



# **CHRISTCHURCH JUNIOR CRICKET ASSOCIATION 2018 SPRING TOURNAMENT**

**Major Sponsor**



**Event Supporters**



It is hoped that skills developed at this Tournament will provide players with added confidence to regularly compete at a high standard in their respective age groups and so increase their levels of enjoyment and commitment.

CJCA's primary objective for these tournaments & subsequent representative matches is to provide all selected players with opportunities to further develop their skills in higher levels of cricket. While the player mix is likely to be adjusted to the team's winning tactics, strategies deployed for each team will strive to have all players develop at least the skills for which they were selected.

The tournament has been the start of many players' careers at levels above Club and School teams and we are confident that more players with the talent and temperament to go on to the very highest level of cricket are playing in this tournament.

This tournament continues the use of artificial wickets as we feel this is the best surface to enable their skills to develop. Year 8 Development matches will take place at the Burnside West Cricket Club on grass wickets as part of the preparation for those to be selected to play at the South Island Tournament early next year. A significant commitment is put in by all the Year Managers including John Quirk, (Year 6), Adrian Brown (Year 7), Steve Shaw (Year 8) and Mike Dunlop (Girls). Many thanks to them and all the other volunteers that offer their help. We simply could not run these tournaments without you.

The CJCA Executive is extremely grateful for all the hard work put in by the many volunteers who help make this tournament take place. These include team managers, selectors, CJCA Executive members and umpires. Please remember that, as is the case in all sports, the Umpire's decision is final and must not be debated or challenged.

A special thanks is reserved for our primary sponsor - Cricket Express, who are a significant supporter of Junior Cricket in Christchurch. Andy Innes, Gareth Greenfield and his team - a very big thank you!

Enjoy the tournament!

***Rob Wilkinson - General Manager***

### **Selection process for this tournament and the Representative teams...**

Players are selected for this tournament by attending the appropriate trials where each player is assigned to a lane and evaluated by a selector, the grade manager, and from the Spring Tournament an Independent qualified representative (in Yr 8). The grade manager and independent representative ensure consistency and uniformity of grading by the different lane selectors. The independent representative also ensures all players are evaluated fairly and the decision making process is transparent, rigorous, and defensible. Players are marked for batting, bowling and wicket keeping, and additional notes relevant to the selection process are made. Immediately following the trial, selectors meet and choose the various teams. Unfortunately, if we have more players than positions, some players will miss selection.

## **THE NEXT OPPORTUNITY**

### **Selection for further cricket representation...**

After this tournament various teams are selected for each boys' year to play invitation games against teams from other Canterbury sub Associations. This selection process is similar to that for the tournament with players evaluated by team coaches for their batting, bowling, fielding and wicket-keeping performances and skills. Attitude of the player and contribution to the team are also important in selection for these teams. This process allows for all performances and is overseen by the grade manager and an Independent representative **in Year 8** from Spring onwards. All teams are selected purely on merit based on the player performances, technique, attitude, and detailed analysis and feedback from the coaches. The selectors ignore which club or school the player comes from and there is no obligation to spread selections around to ensure all clubs and schools are represented.

The teams selected are:

**Boys:** Two Year 8 teams (SIPST teams – Red and Black) selected after the completion of the Tournament, Four even Year 7 teams (Development teams from Spring) & Four Year 6 teams (Development teams from Spring). A reserve list will also be needed to fill in for any players unavailable for matches in December or in the January Tournaments.

## **JANUARY 2019**

**Year 8 Red and Black teams** will play in the South Island Tournament to be held in Oamaru 7-11 January 2019

**Year 6 teams** (Development teams with possibly additional teams) in an event 14-17 January 2019 – Christchurch or Ohoka (North Canterbury) – Development players not available will be substituted with available Emerging players – the event will be 9-aside blend of shorter and longer format played on 18m pitches.

**Year 7 teams** Development teams in event 21-24 January 2019 (Mandeville, Ohoka, North Canterbury). Development players not available will be substituted with available Emerging players.

**Girls:** Two CICA teams will be selected upon the completion of the Spring Tournament to play in the South Island Girls Tournament hosted by the CICA in Christchurch, 23-25 January 2018.

