



ICNZ Masters Invitational Tournament

35's Masters

40's Masters

Wednesday 22nd, Thursday 23rd,

Friday 24th October 2014

Upper Hutt Indoor Sports

Wellington

Watch World Cup Finals 25th October 2014

At Hutt Indoor Sports

From New Zealand: Central, Northern, Southern
From Australia: ACT, Queensland, NSW, Victoria,
North Queensland, Western Australia, Tasmania,
South Australia, Northern Territory

From Singapore: Singapore

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TEAM PHOTO SESSIONS

To be advised.



**INDOOR CRICKET
NEW ZEALAND**



THE EVENT

ICNZ Indoor Cricket Masters Invitational

TOURNAMENT DATES

Wednesday 22nd October to Friday 24th October 2014

Watch the World Series finals 25th October 2014

SANCTIONING BODY

Indoor Cricket New Zealand Inc.

PROVINCES INVITED

Northern: Central, North Harbour, Waitakere, St Lukes

Hamilton, Manukau, Pakuranga

Central: Napier, Taranaki, Manawatu, PISA

Hutt Park, Wellington, Upper Hutt, Kapiti

Southern: Christchurch, Hornby, Redwood, Howzat Christchurch

Nelson, Blenheim, Dunedin Metro

State Teams

Australia: Queensland, New South Wales, ACT, North Queensland,
South Australia, Western Australia, Northern Territory, Tasmania

Singapore: Singapore

GRADES COMPETING

35's Masters (Maximum 6 teams)

40's Masters (Maximum 8 teams)

This will be done on a first registered basis so get in quick!

HOST STADIUM

Upper Hutt Indoor Sports

Upper Hutt Indoor Sports Centre, Wellington

(T) 04-526 6606

TOURNAMENT MANAGEMENT

Tony Watkins 021 790 499

awatkins@iaateam.com



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NEW ZEALAND



TOURNAMENT DETAILS

THE AIM

To play a Masters Invitational Tournament around the Premier World Series being held in Wellington, October 2014; and support the sport we love.

GAMES

Each team will play a minimum of 6 games.

WHAT'S INCLUDED

Tournament shirt, all games, team photo, prize giving meal, programme, trophies, entry to World Series finals and games during the week.

OPTIONAL EXTRAS

Attend the World Series prize giving (where the Masters World Series 2016 Tournament location should be announced). Celebrate with the Premier World Series winners from the Men's, Women's; Boy's and Girl's under 20 Grades.

Purchase a souvenir World Series shirt

CATCH UP WITH FRIENDS

Enjoy a carnival of Masters Indoor Cricket then sit back and relax as you watch the Premier World Series with a few mates from around the world.

PREMIER WORLD SERIES

As this tournament is being set up around the Premier World Series we will try and work the draw around games that your home country is playing in, this will not always be possible.



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1. PLAYER REGISTRATION

- 1) Each team is permitted to use and register a total of twelve (12) players during the course of the tournament, and each team must register their players on the Official Team Registration Cards prior to the start of their first tournament game. Only registered players can play.
- 2) The names originally registered cannot be altered or extended in any form and only those players registered prior to the commencement of their team's first game will be eligible to play in the tournament.
- 3) Each team may use a maximum of eight players per match, and these players must be registered on the Official Match Registration/Score Sheets prior to the toss for each game being taken.
- 4) All players competing in the over 35's Grades must be over 35 years of age or older as at the 31st December 2014, All players competing in the over 40's Grades must be over 40 years of age or older as at the 31st December 2014

2. MATCH RULES

- 1) All games will be played in accordance with the Official Rules of Indoor Cricket New Zealand as determined and may be amended from time to time by Indoor Cricket New Zealand.

3. GAME FORMAT

Draw will be done and emailed as soon as possible.

Two new Burley Super Soft Balls for all matches

All round robin matches will be played on a six balls per over basis.

All Semi and Final matches will be played on a eight balls per over basis

4. PLAYING EQUIPMENT

- 1) All teams must ensure that they provide all of their own personal playing equipment and practice balls as these will not be available at the venue hosting this event.

5. SCHEDULED START TIMES

- 1) All teams must be present at the venue for their game at least fifteen (15) minutes prior to the scheduled start time for each of their games.
- 2) The toss to decide the order of innings will be taken ten minutes prior to the start of each game, and any team that does not have a representative present at this time will forfeit the right to toss and the order of innings will be at the discretion of the team who's representative is present.
- 3) The team winning the toss must decide the order of innings instantly without further consultation with team members.
- 4) Unless decided otherwise by a Tournament Official, any team that is not ready to take the court within ten minutes after the scheduled start time for their game will lose such game by default.
- 5) Time Penalties will apply to all games except Grand Finals. Fielding teams have 40 minutes for 6 ball overs and 55 minutes for 8 ball overs to complete their fielding innings. Fielding teams that take longer than 40 minutes for 6 ball overs match and 55 minutes for 8 ball overs match will be penalised 5 runs for every 3 minutes, or part thereof.



