



FLCA UNDER 8 JUNIOR BLASTER PLAYING CONDITIONS

Skill Objectives:

- Hit moving ball on two sides of field
- Run between wickets with judgement and calling
- Bowl over 16m with straight arm within batter's reach
- Catch and throw >20 m
- Can perform tasks when asked at training and during the game
- Basic self-awareness and respect for others
- Participates in all activities at training
- Eats before a training/game and brings drink bottle to training and on game days
- Engages positively at training and on game day
- Wears appropriate clothing and footwear to training

Coach: Accredited Community L1 Coach

Game Type: 12 overs each

Ball: Kooka Super Softer Level 2 Intermediate

Boundary: Max 25m measured from batter's end stumps

Pitch type

and length: Synthetic surface - Half Pitch length stump to stump

Overs: 12 overs per team

Team: 6 players per team**

Innings 1 innings of 12 overs each per team

Batting Each player will retire at 12 balls (based on 6 players)
If a batter receives 2 wide/no balls in a row from the same bowler he/she gets a free hit off a ball placed on a tee or cone. This free hit must be hit in front of the stumps.

** if there are 5 players or 8 players on the day the balls will be shared equally to make up the 72 balls in the innings. The last batter facing will receive any extra balls if needed.

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.

There is no LBW

Bowling: Max 6 balls per over. No balls/Wide not rebowled
All players to bowl
Each Wicket keeper is to bowl one over each minimum
Bowlers to bowl from one end (for entire game)
Wicket keepers encouraged to rotate
stumps may be moved to allow bowlers to reach the other end.

Fielding: If more than **6** players are present at a match, they should rotate onto the field each over.
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.
SCORING IS NOT COMPULSORY BUT ENCOURAGED

**Minimum &
Maximum
Players and
Impact:**

The optimum team size is **6** 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 4 players per team required to play the game.

Maximum 8 players allocated to a team (only 6 on field).

6 players per team means each player receives 12 balls batting and bowls 2 overs each.

7 players per team means 5 players receive 10 balls each and 2 players receive 11 balls each. 5 players will bowl 2 overs and 2 players will bowl one each.

5 players per team means 3 players face 14 balls, 2 players face 15 balls each. 3 bowlers will bowl 2 overs each, 2 bowlers will bowl 3 overs each.

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, tape or to mark crease

Coach

Umpires: Please give clear signals.