



# Hawke's Bay Cricket Camp 2011

## Hawke's Bay Cricket Camps

The Hawke's Bay Cricket Camps were established in 1979 and have been organised by Hawke's Bay Cricket Association since the 2001/02-cricket season. They have been a very successful breeding ground for a number of first class and New Zealand cricketers with Shayne O'Connor, Chris Nevin, Jacob Oram, Matthew Sinclair, Jetan Patel and Jesse Ryder to name a few.

The camps are held in the January school holidays with seven grades. High emphasis is on enjoyment and participation for the children but there is also a large element based on coaching and development. They are seen as a huge part of the growth of cricket in the North Island.

## General Information

### Hawke's Bay Cricket

PO Box 355, Napier, 4140.

### Camp Coordinator

Craig Findlay

Email [baysport@clear.net.nz](mailto:baysport@clear.net.nz)

021 346 723

### Camp Addresses

Riverbend Camp

354 Te Aute Road (Corner Te Aute & St Georges Roads Hastings. Phone 06 8730054

Napier Boys' High School, Chambers St, Napier

### Camp Dates 2010

Boy's U10: Thursday 6<sup>th</sup> to Saturday 8<sup>th</sup> January

Boy's U13: Sunday 9<sup>th</sup> to Wednesday 12<sup>th</sup> January

Boy's U16: Monday 10<sup>th</sup> to Thursday 13<sup>th</sup> January

Boy's U11: Wednesday 12<sup>th</sup> to Saturday 15<sup>th</sup> January

Boy's U12: Sunday 16<sup>th</sup> to Wednesday 19<sup>th</sup> January

Boy's U14: Tuesday 18<sup>th</sup> to Friday 21<sup>st</sup> January

Girl's U14: Wednesday 19<sup>th</sup> to Friday 21<sup>st</sup> January

### Cost for Camps:

(Costs are GST Inclusive)

Girl's U14 and Boy's U10

\$1350.00 (teams stay  
Riverbend Camp)

Boy's U11 to U13

\$1875.00 (teams stay at  
Riverbend Camp)

Boy's U 14 and U16

\$2425.00 (teams stay at  
Napier Boys')

### Player Accommodation

**Riverbend** - Players sleep in Cabins, 6-12 players per room.

**Napier Boys** - Players sleep in Dormitories.

All players are expected to stay at the Camp.

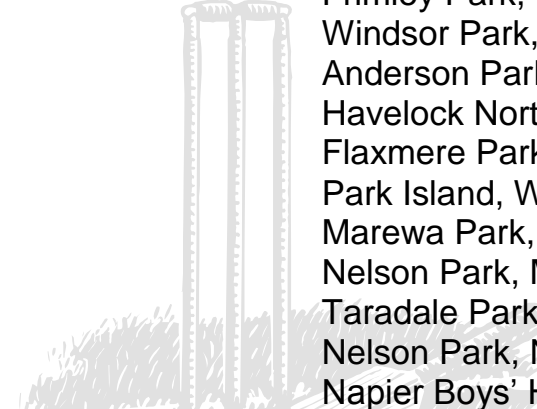
### Meals

Breakfast, lunch (except for the first day) and dinner are provided for all Players at the Camp. The meals are plain and nutritious. Players on special diets or those who have allergies will need to make arrangements with the team manager before the camp. Cut lunches and drink are provided by the camp for players on the 2<sup>nd</sup> and 3<sup>rd</sup> days. **The lunch chilli bin is to be delivered to the kitchen each night to enable packing of lunches.**

Parents should use their discretion in the need to have alternative food available for their child.

### Supervision

One adult per team is required to stay in Camp each night to supervise their team. This includes rostered camp duties, swimming & other camp recreational activities, maintaining order at meal and settling times and during the night.

