



SOUTH ISLAND PRIMARY SCHOOLS CRICKET FESTIVAL

- CHRISTCHURCH

Christchurch
10th - 13th January 2022

Welcome to Christchurch

On behalf of the Christchurch Junior Cricket Association, it is my pleasure to welcome all teams to this, the 59th South Island Primary School's Festival – Christchurch – the 2nd of the additional Festivals organised after the successful 1st festival hosted by the Canterbury Country Cricket Association in January 2021.

This year has attracted 22 teams up from 16 last year which means across the two SIPS Festivals 36 teams featuring at least 350 boys are now playing cricket in this week as opposed to around 14 teams in January 2020.

We thank in advance those attendees who have had to comply with the new Covid Event protocols.

As organisers the CJCA has focused on the game as being the main reason why we are here and are pleased to have been able to source a significant number of youth players to umpire – many of whom have played in South Island or CJCA events in the past. There may be occasions where team are needed to supply a square-leg umpires but these umpires provide a degree of impartiality and will emphasise with the nerves of the participants into they get into the groove of the event.

To this end there are no formal opening or closing ceremonies as these would see significant numbers in one place.

The event is spread across 3 venues with the Polo Grounds on Hagley Park hosting 6 games daily, Warren Park in Hornby hosting 3 games and St Albans Park hosting 2 games.

We have endeavoured to give everyone a variety of parks and for at least 1 team at each venue you should have to move once set up on the first 2 days.

The draw for Days 3 and 4 will be based on the results of play on Days 1 and 2 and is hoped to be available within an hour of the last result being uploaded into CricHQ at the end of Day 2.

Please enjoy this great opportunity to mix with other players and people from around the South Island and play in the true Spirit of the Game. I echo the sentiments of Malcolm Jones from Otago Country

“The friendships formed in this Festival can be long standing as the players continue to play cricket into the future. From this festival over the past 58 years a number of players have gone up through the age grade groups to represent their provinces, and even on to the highest honours of representing New Zealand. Whilst it is healthy for players to have aspirations and dreams of playing for the BLACKCAPS in the future, I'd like to encourage all involved with this festival to positively praise the effort the players, and officials, put into the games throughout the week.”

Rob Wilkinson
General Manager
Chairman,
Christchurch Junior Cricket Association.

Festival Information

PRE FESTIVAL BRIEFINGS

SUNDAY 9th January 2022

Umpires Briefing 6pm

Level 1 Christchurch Netball Centre
455 Hagley Ave

Coaches Managers Briefing 7pm

Level 1 Christchurch Netball Centre
455 Hagley Ave

HOURS OF PLAY

Days 1-2 (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)

9.15am – 10.35am Session 1 (5 minute drinks at 10 over mark of each innings)

10.35am – 10.55am Interval

10.55am – 12.15pm Session 2

1.30pm – 2.50pm Session 3

2.50pm – 3.10pm Interval

3.10pm – 4.30pm Session 4

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 9.15am – 20 overs 1st Innings

Drinks approx. 10.35am – 15 minutes

Session 2 10.50am – completion of 1st innings

Lunch approx. 12.15pm – 45 minutes

Session 3 1.15pm approx – 20 overs 2nd Innings

Drinks approx 2.35pm - 15 minutes

Session 4 2.50pm – completion of 2nd innings

CONTACTS

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News, Scoring

FESTIVAL RULES, DRAWS & POINTS TABLES

All information about the festival rules and draw can be found on the Christchurch Junior Cricket Association website (www.cjca.org.nz)

No Points Tables or Leaderboards will be Publicly displayed - these Points Tables will be used by the Festival when considering the Playoff Draw.

LIVE SCORING

Live scoring for the SIPS Festival can also be found on CricHQ at the following link:

<https://www.crichq.com/competitions/14573/draws/53998/rounds>



CHANGE OF PHILOSOPHY

The last festival brought a number of adjustments to the traditional SIPS festival. In 2021 a SIPS Shield section was included. The shield section has been made available to all districts to enter additional teams. The change in approach was a significant success with more players being given opportunities to experience a cricket festival.

