

PRIMARY FESTIVAL DAY - T20 RULES

| PREPARE TO PLAY | |
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| Team Composition | <p>9 players on field - Jamie Watkins Year 7 & 8 Boys Only/Kate Ebrahim Year 7 & 8 Girls Only/Dean Robinson Year 5 & 6 Boys Only</p> <p>Teams may bring 11 players to the 9-a-side tournament and rotate players throughout the tournament.</p> <p>NOMINATION OF PLAYERS - Teams may have a squad of eleven players who will participate in the tournament. Additional players can be included in the squad and participate as fielding cover only. If a player suffers an injury which prevents further participation during the tournament they may be replaced (in the playing eleven) by an additional player for the remaining games of the tournament. The injured player cannot play any further part in the tournament once they have been replaced. All injury replacements need to be approved by the Tournament Manager. All costs for additional players will be the school's responsibility.</p> <ol style="list-style-type: none"> For each match, teams may be composed of eleven players (as stated above). <ol style="list-style-type: none"> Prior to the toss for each match, team captains must provide opposing captains and the Umpires a list of their batting IX and the Fielding IX. The players left out of the Fielding IX will act as 12th man for the fielding portions of the match. (i.e., the players may bat in the Batting IX but may not bowl). The wicketkeeper cannot be designated as the non-bowler. There will be no restrictions on the amount of time a player is required to be back on the field before they are allowed to bowl again or bat during their team's innings. |
| Suggested School Year Level | <p>Jamie Watkins/Kate Ebrahim Trophy - Year 7 (11-12 yr olds) & Year 8 (12-13 yr olds)</p> <p>The Festival Day competition shall be open to every student in Taranaki attending a participating primary school on a full-time basis who is year eight or under on the 1st January in the year of the competition.</p> <p>Dean Robinson Trophy - Year 5 (9-10 yr olds) & Year 6 (10-11 yr olds)</p> <p>The Festival Day competition shall be open to every student in New Zealand attending a participating primary school on a full-time basis who is year six or under on the 1st of January in the year of the competition.</p> |
| Tournament Structure | <p>Tournament will be a straight knock-out, first round (preliminary games) will be drawn against nearest neighbours with the winners of each game playing off on a Festival Day. The winners will go through to the Festival Cup Day and the losers will go through to the Festival Plate Day. Semi Final draw will be done randomly on the morning of the festival.</p> |
| Hours of Play | <p>PRIMARY FESTIVAL DAY</p> <p>Games duration - 180 minutes (Game can be completed in 3 hours)</p> <p>The normal session times shall be the following:</p> <p>Session 1: 9:00am – 10:20am Interval: 10:20am – 10:30am Session 2: 10:30am – 11:50pm</p> <p>LUNCH</p> <p>Session 1: 12:20pm - 1:40pm Interval: 1:40pm - 1:50pm Session 2: 1:50pm - 3:10pm</p> <ul style="list-style-type: none"> In the event play is delayed or interrupted the interval may be reduced by mutual agreement between the Umpires and the Tournament Manager but shall be not less than 10 minutes. Any variation to the normal hours of play for the Finals Tournament shall be the responsibility of the Tournament Manager who shall notify each competing team before the commencement of the tournament. Where the |

