

2019 SCCA CENTRAL SOUTH ISLAND YEAR 7 DEVELOPMENT CRICKET TOURNAMENT

TOURNAMENT AIM

To provide players with an early opportunity to play in an 18 metre context. Participation, Development, Fun and a balance of challenge and like vs like playing opportunities are the main aims of the event.

TOURNAMENT ELEMENTS

The tournament is intended to provide for all teams to play shorter and longer format matches against comparable opposition with the opportunity for team coaches to work with their players during the matches to put previous coaching experiences into action in a match situation.

TEAM ENTRY CONDITIONS

Entries have been sent to your District Association after previous verbal or written contact.

An entry fee of \$100 per team will cover the following:

- Tournament Administration, Venue Management & Draws
- Ground hire

Teams are expected to supply;

- All teams are responsible for their own Health and Safety during the event and all teams should have their own First Aid Kits.
- Balls – 1 new 142gm ball per day per team (Kookaburra or Dukes acceptable). Same ball can be used for both T20 matches on Day 1.

VENUES

The proposed venues for the event are at various locations throughout South Canterbury, including Waihi School, Geraldine, Pleasant Point, Temuka, Celtic, Aorangi Oval, Ashbury Park and Mountainview High Schools.

On confirmation of entries and prior to the start of the tournament the grounds will be allocated. On Day 1 the 2 x T20 matches will be played on adjoining grounds so that the changeover for the second game does not involve any travel.

Where possible we hope to play matches nearer your starting point on Days 2 & 3 e.g. North Otago likely to play in Timaru, Mid Canterbury teams north of Timaru.

RULES

1. The Tournament

- a) The Tournament shall be played under New Zealand Cricket District Age and Stage Intermediate conditions with restrictions for any boys ABOUT TO START Year 7 in terms of bowling loads outlined below.
- b) The Tournament shall consist of two rounds of T20 matches on Day 1. On Days 2-3 a single 35 overs aside match will be played.
- c) As this is about development and participation, NO point tables will be kept during the tournament i.e. No Winner
- d) Each playing team shall comprise of no more than 10 players. The number of players (up to 12) bought to the event is at the discretion of each team.

2. Cricket Equipment

- (a) Equipment: Each team shall provide its own full set of gear (including balls)– stumps/bails etc will be provided by the host Association.
- (b) Dress: Players shall wear normal cricket attire i.e white pants. We have no issues with teams wearing coloured tops to support their region and/or sponsors.
- (c) Balls: “The only balls to be used at this tournament are red 142gm 2 piece”
- (d) Length of Pitch: 18 metres.
- (e) Length of Boundaries: A maximum of 35 meters, taking the measurement from the middle of the pitch
- (f) Scoring. Scoreboards shall be provided by the host association. Each team shall provide its own scorer, scorebook or online scoring device.

***Note:** If teams wish to score via CricHQ then they will need to provide SC Cricket with

CricHQ Team Name:

CricHQ ID:

We can then set up a draw for those wanting an online option.

3. Draw

The draw will be based around the number of entries received for the event but provisionally we have 8 teams (one to be confirmed) and a provisional draw as outlined below;

Day 1 - T20 x 2 (Friday 18th January 2019) (start time provisional at this stage depending on Otago Country travel arrangements)

Game 1 - 10.30am start Pool 1 South Canterbury Country v Otago Country 1 Mid Canterbury 1 v TBA	Game 1 - 10.30am start Pool 2 South Canterbury Town v Otago Country 2 Mid Canterbury 2 v North Otago
Game 2 – 2.00pm start Pool 1 South Canterbury Country v TBA Mid Canterbury 1 v Otago Country 1	Game 2 – 2.00pm start Pool 2 South Canterbury Town v North Otago Mid Canterbury 2 v Otago Country 2

Day 2 & 3 – 35 over one day matches. (Saturday 19th & Sunday 20th Jan 2019) Start time 10.30am

Day 2 10.30am start South Canterbury Country v Mid Canterbury 1 TBA v Otago Country 1 South Canterbury Town v Mid Canterbury 2 Otago Country 2 v North Otago	Day 3 10.30am start South Canterbury Country v Otago Country 2 South Canterbury Town v Mid Canterbury 1 Otago Country 1 v North Otago Mid Canterbury 2 v TBA
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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)

Days 2-3 (should a team be bowled out before completing their 35 overs a break of 30 minutes shall be taken before the commencement of the run chase)

(b) 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 6.00 pm. Any variation in the hours of play shall be notified to all team managers prior to the commencement of the tournament 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 tournament controller in consultation with the managers/coaches.

5. Matches

a) The Laws of Cricket 2000 code shall apply to all matches, except as specifically provided herein

b) Wides & No Balls – Prior to the start of play team coaches should agree on what will be called wides and/or no balls. As a guide any off-side or leg-side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score should be called a Wide.

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”.

c) Team Sizes: Teams may be composed of twelve 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) Bowling Restrictions: All bowlers are permitted to bowl a maximum of 4 overs per match during the 20/20 phase and 6 overs per match during the 35 over phase of the competition. This means up to 6 players will be required to bowl in a 35 over match.

Bowlers may bowl a maximum of 4 overs in a spell before they must take a rest.

e) 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.

f) Batting Retirements: During the 20/20 phase of the Tournament batsmen must retire after they have faced their 25th ball (wides or no-balls are not included in this total).

In 35 over matches the retirement limit shall be 50 legitimate balls.

Retired batsmen who have faced their ball limit may return to bat in order of retirement once all other batsmen have been dismissed. Batsmen may not be prematurely retired in order for a previously retired batsman to return unless Retired Hurt.

g) Drinks Breaks – a five minute drinks break will take place at the half way point of each innings – on exceptionally hot days extra drinks breaks may be taken.

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. Player Eligibility

(a) Players must be enrolled (or considered) as Year 7 pupils in the year 2019 when playing in the tournament. Exemptions for older players will be considered on a case by case basis, but no players in Yr 6 as of 2019 are eligible to play as outlined by NZ Cricket.

Summary:

These rules are to make it simple to have all teams on the same page, comply with NZC Age + Stage requirements and allow us to get on with providing our young players with an excellent opportunity to interact with other players on a like v like basis to help enhance their love of the game as well as their skills.

Managers/coaches are reminded that this is about creating a fun enjoyable environment at all times for the players.