As a **coach**, the ability to give all players equal opportunities to experience batting, bowling and fielding in different positions will ultimately be what players remember more than the winning or losing or matches. Cricket is a late specialisation sport, so only allowing players to play one singular role within a team throughout a week of cricket is not healthy at this age and stage.

As a **parent**, the ability to positively praise effort, sportsmanship, and teamwork for your children rather than focusing on performances, stats and results will influence the players experience throughout the festival.

It is proven that childhood success isn't an accurate predictor of adulthood success or elitism. All coaches and parents are encouraged to take pressure off your players and focus on helping them enjoy the Festival. Players will always play to win when they are on the field, so adding pressure and hefty expectations onto players could ultimately cause them to walk away from the great sport of cricket at an earlier age than we'd like.

Cricket is making some big strides towards being a sport where the focus is on a climate of development at the year 7 and 8 age group, rather than being focused on a climate of performance. The more progress we make the more players we will keep in our great game for longer.

To all players, parents, coaches please enjoy your week here in Christchurch. Success during the week shouldn't be judged on winning or losing, it should be judged on how many players want to come back again next season.




















CHRISTCHURCH JUNIOR CRICKET ASSOCIATION

Draw & Grounds (SIPST – Christchurch)























(The Draw was constructed with the aim of maximising the variety of Opponents that players get to interact with. There was also a desire to not have teams needing to travel midway through a day on the 1st two days prior to us moving to the 40 over phase of the event on Days 3 and 4)

MONDAY 10 JANUARY

ROUND 1 (9.15AM)























	CJCA FESTIVALS CJCA Astle Year 8 Festival		Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Blue	Mon Jan 10 2022 09:15 AM NZDT	St Albans Park Pitch 2a
	Marlborough Cricket Association MCA PS Yellow		CJCA FESTIVALS CJCA Year 7 Festival Stead	Mon Jan 10 2022 09:15 AM NZDT	St Albans Park Pitch 1a
	Taylors Contracting Wanderers Tasman Wanderers		CJCA FESTIVALS CJCA Year 7 Festival McMillan	Mon Jan 10 2022 09:15 AM NZDT	Polo Grounds Pitch 1a
	Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Purple		CJCA FESTIVALS CJCA Bond Year 8 Festival	Mon Jan 10 2022 09:15 AM NZDT	Polo Grounds Pitch 5a
	Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Gold		CJCA FESTIVALS CJCA Year 7 Festival Henry	Mon Jan 10 2022 09:15 AM NZDT	Polo Grounds Pitch 6a
	Buller Cricket Association Buller Cricket Yr 8 Festival Team 21-22		CJCA FESTIVALS CJCA Year 7 Festival Latham	Mon Jan 10 2022 09:15 AM NZDT	Polo Grounds Pitch 4a
	Mid Canterbury Cricket Association Mid Canterbury Yr 7 & 8 Green - Chch		CJCA FESTIVALS CJCA Year 7 Festival Germon	Mon Jan 10 2022 09:15 AM NZDT	Polo Grounds Pitch 3a
	Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Maroon		CJCA FESTIVALS CJCA Harris Year 8 Festival	Mon Jan 10 2022 09:15 AM NZDT	Polo Grounds Pitch 2a
	South Canterbury South Canterbury Yr 8 Black 2021		Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Black	Mon Jan 10 2022 09:15 AM NZDT	Warren Park Pitch 2
	CJCA FESTIVALS CJCA Hadlee Year 8 Festival		Canterbury Country Cricket Association Representative Property Brokers SIPST Yellow	Mon Jan 10 2022 09:15 AM NZDT	Warren Park Pitch 1
	CJCA FESTIVALS CJCA Year 7 Festival Fleming		West Coast Cricket Association Club WCCA Yr 7/8 Primary Development	Mon Jan 10 2022 09:15 AM NZDT	Warren Park Pitch 3

ROUND 2 (1.30PM)















	Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Blue		CJCA FESTIVALS CJCA Year 7 Festival Stead	Mon Jan 10 2022 01:30 PM NZDT	St Albans Park Pitch 2a
	Marlborough Cricket Association MCA PS Yellow		CJCA FESTIVALS CJCA Astle Year 8 Festival	Mon Jan 10 2022 01:30 PM NZDT	St Albans Park Pitch 1a
	Taylors Contracting Wanderers Tasman Wanderers		Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Purple	Mon Jan 10 2022 01:30 PM NZDT	Polo Grounds Pitch 1a
	CJCA FESTIVALS CJCA Bond Year 8 Festival		CJCA FESTIVALS CJCA Year 7 Festival Henry	Mon Jan 10 2022 01:30 PM NZDT	Polo Grounds Pitch 5a
	Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Gold		CJCA FESTIVALS CJCA Year 7 Festival McMillan	Mon Jan 10 2022 01:30 PM NZDT	Polo Grounds Pitch 6a
	Buller Cricket Association Buller Cricket Yr 8 Festival Team 21-22		Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Maroon	Mon Jan 10 2022 01:30 PM NZDT	Polo Grounds Pitch 4a
	Mid Canterbury Cricket Association Mid Canterbury Yr 7 & 8 Green - Chch		CJCA FESTIVALS CJCA Harris Year 8 Festival	Mon Jan 10 2022 01:30 PM NZDT	Polo Grounds Pitch 3a
	CJCA FESTIVALS CJCA Year 7 Festival Germon		CJCA FESTIVALS CJCA Year 7 Festival Latham	Mon Jan 10 2022 01:30 PM NZDT	Polo Grounds Pitch 2a
	West Coast Cricket Association Club WCCA Yr 7/8 Primary Development		Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Black	Mon Jan 10 2022 01:30 PM NZDT	Warren Park Pitch 3
	South Canterbury South Canterbury Yr 8 Black 2021		Canterbury Country Cricket Association Representative Property Brokers SIPST Yellow	Mon Jan 10 2022 01:30 PM NZDT	Warren Park Pitch 2
	CJCA FESTIVALS CJCA Hadlee Year 8 Festival		CJCA FESTIVALS CJCA Year 7 Festival Fleming	Mon Jan 10 2022 01:30 PM NZDT	Warren Park Pitch 1

TUESDAY 11 JANUARY

ROUND 3 (9.15AM)

	Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Gold		CJCA FESTIVALS CJCA Bond Year 8 Festival	Tue Jan 11 2022 09:15 AM NZDT	St Albans Park Pitch 1a
	Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Purple		Buller Cricket Association Buller Cricket Yr 8 Festival Team 21-22	Tue Jan 11 2022 09:15 AM NZDT	St Albans Park Pitch 2a
	Mid Canterbury Cricket Association Mid Canterbury Yr 7 & 8 Green - Chch		Marlborough Cricket Association MCA PS Yellow	Tue Jan 11 2022 09:15 AM NZDT	Warren Park Pitch 2
	Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Maroon		CJCA FESTIVALS CJCA Year 7 Festival Latham	Tue Jan 11 2022 09:15 AM NZDT	Warren Park Pitch 1
	CJCA FESTIVALS CJCA Year 7 Festival Germon		CJCA FESTIVALS CJCA Astle Year 8 Festival	Tue Jan 11 2022 09:15 AM NZDT	Warren Park Pitch 3
	West Coast Cricket Association Club WCCA Yr 7/8 Primary Development		Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Blue	Tue Jan 11 2022 09:15 AM NZDT	Polo Grounds Pitch 6a
	CJCA FESTIVALS CJCA Year 7 Festival Henry		Canterbury Country Cricket Association Representative Property Brokers SIPST Yellow	Tue Jan 11 2022 09:15 AM NZDT	Polo Grounds Pitch 1a
	CJCA FESTIVALS CJCA Year 7 Festival Stead		CJCA FESTIVALS CJCA Harris Year 8 Festival	Tue Jan 11 2022 09:15 AM NZDT	Polo Grounds Pitch 4a
	Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Black		CJCA FESTIVALS CJCA Hadlee Year 8 Festival	Tue Jan 11 2022 09:15 AM NZDT	Polo Grounds Pitch 5a
	CJCA FESTIVALS CJCA Year 7 Festival McMillan		CJCA FESTIVALS CJCA Year 7 Festival Fleming	Tue Jan 11 2022 09:15 AM NZDT	Polo Grounds Pitch 2a
	Taylors Contracting Wanderers Tasman Wanderers		South Canterbury South Canterbury Yr 8 Black 2021	Tue Jan 11 2022 09:15 AM NZDT	Polo Grounds Pitch 3a