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| | commencement of play has been delayed by weather or ground conditions, the Tournament Manager shall notify all competing teams before the commencement of the day's play. |
| The Toss | Made 15 minutes prior to the game start time. |
| Length of Innings | 20 Overs - Maximum of 10 minutes between innings. No drinks break. |
| Pitch Type Length | Year 7&8 - 18 metres pitch length (stumps to stumps) Year 5&6 - 16 metres pitch length (stumps to stumps) - Grass or artificial surface can be used. |
| Boundaries | A maximum of 40 metres for Year 7&8 & a maximum of 35 metres for Year 5&6, taking the measurement from the middle of the pitch. <u>See the attached diagrams.</u> |
| Declarations | Not allowed. |
| Weather affected matches | <ul style="list-style-type: none"> • If rain interrupts and prevents each team from completing a minimum of five overs, the match will be called a no result and the winner will be decided by a bowl off - please see "Bowl Off" rules below. • To calculate the target score for team two in a weather affected match the target will be calculated by Duckworth Lewis via PlayHQ if an iPad has been used for scoring, or the average run rate per over of team one multiplied by the number of overs available to team two plus one run. • If a match is abandoned when team two has batted for five overs or more the target score to determine the winner will be the Duckworth Lewis target on PlayHQ if an iPad has been used to score or the number of whole overs completed multiplied by average run rate of team one plus one run. |
| Coach/Manager input during play | Some guidance of the team whilst playing is permitted, with a view to teaching the captain to make on-field decisions. Coaches refer to the Code of Conduct. |
| EQUIPMENT | |
| Ball | Kookaburra Crown 142gm leather 2 piece. The match ball does not have to be new, however umpires must agree it is fit for play. A new ball can only be taken at the start of an innings. |
| Helmets for batting/wicket keeping | Batting: Helmets with a faceguard are mandatory for junior cricketers (under 19). Wicket Keeping: Optional (but promoted as best practice) when the keeper is standing back from the stumps. Compulsory when the keeper is standing up to the stumps. |
| Equipment Guide | <ul style="list-style-type: none"> • Ipad/score book • 2 sets of stumps with bails (one from each team), ideally 1 set of portable stumps is required (to ensure pitch length requirements are met). Players must wear protective equipment as follows: Batting: Closed in shoes, 2x pads, 2x gloves, box (boys only) Wicket keeping: Closed in shoes, 2x pads, 2x gloves, box (boys only) & keeping gloves. Players are encouraged to wear whites or school coloured clothing and a hat or cap when fielding. |
| THE GAME | |
| Batting | <ul style="list-style-type: none"> • <u>Compulsory retirement for batters after they have faced 30 balls.</u> Retired batters can return after all other batters have batted. They return in the order batters were retired. Batters cannot be retired before they have faced 30 balls. • All balls, including wides and no balls will be added into the batters' ball count. |
| Dismissals | Jamie Watkins Year 7 & 8 Boys / Kate Ebrahim Year 7 & 8 Girls All dismissals apply. Normal LBW. Umpires to clarify before the commencement of play. |

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| | Dean Robinson Year 5 & 6 Boys LBW'S - NO, Stumpings - YES. Five ways to get out: Bowled, Caught, Stumped, Run Out, Hit Wicket. |
| Bowling | <ul style="list-style-type: none"> The bowling will take place in 5 over allotments from one end and then swap for the next 5 overs at the other end. Bowling directive for bowlers; <ul style="list-style-type: none"> Players are to have a maximum of 4 overs All overs are 6 ball overs with a maximum of 8 balls if extras are required to be bowled. Run ups for bowlers should not exceed more than <u>15 metres</u> (from the stumps) In a match where the start is delayed and the innings of both teams is restricted from the start to less than 16 overs, 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 as each bowler's limit is concerned. BOWL OFF <ul style="list-style-type: none"> Five bowlers from each team will, alternately, each bowl one delivery at the stumps in the normal manner. This may be done on any grass or hard surface, indoors or outdoors. The team with the highest number of hits will be deemed to be the winner. In the event of a tie, a further five bowlers will each bowl one delivery. If the scores are still tied, the above process will be repeated using the same groupings and until such time as a winner is found. If a bowler bowls a No ball it will count as their delivery but will not count towards the score of the team. |
| No balls and wides | <p>Normal cricket laws apply. Coaches refer to the Code of Conduct.</p> <ul style="list-style-type: none"> Any delivery which passes (or would have passed) above the batter's shoulder, or any full-toss which passes (or would have passed) above the batter's waist, shall be called a no-ball. Umpires must agree wide lines before the start of play and if possible, mark them. There shall be no restriction on the number of wides or no-balls which may be called in an over. NO-BALL <ol style="list-style-type: none"> Free Hit - 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 a wide ball. Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless: <ol style="list-style-type: none"> There is a change of striker; or 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 If the ball passes, or would have passed, over the shoulder height of the striker standing in his normal stance at the crease, the Umpire shall call and signal No ball. If a full pitched ball, irrespective of pace, passes or would have passed on the full above waist height of a batter standing in his normal stance at the crease, the Umpire shall call and signal No ball. WIDE BOWLING <p>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 offside, 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.</p> |
| Double bounce rule | <p>Normal cricket laws apply. Called a no-ball if the ball, without having touched the bat or person of the striker, bounces twice, or rolls along the ground, before reaching the popping crease.</p> |

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| Fielding | No fielder (except for wicketkeeper) is to be within 10 metres of the striking batter or another fielder to encourage more singles and safety. |
| Ground & Game Preparation | TCA will be preparing & marking the ground on the Festival Day. School Requirements: 1. Sports Co-ordinator/Team Manager/Coach in charge of team on the day 2. Gazebo (Shade for your team) 3. One set of Stand-up stumps 4. Ball (New 142gm 2-piece ball) - for each game 5. Ipad/Scorebook - players must be registered in PlayHQ 6. Players are to bring their own protective cricket gear as per the rules 7. Players are to bring own lunches, water bottles, hats & sunscreen |
| RESULTS | Full Scorecard including batting and bowling figures , results should be submitted into PlayHQ while the game is being played. The winning team must submit the result. If this is not done, then NO POINTS are allocated. |

REMEMBER: Children's early experiences will remain with them always and will often determine whether they want to remain playing the game or give up and do something else.