<b>Parents</b>	Parents of players are encouraged to come to Hawke's Bay and attend tournament Games. Players really appreciate the parent/ spectator support at games
<b>Venues</b>	Games are played at various parks around Hastings, Havelock North and Napier. We recommend that Parents have a map showing all the parks in Hawke's Bay.
<b>Parks</b>	 <p>Frimley Park, Lyndhurst Rd, Hastings.  Windsor Park, Windsor Ave, Hastings.  Anderson Park, Te Aute Rd, Havelock North.  Havelock North High School, Te Mata Rd, Havelock Nth.  Flaxmere Park, Wilson Road, Flaxmere.  Park Island, Westminster Ave, Napier.  Marewa Park, Henry Hill St, Napier.  Nelson Park, Morris St, Napier.  Taradale Park, Puketapu Rd, Taradale.  Nelson Park, Napier.  Napier Boys' High School, Napier</p>

## Riverbend

<b>Parent Accommodation</b>	Accommodation is at a premium at this time of the year. Contact Debbie Nicholson on Phone 06 8730054 Email: <a href="mailto:debzmal@gmail.com">debzmal@gmail.com</a>
<b>Tent/Caravan sites</b>	Phone Riverbend Staff to arrange a tent or caravan site.
<b>Arrival</b>	All grades to go straight to the ground for their games. A tournament meeting will be held at Riverbend at 6:45pm. Days 2, 3 & 4 parents need to arrive at camp and be ready to take players to their games no later than 7:45am. There is normally some travel required to the venues.
<b>Camp Discipline</b>	This is strict and fair to maintain control for the children of these age groups. Action will be taken by the "Camp Co-ordinator," Craig Findlay for inappropriate behaviour.
<b>Camp Duties</b>	Teams are required to undertake rostered duties (e.g. Setting or clearing tables at breakfast and dinner) during their stay at camp.
<b>Games</b>	Start Times: See Match Guidelines for individual Grades
<b>Playing Environment</b>	Games are often played in temperatures of 25c+. Sun hats, sunscreen and ample fluid intake are essential

**Camp evening Programme** A number of activities are available at the camp for the players e.g. swimming, tennis, and other structured sports. Also each evening players, coaches, managers & parents are encouraged to participate in a brief presentation regarding the day's games. Normally the Captain of the day is the one who presents. This session also recognises all those who have achieved honours board status for all games held that day.

## **Departure**

All teams must take all gear and player's luggage with them when they leave for their last game of the final morning. The tournament finishes after the morning game the final day.

## **Riverbend Camp Rules. (For Managers)**

To help the camp run smoothly as manager you should ensure that:

- You notify the kitchen if your team will not be back for an evening meal.
- You keep your team together in an orderly way during meal and duty times.
- All sport is to be played on the sports field on the far side of the tennis courts.
- The freezer space is for ice packs only.
- The swimming pool may be used between 6.30 am and 9.00 p.m. With the regard to Health and Safety in Employment Act 1992 your team is your own responsibility while at Riverbend. When children are using the pool or river area they must be supervised by and adult (18 years and over)
- Players are expected to be in bed by 10.00pm
- Speed on driveways is 10kms.
- Shoes must be worn at all times in the dining hall.
- Players must stay in the dining hall until meals are finished.
- Entering achievements onto Honours Board sheets
- Entering results onto scorecards
- Attending all Camp meetings.
- Ensuring the team is organised and settled in their allocated accommodation.
- Making sure that communication between the team, the team's parents, Riverbend staff and Craig Findlay is open and workable all the time.
- Ensuring you communicate game, ground and other tournament/camp changes to parents staying in the district and teams plus any meal attendance changes to the camp office, (ph. 068730054)

## **Match Guidelines/Rules of Play.**

The rules have been formulated for the relevant age group by the tournament organisers and other team managers over the various years. These are subject to change at the initial meeting of teams at the beginning of each tournament sector. Any suggested additions or corrections should be addressed to Craig Findlay.