ROUND 4 (1.30PM)

	Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Purple		Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Gold	Tue Jan 11 2022 01:30 PM NZDT	St Albans Park Pitch 1a
	Buller Cricket Association Buller Cricket Yr 8 Festival Team 21-22		CJCA FESTIVALS CJCA Bond Year 8 Festival	Tue Jan 11 2022 01:30 PM NZDT	St Albans Park Pitch 2a
	CJCA FESTIVALS CJCA Year 7 Festival Latham		Mid Canterbury Cricket Association Mid Canterbury Yr 7 & 8 Green - Chch	Tue Jan 11 2022 01:30 PM NZDT	Warren Park Pitch 2
	CJCA FESTIVALS CJCA Year 7 Festival Germon		Marlborough Cricket Association MCA PS Yellow	Tue Jan 11 2022 01:30 PM NZDT	Warren Park Pitch 3
	Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Maroon		CJCA FESTIVALS CJCA Astle Year 8 Festival	Tue Jan 11 2022 01:30 PM NZDT	Warren Park Pitch 1
	Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Blue		Canterbury Country Cricket Association Representative Property Brokers SIPST Yellow	Tue Jan 11 2022 01:30 PM NZDT	Polo Grounds Pitch 1a
	West Coast Cricket Association Club WCCA Yr 7/8 Primary Development		CJCA FESTIVALS CJCA Harris Year 8 Festival	Tue Jan 11 2022 01:30 PM NZDT	Polo Grounds Pitch 6a
	CJCA FESTIVALS CJCA Year 7 Festival Henry		CJCA FESTIVALS CJCA Year 7 Festival Stead	Tue Jan 11 2022 01:30 PM NZDT	Polo Grounds Pitch 4a
	Taylors Contracting Wanderers Tasman Wanderers		CJCA FESTIVALS CJCA Year 7 Festival Fleming	Tue Jan 11 2022 01:30 PM NZDT	Polo Grounds Pitch 3a
	South Canterbury South Canterbury Yr 8 Black 2021		CJCA FESTIVALS CJCA Hadlee Year 8 Festival	Tue Jan 11 2022 01:30 PM NZDT	Polo Grounds Pitch 4a
	CJCA FESTIVALS CJCA Year 7 Festival McMillan		Canterbury Country Cricket Association Representative Property Brokers SIPST Boys Black	Tue Jan 11 2022 01:30 PM NZDT	Polo Grounds Pitch 5a

ROUND 6 (9.15AM)

WEDNESDAY 12 JANUARY (9.15AM)

Pending any changes related to Playing Conditions

(Teams 1-4) Semi Finals

Team 1 v Team 4	- Polo
Team 2 v Team 3	- Polo

(Teams 5-8) Semi Finals

Team 5 v Team 8	- Polo
Team 6 v Team 7	- Polo

(Teams 9-12) Semi Finals

Team 9 v Team 12	- Polo
Team 10 v Team 11	- Polo

(Teams 13-16) Semi Finals

Team 13 v Team 16	- St Albans Park
Team 14 v Team 15	- St Albans Park

(Teams 17-22) Semi Finals*

Team 17 v Team 20*	- Warren Park
Team 18 v Team 19*	- Warren Park
Team 21 v Team 22	- Warren Park

THURSDAY 13 JANUARY (9.15AM)

PLACES 1-4 (ONE Section)

Winners of Semi Finals at St Albans No. 1

Losers of semi finals play-off for 3rd and 4th at St Albans 2

PLACES 5-16 (THREE Sections)

Winners of Semi Finals at TBC

Losers of Semi Finals at TBC

Places 17-22 (FIFTH Section)

Winners of Semi Finals at TBC

The losers of semi-finals will play against teams from the 21st vs 22nd they have yet to play in the Festival in the first instance or will be drawn against either of these 2 teams.

