



# MASTER BLASTERS FORMAT

OFFICIAL KIDS  
PROGRAM





# FORMAT & RULES

## MASTER BLASTERS FORMAT

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

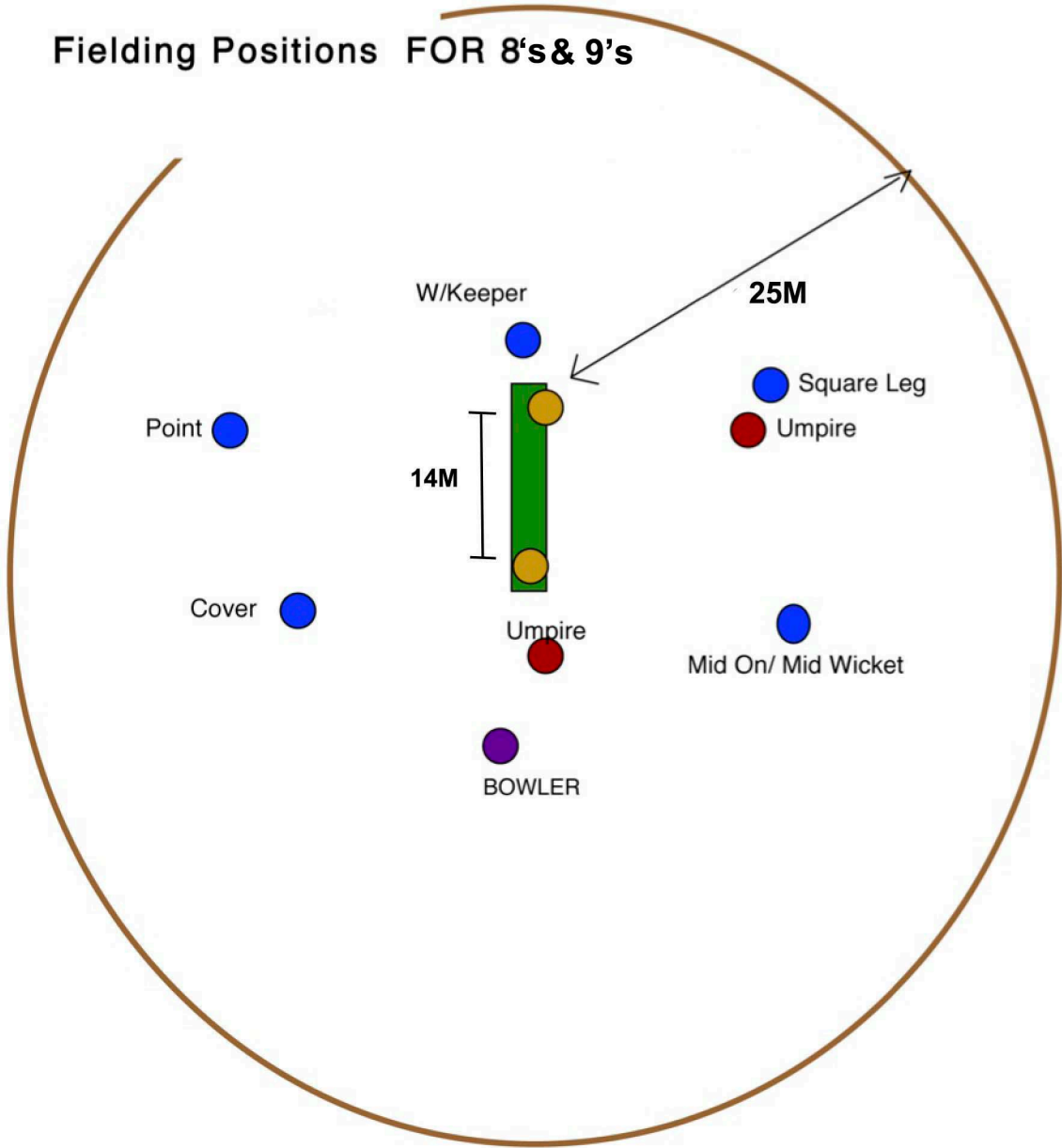
### BATTING

- 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.



