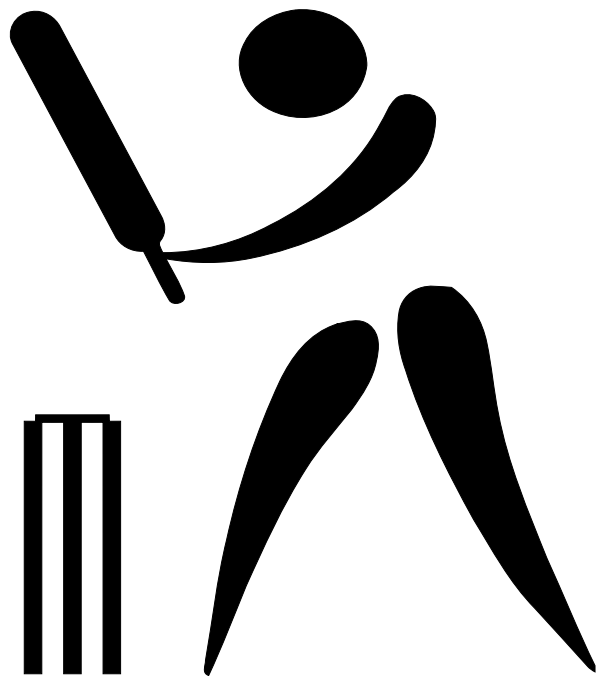
AIM OF THE GAME

2. IN EACH PHASE, A PLAYER HAS TO PREDICT THREE EVENTS: THE RANGE OF RUNS THAT WILL BE SCORED , THE WICKETS THAT WILL FALL AND THE BOUNDARIES THAT WILL BE HIT

3. BASED ON THE RUNS , WICKETS AND BOUNDARIES SCORED IN THE ACTUAL MATCH, THE PLAYER WILL GAIN OR LOSE POINTS.

4. ALONG WITH THE PREDICTION, THE PLAYERS CAN STRATEGICALLY USE '**SPECIALS**' TO BOOST THEIR POINTS. ('SPECIALS' are explained later in the document)

5. AT THE END OF ALL THE PHASES, THE PLAYER WITH HIGHER POINTS, GETS A BETTER RANKING.



HOW TO PLAY

RUNS PREDICTION

1. CHOOSE YOUR KHIDKI

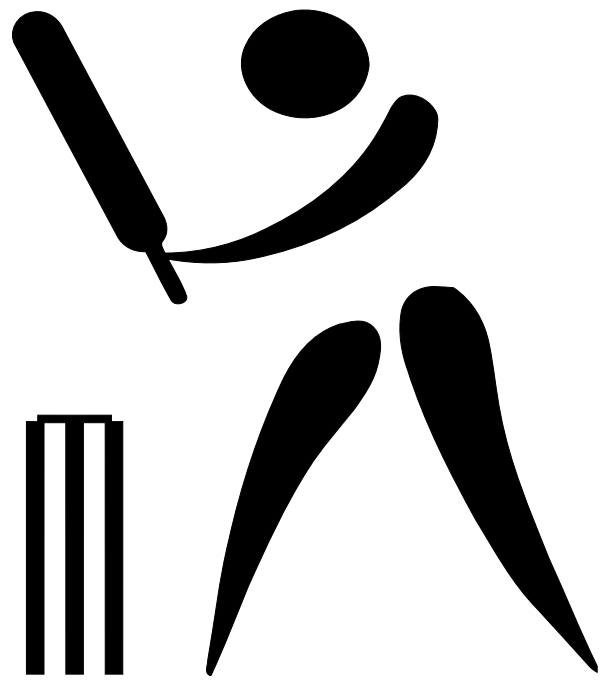
'KHIDKI' IS THE RANGE OF YOUR PREDICTION. YOU CAN CHOOSE YOUR KHIDKI FROM 1,5,10,15,20,25,30,35 AND 40.