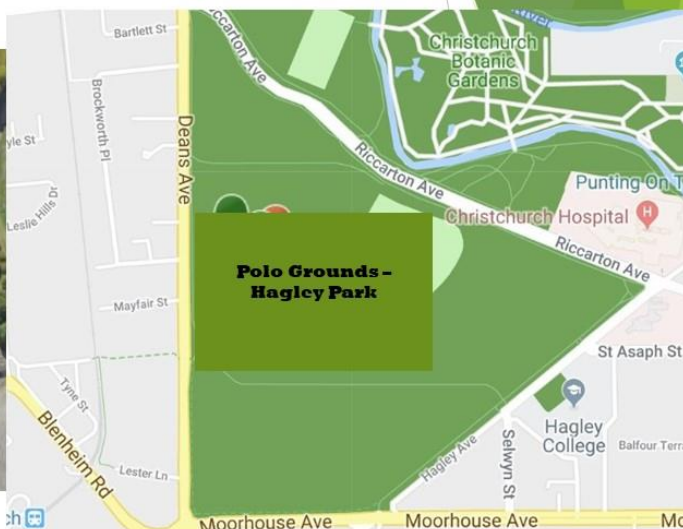
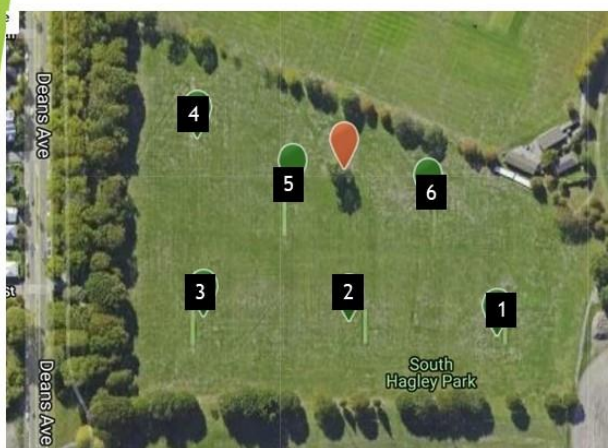
Venue for these matches TBC

Ground Locations & Facilities

POLO GROUNDS – HAGLEY PARK



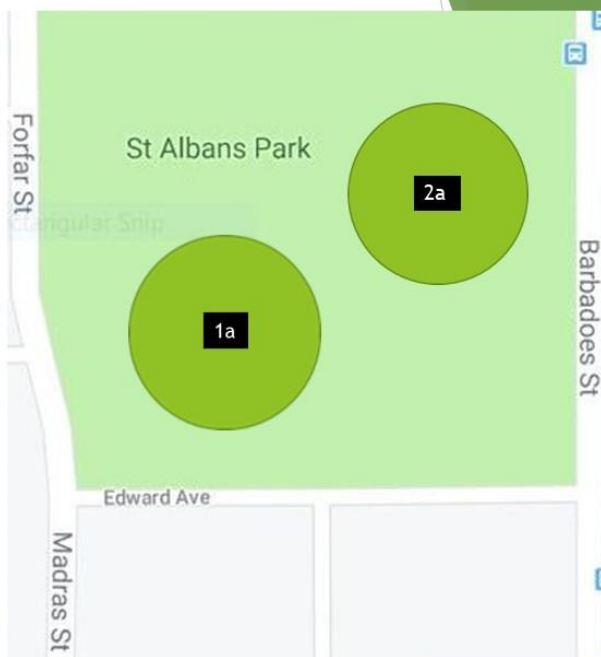
POLO GROUNDS – Hagley Park



ST ALBANS PARK



ST ALBANS PARK



WARREN PARK



WARREN PARK - South Hornby



PLAYING CONDITIONS

RULES

1. The Festival

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

INITIAL CONDITIONS (NOW SUPERSEDED)

SECTION 1 - Teams finishing 1-4 will play semi-finals of 1st versus 4th and 2nd versus 3rd.