**ALL ARE TO HELP THE SPIRIT OF THE GAME-** Please read all conditions.

## Under 10 Boys

Match Structure	Day One	30 Over Match	Start	12:30pm
	Day Two	2 x 30 over matches		
		Game 1	Start	8:30am
		Game 2	Start	1:30pm
	Day Three	1 x 25 over match	Start	8:30am
Over rate	15 overs per hour should be bowled			
Drink break	Half way through the innings. The break is only for drinks and should be no longer than 3 minutes with teams encouraged bringing drinks onto the field.			
Number of deliveries	Maximum number of balls bowled, per over is seven. (Irrespective of wides and no balls)			
Innings	30 overs (5 overs maximum per bowler) All players must bowl 2 overs in all games Playing numbers- 12 batters can be used, however only eleven fielders are allowed.			
LBW Rule	No LBW's, but a warning is to be given to the batter, who is hit on the back foot in line with the stumps. The umpire will audibly issue a warning and notify all other Umpires of the situation.			
Wides	Awarded on the ruling of being 50% of the distance from the stumps, down the leg side. The off stump measure is 75% outside off stump.			
No Balls	Where the batsman is in normal batting stance above the shoulder height for a bouncer, above the waist when a full toss. Double bouncing balls are "called" by the square leg umpire and this is when the ball bounces twice before the batting crease. The speed of delivery and whether the ball bowled was directed at the batter does not enter into the discussion.			
Boundaries	40 meters is expected at this level			
Pitches	Length is 18 metres. The vast majority of pitches used at this level are artificial surfaces. Teams are asked to bring stand up stumps to the tournament and masking tape to mark out the crease.			
Balls	Two-piece, 135/6 or 142 gram leather balls to be used. All teams are to provide their own balls.			
Retirement	Batters, on attaining 25 runs, will retire at the overs end. The retired player may be reintroduced to the batting line up only when all other members of the team have batted.			
No fielders	Within 10 meters of the stumps.			
Honours Board Status	Is awarded to <ul style="list-style-type: none"><li>• scores of 25 runs or more</li><li>• two wickets or more</li><li>• involvement in two dismissals in the field.</li></ul>			

## Under 11 Boys

Match Structure	Day One	30 Over Match	Start	1:00pm
	Day Two	2 x 30 over matches		
		Game 1	Start	8:30am
		Game 2	Start	1:30pm
	Day Three	2 x 30 over matches		
		Game 1	Start	8:30am
		Game 2	Start	1:30pm
	Day Four	25 Over Match	Start	8:30am
Over rate	15 overs per hour should be bowled			
Drink break	Half way through the innings. The break is only for drinks and should be no longer than 3 minutes with teams encouraged bringing drinks onto the field.			
Number of deliveries	Maximum number of balls bowled, per over is seven. (Irrespective of wides and no balls)			
Innings	40 overs (7 overs maximum per bowler) 35 overs (6 overs maximum per bowler) 30 overs (5 overs maximum per bowler) 25 overs (4 overs maximum per bowler) Playing numbers- 12 batters can be used, however only eleven fielders are allowed.			
LBW Rule	A warning is to be given to the batter, who is hit on the back foot in line with the stumps. The umpire will audibly issue a warning and notify all other Umpires of the situation.			
Wides	Awarded on the ruling of being 50% of the distance from the stumps, down the leg side. The off stump measure is 75% outside off stump.			
No Balls	Where the batsman is in normal batting stance above the shoulder height for a bouncer, above the waist when a full toss. Double bouncing balls are "called" by the square leg umpire. The speed of delivery and whether the ball bowled was directed at the batter does not enter into the discussion.			
Boundaries	45 meters is expected at this level			
Pitches	Length is 20 metres. The vast majority of pitches used at this level are artificial surfaces. Teams are asked to bring stand up stumps to the tournament.			
Balls	Two-piece, 135/6 or 142 gram leather balls to be used. All teams are to provide their own balls.			
Retirement	Batters on attaining 30 runs will retire at the overs end. Players can be retired before 30 runs but they are retired out and are not able to bat again. At the loss of the last wicket any player that has been retired for 30 or more may bat again.			
No fielders	Within 10 meters in front of the stumps. Fielders behind the bat are able to field as close as required.			
Honours Board Status	Is awarded to: <ul style="list-style-type: none"><li>• Scores of 30 runs or more</li><li>• 3 wickets or more</li><li>• Involvement in 3 dismissals in the field</li></ul>			

