

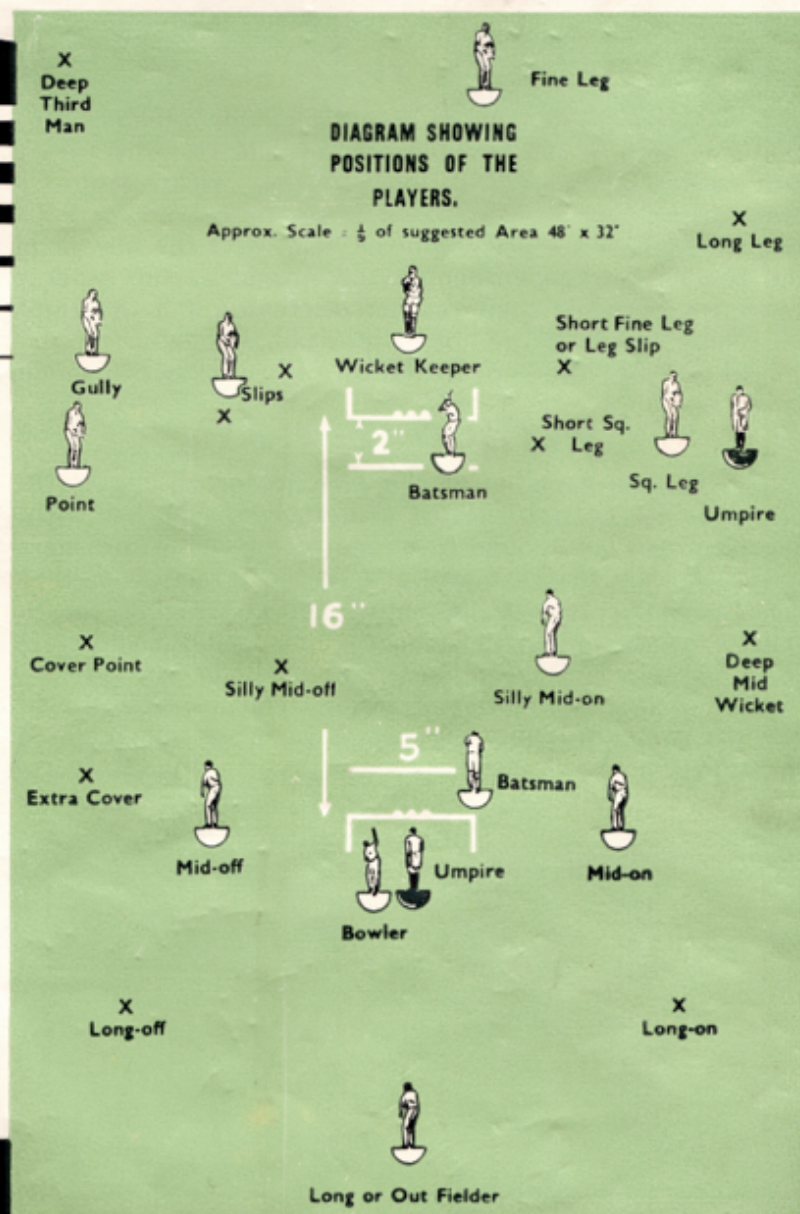
SUBBUTEO REGD. THE GAME OF

"TABLE CRICKET"

PATENTS PENDING IN GREAT BRITAIN • AUSTRALIA
AND SOUTH AFRICA

British Registered Design 851000 (Bases)

PLAYING INSTRUCTIONS & RULES



INVENTED, MANUFACTURED AND DISTRIBUTED
BY

SUBBUTEO SPORTS GAMES LTD. LANGTON GREEN TUNBRIDGE WELLS KENT

INTRODUCTION

When you commence to play with new SUBBUTEO "Table Cricket" you will be able to reproduce the skill, tactical thinking and excitement of Test and County Cricket.

Particular attention should be given to the instructions under "Method of Play", as the amount of skill that you will put into the game will largely depend on how you control the various apparatus.

PLAYING PITCH

Place a smooth but thick cloth on a table, and chalk out a design to the dimensions printed on the frontispiece coloured chart, viz.:—

Outfield boundary lines, 48 in. \times 32 in.

Distance between wickets, 16 in.

Bowling crease, 5 in. long

Popping crease, 5 in. long and 2 in. in front of bowling crease.

Marked out "Table Cricket" cloths are available at 22/6

PLACING THE FIELD

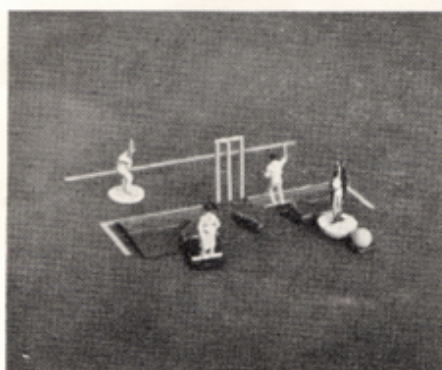
Stand three stumps on the pieces of green celluloid, which should be placed in the middle of each of the bowling creases, and rest the bails across the top of each wicket. Place a 5 in. long celluloid wicket stop 3 in. behind each wicket.

The fielding side figures are placed on the field, with the bowler behind one wicket and the wicket-keeper behind the stumps at the other end. The two batsmen are placed in their respective creases, and the umpire figures also take up their stands in the normal positions.

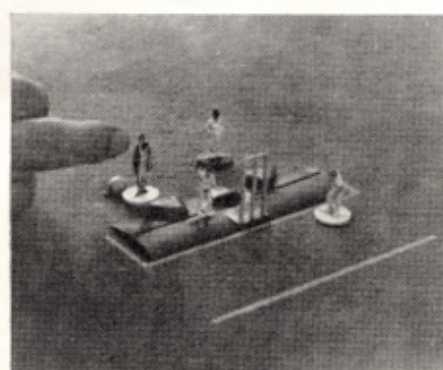
The red base carrying the representation of a cricket bat should be kept within handy reach.

