

# CANTERBURY JANUARY FESTIVALS

## The Festivals (OVERALL)

The Festivals shall be split into Tiered sections with Associations entering or endorsing teams in the section deemed appropriate for the level of the team.

The Highest Section should consist of higher graded teams and subsequent Festivals will be held in either **6** or **8** team blocks or larger numbers should numbers entered each current ability level be over **8**.

**HIGHEST GRADE FESTIVAL – VENUE 2026 – TIMARU – Entries close 17<sup>th</sup> November**

**ADDITIONAL FESTIVALS – VENUES 2025 – CHRISTCHURCH (TIER 2) AND CANTERBURY COUNTRY (MANDEVILLE) (TIER 3) –**

## Specific Festival Playing Conditions

### 2026 COUNTRY

#### 1. Format

##### a) NINE team festivals

In NINE team festivals EIGHT 20/20 matches should be played.

#### 2. 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. All players should be in PlayHQ as registered players, aligned to a team and scorers have access rights to their teams.**

#### 3. 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

11.00am – 12.20 Session 1  
12.20pm – 12.40pm Interval  
12.40pm – 2.00pm Session 2

#### MATCH 2

3.00pm – 4.20pm Session 3  
4.20pm – 4.40pm Interval  
4.40pm – 6.00pm Session 4

- (b) **Day 2, 3 & 4** (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**

10.00am – 11.25am Session 1 (5 minute drinks at 10 over mark of each innings)  
11.25am – 11.45am Interval  
11.45am – 1.00pm Session 2

## **MATCH 3**

1.30pm – 2.50pm Session 3  
2.50pm – 3.10pm Interval  
3.10pm – 4.10pm Session 4

- (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 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) **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 Festivals. However, it is expected that a rate of approximately 15 overs per hour will be maintained throughout the Festival.
- f) **Use of Pods** – All Associations or Clubs entering these Festival shall agree to follow the guidelines regarding the use of PODS (see Appendix 1). Teams with specific concerns about individual players and their suitability to conform to these requirements should approach the Festival Manager to discuss alternatives that are fair to all teams.
- g) **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. Total overs bowled must fall in line with NZC guidelines on bowling loads as detailed in 5 (h) below.

h) **Bowling (Festival Load limits):** 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 **15 overs** during the entire event. 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 **22 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. After a spell of 4 overs a total of 8 overs must be completed before the same bowler (non-spin) is allowed to bowl a fresh spell.

i) 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.

j) 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.

k) **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.

**Notes:**

**Grounds persons will be encouraged to mark a circle with a radius of 10 metres from each middle stump with dots.**

l) **Batting wickets to Fall :** (new January 2024) a batting innings will complete at the end of the overs for each format **or when the 9<sup>th</sup> wicket falls** – in the event of a team only having 9 available batters (this is not an option for a team with 10 players available) Last Man Standing will be played until the 9<sup>th</sup> wicket falls or the overs are completed

m) **Batting Retirements:** During the 20/20 phase of the Festival batters must retire after they have faced their 30<sup>th</sup> ball (wides or no-balls are not included in this total) – In 40 over matches the retirement limit shall be 60 legitimate balls. Retired batters 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.

n) **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 – (Health and Safety)**

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 2<sup>nd</sup> 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.

**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**

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

**7. Weather interruptions**

- a) For matches due to start at 10.00 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

## 8. Festival Winners

### **NOT CURRENTLY IN PLACE**

(b) The **Derek Cockburn Trophy** will be awarded to the best fielding team & fair play at the Festival.

- The Umpires shall award points at the conclusion of each match based on the following criteria:
- (a) Catching and stumpings
- (b) Ground fielding and backing up
- (c) Fielding placements
- (d) Returns to wicketkeeper and bowler
- (e) Behaviour and sportsmanship
- No teams shall be awarded more than 6 points per match

(c) There shall be no trophies or awards made for individual performances during the Festival

(d) The winning association/s or, in the case of joint winners, the first recipient shall have the trophy engraved at the expense of the host association.

## 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.

# APPENDIX 1

## Pod Guidelines

### Background

In order to maximise player Participation within Festivals, the Canterbury Festivals Working Group that oversees all Festivals within the region has come up with an initial guideline to ensure that within each match and throughout Festivals that participants have an equalised opportunity to contribute to a teams performance.

By managing when **top pod batting players can bowl** it ensures the remaining players will contribute meaningful bowling overs (even if they haven't had batting opportunities in the match). There is nothing preventing spin bowlers from bowling early in an innings as a tactic.

Should Team Coaches or Managers need any guidance on how they are managing their Pods please communicate with the Festival Managers – this includes how to deal with inexperienced or young players who may feel overly challenged to especially bat in higher positions.

Timaru – Mark Medlicott

Christchurch – Rob Wilkinson

Mandeville – Tim Gruijters

Mandeville (New Year 7) – Tim Gruijters

### Festival POD guidelines

Each team should establish THREE batting PODS of either 3 or 4 players (dependant on the number in the squad).

Throughout the Festival these Pods should, by rotation bat in the top, middle and bottom batting positions.

**Players in the first Pod may only bowl after 50% of the overs of the teams bowling innings are completed.**

This would equate to 10 overs for 20/20 games and 20 overs for 40 overs games. Should games be shortened the 50% should be applied to the overs to be bowled.

### EIGHT 20/20's

Batting Positions	Round 1	Round 2	Round 3	Round 4	Round 5	Round 6	Round 7	Round 8
1 – 3 or 4	Pod A	Pod B	Pod C	Repeat Round 1 or 2 rotation	Repeat Round 1, 2 or 3 rotation	Repeat Round 1, 2 or 3 rotation		
4 / 5 to 7 / 8	Pod B	Pod C	Pod A	No rotation should have more than 2 placements in the	No rotation should have more than 2 placements in the same Pod Slot	No rotation should have more than 2 placements in the		
7 / 8 to 9 / 10	Pod C	Pod A	Pod B					
Bowling only after 50% of	Pod A	Pod B	Pod C			Repeat Round 1, 2	Repeat Round 1, 2	

overs completed	yellow	green	orange	same Pod Slot		same Pod Slot	or 3 rotation No rotation should have more than 2 placements in the same Pod Slot	or 3 rotation No rotation should have more than 2 placements in the same Pod Slot
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## **NEW YEAR 7 FESTIVAL and FESTIVAL WITH DIFFERENT NUMBERS OF TEAMS**

Once the number of teams/rounds have been confirmed for an event a guide on PODS for the relevant Festival will be produced.

Teams will be monitored to adhere to these guidelines.

These guidelines should be applied to all Festivals held within the Canterbury region during the 2023/24 season and will be reviewed after the season.