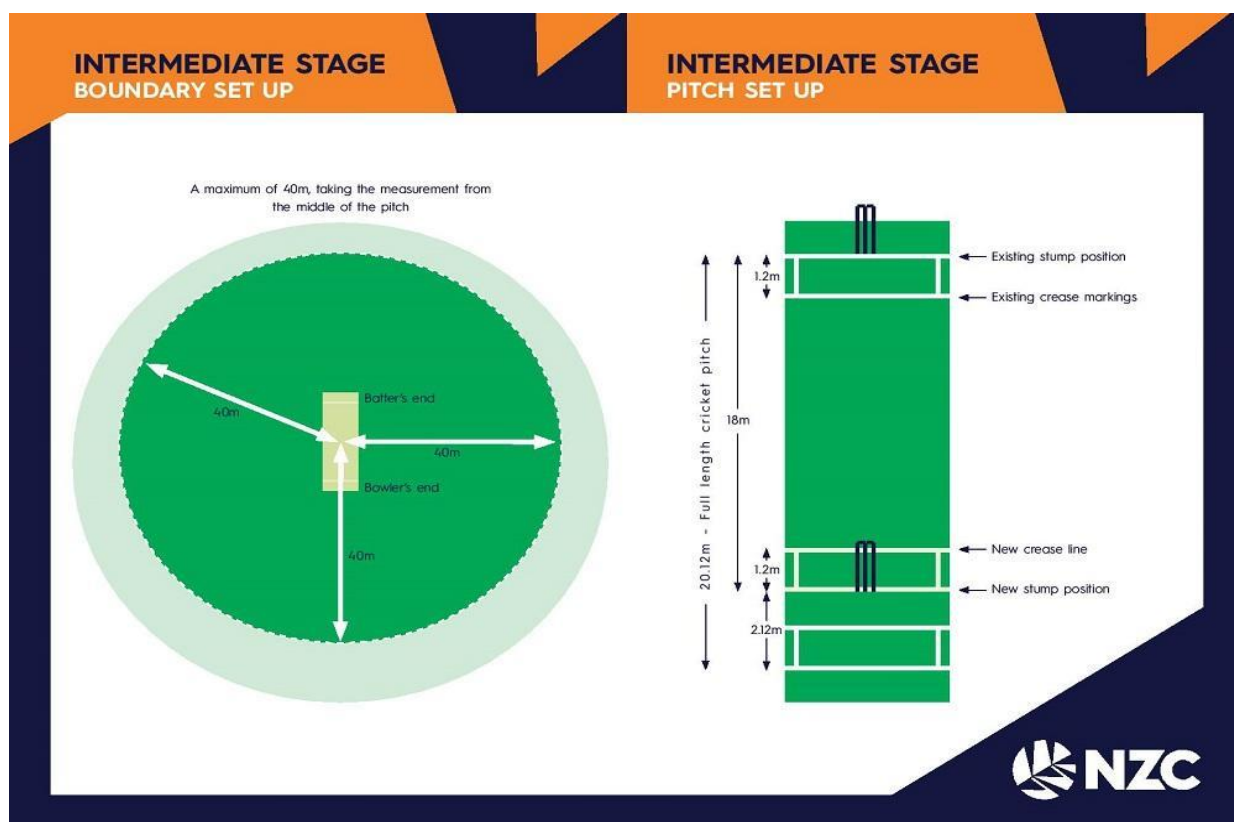
COMPLAINT/PROTEST PROCEDURE

Any complaint or protest for breach of game rules or competition rules must be submitted on the Junior Code of Conduct - Report Form (go to www.taranakicricket.co.nz under 'Junior, Rules') by email to janita@taranakicricket.co.nz within 48 hours of the incident or issue occurring. Where possible the issue will be considered within 48 hours of receiving the complaint and a response provided in writing.

Any queries or issues regarding any matter concerning the Primary Festival Day Cricket competitions should be directed to:

Janita Carlyon
Community Development Coordinator - Taranaki Cricket Association
Email: janita@taranakicricket.co.nz

Year 7&8 Boys & Girls - BOUNDARY & PITCH SET UP



Year 5&6 Boys & Girls - BOUNDARY & PITCH SET UP