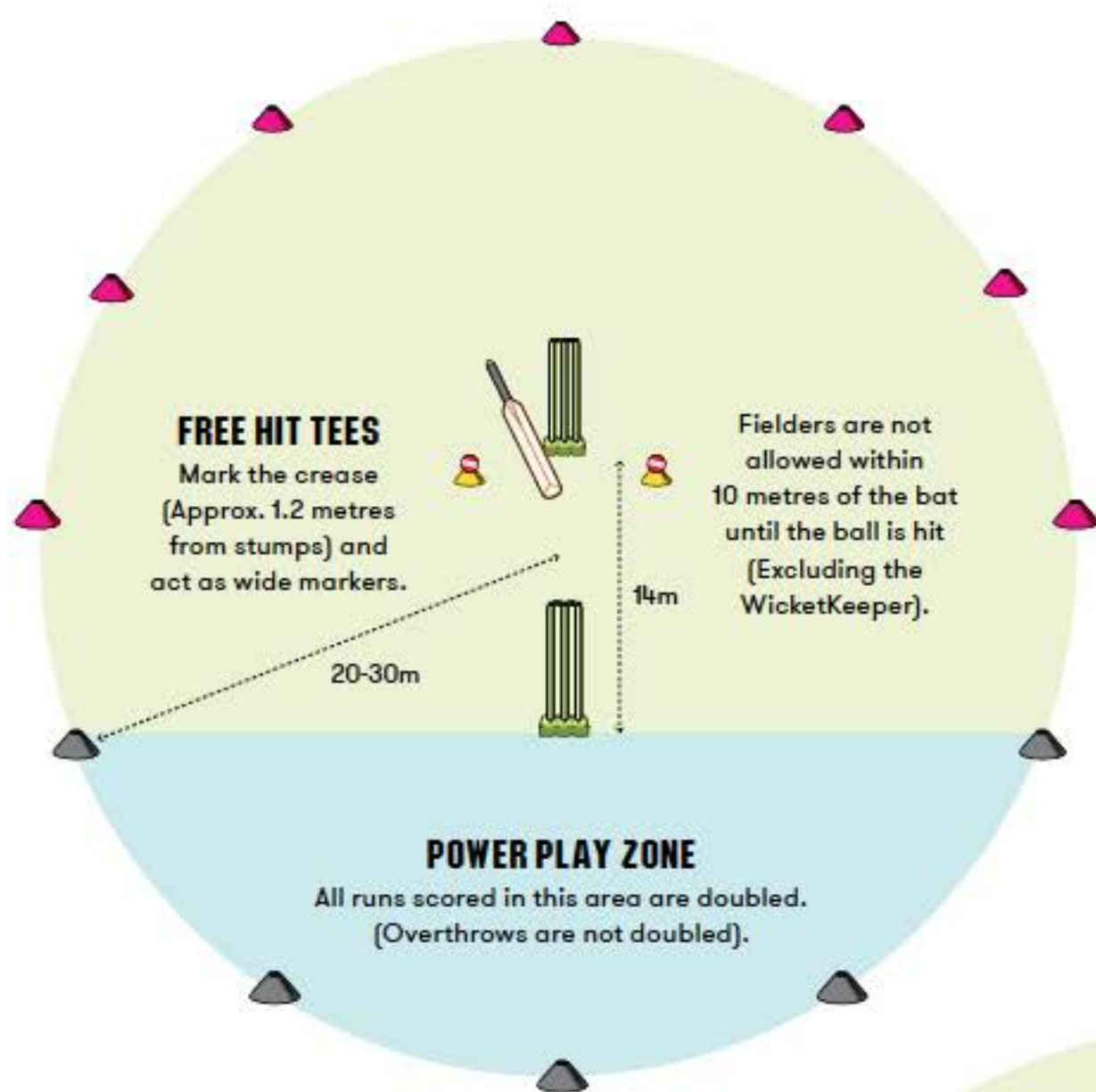
Age	Under 8s & 9s
Game type	12 overs
Ball	Red Kookaburra softball or Aero Softy – Synthetic Pitches
Time	60mins
Protective equipment	None
Boundary	25m measured from the batter's end stumps
Pitch type and length	14m length hard wicket measured from stump to stump (recommended to use wooden stumps in ground or portable stumps at batter's end in normal position and portable stumps at bowlers end at relevant distance). Cloth tape should be used to mark the crease (approx. 1.2m from stumps) at the bowlers end and removed at the end of the game.
Overs	12 overs per team
Team	<ul style="list-style-type: none"> <li>Optimal number of players is 6 (opposition team must always lend players to ensure 6 players on the field)</li> <li>Only 6 players on field at any time (inclusive of bowler and wicket keeper)</li> <li>8 Players maximum (up to 8 players may bat)</li> <li>5 players minimum</li> </ul>
Innings	1 innings of 12 overs each per team
Batting	<ul style="list-style-type: none"> <li>Up to 8 players may bat</li> <li>The number of balls each batter will face will be maximum number of balls in the innings (i.e. 72) + number of batters (round up or down as necessary).</li> <li>With 6 players, for simplicity, have each pair bat for 4 overs each.</li> <li>All balls regardless of whether wides/ no balls will be included in the batter's ball count.</li> <li>Retire after facing ball allocation</li> <li>Batsman cannot take guard on or outside off stump or deliberately block the ball with their pads.</li> <li>Unlimited dismissals (each player will face the allocated number of balls each)</li> <li>When dismissed the batsman goes to non-striker's end and opposing team receives +5 runs</li> <li>Batters swap ends at end of over.</li> </ul>
Bowling	<ul style="list-style-type: none"> <li>Max 6 balls per over (inclusive of wides and no balls)</li> <li>There are no free hits because of no balls or wides bowled</li> <li>All players must bowl including 8<sup>th</sup> man as applicable</li> <li>No Bowler may bowl more than 1 over more than any other player in the team</li> <li>No bowler to bowl consecutive overs</li> <li>Rotate the opportunity to bowl the most overs each week</li> <li>Bowlers to bowl from one end (for entire game)</li> <li>A delivery that has bounced MORE THAN TWICE before the popping crease is deemed a No Ball.</li> </ul>
Fielding	<ul style="list-style-type: none"> <li>Wicket keeper to rotate each over -</li> <li>Rotation of fielders is recommended to ensure all players experience all positions. eg. Coaches may ask all fielders to rotate clockwise at the beginning of each over</li> <li>Only 6 players on field at any time. If more than 6 players are present at a match, they should rotate onto the field no less frequently than every second over (each over is recommended).</li> <li>No fielders within 15 meters of batter (except regulation off side slips, gully and wicket keeper) to encourage singles and safety</li> <li>Field placings - A maximum difference of 1 when comparing the number of fielders on either side of the wicket.</li> </ul>
Dismissals	<ul style="list-style-type: none"> <li>All dismissals other than LBW</li> </ul>
Equipment	<ul style="list-style-type: none"> <li>2 sets of portable stumps with base and balls or 1 set of normal stumps and 1 set of portable stumps with base and balls</li> <li>Measuring tape or string to measure Pitch length and boundary</li> <li>Boundary markers</li> <li>Cloth tape to mark crease (nothing should be used which will leave a mark on pitch following completion of the game)</li> </ul>