SECTION 2 - Teams finishing 5-8 will play semi-finals of 5th versus 8th and 6th versus 7th.

Additional sections will be added to dependant on the number of teams involved in the Festival

Winners of all semi-finals will meet for their respective finals on Day 4, losers of semi-finals will play off for their respective places in the Festival. In the event of a Tie in a Post-Section Semi Final the higher ranked team after the 20/20 phase of the competition shall progress.

In the event of a Tie in a Section Final the title shall be shared.

NEW CONDITIONS AS AT DECEMBER 2021

(b) Following completion of this 20/20 phase teams will be matched by the Festival Manager / Coach Developers for Day 4 and Day 5 to play against teams of a similar ability in 40 over matches

- a) Each team shall comprise of no more than 11 players. The names of team members shall be notified to the Festival organiser no later than 10th December prior to the commencement of the festival. **Any Year 6 players from the previous school year must be clearly identified by each Association.**
- b) **Each team and their endorsing Association shall create a team in the CricHQ system and advise the Festival organiser no later than the 10th of December of the team name and CricHQ number.**
- c) 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.
- d) Multiple teams from an Association or a member club of that Association may enter.

2. Cricket Equipment

- a) Equipment: Each team shall provide its own full set of gear. Each teams should bring their own scoreboard which they should take to each match venue.
- b) Dress: Players shall wear normal cricket attire. Coloured clothing is permitted though **should not be predominantly Red in Colour due to the balls being used.**
- c) Balls: The only balls to be used at this festival are Kookaburra Crown RED 142gm 2 piece these will be supplied by the Festival organisers.
- d) Length of Pitch: 18 metres.
- e) Length of Boundaries: A maximum of 45 metres taking the measurement from the middle of the pitch.
- f) Scoring. Each team shall provide its own scorer, scorebook or online scoring device.

3. Draw

The draw for this festival will be developed on a random basis but attempting the opportunity to maximise games between different Associations and minimise matches between adjoining associations who play each other in the course of regular Interdistricts matches.

4. Hours of Play

- a) **Days 1-2** (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)

9.15am – 10.35am Session 1 (5 minute drinks at 10 over mark of each innings)

10.35am – 10.55am Interval

10.55am – 12.15pm Session 2

1.30pm – 2.50pm Session 3

2.50pm – 3.10pm Interval

3.10pm – 4.30pm Session 4

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 9.15am – 20 overs 1st Innings

Drinks approx. 10.35am – 15 minutes

Session 2 10.50am – completion of 1st innings

Lunch approx. 12.15pm – 45 minutes

Session 3 1.15pm approx – 20 overs 2nd Innings

Drinks approx 2.35pm - 15 minutes

Session 4 2.50pm – completion of 2nd innings

- b) 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 5.30 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.
- c) 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** 2000 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) **Team Sizes:** Teams may be composed of eleven players. Prior to the toss, each team must name their batting 9 and their fielding 9. Players left out of the Fielding 9 may act as substitute fielders for the fielding team at the match.
- d) **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.
- e) **Bowling Restrictions:** All bowlers are permitted to bowl a maximum of 4 overs per match during the 20/20 phase and 8 overs during the 40 over phase of the competition.

Alterations December 2021

Players who in the previous school Year were enrolled in YEAR 6 at school (who bowl with the keeper standing back i.e. medium pace) during the Festival are only permitted to bowl a maximum of 20 overs during the entire event. **Bowlers who are classed as medium pace or pace bowlers are suggested to have a rest day from bowling on either Day 2, Day 3 or Day 4.**

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 30 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.

Bowlers who are classed as medium pace or pace bowlers are suggested to have a rest day from bowling on either Day 2, Day 3 or Day 4.

- f) 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.**
- g) 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.

- h) **Limited Field Placement:** 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.
- i) **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.

j) **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".

No Balls – Dangerous Bowling suspension – (Health and Safety)

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.

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.

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

Section Play qualifying conditions.