2. ADJUST YOUR SLIDER AND MAKE YOUR PREDICTION FOR RUNS.

THE LENGTH OF THE SLIDER WILL BE THE KHIDKI YOU CHOOSE

IN EVERY PHASE OF THE MATCH, THE PLAYER CAN CHOOSE A DIFFERENT KHIDKI

SMALLER THE KHIDKI, HIGHER THE RISK AND HIGHER THE REWARD



HOW TO PLAY

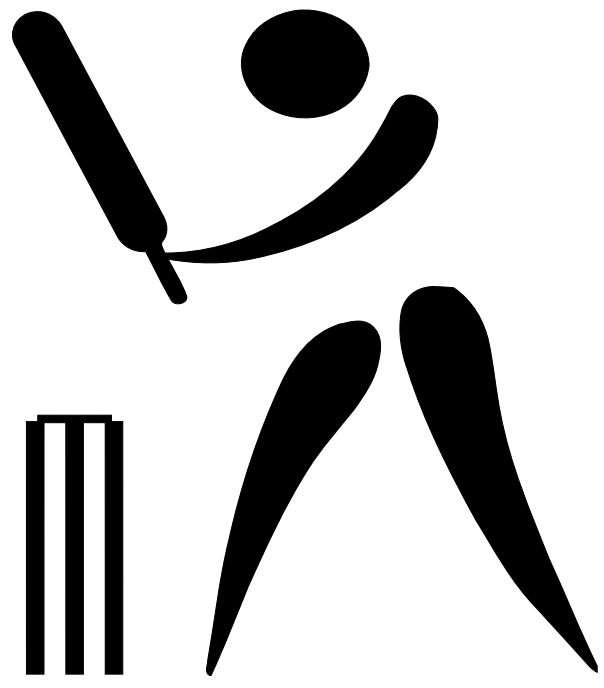
WICKETS PREDICTION

CHOOSE THE NUMBER OF WICKETS YOU THINK WILL FALL IN A PHASE BY ADJUSTING THE SLIDER

IF PREDICTION IS CORRECT, YOU WILL EARN POINTS ACCORDING TO WICKETS TABLE ON PAGE 13, 14 AND 15 IN THIS DOCUMENT

FOR INCORRECT PREDICTION, -50 POINTS WILL BE GIVEN.

HOWEVER, YOU CAN TICK THE BOX BESIDE THE SLIDER TO NOT PREDICT.



