

SIPST Tournament Rules

1. The Tournament

- (a) The tournament shall consist of five rounds of one-day matches.
- (b) Each team shall comprise of no more than 13 players. The names of team members shall be notified to the Tournament Secretary no later than 10th December prior to the commencement of the tournament.
- (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) If the number of entries received by the host association on the official date of 1 August is an uneven number, two Christchurch teams of equal ability may be entered where there would otherwise be a bye.

2. Cricket Equipment

- (a) Equipment: Each team shall provide its own full set of gear including a full set of stumps (County 711 mm) and bails.
- (b) Dress: Dress: Players shall wear normal cricket attire with either white shorts and long white socks or long white or cream trousers. Cricket attire can have the following spaces and sizes for Association and Commercial logo's:

<p>Playing Top</p> <ul style="list-style-type: none"> • 1x Team/Assn logo 8cm x 8cm • 1x Manufacturers Logo – Chest, Shelve, or Back 8cm x 8cm • 1x Commercial Logo – Shelve or Chest 8cm x 8cm • 1 x Commercial Logo – Front Chest 10cm x 20cm <p>Playing Pants</p> <ul style="list-style-type: none"> • 1x Team/Assn logo 8cm x 8cm • 1x Manufactures or Commercial Logo 8cm x 8cm 	<p>Playing Vest/Jersey</p> <ul style="list-style-type: none"> • 1x Team/Assn logo 8cm x 8cm • 1x Team/Assn logo 8cm x 8cm • 1x Commercial Logo – Chest 8cm x 8cm <p>Playing Cap/Helmet</p> <ul style="list-style-type: none"> • 1x Team/Assn logo 8cm x 8cm • 1x Commercial Logo 3.5cm x 3.5cm
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(c) Balls: The host association must provide five new two-piece Kookaburra Crown 142gm balls to each team. Only one new ball may be used by each team in a game. (note: at the conclusion of the tournament all seventy balls are to be kept by the host association for future junior player development in their association.) The Kookaburra Crown 142gm ball is the only ball permitted to be used in this tournament. No other ball is to be used.

(d) Length of Pitch: 20.12 meters.

(e) Length of Boundaries: The minimum length of boundaries shall be 50 metres radius and the maximum length shall be 60 metres when measured from the centre of each wicket block. Note: where circumstances permit the maximum permitted boundary of 60 metres should be used.)

(f) Scoring. Scoreboards shall be provided by the host association. Each team shall provide its own scorer and scorebook.

3. Draw

The draw for this tournament will comprise rounds 7 – 11 of the 14 team draw developed for use at South Island Primary Tournaments (see p.25 for more detail).

4. Hours of Play

(a) Commencement of play until lunch - 10.15am through to 12.15 pm, Lunch until tea - 1.00 pm through to 3.00 pm, Tea until close of play - 3.20 pm through to 5.20 pm.

(b) The hours of play set down in this playing condition may be varied by the Tournament 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 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 Umpires.

5. Matches

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

(b) Team Sizes: Teams may be composed of twelve players. Prior to the toss each team must name their batting 11 and their fielding 11. The player left out of the Fielding 11 will act as a normal 12th man for the fielding positions at the match. A 13th man can be a sub fieldsman if required.

(c) Over Rate:

(i) There shall be no over rate penalties applied to the primary school tournaments. However, it is expected that a rate of approximately 18 overs per hour will be maintained throughout the tournament.

(ii) Subject to playing conditions 4(a), 4(b) and 5(a), when one hour of playing time remains in terms of playing condition 4, the next ensuing over shall be the first of a minimum of twenty 6-ball overs unless a result is reached earlier. If an interruption for weather or bad light occurs during the final hour the number of overs to be bowled will be reduced by one for every complete three minutes of interruption.

(d) First Innings: The declaration time for the first innings will be within a maximum time of 3 hours 10 minutes, unless the playing time is less than the normal 6 hours at the commencement of the match. In these circumstances, the following maximum percentage of playing time applies to the first innings:

Playing time	Maximum % of playing time for the first innings
Normal 6 hours	3 hours 10 minutes (52.78%)
5 hours 1 min - 6 hours	53%
4 hours 1 min - 5 hours	55%
3 hours 1 min - 4 hours	57%
3 hours or less	60%

The calculation should be rounded up to the closest minute. If play is delayed further, once games have started, there will be no further adjustments to playing time.

(e) Bowling Restrictions: All bowlers other than spinners are permitted to bowl a maximum of 10 overs per match with no more than 5 overs per spell. Spinners can bowl a maximum of 15 overs per match (no spell requirements).

(f) 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) Fielders may stand within 10 metres of the striker if they are in the off-side slips position.

(ii) Groundspersons will be encouraged to mark a circle with a radius of 10 metres from each middle stump with dots.

(g) Dangerous Deliveries

(i) 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"

(ii) 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".

(h) Drinks Breaks: Will take place at 11.15am and at 4.20pm. ie the middle of the two sessions which do not include the change of innings (should the match be shortened for any reason then drinks shall be taken in the middle of each session). 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. The drinks break shall take no longer than 3 minutes.

6. Competition Points

(a) Outright Win 6 Points

(b) 1st Innings win 5 Points (reduced to 3 Points if an outright Loss follows)

(c) 1st Innings Tie 3 Points

(d) Draw/no result 2 Points

(e) 1st Innings loss 1 point

7. Tournament Winners

The team with the greatest number of points accumulated at the end of the final round shall be declared the tournament winners. In the event of two or more teams having the same number of points the tournament trophy shall be shared.

8. Trophies

(a) The winning team or teams in the South Island Tournament shall be awarded the Sir Jack Newman Trophy

(b) The Eastern Southland Trophy will be awarded to the best fielding team & fair play at the tournament.

The Umpires shall award points at the conclusion of each match based on the following criteria:

(i) Catching and stumpings

(ii) Ground fielding and backing up

(iii) Fielding placements

(iv) Returns to wicket keeper and bowler

(v) 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 tournament.

(d) The winning association 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 tournament.

(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 tournament. 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 be able to select players for their tournament team by borrowing up to 3 players from other associations.

10. Changes to Playing Conditions (and rules)

(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 tournament, then they should be entitled to two votes. If CJCA entered only one team in the previous tournament, 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.