INITIAL CONDITIONS (NOW SUPERSEDED)

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.

Alterations December 2021

Following completion of this 20/20 phase teams will be matched by the Festival Manager / Coach Developers for Day 4 and Day 5 to play against teams of a similar ability in 40 over matches

7. Weather interruptions

A. 20/20 Phase

- a) For matches due to start at 9.15 play may be delayed with no reduction in overs until 10.15pm.
- b) Should matches be delayed past 10.15 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 12.30pm. (5 overs each team and 5 minutes between innings).
- c) The latest finishing time for the first match each day should therefore be 1.15pm
- d) Should no play be possible by 12.30pm 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 2.15pm.
- f) Should a match be able to start after 2.15pm 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 5.30pm
- 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 11am 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 finals based on matches between teams in consecutive finishing order. i.e 1st vs 2nd, 3rd vs 4th etc. Finishing order will be based on competition points followed by net run rate.
- d) Should following the abandonment of Day 3 no play is able to occur on Day 4 a winning team shall be declared based on the finishing order established.
- e) On Day 4 if no match of a minimum of 5 overs be able to be completed for matches playing for Trophies teams shall be declared joint winners.

8. Festival Winners

Winners of the Finals of each of the Playoff sections shall be declared the winners of their respective events.

Trophies

No trophies will be awarded at this event

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.

10. Changes to Playing Conditions (and rules)

INITIAL CONDITIONS (NOW SUPERSEDED)

(a) A District Association or interested party submits in writing a change to the playing conditions to one of the major associations (i.e. Canterbury or Otago).

(b) The major association(s) send out in writing the suggested change to the 13 District Associations. If no response is received from a District Association within the deadline then that Association's vote will be counted as a yes vote. (If Christchurch Junior Cricket Association entered two teams in the previous festival, then they should be entitled to two votes. If CJCA entered only one team in the previous festival, they should be entitled to one vote). At least eight votes in favour must be achieved to pass a change. Nelson and Marlborough have one vote each and may make any change submissions through to the Otago Cricket Association.

(c) When a change has been voted in by the District Associations, the major Associations will write to all District Associations to advise and arrange the change to the electronic copy of the playing conditions as circulated each year to the host district.

(d) When a change has been voted out by the Districts Associations, the major associations will write to all District Associations to advise.

10. Changes to Playing Conditions (and rules)

NEW CONDITIONS AS AT DECEMBER 2021

Playing conditions will be reflective of the Balance is Better philosophy and participation strategies endorsed by Cricket in New Zealand.

GENERAL LOCAL CONTACTS

MEDICAL

24 Hour Surgery

401 Madras Street, Christchurch Central City, Christchurch 8013

03-365 7777

Website – [CLICK HERE](#)

Riccarton Clinic and After Hours Medical Centre

4 Yaldhurst Road, Upper Riccarton, Christchurch 8041

03-343 3661

Website – [CLICK HERE](#)

PHARMACY

CITY

Unichem Bealey Ave open until 10pm

212 Bealey Avenue, Christchurch Central City, Christchurch 8013

[03-365 1234](#)

Website – [CLICK HERE](#)

ST ALBANS

St Albans Pharmacy

1073 Colombo Street, St Albans, Christchurch

03-366 0404

Website – [CLICK HERE](#)

HORNBY

Bargain Chemist Hornby

6 Chappie Place Hornby, Christchurch

(03) 595 2284

Website – [CLICK HERE](#)

PHYSIOTHERAPY

Motus Sportshub

136 Moorhouse Avenue, Christchurch 8011

03 -9666 555

sportshub@motushealth.co.nz

Website – [CLICK HERE](#)

Motus Merivale

269 Papanui Road, Merivale, Christchurch 8052

03 358 4878

merivale@motushealth.co.nz

Website - [CLICK HERE](#)

DENTIST

Garden City Dental

237 Bealey Ave

Christchurch

Phone -

03 379 6222

info@gardencitydental.co.nz

Website – [CLICK HERE](#)

Opening Hours - Open 7 Days

Monday to Friday: 5pm - 10pm