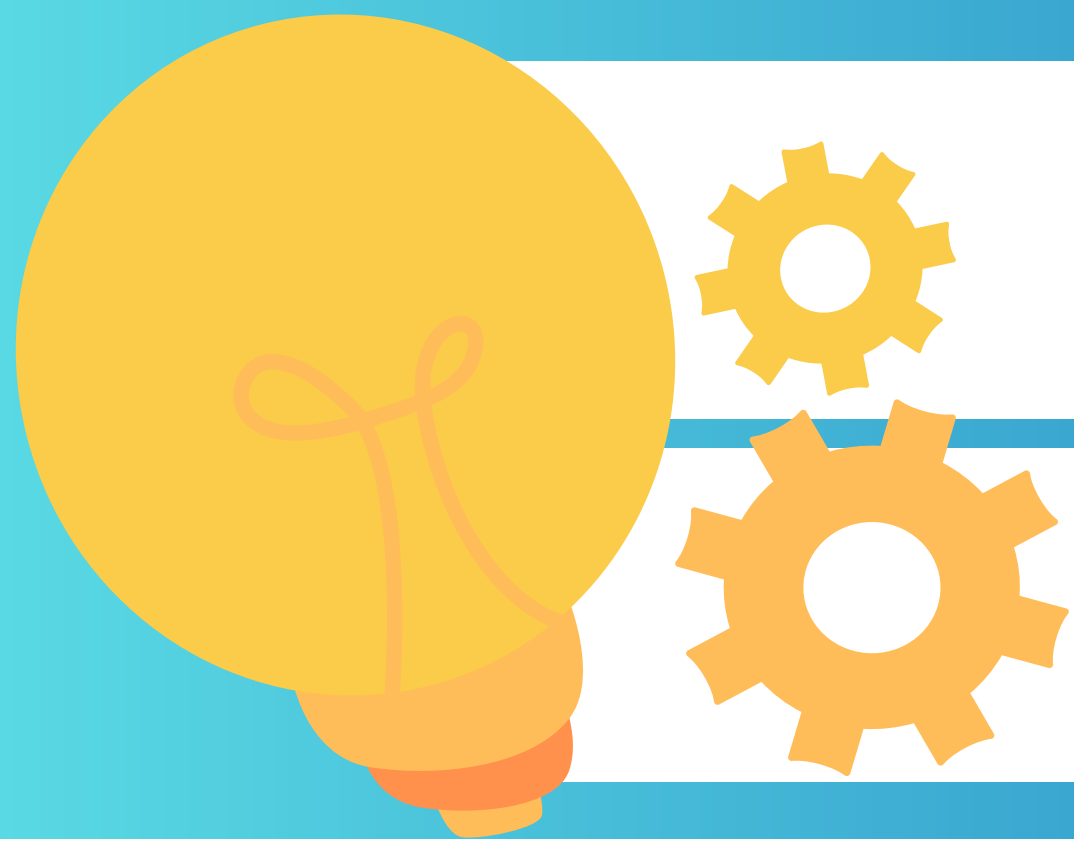
HOW TO PLAY

BOUNDARIES PREDICTION

1. YOU WILL BE GIVEN A FIXED KHIDKI OF 3 TO PREDICT THE BOUNDARIES. ADJUST THE SLIDER AND MAKE YOUR PREDICTION FOR NUMBER OF BOUNDARIES.

2. A BOUNDARY IS COUNTED WHEN A PLAYER HITS THE BALL AND IT GOES BEYOND THE BOUNDARY LINE. (IF BATSMEN RUN 4, IT IS NOT A BOUNDARY.) IF A 4/6 IS COUNTED IN BATSMEN'S SCORECARD, ONLY THEN IT IS COUNTED AS A BOUNDARY IN KHIDKI.

3. FOR RIGHT PREDICITON, THE PLAYER GETS **250 POINTS** AND **-50 POINTS** FOR WRONG PREDICTION. YOU MAY TICK THE BOX BESIDE THE SLIDER TO NOT PREDICT.



STRATEGY & TACTICS

'SPECIALS'

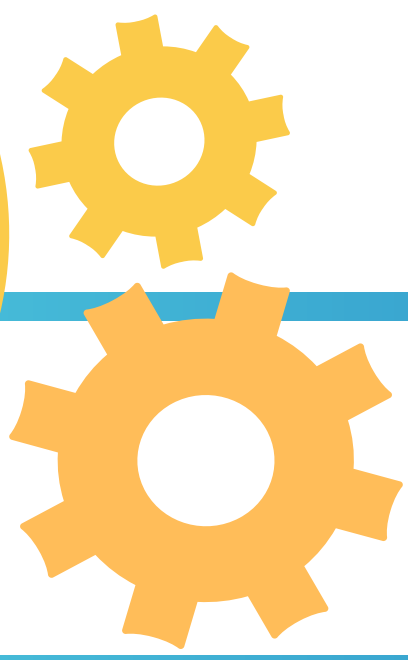
DYS - DOUBLE YOUR SCORE

IF A PLAYER CHOOSES 'DYS' IN A PHASE, THE POINTS **GAINED OR LOST** IN THAT PHASE, DOUBLES.

WF - WICKETS FREE

IF A PLAYER CHOOSES 'WF' IN A PHASE, THE PLAYER WILL GET FULL POINTS FOR WICKETS FOR THAT PHASE, **IRRESPECTIVE OF THE PLAYER'S PREDICTION**. BUT THE PLAYER WILL BE ALLOWED TO CHOOSE ONLY A KHIDKI OF 1, 5 OR 10.

#FOR EXAMPLE, IF YOU CHOOSE 'WF' AND PREDICT 2 WICKETS IN POWERPLAY PHASE, AND ONLY 1 WICKET FALLS IN THE ACTUAL MATCH, YOU WILL STILL GET FULL POINTS FOR 1 WICKET i.e., 250 POINTS.



