



Elmira Town Darts League

Cricket Rules of Play

Sometimes referred to as American Cricket, here is a strategic game that requires a bit of luck and a lot of skill. It incorporates an offensive and/or stance. Skill allows you to determine an appropriate response. Two players or two teams can play the game.

The numbers from 15 to 20 and bulls are used in this game. The object is to close all numbers and the before your opponent.

To determine the shooting order, one player from each side “diddles for the middle” - the closest to the bull goes first. In order to score points, a chosen number must be hit three times, resulting in that number being “closed”. Doubles and triples count as two hits and three hits respectively. Once a number has been “closed”, points are scored against the side that has not yet closed that number.

<i>Tom</i>		<i>Frank</i>	
16	X	20	⊘ 20
	X	19	60
		18	X
		17	/
	⊘	16	
		15	
		B	

Hitting a number, either chosen or by accident, is marked with slashes and circles (see figure). A single hit of a section is denoted by a slash “/”, the second hit converts the slash to an “X”, and a circle (or circled “X”) denotes the third hit.

For example, you have thrown two 20s and your opponent has hit three 20s during their throw, making 20s closed for them. You can no longer score on 20s, but you can prevent further scoring by your opponent on 20s, by closing them yourself (with one more hit to the 20s). Once both sides close a number, that number is considered “dead”.

Numbers need not be chosen in any special order. The game ends when a side has all the numbers and the bull “closed” – even if the score is tied. There need not be any score to win. A side that closes all the numbers and the bull, but is behind in score, may continue to score on any number the other side has not closed. If that side can erase the point deficit before the other side closes all their numbers and the bull, they win the game.