

FORMAT & RULES

MASTER BLASTERS FORMAT

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|--------------------------|---|
| Players | 6 per Blast Team |
| Session Time | 75 - 90 minutes <ul style="list-style-type: none">• Skills Zone: 10 minutes• Blast Game: 60 - 75 minutes |
| Blast Game Length | 12 overs per team/innings |
| Batting | 4 overs per batting pair |
| Bowling | All overs are bowled from the same end |
| Pitch | Multiple games on the outfield |
| Pitch Length | 14m (may be adjusted to skill level) |
| Boundary | 20 - 30m |

MASTER BLASTER RULES

BOWLING & FIELDING

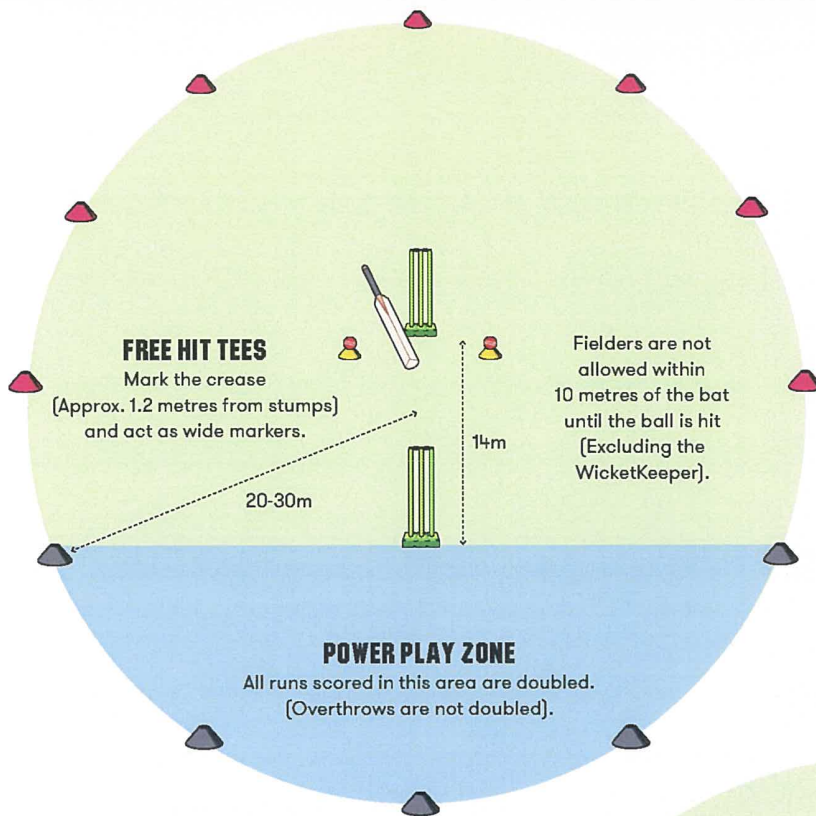
- All overs are bowled from the same end.
- After each over, the fielding team rotates in a circular formation to ensure an equal turn in each position.
- No fielder is allowed within 10m of the bat until the ball is hit.
- "No balls" and "wides" are not re-bowled. A no ball or wide is deemed to be any ball that is dangerous, above waist high on the full or bounces above shoulder height, or cannot be hit because it is too wide or bounced too many times/rolling.
Following a no ball or a wide, the batter receives a "free hit" from the tee (see Ground Setup). The batter must hit a free hit forward.
- If the bowling/fielding team takes a wicket they receive 5 bonus runs per wicket.

BATTING

- Players bat in pairs for 4 overs.
- Batters swap ends when dismissed and at end of the over.
- Batters swap ends if a batter faces 3 balls in a row.
- Umpire's should use discretion to swap batters to ensure each batter faces approximately 12 balls each.
- No LBW.
- There is a Power Play Zone in the area behind the bowler's end stumps (see Ground Setup). This zone is marked by different coloured cones. Balls hit into the Power Play Zone or for a boundary through this zone receive double runs.



GROUND & SESSION SETUPS



GROUND SETUP

SESSION SETUP