### **CICA Inter-Districts matches on the 2<sup>nd</sup> December**

A CICA Year 8 Red team and a Development Year 7 team will play South Canterbury at the Sydenham Cricket Club  
A CICA Year 8 Black team and a Development Year 7 team will play Canterbury Country at the Burnside West Christchurch Cricket Club

and Year 6 teams will have a 18m Clinic to prepare themselves for the Year 6 event to be held in January

### **CICA Inter-Districts matches on the 9<sup>th</sup> December**

A CICA Year 8 Red team and a Development Year 7 team will play Canterbury Country at Rangiora  
A CICA Year 8 Black team and a Development Year 7 team will play Mid Canterbury at Ashburton

Please refer to our website [www.cica.org.nz](http://www.cica.org.nz) for further details on our selection process.

# BOYS DRAW

(available via CricHQ - CJCA Spring & Summer Tournaments)

YEAR 8 DEVELOPMENT				YEAR 8 EMERGING			
<b>4<sup>th</sup> November – 10am 20/20 matches</b>				<b>4<sup>th</sup> November – 10am 20/20 matches</b>			
Hadlee	vs	Fleming	<b>BWU</b>	Henry	vs	Harris	<b>Cobham Int</b>
Latham	vs	Astle	<b>BWU</b>	Bond	vs	McMillan	<b>Burnside Primary</b>
<b>4<sup>th</sup> November – 1.30pm 20/20 matches</b>				<b>4<sup>th</sup> November – 1.30pm 20/20 matches</b>			
Winner G1	vs	Winner G2	<b>BWU</b>	Winner G1	vs	Winner G2	<b>Cobham Int</b>
Loser G1	vs	Loser G2	<b>BWU</b>	Loser G1	vs	Loser G2	<b>Burnside Primary</b>
<b>11<sup>th</sup> November – 10am 40 over matches</b>				<b>11<sup>th</sup> November – 10am 40 over matches</b>			
Teams yet to play each other				Teams yet to play each other			
			<b>BWU x 2</b>				<b>Cobham &amp; Burnside Primary</b>
<b>18<sup>th</sup> November – 10am 40 over matches</b>				<b>18<sup>th</sup> November – 10am 40 over matches</b>			
Winners from Day 2		Winner from Day 2	<b>BWU</b>	Winners from Day 2		Winner from Day 2	<b>Cobham Int</b>
Losers from Day 2		Losers from Day 2	<b>BWU</b>	Losers from Day 2		Losers from Day 2	<b>Burnside Primary</b>
<b>25<sup>th</sup> November – Reserve Day</b>							
YEAR 7 DEVELOPMENT				YEAR 7 EMERGING			
<b>4<sup>th</sup> November – 10am 20/20 matches</b>				<b>4<sup>th</sup> November – 10am 20/20 matches</b>			
Hadlee	vs	Fleming	<b>Warren 2</b>	Henry	vs	McMillan	<b>Warren 1</b>
Latham	vs	Astle	<b>Warren 3</b>	Bond	vs	Harris	<b>Warren 4</b>
<b>4<sup>th</sup> November – 1.30pm 20/20 matches</b>				<b>4<sup>th</sup> November – 1.30pm 20/20 matches</b>			
Winner G1	vs	Winner G2	<b>Warren 2</b>	Winner G1	vs	Winner G2	<b>Warren 1</b>
Loser G1	vs	Loser G2	<b>Warren 3</b>	Loser G1	vs	Loser G2	<b>Warren 4</b>
<b>11<sup>th</sup> November – 10am 40 over matches</b>				<b>11<sup>th</sup> November – 10am 40 over matches</b>			
Teams yet to play each other				Teams yet to play each other			
			<b>Warren 2 &amp; 3</b>				<b>Warren 1 &amp; 4</b>
<b>18<sup>th</sup> November – 10am 40 over matches</b>				<b>18<sup>th</sup> November – 10am 40 over matches</b>			
Winners from Day 2		Winner from Day 2	<b>Warren 2</b>	Winners from Day 2		Winner from Day 2	<b>Warren 1</b>
Losers from Day 2		Losers from Day 2	<b>Warren 3</b>	Losers from Day 2		Losers from Day 2	<b>Warren 4</b>
<b>25<sup>th</sup> November – Reserve Day</b>							