6. PROTEST COMMITTEES

- 1) If required, the Event Manager will convene a Protest Committee to hear and adjudicate on any protest lodged during the tournament.
- 2) Any team may lodge a protest concerning any aspect of this tournament, but such protests must be made to either an Event Controller or the Event Manager by either a Team Captain or Team Manager.
- 3) All protests must be made in writing and must be accompanied by a \$100.00 Protest Fee that will only be refunded if the Protest Committee upholds the protest.
- 4) If any protest being lodged is in relation to a particular match played during the tournament, such protest must be made within sixty (60) minutes of that match finishing.
- 5) The Protest Committee will comprise of the Event Manager and any two other people deemed best suited by the Event Manager to be able to rule on such protest.
- 6) The decision of the Protest Committee will be deemed final and is not subject to appeal.

7. CODE OF CONDUCT

- 1) Foul and abusive language or behaviour will not be tolerated at any stage of this tournament, and any Player, Team Official, Supporter or Spectator who acts in such a manner will be removed from both the venue and the tournament.
- 2) If any Player, Official or Supporter of a team is asked to leave the venue for any of the above reasons during a game being played by that team, and they fail to comply with such request, the team that they are associated with may be defaulted from the game.
- 3) All Player / Management will be required to sign a Code of Conduct form that covers not only the tournament facility but all related Hotels, Transport, Function Venue and general Facilities that are visited during the Tournament
- 4) No Person will be permitted to play unless this form has been signed. All forms must be lodged at the Stadium prior to your teams 1st Scheduled Game

8. LICENSED PREMISES

- 1) All venues being used to host this event are fully licensed and alcohol is not permitted to be carried on or off of these premises at any time. Each venue reserves the right to inspect water bottles or any other such vessel that may contain alcohol at any stage of the event.
- 2) Any person or team found breaking this condition of entry will be asked to leave the venue and will be unable to take any further part in the tournament.



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9. MATCH POINTS

Win 4 Points

Draw 2 Points

Loss 0 Points

Default Win 8 Points

Default Loss -8 Points

- 1) In addition to the match points detailed above, the corresponding batting pairs in each team (1v1, 2v2, 3v3, 4v4) will compete for an additional point which will be awarded to the pair that records the higher partnership total. This point is known as the skins point.
- 2) One skins point is offered for each corresponding pair, making a total of four skins points per game.
- 3) In the situation where two corresponding pairs score the same number of runs, the skins point to be awarded for that partnership will be awarded to the teams that receives the next skins point.
- 4) In the situation where the final batting partnerships are tied, the skins point for that partnership will be awarded to the team that was awarded the most recent skins point prior to that partnership.

10. LADDER POSITION

- 1) To determine the finishing order of teams at the conclusion of the round robin section of the competition the following order will be followed; Highest Total Points (Match Points and Skins Points), then Highest number of Outright Wins (if equal on total points), then highest number of Skins Points (if equal on total points and outright wins) and finally by the highest Run Rate Percentage (if equal on all the above) Note - For this purpose a drawn match will be counted as one half of one outright win.

11. TIED FINALS

- 1) The team who wins the highest number of skins in a tied final will be declared the winner.
- 2) If the number of skins won by each teams are also tied, the winner will be decided as follows;
 - a) Semi Finals - The game will be awarded to the team who finished highest on the ladder in the preliminary matches.
 - b) Grand-Finals - A mini game consisting of two four over innings will be played. The team scoring the most runs during this mini-game will be declared the winner, but if the scores are still tied, the team who wins the highest number of skins will be declared the winner.

12. AWARDS

Awards for the following will be awarded in each grade at the Presentation Function...

MVP Awards (1 per team) as voted by Opposition Players

Best Grand Finals Player (Picked by the umpire)

Winners Awards (Winner of Grand Finals) # Individual Medallions

Runners Up Awards (Loser of Grand Finals) # Individual Medallions

13. FUNCTION

Function location to be determined



REGISTRATION FORM

PROVINCE NAME AND ORGANISER'S DETAILS			
Province			
Contact Person			
Postal Address			
Telephone (Work)		Facsimile	
Telephone (Home)		Mobile Phone	
Email Address			

GRADE	NO.OF TEAMS & TICKETS	ENTRY FEE	COST
35's Masters		@\$2,400	
40's Masters		@ \$2,400	
World Series Dinner Tickets		@ \$85	
World Series Shirt		@ \$50	

UMPIRES NAME(S)	TEAM AFFILIATION	IF YES, WHICH TEAM?	SHIRT SIZE
	Yes / No		
	Yes / No		

All team entries for the 2014 ICNZ Masters Invitational Tournament must be made on this form. 50% deposit will be required to be paid by the 18th of July 2014. the balance along with any World Series Dinners and Shirts payments will need to be paid by September 19th 2014

All cheques are to be made payable to "Indoor Cricket Masters" and are to be posted along with this entry form to "Event Manager, Indoor Cricket Masters, PO Box 96 206, Balmoral, Auckland" **or by depositing into ICNZ Masters bank account: 06-0241-0259224-00 (please indicate team and age group)**

Entries into this event will officially close at 5.00pm on Friday the 11th July 2014, and may also faxed or emailed, with original to be sent by normal mailed.

By submitting and signing this entry form, the above named contact person undertakes on behalf of the team(s) being entered that;

They will abide by the rules and conditions applicable to this event.

They are all aware that team entry fees will only be refunded if either a grade or the entire event is cancelled.

That all players must sign the Code of Conduct form, any or all of the above teams may be removed from the event and any such teams removed will be ineligible to claim for any form of entry fee refund.

Signed.....Name.....

Date.....

