



# T16 Blast - Format and rules

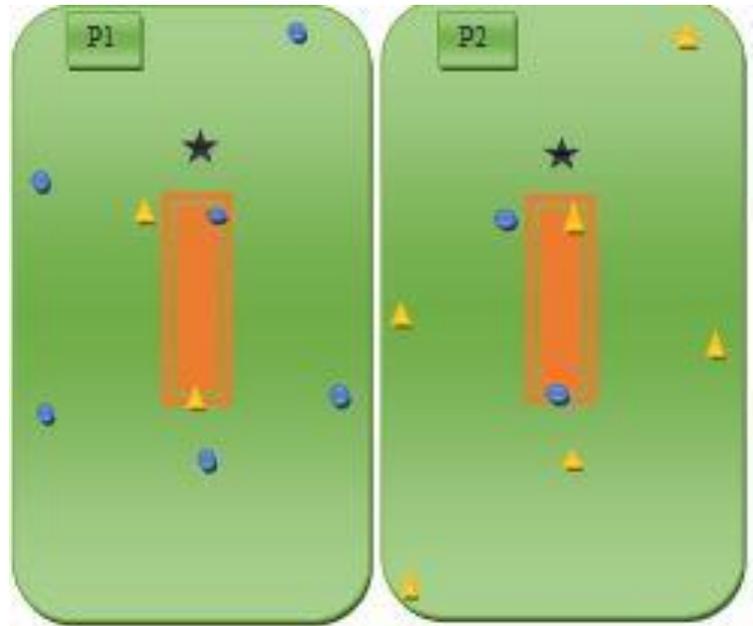
The Game: A 16 over per side match played between two 8-person sides.

Both innings to be played simultaneously on adjoining pitches. With 2 players from each team batting while the remaining 6 players in their team are in the field on the adjoining pitch. At the end of each 4 over spell the batters rotate back into the field and are replaced by two of their teammates.

All matches to be played on a 14m pitch and using a NZC Superstar Softball. If there is no crease marked use your batting tee to identify the crease.

Boundaries should be no more than 30 meters measured from where the batter stands and can be marked with cones.

|                 |    |   |
|-----------------|----|---|
| Team 1 batsmen  | P1 |    |
| Team 1 fielders | P2 |    |
| Team 2 batsmen  | P2 |    |
| Team 2 fielding | P1 |   |
| Umpire/Coach    |    |  |



## Batting:

Teams to bat in pairs for partnerships of 4 overs, coaches to ensure that each batter faces a similar number of deliveries in the partnership. Batters are not dismissed, but the team loses 5 runs per dismissal. Only methods of dismissals are Bowled, Caught, Run Out, Stumped and Hit Wicket.

- Bonus 10 Runs is added to an individual score if the batsman doesn't get dismissal.
- Batting takes place from one end only
- Batters change end after a dismissal (Except for run-outs)
- 100 runs are to be added to the team score after the completion of each innings
- Plastic bats are encouraged. If a child wants to use a wooden bat this is OK.

## Bowling & Fielding:

Each team will have 6 players in the field (2 on side, two off side, bowler and keeper) and shall rotate 1 position in the field each over, with each player bowling 2 Six ball overs across the innings, no fielder should be closer than 15m from the bat.

A wide is defined as a ball which the batter could not reasonably reach. (General rule is its off the pitch)  
A No Ball is a delivery that bounces twice or more before reaching the batter or passes the batter on the full above waist height when they would be standing normally if in their crease. A player can't be dismissed off a No Ball unless run out. Wides and No balls will not be re-bowled, but on the 2<sup>nd</sup> and subsequent wide or no ball in an over the ball should be placed on a batting tee and the batsman may hit the ball.

NB\* If a run is scored off a No Ball/Wide then carry on without the use of the batting tee. The facing batsman will get the 1 run for a wide/no ball plus any runs hit of the tee added to their score.

- Minimum 2 overs bowled per player
- Bowling takes place from one end only
- Fielders rotate positions after every over
- Maximum run up of 8 meters
- Umpires need to manage the 15m fielding rule
- All extras leg bye / byes / wides/ no balls go towards facing batters total

## Notes

\*If a team has 9 players it will become a T20 game with 5 pairs batting for 4 overs. Opposition will select additional batter and bowlers if required.

\*Maximum 6 players taking part in the field – 9<sup>th</sup> player can rotate on at any stage at the end of an over

\*If a team has 7 players the Opposition will select a player to bat twice and two players to bowl an extra over.

\*Results please take a legible photo of the team scoresheets and email to [hkcaclubs@gmail.com](mailto:hkcaclubs@gmail.com) after the game. We would love photos of the children in action sent through to be able to share through our social media platforms. Please get permission from guardians before taking/sending the photos.

## Philosophy

T16 Blast is the first team cricket format for our cricketers. It's designed to be fast paced, fun and inclusive. The enjoyment and equal participation of our players is the main priority of this grade vs winning and competition.

Coaches should encourage and provide support for players of both teams and actively help participants enjoy the game. Provide tips when umpiring and feel free to actively coach during the games.

Please provide your club junior convener any feedback throughout the season.



*Proud supporters of HKCA Cubs Cricket. If selecting gear please consider purchasing Kookaburra.*