

Specific Festival Playing Conditions

2023 ASHBURTON / MID CANTERBURY

1. Format

- a) This Festival shall consist of THREE rounds of 20/20 matches on Days 1-2. Following completion of this phase the resultant point tables will create 2 separate groups to play post-section matches which shall be 40 over matches.

The draw for this Festival **should not** feature a CICA vs CICA match on Day 1.

SECTION ONE POST SECTION PLAY - Teams finishing 1-2 in one pool will play both teams in the same placings in the other pool.

Day 3 will be 2nd vs 1st and 1st vs 2nd and Day 4 will be 1st vs 1st and 2nd vs 2nd

SECTION TWO POST SECTION PLAY - Teams finishing 3-4 in the two pools will play both teams in the same placings in the other pool.

Day 3 will be 3rd vs 4th and 4th vs 3rd and Day 4 will be 3rd vs 3rd and 4th vs 4th

NO TEAMS SHOULD THEREFORE PLAY ANY TEAMS MORE THAN ONCE. THIS DOES NOT PRECLUDE TEAMS FROM THE SAME ASSOCIATION PLAYING EACH OTHER IN THIS PHASE OF THE EVENT.

(b) Placement of teams in Pools

Pools should consist of 4 teams – Mid and South Canterbury should be placed in separate pools, Canterbury Country's two teams should be placed in 2 pools, Marlborough should alternate between pools each year so they do not always face two CJCA sides in Pool Play and face either Mid or South Canterbury on rotation in this phase.

2023 proposed pools

| POOL A | POOL B |
|----------------------|----------------------|
| Canterbury Country 1 | Canterbury Country 2 |
| Mid Canterbury | South Canterbury |
| Marlborough | CJCA 1 |
| CJCA 2 | CJCA 3 |

2024 proposed pools

| POOL A | POOL B |
|----------------------|----------------------|
| Canterbury Country 1 | Canterbury Country 2 |
| Mid Canterbury | South Canterbury |
| CJCA 1 | Marlborough |
| CJCA 2 | CJCA 3 |

- a) Each team shall comprise of no more than 11 players (amended July 2020). The names of team members shall be notified to the Festival Secretary no later than 10th December prior to the commencement of the Festival. **Any Year 7 players from the previous school year must be clearly identified by each Association. Year 6 players from the previous school year are not eligible for the top tier festival.**
- b) Each team shall represent one of the association areas listed in schedule 1 of these playing conditions. New Zealand Cricket shall adjudicate on any dispute regarding eligibility of players if requested to do so by the associations in dispute.
- c) Clubs wishing to participate may only do so in Festival BELOW the Highest tier event.

3. Cricket Equipment

- a) Dress: Coloured clothing is permitted though should not be predominantly Red in Colour due to the balls being used – (amended July 2020)
- b) Balls: "The only balls to be used at this Festival are Kookaburra Crown RED 142gm 2 piece"
- c) Length of Pitch: 18 metres (amended 2017).
- d) Length of Boundaries: A maximum of 45 metres (amended 2019), taking the measurement from the middle of the pitch
- e) Scoring. Scoreboards shall be provided by the host association. Each team shall provide its own scorer, scorebook or online scoring device.

4. Hours of Play

- (a) **Day 1** (should a team be bowled out before completing their 20 overs a break of 20 minutes shall be taken before the commencement of the run chase)

MATCH 1

2.30pm – 3.50pm Session 3

3.50pm – 4.10pm Interval

4.10pm – 5.30pm Session 4

- (b) **Day 2** (should a team be bowled out before completing their 20 overs a break of 20 minutes shall be taken before the commencement of the run chase)

MATCH 2

10.30am – 11.50am Session 1 (5 minute drinks at 10 over mark of each innings)

11.50am – 12noon Interval

12noon – 1.30pm Session 2 (5 minute drinks at 10 over mark of each innings)

MATCH 3

2.30pm – 3.50pm Session 3 (5 minute drinks at 10 over mark of each innings)

3.50pm – 4.10pm Interval

4.10pm – 5.30pm Session 4 (5 minute drinks at 10 over mark of each innings)

- (c) **Days 3-4** (should a team be bowled out before completing their 40 overs a break of 45 minutes shall be taken before the commencement of the run chase)

Session 1 10.30am – 20 overs 1st Innings

Drinks approx. 11.50am – 15 minutes

Session 2 12.05pm – completion of 1st innings

Lunch approx. 1.35pm – 55 minutes

Session 3 2.30pm approx – 20 overs 2nd Innings

Drinks approx 3.50pm - 15 minutes

Session 4 4.05pm – completion of 2nd innings

(d) The hours of play set down in this playing condition may be varied by the Festival manager to suit local conditions provided the total playing time for each day (6 Hours) is not affected. The hours may also be varied to compensate for late commencement or interruption on account of weather, but under no circumstances shall play continue beyond 7.30 pm. Any variation in the hours of play shall be notified to all team managers prior to the commencement of the Festival or, in the case of variation because of weather, the commencement of the day's play.

