



# FLCA MASTER BLASTER (8/9) PLAYING CONDITIONS 2021/2022

**Game Type:** Twenty20

**Ball:** Kooka Super Softa Ball Level Intermediate

**Time:** 120 mins (2 hrs) - this game can be completed in 2 hrs with time saving strategies in place.

**Boundary:** Max 40 metre measured from batter's end stumps

**Pitch type**

**and length:** Synthetic surface - 16m length **stump to stump**

**Overs:** 20 overs per team (120 balls)

**Team:** 7 players per team\*\* (10 per team is maximum and balls faced reduces accordingly)

**Innings**

1 innings of 20 overs each per team

**Batting**

Each player will retire at 17 balls (based on 7 players)

If there is an extra ball to be bowled, the batter facing at the time will face the extra ball (i.e. 17 balls faced x 7 batters = 119)

All balls regardless of whether wides/ no balls will be included in the batter's ball count.

Batter to swap ends following a dismissal. If there is a run out the not out batter should face the next delivery.

**Bowling:** Max 6 balls per over  
All players to bowl minimum 2 overs  
Coaches should rotate the opportunity to bowl 4 overs each week  
Each Wicket keeper is to bowl one over each minimum  
Bowlers to bowl from one end (for entire game)  
Wicket keepers encouraged to rotate

**Fielding:** If more than 7 players are present at a match, they should rotate onto the field each over. **ONLY 7 MAXIMUM ALLOWED ONFIELD FOR FIELDING TEAM**  
Rotation of fielders is recommended to ensure all players experience all positions.  
No fielders within 15 metres of batter or each other (except wicket keeper) to encourage singles and safety

**Dismissals:** Unlimited dismissals (each player will face the nominated number of balls each)  
4 runs per wicket will be added to the opposition total at the end of the innings.  
**No LBW**

**Minimum &  
Maximum  
Players and  
Impact:**

The optimum team size is 7 players; however, it is understood that teams often contain additional players in community setting to cater for kids being away, ill or with clashes in commitments

Minimum 5 players per team required to play the game.

Maximum 10 players allocated to a team (only 7 on field).

The number of players impact the players' opportunity in the game, for example;

5 player team – 5 players bowl 4 overs; batting retirement 24 balls

6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs: batting retirement 20 balls

7 player team – 2 players x 4 overs, 2 players x 3 overs, 3 players x 2 overs batting retirement 17 balls.

8 player team - 4 players x 3 overs, 4 players x 2 overs: batting retirement 15 balls

9 player team - 2 players x 3 overs, 7 players x 2 overs : batting retirement 13 balls

10 player team - 10 bowlers x 2 overs each : batting retirement 12 balls

If a player falls ill and cant finish a bowling spell, please use another player or may have finished his spell so the game can be completed.

**Equipment:** 2 sets stumps with base and bails \*Minimum 1 set of portable springloaded stumps  
Measuring tape or string to measure Pitch length and boundary  
Boundary markers  
Chalk or tape t to mark crease. Please don't paint a modified crease.

**Coach**

**Umpires:** Please give clear signals and make sure scorers acknowledge the signals. This format is designed as a learning process for everyone to enjoy. Make sure scorers are always up to date and allow time for scorers to reconcile before continuing play.