## Under 12 Boys

Match Structure	Day One 40 Over Match	Start 12:00pm
	Day Two 2 x 30 over matches	
	Game 1	Start 8:30am
	Game 2	Start 1:30pm
	Day Three 2 x 30 over matches	
	Game 1	Start 8:30am
	Game 2	Start 1:30pm
	Day Four 25 Over Match	Start 8:30am
Over rate	15 over per hour should be bowled.	
Drink break	Half way through the innings. The break is only for drinks and should be no longer than 3 minutes with teams encouraged bringing drinks onto the field.	
Number of deliveries	Maximum number of balls bowled, per over, is seven. (Irrespective of wides and no balls)	
Innings	40 overs (7 overs maximum per bowler) 35 overs (6 overs maximum per bowler) 30 overs (5 overs maximum per bowler)	
Playing numbers	11 batters are used, however twelve fielders are allowed with only eleven on the field at any one time.	
LBW Rule	No warnings are issued to the batsman. LBW decisions must be awarded as per LBW guidelines provided.	
Wides	Awarded on the ruling of being 50% of the distance from the stumps, down the leg side. The off stump measure is 75% outside off stump.	
No Balls	Where the batsman is in normal batting stance above the shoulder height for a bouncer, above the waist when a full toss. The speed of delivery and whether the ball bowled was directed at the batter does not enter into the discussion. Double bouncing balls (before the batting crease) are "called" by the square leg umpire.	
Boundaries	Adult boundaries or permanent boundaries are adhered to.	
Balls	Two-piece, 142-gram	
Retirement	Batters on attaining 50 runs will retire at the overs end. Players can be retired before 50 runs but they are retired out and are not able to bat again. At the loss of the last wicket any player that has been retired for 50 or more may bat again.	
Fielding restrictions	No fielders are allowed within 10 metres in front of stumps	
Honours Board Status	Is awarded to: <ul style="list-style-type: none"><li>• scores of 40 runs or more.</li><li>• 3 wickets or more.</li><li>• involvement in 3 dismissals in the field.</li></ul>	

## Under 13 Boys

Match Structure	Day One 45 Over Match Start 12:00pm Day Two 2 x 30 over matches Game 1 Start 8:30am Game 2 Start 1:30pm Day Three 50 Over Match Start 10:00am Day Four 30 Over Match Start 8:30am
Over rate	15 over per hour should be bowled.
Drink break	Half way through the innings. The break is only for drinks and should be no longer than 3 minutes and teams are encouraged to bring drinks onto the field.
Number of deliveries	Maximum number of balls bowled, per over, is eight. (Irrespective of wides and no balls)
Innings	50 overs (9 overs maximum per bowler) 45 Overs (8 overs maximum per bowler) 40 overs (7 overs maximum per bowler) 35 overs (6 overs maximum per bowler) 30 overs (5 overs maximum per bowler)
Playing numbers	11 batters are used, however twelve fielders are allowed with only eleven on the field at any one time.
LBW Rule	No warnings are issued to the batsman. LBW decisions must be awarded in line LBW Guidelines provided.
Wides	Awarded on the ruling of being 50% of the distance from the stumps, down the leg side. The off stump measure is 75% outside off stump.
No Balls	Where the batsman is in normal batting stance above the shoulder height for a bouncer, above the waist when a full toss. Double bouncing balls are "called" by the square leg umpire. The speed of delivery and whether the ball bowled was directed at the batter does not enter into the discussion.
Boundaries	Adult boundaries or permanent boundaries are adhered to.
Balls	142-gram, two-piece
Retirement	Batters on attaining 50 runs will retire at the end of the over. Players can be retired before 50 runs but they are retired out and are not able to bat again. At the loss of the last wicket any player that has been retired for 50 or more may bat again. (There is no retirement in 45 or 50 over games)
No fielders	Within 10 meters in front of stumps
Honours Board Status	Is awarded to <ul style="list-style-type: none"><li>• scores of 40 runs or more</li><li>• 3 wickets or more</li><li>• involvement in 3 dismissals in the field.</li></ul>

