



MILO T20 Blast is a modified game format, played on a smaller ground.

Here is a summary of the key rules of the MILO T20 Blast program:

- **PLAYERS:** Eight per side ( Up to 10 players may participate but only eight may bat and bowl).
- **GAME LENGTH:** 16 overs per team/innings regardless of how many wickets are lost.
- **GAME/SESSION TIME:** 75 to 90 minutes.
- **PITCH LENGTH:** 18 metres.
- **PITCH TYPE:** Matches and the 'Skills Zone' take place on the grass outfield.
- **GROUND SIZE:** boundaries are to be set up at a 20 metre radius from the pitch with the area behind the wicketkeeper reduced to allow more space and encourage straighter hitting to the open spaces.
- **BALL:** Incrediball style.
- **BATTING:** Pairs. Players bat in pairs for 4 overs regardless of whether they get dismissed in that period.
- **BOWLING:** Players bowl two overs each, bowled from the same end.
- **FIELDING:** No fielder is allowed within 10 metres of the bat until after the ball is hit. This excludes the wicket-keeper and slips.

A coin/bat toss determines which team bats first.

Participants waiting to bat are involved in the 'Skills Zone', where games and activities help kids learn vital cricket skills.