# Fielding Positions FOR 8's& 9's





# GROUND & SESSION SETUPS

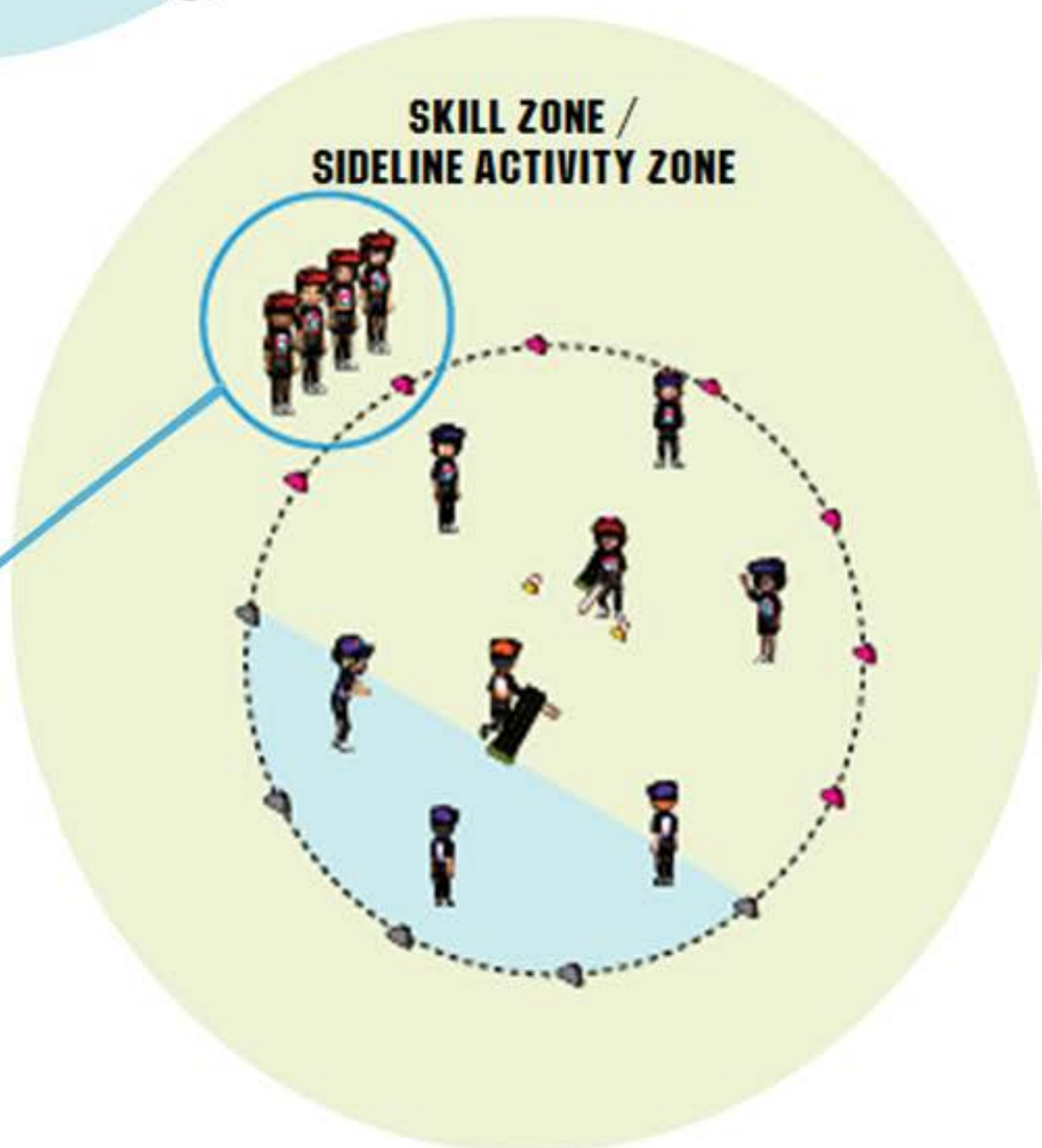


## GROUND SETUP

## SKILL ZONE / SIDELINE ACTIVITY ZONE

## SESSION SETUP

**BATTING PLAYERS THAT ARE WAITING CAN KEEP THE ACTION GOING WITH SIDELINE ACTIVITIES.**



**BATTING TEAM 1:** \_\_\_\_\_

	OVER 1	OVER 2	OVER 3	OVER 4	PAIR TOTAL	
<b>BATTING PAIR 1</b>					Wkts	Runs
<b>BATTING PAIR 2</b>					Wkts	Runs
<b>BATTING PAIR 3</b>					Wkts	Runs
					<b>TOTAL</b>	
					Wkts	Runs

**BATTING TEAM 2:** \_\_\_\_\_

	OVER 1	OVER 2	OVER 3	OVER 4	PAIR TOTAL	
<b>BATTING PAIR 1</b>					Wkts	Runs
<b>BATTING PAIR 2</b>					Wkts	Runs
<b>BATTING PAIR 3</b>					Wkts	Runs
					<b>TOTAL</b>	
					Wkts	Runs



	BATTING TEAM 1	BATTING TEAM 2
Runs Scored		
Bonus Runs (Wkts Taken x5)		
<b>TOTAL</b>		

Date	
Round	



# SCORING

BATTING TEAM 1: Strikers

	OVER 1	OVER 2	OVER 3	OVER 4	PAIR TOTAL	
<b>BATTING PAIR 1</b>	Sarah	Lachie	Janet	Belinda	Wkts	Runs
Michael	. 1 . . . .	. . . 6 w	. . . . 1	1 . . . 8 .	1	40
Olivia	+ . 1 . . .	12 . 1 . .	. . . 1 +	. . . .		