## Under 14 Boys

Match Structure	Day One 45 Over Match Start 12:00pm Day Two 50 Over Match Start 10:00am Day Three Twenty20 tournament- Two Games Game 1 Start 10:00am Game 2 Start 1:00pm Day Four 45 Over Match Start 9:00am
Over rate	15 over per hour should be bowled.
Drink break	Half way through the innings. The break is only for drinks and should be no longer than 3 minutes with teams encouraged bringing drinks onto the field. No drinks break for Twenty20 games.
Number of deliveries	Maximum number of balls bowled, per over, is eight. (Irrespective of wides and no balls)
Innings	Twenty20 (As per guidelines) 40 overs (8 overs max per bowler) 45 overs (9 overs max per bowler) 50 overs (10 overs max per bowler)
Playing numbers	11 batters are used, however twelve fielders are allowed with only eleven on the field at any one time.
LBW Rule	No warnings are issued to the batsman. LBW decisions must be awarded in line with play in adult match play (i.e. the batsman will have the benefit of the doubt. No LBW decisions when the bowler strikes the pads on the front foot.
Wides	Awarded on the ruling of being 50% of the distance from the stumps, down the leg side. The off stump measure is 75% outside off stump.
No Balls	Where the batsman is in normal batting stance above the shoulder height for a bouncer, above the waist when a full toss. The speed of delivery and whether the ball bowled was directed at the batter does not enter into the discussion. Double bouncing balls (before the batting crease) are "called" by the square leg umpire.
Boundaries	Adult boundaries or permanent boundaries are adhered to.
Balls	156-gram, two-piece
Retirement	No retirement
Honours Board Status	Is awarded to: <ul style="list-style-type: none"><li>• Scores of 50 runs or more</li><li>• 3 wickets or more;</li><li>• Involvement in 3 dismissals in the field.</li></ul>

## Under 16 Boys

Match Structure	Day One	50 Over Match	Start	12:00pm
	Day Two	50 Over Match	Start	10:00am
	Day Three	Twenty20 - Two Games		
		Game 1	Start	10:00am
		Game 2	Start	1:00pm
	Day Four	50 Over Match	Start	10:00am
Over rate	15 overs per hour should be bowled.			
Drink break	Half way through the innings. The break is only for drinks and should be no longer than 3 minutes with teams encouraged bringing drinks onto the field.			
Innings	Twenty20 overs see separate twenty20 rules 50 overs (10 overs max per bowler)			
Number of deliveries	Maximum number of balls bowled, per over, is eight. (Irrespective of wides and no balls)			
Playing numbers	11 batters are used, however twelve fielders are allowed with only eleven on the field at any one time.			
LBW Rule	No warnings are issued to the batsman. LBW decisions must be awarded in line with play in adult match play (i.e. the batsman will have the benefit of the doubt.			
Wides	Awarded on the ruling of being 50% of the distance from the stumps, down the leg side. The off stump measure is 75% outside off stump.			
No Balls	Where the batsman is in normal batting stance above the shoulder height for a bouncer, above the waist when a full toss. The speed of delivery and whether the ball bowled was directed at the batter does not enter into the discussion. Double bouncing balls (before the batting crease) are "called" by the square leg umpire.			
Boundaries	Adult boundaries or permanent boundaries are adhered to.			
Balls	Two-piece, 156 gram			
Retirement	No retirement.			
Honours Board Status	Is awarded to: <ul style="list-style-type: none"><li>• Scores of 50 runs or more;</li><li>• 3 wickets or more;</li><li>• Involvement in 3 dismissals in the field.</li></ul>			