STRATEGY & TACTICS

'SPECIALS'

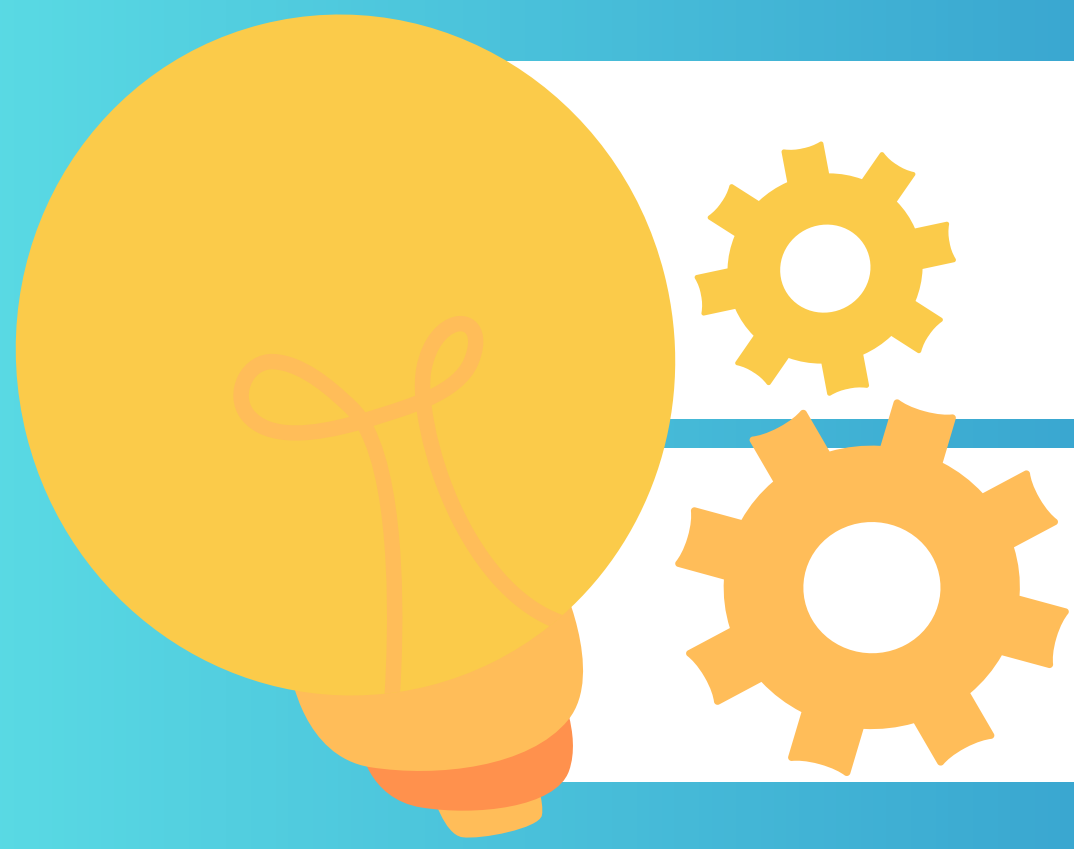
NN - NO NEGATIVE

IF A PLAYER CHOOSES 'NN' FOR A PHASE,
THERE WILL BE NO LOSS IN POINTS **FOR THAT
PHASE**

**IT WILL ACT AS A SAFEGUARD FOR RUNS
(OUTSIDE SAFEZONE), WICKETS AND
BOUNDARIES**

GP- GET POINTS

IF A PLAYER CHOOSES 'GP' FOR A
PHASE, THE PLAYER WILL GET 450
POINTS. **BUT HE/SHE WILL NOT BE
ALLOWED TO PREDICT ANY EVENT FOR
THAT PARTICULAR PHASE**



STRATEGY & TACTICS

'SPECIALS'

ANY 2

IF A PLAYER CHOOSES 'ANY2' FOR A PHASE AND IF HE/SHE GETS **ANY TWO PREDICTIONS CORRECT OUT OF RUNS, WICKETS OR BOUNDARIES**, THEN THE POINTS GAINED OR LOST FOR THAT PHASE WILL BE 1.5 TIMES THE ORIGINAL POINTS



IMPORTANT RULES

1. IF ALL THE PREDICTIONS OF A PLAYER IN A PHASE i.e., **RUNS, WICKETS AND BOUNDARIES** ARE CORRECT, THEN THE PLAYER WILL GAIN ADDITIONAL 500 POINTS FOR THAT PHASE.