(e) If the commencement of play is delayed by weather, or if play is interrupted by bad weather, the decision on the starting time or recommencement following an interruption shall be in the hands of the Festival controller in consultation with the Umpires.

5. Matches

- a) **The Laws of Cricket** 2017 code shall apply to all matches, except as specifically provided herein
- b) **Wide Bowling** - Any off-side or leg-side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a Wide. As a guide on the leg side, a ball landing clearly outside the leg stump going further away shall be called a wide. As a guide on the off side, a ball passing outside a line drawn between the bowling and popping creases, measured 432 mm (17 inches) from the Return Crease shall be called wide. The above provisions do not apply if the striker makes contact with the ball.
- c) **No Balls - For Height, Line Infringements and Fielding breaches** – to be followed by Free Hit.
 - (1) Any delivery which passes, or would have passed above shoulder height when the striker is standing in his or her normal position shall be called a “No Ball”.
 - (2) Any delivery that passes on the full above waist height of a striker standing in his or her normal position shall be called a “No Ball”.
 - (3) Any delivery that bounces more than once, before the batter in their normal stance at the crease.
 - (4) A no ball or wide will be scored as one run to the opposition team.
- d) **Team Sizes:** Teams may be composed of eleven players. Prior to the toss, each team must name their batting 10 and their bowling 10. Players left out of the Bowling 10 may act as substitute fielders for the fielding team at the match.
- e) **Over Rate:** There shall be no over-rate penalties applied to the primary school Festivals. However, it is expected that a rate of approximately 15 overs per hour will be maintained throughout the Festival.
- f) **Bowling Restrictions (matches):** All bowlers are permitted to bowl a maximum of 3 overs per match during the 20/20 phase and 8 overs during the 40 over phase of the competition.
- g) **Bowling (Festival limits):**

Players who in the previous school year were enrolled in either **YEAR 7 or 8 at school (who bowl with the keeper standing back i.e. medium pace)** as at the dates of the Festival are permitted to bowl a maximum of **25 overs** during the entire event. Non-spin bowlers are limited to a maximum spell length of **4 overs** during the 40 over phase of the Festival.
- h) Teams are responsible for monitoring the bowling loads of all their players – any teams found to be in breach of these conditions shall lose the game in which the breach occurs.
- i) In a match where the start is delayed and the innings of both teams is restricted from the start to less than 16 overs in the case of 20/20 matches and less than 36 overs in the case of 40 over matches, or in a match where play is interrupted and the overs are reduced for both teams or for the team bowling second, no bowler may bowl for more than one-fifth of the total overs allowed except where the total overs is not divisible by five. Where this occurs one additional over shall be allowed to a minimum number of bowlers. In the event of a bowler breaking down and not being able to complete an over the remaining balls must be bowled by another bowler. A part of an over will count as a full over only in so far as each bowler's limit is concerned.
- j) **Limited Field Placement (1):** No fielder may stand closer than 10 metres from the striker's wicket on the on-side or in front of point on the off-side until the ball has been played by the batsman.
Limited Field Placement (2): A Maximum of 4 players may be placed on the BOUNDARY

- k) **Batting Retirements:** During the 20/20 phase of the Festival batters must retire after they have faced their 30th ball (wides or no-balls are not included in this total) – In 40 over matches the retirement limit shall be 60 legitimate balls. Retired batter who have faced their ball limit may return to bat in order of retirement once all other batters have been dismissed. Batters may not be prematurely retired in order for a previously retired batter to return unless Retired Hurt.

Notes:

- (1) Fielders may stand within 10 metres of the striker if they are in the off-side slips position.
- (2) Groundspersons will be encouraged to mark a circle with a radius of 10 metres from each middle stump with dots.

l) **Dangerous Deliveries**

- (1) Any delivery which passes, or would have passed above shoulder height when the striker is standing in his or her normal position shall be called a “No Ball”
- (2) Any delivery that passes on the full above waist height of a striker standing in his or her normal position shall be called a “No Ball”.

