

## Master Blasters Competition - Gala Day 3 – 2022

TIME	TEAM	SCORE	V	TEAM	SCORE	UMPIRE	FIELD
GAME 1 9:50 – 10:40	Algester 6		V	Robertson 6		Jason	1
	RHSS 6		V	Stretton 6		Ben	2
	CCC		V	Algester 5		QC	3
	RHSS 5		V	Robertson 5		Sue	4
	RHSS G		V	BYE			5
GAME 2 10:50– 11:40	Algester 6		V	Stretton 6		Nick	1
	RHSS 6		V	Robertson 6		Janine	2
	CCC		V	BYE			3
	RHSS 5		V	Algester 5		QC	4
	RHSS G		V	Robertson 5		Sue	5
LUNCH BREAK							
GAME 3 12:00– 12:50	Robertson 6		V	Stretton 6		QC	1
	RHSS 6		V	Algester 6		Ben	2
	CCC		V	Robertson 5		Janine	3
	RHSS 5		V	BYE			4
	RHSS G		V	Algester 5		Sue	5
GAME 4 1:00 – 1:50	Algester 6		V	Algester 5		Jason	1
	RHSS 6		V	CCC		QC	2
	Robertson 5		V	Stretton 6		Nick	3
	Robertson 6			BYE			4
	RHSS G		V	RHSS 5		Sue	5
<p>PLEASE HAND IN YOUR RECORDED SCORE SHEETS (NEXT TO CANTEEN) BY 2PM EACH GALA DAY</p> <p><b>QC</b> Qld Cricket Official to Umpire/Score.</p>							

## Summary of Master Blasters Rules

- 8 overs should be bowled in as close to 20-25 mins as possible
- Total game time is approximately 50 mins – 16 overs per game
- Pitch length – 16m
- Boundaries – approx. 25-30m
- Each team has 10 mins between games to move to the next field in preparation for the next game. There is a 20 min lunch break however, teams are resting/drinking water when they are batting.

### **GENERAL RULES**

- ✍ Only 8 players allowed on the field
- ✍ Teams must have 3 fielders each side of the wicket always. (excluding wicket keeper and bowler)  
Maximum of 3 players permitted in the double zone (including the bowler)
- ✍ All runs scored from byes are counted (including boundaries). Overthrows will NOT be counted!
- ✍ ALL Tee shots must be hit IN-FRONT of square  
A batter is out if they are bowled (hit wickets), caught or run out (no LBW or stumpings)

### **BATTING RULES**

- ✍ Batting pairs bat for two overs and remain batting regardless of how many times they are 'out'.
- ✍ Batters swap ends at the end of each over OR when dismissed (Ideally each batter faces 6 balls each).
- ✍ The bowling team receives 5 bonus runs for every dismissal/wicket.
- ✍ If a batter swings and misses two consecutive fair deliveries, they hit off the tee and change ends. No runs or wickets are counted for this shot. (This tee shot counts as the second consecutive ball faced).

### **FREE HIT**

- ✍ A FREE HIT off the tee is given if a no-ball or wide is bowled. Only 1 attempt is given.
- ✍ Players DO NOT have to run on a free hit.
- ✍ The batting team receives two bonus runs PLUS any runs from the 'free hit' off the tee.
- ✍ If a player scores runs from the actual no-ball or wide, these are also counted. (eg. if a no ball is hit for 6 or if a wide is bowled, the keeper misses it and the batters run. A ball can NOT be deemed a wide if the batter hits it or the ball hits any part of their body!)
- ✍ A player can only be given out by mode of run out on a FREE HIT (cannot be caught out).

### **BOWLING RULES**

- ✍ Eight players must bowl one over each.
- ✍ All overs are bowled from the same end.
- ✍ There is a maximum of six deliveries in each over. Wides and no balls are NOT re-bowled!

### **DOUBLE ZONE**

- ✍ All runs scored from balls HIT into the Double Zone are doubled.
- ✍ The Double Zone is the area behind the bowler's end stumps (see Field Setup next page).
- ✍ No more than 3 players can field in the double zone at the time of delivery.
- **Umpiring/Scoring** – On the draw, the teacher indicated is responsible for overall supervision, umpiring and scoring. A Qld cricket development officer will be there to provide and set up all equipment and will umpire one game each round. The games with **QC** indicted, will be exclusively run by development officers, as team coaches may be with their other team.

- PLEASE HAND IN YOUR SCORE SHEETS AFTER EACH GAME (NEXT TO CANTEEN).

### Field Set Up