IF DYS IS USED AND ALL EVENTS ARE PREDICTED CORRECTLY IN A PHASE, THEN THE ADDITIONAL 500 POINTS WILL **NOT** DOUBLE.

2. '**SAFEZONE**' IS AN EXTENDED RANGE OF A PLAYER'S KHIDKI, EXTENDING UPTO 50% ON EITHER ENDS.

FOR EXAMPLE, IF A PLAYER CHOOSES A KHIDKI OF 10 AND PREDICTS FROM 60-69 RUNS, THEN THE SAFEZONE WILL BE FROM 55 RUNS TO 74 RUNS (5 RUNS BELOW THE STARTING RUN 60 AND 5 RUNS ABOVE THE MAXIMUM RUN 69)



IMPORTANT RULES

3. IF YOUR RUNS PREDICTION IS OUT OF SAFEZONE, THEN YOU GET -200 POINTS

4. A PLAYER SHOULD SAVE HIS ENTRIES FOR NEXT PHASE BEFORE THE TIMER RUNS OUT. A 90 SECONDS TIMER WILL START WHEN THE LAST OVER OF THE CURRENT PHASE STARTS. #FOR EXAMPLE, IF PLAYER IS CHOOSING FOR MIDDLE OVERS, A 90 SECONDS TIMER WILL START AT THE BEGINNING OF THE 6th OVER (5.1 OVERS) AND THE PREDICTIONS FOR MIDDLE OVERS PHASE HAVE TO BE SAVED BEFORE THE TIMER RUNS OUT.

FOR POWERPLAY OF EACH INNINGS, THE ENTRIES MUST BE SAVED BEFORE THE FIRST BALL IS BOWLED. THERE WILL BE NO TIMER FOR 1ST AND 4TH PHASES OF A T20 MATCH.

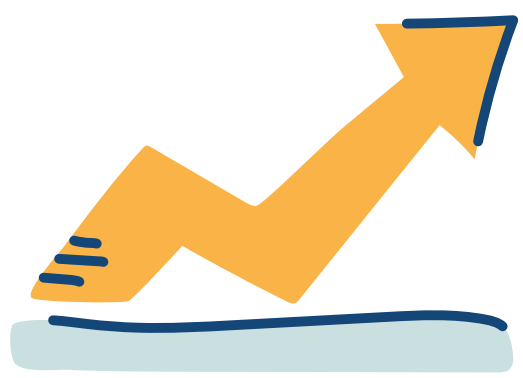


IMPORTANT RULES

5. EACH 'SPECIAL' CAN BE USED ONLY ONCE IN A MATCH.

6. 'SPECIALS' WILL BE INEFFECTIVE IN THE PHASE IN WHICH THE MATCH IS FINISHED. **#FOR EXAMPLE, IF THE TARGET IS CHASED IN 14.3 OVERS (FIFTH PHASE) OR A TEAM IS ALL OUT IN 12.5 OVERS (FIFTH PHASE) THEN, SPECIALS WILL BE INEFFECTIVE IN THAT PHASE. BY DEFAULT, SPECIALS ARE INEFFECTIVE IN 6TH PHASE.**

7. IF YOUR POINTS IN EACH PHASE IS NET POSITIVE (GREATER THAN ZERO), THEN AT THE END OF THE MATCH YOU GET AN ADDITIONAL 750 POINTS.