METHOD OF PLAY

BOWLING.—The ball is placed on the wire holder carried by the bowler's base (*photograph 1*), and the **back of the figure** is flicked with either the first or second finger, as is found to be more convenient in order to deliver the ball over the top of the figure and in the direction of the batsman's wicket (*photograph 2*). Do not use the thumb as a spring: the thumb does not enter into the delivery. The strength and speed of the flick will control the speed of delivery of the ball, so as to represent fast and slow bowling, and the setting of the wire holder in either a flat position or tending either to right or left before delivery will also assist in varying the actual type of ball bowled.



1

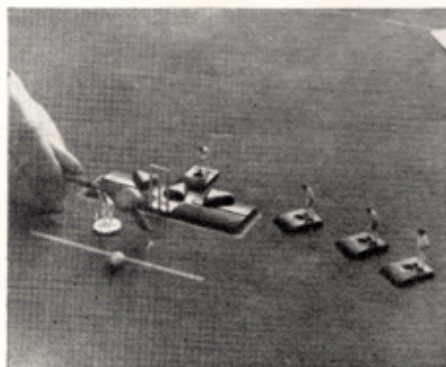


2

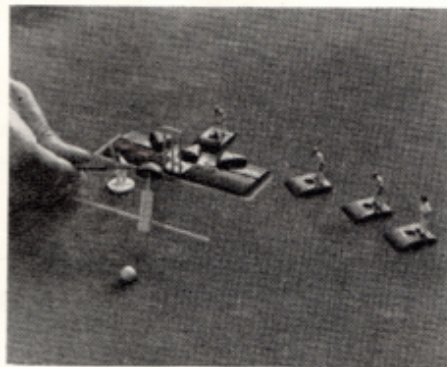
BATTING.—The wire handle, which is attached to the red base carrying the bat, is held above the surface of the playing pitch with the bottom of the

bat resting on the playing pitch and with the outstanding wire handle behind the actual batsman figure (see photograph 3).

The bat is operated by rotating the wire handle between the thumb and first finger in an imitation of a batting stroke whilst the ball is being delivered by the bowler in order to try and hit the ball in a desired direction (photograph 4). Leg strokes, off drives, cuts, and all the other strokes of real cricket may be reproduced with practice.



3



4

The photographs depict a left-handed batsman's stance (or forehand rotation movement), but it is, of course, quite in order to take up a right-handed batsman's stance (or backhand rotation movement).

FIELDING.—The 'Score Determiner' may be used by the fielding side to curtail runs. If the ball, hit by the batsman, stops near to a fielder figure, the 'Determiner' may be placed with the base touching the nearest point of the base of the fielder figure to the ball and if any part of the ball can be covered by the triangle one run is deleted from the score—if any, i.e. if a batsman has scored two runs according to the distance measurement of the 'Determiner' a successful application of the 'Determiner' by a fielder can reduce this to one run actually scored.

For a batsman to be caught out the ball must be trapped in the small indent at the feet of a fielder. The strategy of the bowler trying to tempt a batsman is fully displayed and is helped by the batsman having to defend not only his wicket but also the green deflecting base around the wicket; the battle of wits between bowler and batsman is therefore heightened. A batsman is out not only if his bails are removed from the wicket but if a ball is deflected from **any part** of the base deflector and is 'caught' by a fielder. This also applies of course if 'edged' by the bat itself.

Run outs may be accomplished when a ball struck by the batsman stops **in front** of a fielder. The 'Determiner' may then be used in the following fashion . . . taking great care that the fielder figure is not moved in any way the triangle is placed so that its base indent is close up to the figure's feet the point of the triangle should point directly forward; this being done if the ball is now found to be clearly inside the triangular space of the 'Determiner' then a run out may be attempted. Moving the figure aside the player should use the crook of the forefinger to troll the ball smartly at either wicket and dislodge the bails, during this operation the ball must not be picked up.

PLAY

A coin is tossed for the preference of batting or fielding. Agreement should be reached as to whether the match shall be of a single or double innings. Each over should be of six balls, and 'ends' changed at the opening of a new over.

RULES OF PLAY

(Play to the Rules of Cricket in conjunction with the undermentioned.)

A batsman is:—

Bowled when the ball touches the wicket even if the bails are not removed.

Caught when the ball rests on the small indent at the feet of a fielder.

L. B. W. when the batting figure (in either a red or blue bordered sweater) obstructs the delivery of the ball to the wicket. If the ball hits any part of this figure when it is not obstructing the wicket, any score made is considered to be a leg bye.

Stumped when the batting figure is drawn out of the crease, and the ball rebounds from the wicket-keeper figure on to the stumps.

THE SCORING OF RUNS

A 'six' is scored as in ordinary cricket by the ball being hit by the batsman clear out of the field and pitching outside the boundary line. A 'four' is scored if the ball crosses over the boundary line after being hit by the batsman. Other scores are made by determining the distance of the ball from the **nearest batsman** by using the 'Score Determinater' . . . 1 run is scored if the ball is further from the nearest batsman than the measurement of the base of the 'Determinater'. To score 2 runs it must be greater than two lengths of the 'Determinater' and so on.

If a batsman in a **red** bordered sweater is at the receiving end of the wicket when an odd number of runs are scored, the figure in the **blue** bordered sweater is put automatically in his place.

In order to obtain the lower scores of the tail-end, you may consider the last three batsmen to be caught if they play the ball against the base of **any** fielder.

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