<b>BATTING PAIR 2</b>	James	Nick	Sarah	Lachie	Wkts	Runs
Imogen	w . . 1 . .	. . 1 . . .	1 . + 1 . .	2 1 . . . .	2	45
Chris	2 1 . . .	. . 6 . 4	1 . . . 8	. 2 w .		
<b>BATTING PAIR 3</b>	Janet	Belinda	James	Nick	Wkts	Runs
Harry	. . . . 1	. . . w 8	. . . . w	+ + 1 . 1	4	37
Mel	. . . 1 1	. . . . 1	8 6 1 . .	. . . w w		
<b>TOTAL</b>					7	122

BATTING TEAM 2: Stars

	OVER 1	OVER 2	OVER 3	OVER 4	PAIR TOTAL	
<b>BATTING PAIR 1</b>	Mel	Harry	Chris	Imogen	Wkts	Runs
Nick	. . . . 1	2 2 1 . . 4	. . . . 1	. . . . 1	2	43
James	. . . 1 +	. . . w	. . . . 1	12 12 1 w		
<b>BATTING PAIR 2</b>	Olivia	Michael	Mel	Harry	Wkts	Runs
Belinda	. . . .	1 . . . 4 4	. . . 1 1	2 . 1 . 1	1	21
Janet	. . . .	. . . 1	. . . . 1	. . . w 4		
<b>BATTING PAIR 3</b>	Chris	Imogen	Olivia	Michael	Wkts	Runs
Lachie	. 1 . . 2 6	. . . 1	1 1 1 8 8	. . . w 4	1	56
Sarah	. . . 1	. . . . 8 2	1 1 . .	. . . . 1		
<b>TOTAL</b>					4	120



	BATTING TEAM 1	BATTING TEAM 2
Runs Scored	122	120
Bonus Runs (Wkts Taken x5)	+ 20	+ 35
<b>TOTAL</b>	<b>142</b>	<b>155</b>

Date	2 / 12 / 2018
Round	1