<b>YEAR 6 DEVELOPMENT</b>				<b>YEAR 6 EMERGING</b>			
<b>4<sup>th</sup> November – 10am 16/16 matches</b>				<b>4<sup>th</sup> November – 10am 16/16 matches</b>			
Hadlee	vs	Astle	<b>POLO 2</b>	Germon	vs	Stead	<b>POLO 4</b>
Fleming	vs	Latham	<b>POLO 3</b>	Bond	vs	Henry	<b>POLO 5</b>
				McMillan	vs	Harris	<b>POLO 6</b>
<b>4<sup>th</sup> November – 1.15pm 16/16 matches</b>				<b>4<sup>th</sup> November – 1.15pm 16/16 matches</b>			
Latham	vs	Astle	<b>POLO 2</b>	Stead	vs	Harris	<b>POLO 4</b>
Fleming	vs	Hadlee	<b>POLO 3</b>	Henry	vs	McMillan	<b>POLO 5</b>
				Germon	vs	Bond	<b>POLO 6</b>
<b>11<sup>th</sup> November – 10am 16/16 matches</b>				<b>11<sup>th</sup> November – 10am 16/16 matches</b>			
Astle	vs	Fleming	<b>POLO 2</b>	Bond	vs	Stead	<b>POLO 4</b>
Hadlee	vs	Latham	<b>POLO 3</b>	McMillan	vs	Germon	<b>POLO 5</b>
				Harris	vs	Henry	<b>POLO 6</b>
<b>11<sup>th</sup> November – 1.15pm 16/16 matches</b>				<b>11<sup>th</sup> November – 1.15pm 16/16 matches</b>			
Hadlee	vs	Astle	<b>POLO 2</b>	Henry	vs	Stead	<b>POLO 4</b>
Fleming	vs	Latham	<b>POLO 3</b>	Harris	vs	Germon	<b>POLO 5</b>
				McMillan	vs	Bond	<b>POLO 6</b>
<b>18<sup>th</sup> November – 10am 16/16 matches</b>				<b>18<sup>th</sup> November – 10am 16/16 matches</b>			
Latham	vs	Astle	<b>POLO 2</b>	Stead	vs	McMillan	<b>POLO 4</b>
Fleming	vs	Hadlee	<b>POLO 3</b>	Bond	vs	Harris	<b>POLO 5</b>
				Germon	vs	Henry	<b>POLO 6</b>
<b>18<sup>th</sup> November – 1.15pm 16/16 matches</b>				<b>18<sup>th</sup> November – 1.15pm 16/16 matches</b>			
Hadlee	vs	Astle	<b>POLO 2</b>	<b>1<sup>st</sup></b>	vs	<b>2<sup>nd</sup></b>	<b>POLO 4</b>
Fleming	vs	Latham	<b>POLO 3</b>	<b>3<sup>rd</sup></b>	vs	<b>4<sup>th</sup></b>	<b>POLO 5</b>
				<b>5<sup>th</sup></b>	vs	<b>6<sup>th</sup></b>	<b>POLO 6</b>
<b>25<sup>TH</sup> November – Reserve Day</b>							

## **TEAM COMPOSITION**

### **Year 7 & 8**

Up to ten players will be selected in each team; With 10 players, a Batting 9 and Bowling 9 will be named with the player not named as a bowler being a permanent fielder. This will mean that 8 of the 10 named players will not fully participate in all matches (they will in effect have half a game off) but will provide numbers should players be unavailable either in advance or at the last moment. Should teams be short on the day players from other Development or Emerging teams may be subbed into teams. Players named in teams not able to fully participate in all 3 days should immediately inform their coach so they can be worked in the 10<sup>th</sup> man position for those match/matches.

### **Year 6**

**Up to 10 teams of 9 will be named.**

These will be graded after Trials into Development or Emerging teams. A batting 8 and bowling 8 will be named for each game with 12 HALF GAMES TO BE PLAYED all 9 of the players will be the extra player at least 1 half game. **IF PLAYERS KNOW THEY ARE GOING TO BE UNAVAILABLE FOR A DAY OR A GAME PLEASE LET YOU COACH KNOW SO HE CAN BUILD THAT INTO HIS TEAM PLANNING. All named players should play fully in at least 75% of a days play.**

# MATCH FORMATS -

## YEAR 6 – 8 a-side

### Batting:

As this age grade will be batting in PAIRS - Coaches should rotate the placement of Pairs within their batting line up to ensure that the same pairs are not always asked to face the new ball – a new ball will only be issued to each team at the start of each day so will be used for both matches on each day.

### Bowling:

Each player to bowl approximately the same number of overs throughout the tournament. All players should be given the opportunity to bowl 2 overs per match. No bowler should bowl a 3<sup>rd</sup> over until all others have bowled 2 (this should only occur if a keeper wishes not to bowl).