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| No Balls – Dangerous Bowling – (Health and Safety) |
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| <ol style="list-style-type: none">a) Should a No Ball Delivery as described above be delivered that could have hit the batter or does hit a Batter a No Ball should be called and the bowler given a warning for dangerous bowling – should the same bowler deliver another such delivery during the game the bowler should then receive a 2nd warning and be not permitted to bowl again in that match.b) These warnings should only be given if the ball threatens the Health and Safety of a Batter. Discretion should be used if the ball is delivered at a slow pace. |
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j) **Free Hit**

In addition to the above, the delivery following a No ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called wide ball.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- 1) There is a change of striker (the provisions of clause 41.2 shall apply)

or

- 2) The No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.

(k) **Drinks Breaks**

Drinks Breaks will take place at the half way point of each innings – during the 20/20 phase of the competition this break should be limited to a maximum of 5 minutes and during the 40 over phase of the Festival the break should be limited to a maximum of 15 minutes The players will not leave the field of play during a drinks break, except where a comfort break is required, and only the coach may come onto the field of play to talk to his team.

6. Competition Points – 20/20 phase

- a) Win 2 Points
- b) No result 1 Point
- c) Loss 0 point
- d) Tie 1 Point

***** NOTE:** These points are only used to determine the positioning of teams for the final two days of the Festival.

***** THERE IS NO "POINTS TABLE" FOR THIS FESTIVAL**

Section Play qualifying conditions.

The order of qualifying for Post-Section play shall in the first instance be based on competition points. Should teams be equal on competition points Net Run Rate shall be the determining factor to determine their placement in the post-section draw.

7. Weather interruptions

A. 20/20 Phase

- a) For matches due to start at 10.30 play may be delayed with no reduction in overs until 12.00pm.
- b) Should matches be delayed past 12.00 overs shall be reduced down to a minimum of 5 per side based on an over taking 4 minutes to bowl. Therefore the latest a reduced overs match may start for the first match of each day is 2.15pm. (5 overs each team and 5 minutes between innings).
- c) The latest finishing time for the first match each day should therefore be 3.00pm
- d) Should no play be possible by 2.15pm the match shall be abandoned and points shared between the teams. The next round will then be considered for play.
- e) The second match of each day if unable to start on time due to a delayed first match should start an hour after the completion of the morning round match. The afternoon round match may start with no reduction in overs if started by 4.00pm.
- f) Should a match be able to start after 4.00pm the number of overs shall be reduced based on the calculation outlined above.
- g) The latest finishing time for the second match each day should be 7.30pm
- h) If rain interrupts and prevents each team from completing a minimum of five overs, the match will be called a no result and both teams receive a minimum one point.
- i) To calculate the target score for team two in a weather affected match the target will be the average run rate per over of team one multiplied by the number of overs available to team two plus one run.
- j) If a match is abandoned when team two has batted for five overs or more the target score to determine a winner will be number of whole overs completed multiplied by average run rate of team one plus one run.
- k) In the event of teams finishing on equal points, the Festival placings for post section play will be determined as follows: The team with the highest Net Run Rate per over

B. Post Section Play Weather Interruption conditions

- a) Play may commence up to 1.00pm with no reduction in overs to be bowled – after this point the number of overs per side shall be reduced at the same rate as outlined in the conditions above.
- b) Should weather reduced the number of overs available to the team batting 2nd the same calculation as outlined in the 20/20 section above. The target will be the average run rate per over of team one multiplied by the number of overs available to team two plus one run.
- c) Day 3 abandonment – should a match of a minimum of 5 overs per side not be able to be played on Day 3 - Day 4 shall be used for matches between teams in the same position after Round Robin Pool Play. Finishing order will be based on competition points followed by net run rate.

9. Player Eligibility

(a) Players must be enrolled (or considered) as year 8 pupils or lower as at 1st September in the year prior to the playing of the Festival.

(b) Players are eligible to play for the District Association in which they live, are schooled as at 1st September or play their cricket. This is known as their 'home' Association. **In addition, up to 3 players in a squad may come from any other district Association taking part in the Festival.** These players must play for their 'home' Association if selected but become available to play elsewhere if they are not. The selection of these players is coordinated by the major cricket Association controlling the team that requests the players, i.e. Canterbury or Otago.

(c) Where an association makes a player ineligible for selection for other than disciplinary reasons, and that player would otherwise be eligible for selection under (a) and (b) above, that player can be considered for selection by another competing association.

(d) Minor associations are able to select players for their Festival team by borrowing up to 3 players from other associations.

SCHEDULE 1

Top of the South Primary School Associations

- 1. Nelson**
- 2. Marlborough**
- 3. Buller**
- 4. West Coast**
- 5. Canterbury Country**
- 6. Christchurch**
- 7. Mid Canterbury**
- 8. South Canterbury**