



Dartskins Cricket: Official Rules

Players: 2-4 players (individual or teams of 2)

Equipment:

- Dartskins Cricket game and pins for set up (first, un-clip the number ring of the dartboard and pin to the dartboard).
- Darts
- Scorecard As shown:

Over	Team 1	Team 2
1		
2		
3		
4		
5		
6		
7		
8		
9		
10		



Getting Started:

Who Bats First? Each player/team member throws one dart at the Dartskins Logo or cricket ball. The player closest to the center chooses to bat first or second.

Game set choice: Second Innings: After the first player/team finishes batting, their score becomes the target for the opponent(s). **Alternate overs:** After the first player/team finishes an over, the opposing player/team plays their over.

Gameplay:

- **Overs and Innings:** Each player/team gets 10 overs (6 darts per over) to bat. An innings consists of all 10 overs.
- **Batting:** The batting player/team throws their 6 darts, aiming to score runs by hitting numbered sections.

***In Team play - Players throwing the first 3 darts in an over should leave their darts in the board before their batting partner takes their turn to finish the over.**

- **Scoring:** Runs are awarded based on the numbered sections hit.
- **Wickets:** A wicket is lost for hitting an Umpire or by a "Run Out."
- **Scorecard Update:** After each over, record the runs scored and wickets lost on the scorecard.
- **All Out:** If 10 wickets are lost during batting, the innings ends ("all out").



Games with Darts

Sundries:

- **No Ball:** One run is awarded, and the dart is rethrown. The batsman cannot be dismissed by the Umpire on the rethrow, but can still be "Run Out!"
- **Wide:** One run is awarded, and the dart is rethrown. The batsman can be dismissed on the rethrow.
- **Decision Review System (DRS):** Upon losing a wicket, players can throw their next dart at the DRS target. Hitting it reverses the decision, keeping the batsman in. Missing it upholds the dismissal. The DRS attempt counts as a ball in the over.
- **Dart Placement:**
 - A dart through the edge of an Umpire or "Run Out!" section counts as a lost wicket.
 - A dart through the edge of any other section allows the referee or player to choose which section is scored.

Winning:

The player/team with the most runs at the end of their innings wins the game.

*In the situation of a tied score at the end of the allotted overs in an innings, a SUPER over will be used to determine the winner.

Love your Dartskins games? Find out more at: www.dartskins.com.au