<b>Game Start</b>	10:00 am & 1.15pm (approx.)	<b>Batting</b>	Batters – each batting pair will bat for 4 overs. Each dismissal will earn the bowling team 3 bonus runs.
<b>Overs</b>	2 x T16 on all days	<b>Over length</b>	Maximum 8 balls (except last over)
<b>Pitch Length</b>	16 m	<b>Bowlers</b>	Bowlers: 3 overs max per game, min 10 in tournament.
<b>Boundaries</b>	35 m	<b>LBW</b>	Backfoot staying back only
<b>Ball size</b>	142 g leather	<b>Helmets</b>	Compulsory – CICA rules apply
<b>No Balls</b>	For Height, 2 bounces AND Line Infringements – to be followed by Free Hit except on 8 <sup>th</sup> ball of over. No ball on 8 <sup>th</sup> ball scored as 2 runs.	<b>Wides</b>	Full Off-side – Half Leg Side Wide on 8 <sup>th</sup> ball of overs except last to count as 2

## LBW YEAR 6

### LBW – Back Foot

LBWs may only be given when the bowling team appeals and if the ball (1) is pitched in line with the stumps AND (2) the player has gone onto the back foot and stayed on the back foot AND (3) hits the batter on the pads in front of the stumps, before hitting the bat AND (4) the ball was definitely going to hit the stumps. This means the player cannot be given out if the ball is pitched outside the line of the stumps (leg or offside) OR has played forward - even if the player is hit on the back pad or foot. Whilst an LBW can be given under these rules, the intention for it only to be awarded when there is no doubt whatsoever in the umpire's mind that the above conditions apply... ANY doubt – not out.

### No Balls – Height or two Bounces

(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”. (3) Any delivery that bounces more than once, before the batter in their normal stance at the crease. (4) A no ball or wide will be scored as one run to the opposition team.

# MATCH FORMATS - Year 7 - 9 a-side

## Batting:

Full rotation – each player to bat in the top, middle, and lower orders. All players are to be divided into three pods of 3 or 4 players each. Pods will remain unchanged for the three games, and each pod will bat in the top third, middle third and bottom third of the batting order. Coaches can move players within the pod from match to match. Coaches should place a mix of batting talent in each pod so to avoid all the weaker batters being in the top order when it is that pods turn to bat in the top third.

By the end of Day 2 all players should have had an opportunity to bat in each of the three thirds of the batting order.

<b>Game Start</b>	10:00 am  (approx. 1.30 for Game 2 on 1 <sup>st</sup> day)	<b>Retirements</b>	20/20 (30 ball retirements) 40 overs (60 balls retirements).  Can only return when the batting order is complete. LAST MAN STANDING.
<b>Overs</b>	Day 1 Two x 20/20 matches, Days 2 & 3 - 40 overs per innings.	<b>Over Length</b>	Over Length 8 ball max (except last over)
<b>Pitch Length</b>	18 m	<b>Bowlers</b>	<b>20/20</b> max 4 overs / max 3 in a spell  <b>40 overs matches</b> - max 8 overs / max 5 in a spell. Min 10 per tournament.
<b>Boundaries</b>	40 m	<b>LBW</b>	Backfoot staying back only
<b>Ball size</b>	142 g leather	<b>Helmets</b>	Compulsory – CICA rules apply
<b>No Balls</b>	For Height, 2 bounces AND Line Infringements – to be followed by Free Hit except on 8th ball of over. No ball on 8 <sup>th</sup> ball scored as 2 runs.	<b>Wides</b>	Full Off-side – Half Leg Side  Wide on 8 <sup>th</sup> ball of overs except last to count as 2

## LBW YEAR 7 -

### LBW – Back Foot

LBWs may only be given when the bowling team appeals and if the ball (1) is pitched in line with the stumps AND (2) the player has gone onto the back foot and stayed on the back foot AND (3) hits the batter on the pads in front of the stumps, before hitting the bat AND (4) the ball was definitely going to hit the stumps. This means the player cannot be given out if the ball is pitched outside the line of the stumps (leg or offside) OR has played forward - even if the player is hit on the back pad or foot. Whilst an LBW can be given under these rules, the intention for it only to be awarded when there is no doubt whatsoever in the umpire’s mind that the above conditions apply... ANY doubt – not out.

### No Balls – Height or two Bounces

(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”. (3) Any delivery that bounces more than once, before the batter in their normal stance at the crease. (4) A no ball or wide will be scored as one run to the opposition team.

