



Master Blaster Rules

Bowling and 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 fall 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. The batter must hit a free hit forward.*

Batting

- Players bat in pairs for 2 overs per player.
- Use a soft ball/wooden bat.
- Batters swap ends when dismissed and at the 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

Skill Zone

All players can practise their batting and bowling in the Skill Zone. This area is located at the centre wicket of Hassell Park, and is assisted by several U17 Junior players of the club. These players will guide the young players through some technique to improve their batting and bowling. The skill zone is best used when the side is batting. Rather than wait for your turn to bat, keep busy and practise in the Skill Zone until it is the player's turn.