



Game Format

a) A game shall consist of one innings per team only. Each team shall bowl a maximum of 16 overs of six balls per over. Where both teams have a different number of players the maximum overs to be played by both teams will be based on the team with the higher number of players

- If there are 6 players, there are 12 overs per team
- If there are 7 players, there are 14 overs per team
- If there are 8 players, there are 16 overs per team

Sessions of Play

a) Games shall be played starting at 8:00 am or 10:30am or 1:00pm (1pm games will only be scheduled in the event that there is a shortage of grounds).

b) All games shall commence within 30 minutes of the scheduled starting time or else the game shall be abandoned.

c) For games starting at 8:00am:

- The first session of play is defined as play prior to the change of innings, scheduled for 8:40am.
- There is a 10 minute break between innings, with no other scheduled drinks breaks.
- The second session of play is defined as play after the change of innings, scheduled to commence at 8:50am.
- Games should be completed by 9:30am.

d) For games starting at 10:30am:

- The first session of play is defined as play prior to the change of innings, scheduled for 11:10am.
- There is a 10 minute break between innings, with no other scheduled drinks breaks.
- The second session of play is defined as play after the change of innings, scheduled to commence at 11:20am.
- Games should be completed by 12:00noon.

e) For games starting at 1:00pm:

- The first session of play is defined as play prior to the change of innings, scheduled for 1:40pm.
- There is a 10 minute break between innings, with no other scheduled drinks breaks.
- The second session of play is defined as play after the change of innings, scheduled to commence at 1:50pm.
- Games must be completed by 2:30pm.

Ground Requirements – Boundaries and Pitch

a) The boundary shall be a maximum of 30 metres

The boundary:

- is to be marked by the use of flags, cones or domes;
- is determined by a straight line from marker to marker;
- is measured as a circle from the middle of the pitch;
- is to be agreed to by both coaches and/or captains.

b) On any ground which is bordered by a fence then the boundary must be marked at least two metres in from any such fence by the use of markers such as cones or similar.

c) The game will be played on a shortened pitch length of 14 metres measured stump to stump.

- Tape or chalk should be used to mark the popping/bowling crease, which shall be 4ft / 1.22m in front of the stumps.
- The stumps to be used are portable stumps (preferably plastic)

Balls

a) The ball to be used is the Kookaburra Supa Soft.

Team Size

- a) Teams shall consist of six players.
- b) Teams may play up to eight players in each game. The following conditions apply:
- While any of the eight players may field, no more than six players for a team may participate in the field at any one time. Teams should rotate the additional fielders on/off the field regularly.
 - All players must bat and bowl during the game.

Batting

- a) Players bat in pairs for four overs and all players face an equal number of balls (i.e. 12 balls). Where a team has fewer players than the opposition team, some players may bat an extra over (to make up the number of overs), but this must be shared around through the season.
- b) Each time a batter is adjudged to be out five runs will be awarded to the fielding team per dismissal. These runs should be tallied and added to their total at the completion of each innings.
- c) Batters are to swap ends if a batter faces 3 balls in a row.
- d) The LBW law shall not apply.
- e) Batters should change ends upon each dismissal (except where the remaining number of deliveries per batter does not allow this) and at the end of each over.
- f) The team adjudged with the most runs after adding runs for dismissals will be adjudged the winner.
- g) The emphasis should be on rotation, so every player gets to bat at different positions during the season.

Bowling

- a) Each player must bowl 2 overs. Where a team has fewer players than the opposition team, some players may bowl 3 overs, but this must be shared around through the season.
- b) All overs shall be bowled from one end for the entire game.
- c) No-balls and wides are not to be re-bowled with the condition that a maximum of six balls only may be bowled in any one over. Following a no ball or a wide, the batter receives a “free hit” from the tee. The batter must hit the free hit forward.
- d) The emphasis is on rotation, so every player gets to bowl at different positions during the season.

Fielding

- a) After each over, the fielding team rotates in a circular formation to ensure an equal turn in each position.
- b) No players shall field closer than 10 metres from the batter.
- c) The maximum number of players permitted to field on the leg side at any time is two.

SUMMARY

HKHDCA Format MASTER BLASTERS	
Game Time	Approx 90 mins
Overs per team	max. 16 overs
Pitch length	14m
Players per team	6 (8 max)
Boundary	max. 30m
Ball size/type	Soft
Protective Equipment	n/a
Batting	pairs facing equal balls, bat in pairs
Bowling	6 ball overs max. Wides & No Balls not rebowled (free hit)
	All players bowl 2 overs each
	Bowl all overs from one end
Fielding	Rotate fielders, no fielder within 10m
Dismissals	Bowled, caught, run-out, hit-wicket
Scoring of Dismissals	5 runs per wicket to fielding team