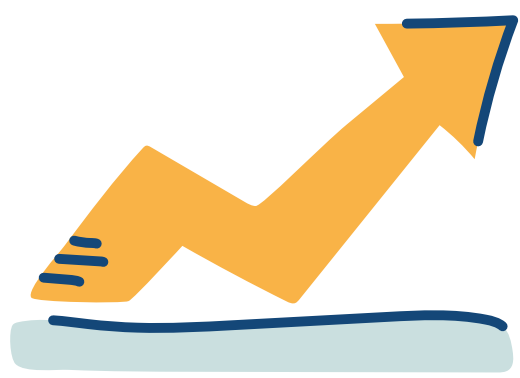


SCORING

100

IF THE ACTUAL RUNS SCORED LIES WITHIN YOUR PREDICTION RANGE, THEN THE PLAYER WILL GAIN POINTS ACCORDING TO RUNS TABLE BELOW

KHIDKI	POINTS
40	100
35	115
30	135
25	160
20	200
15	275
10	410
5	825
1	3250



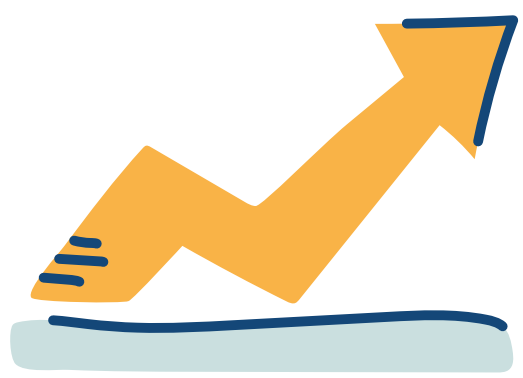
SCORING

100

THE SCORING FOR WICKETS IS DONE ACCORDING TO THE WICKETS TABLE. EACH PHASE HAS A DIFFERENT WICKETS TABLE.

POWERPLAY - WICKETS TABLE

WICKETS	POINTS
0	350
1	250
2	300
3	425
4	875
5	1800
6	1800
7-10	1800

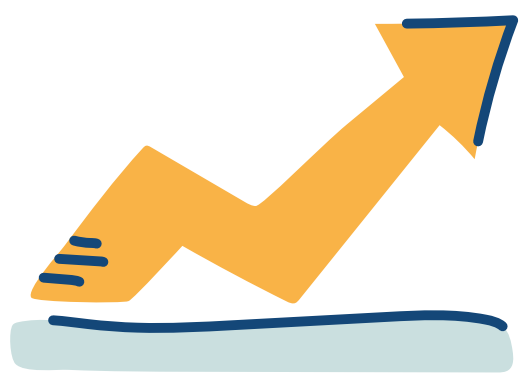


SCORING

100

MIDDLE OVERS - WICKETS TABLE

WICKETS	POINTS
0	575
1	375
2	275
3	350
4	500
5	1050
6	1800
7-10	1800



SCORING

100

DEATH OVERS - WICKETS TABLE

WICKETS	POINTS
0	625
1	425
2	300
3	325
4	425
5	900
6	1250
7-10	1800



RAIN



IN CASE OF REDUCTION OF OVERS DUE TO RAIN INTERRUPTION OR ANY OTHER REASON:

#SUPPOSE IT RAINS BEFORE THE START OF THE MATCH AND MATCH IS REDUCED TO 14 OVERS EACH. THEN POWERPLAY WILL REMAIN THE SAME (0-6 OVERS), MIDDLE OVERS BE REDUCED (6.1 - 14 OVERS) AND DEATH PHASE WILL NOT BE PLAYED.

INCASE IT RAINS DURING THE MATCH, THE SAME LOGIC WILL BE APPLIED.

IMPORTANT NOTE:

- AFTER REDUCTION, IF A PHASE IS REDUCED TO 2 OVERS OR LESS, THEN SPECIALS WILL NOT BE EFFECTIVE. FOR EXAMPLE, IF MATCH IS REDUCED TO 16 OVERS PER INNINGS, THEN DEATH PHASE WILL HAVE ONLY ONE OVER (15.1-16 OVERS) AND HENCE SPECIALS WILL NOT BE APPLICABLE



ENJOY!



**CHANNELIZE YOUR YEARS
OF CRICKETING KNOWLEDGE
AND PASSION BY
PREDICTING ACCURATELY.
USE THE SPECIALS
STRATEGICALLY AND BEAT
YOUR OPPONENTS!!**

*ALL 
the
BEST!!!*