## Under 14 Girls

Match Structure	Day One	30 Over Match	Start	1:00pm
	Day Two	2 x 30 over matches		
		Game 1	Start	9:00am
		Game 2	Start	1:30pm
	Day Three	2 x 25 over matches	Start	9:00am
		Game 1	Start	8:30am
		Game 2	Start	12:00pm
Over rate	15 over per hour should be bowled			
Drink break	Half way through the innings. The break is only for drinks and should be no longer than 3 minutes with teams encouraged to bring drinks onto the field.			
Number of deliveries	Maximum number of balls bowled, per over is seven. (Irrespective of wides and no balls)			
Innings	30 overs (5 overs maximum per bowler)			
Playing numbers	12 batters can be used, however only eleven fielders are allowed.			
LBW Rule	A warning is to be given to the batter, who is hit on the back foot in line with the stumps. The umpire will audibly issue a warning and notify all other Umpires of the situation.			
Wides	Awarded on the ruling of being 50% of the distance from the stumps, down the leg side. The off stump measure is 75% outside off stump.			
No Balls	Where the batsman is in normal batting stance above the shoulder height for a bouncer, above the waist when a full toss. The speed of delivery and whether the ball bowled was directed at the batter does not enter into the discussion. Double bouncing balls (before the batting crease) are "called" by the square leg umpire.			
Boundaries	45 meters is expected at this level.			
Pitches	Length is 20 metres.			
Balls	Two-piece, 135/6 or 142 gram leather balls to be used. All teams are to provide their own balls.			
Retirement	Batters, on attaining 30 runs, will retire at the overs end. The retired player may be reintroduced to the batting line up only when all other members of the team have batted.			
No fielders	Within 10 meters in front of the stumps. Fielders behind the bat are able to field as close as required.			
Honours Board Status	Is awarded to: <ul style="list-style-type: none"><li>• Scores of 25 runs or more</li><li>• 2 wickets or more</li><li>• Involvement in 2 dismissals in the field.</li></ul>			

## Hawke's Bay Cricket Camp Gear List

<b>Gear</b>	<b>Quantity</b>	<b>Tick when packed!</b>
Cricket Playing Kit: Bat, Pads... (only if you already have one)		
Whites: Pants/ Shorts	<b>1-2 pair</b>	
Playing Shirt	<b>Team +1</b>	
Whites: Jersey (optional)	<b>1</b>	
Team Cap	<b>1</b>	
Large brim floppy (optional)	<b>1</b>	
Sunnies (optional)	<b>1</b>	
Playing socks	<b>3 pair</b>	
Underwear (Need to hold a box!)	<b>3 Pair</b>	
Shoes	<b>1 pair</b>	
Sunscreen	<b>1 Tube</b>	
Insect repellent (Optional)	<b>1</b>	
Drink Bottle. Big!!!!	<b>1</b>	
<b>Camp Gear</b>		
Pillow	<b>1</b>	
Sleeping Bag/ Duvet.....	<b>1</b>	
Pyjamas	<b>1</b>	
Towel	<b>2</b>	
Toiletries. You are expected to shower!!!!!!	<b>1</b>	
Togs	<b>1</b>	
Chill out shorts	<b>2-3</b>	
Chill out shirts	<b>2-3</b>	
Chill out Jersey	<b>2</b>	
Chill out footwear	<b>1 Pair</b>	
Chill out undies/Boxers	<b>Enough</b>	
Personal Medication & instructions (Inhalers...) given to Coach/Manager		
Dirty washing bag	<b>1</b>	
Personal snacks		
<b>Please do not bring Disc/walkmans, game boys, cell phones or other expensive gadgets. No vivid markers, practical jokes.....</b>		