## Year 8 – 9 a-side

### Batting:

Full rotation – each player to bat in the top, middle, and lower orders. All players are to be divided into three pods of 3 or 4 players each. Pods will remain unchanged for the three games, and each pod will bat in the top third, middle third and bottom third of the batting order. Coaches can move players within the pod from match to match. Coaches should place a mix of batting talent in each pod so to avoid all the weaker batters being in the top order when it is that pods turn to bat in the top third.

By the end of Day 2 all players should have had an opportunity to bat in each of the three thirds of the batting order.

<b>Game Start</b>	10:00 am (approx. 1.30 for Game 2 on 1 <sup>st</sup> day)	<b>Retirements</b>	20/20 (30 ball retirements) 40 overs (60 balls retirements).  Can only return when the batting order is complete. LAST MAN STANDING.
<b>Overs</b>	Day 1 Two x 20/20 matches, Days 2 & 3 - 40 overs per innings.	<b>Over Length</b>	Over Length 8 ball max (except last over)
<b>Pitch Length</b>	18 m	<b>Bowlers</b>	<b>20/20</b> max 4 overs / max 3 in a spell  <b>40 overs matches</b> - max 8 overs / max 5 in a spell. Min 10 per tournament.
<b>Boundaries</b>	40 m	<b>LBW</b>	FULL LBW
<b>Ball size</b>	142 g leather	<b>Helmets</b>	Compulsory – CICA rules apply
<b>No Balls</b>	For Height, 2 bounces AND Line Infringements – to be followed by Free Hit except on 8 <sup>th</sup> ball of over – No Ball on 8 <sup>th</sup> ball scored as 2 runs.	<b>Wides</b>	Full Off-side – Half Leg Side  Wide on 8 <sup>th</sup> ball of overs except last to count as 2

## Year 8 BOYS will play full LBW Law

### No Balls – Height or two Bounces

(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”. (3) Any delivery that bounces more than once, before the batter in their normal stance at the crease. (4) A no ball or wide will be scored as one run to the opposition team.

### Coffee / sun safe / rubbish...

A coffee provider will hopefully be present each day at all venues. Take care to be “sun safe” by using hats (provided) and sunscreen (large dispensers provided) and please take home all rubbish from each venue.

## Sponsors...

The CJCA is seeking help through sponsorships to help facilitate our plans to increase junior player facilities, numbers and professional coaching opportunities. Great opportunities exist to have your organisation promoted.

**Please contact Rob Wilkinson on 281 8748 or [gm@cjca.org.nz](mailto:gm@cjca.org.nz) to discuss the opportunities available.**

Each new player will get a CJCA Cap.

Replacements at \$30.

**A payment of \$55 is requested to help cover expenses and is payable online or on day 1 – payments made prior to the Tournament will receive a \$10 discount - \$45 payable.**

**CJCA ACCOUNT – ANZ 06 0665 0202125 00 reference please – Spring / Year Team/ Surname**

Team badges are given to those players who commenced in CJCA Tournament on or prior to Summer 2017 as they received CJCA Floppy Hats. From that point new CJCA Caps are given to all first time CJCA Tournament Players - - players only receive 1 free cap.

## Scoring

**WE ASK WHERE POSSIBLE THAT ALL GAMES ARE SCORED ON CRICHQ – THIS CAN BE DONE BY UPLOADING THE GAME PRIOR TO THE MATCH USING THIS LOGIN**

**LOGIN – [scoring@cjca.org.nz](mailto:scoring@cjca.org.nz)**

**PASSWORD – Hitforsix**

**We don't require LIVE SCORING – only for the matches to up scored and then uploaded later to CricHQ – if you are able to score via CricHQ please let your team coach/helpers know.**

## Match Conditions – Girls – All 20/20

Teams will selected based on the number of Girls who wish to play.

### Cricket Equipment

- (a) **Gear:** players need to bring their own gear where possible the CJCA has a small amount of gear but should players ned gear Clubs should be able to load gear for the Tournament days. The CJCA will provide two sets of stumps and bails for games.
- (b) **Dress:** Players shall wear normal cricket attire, either whites or club uniforms.
- (d) **Helmets** must be worn by all batters and wicket keepers
- (e) **Length of Pitch:** 18 metres for Years 7/8 and 16m for Years 5/6.
- (f) **Length of Boundaries:** The minimum length of boundaries shall be approximately 40 metres when measured from the centre of each wicket block. For younger grades this shall be reduced.
- (g) **Scoring.** Score sheets will be provided by the CJCA. Each team shall provide its own scorer. A scoreboard will also be supplied for each game.
- (h) **Umpires:** Umpires will be supplied by the CJCA per match.

### Matches

- (a) The Laws of Cricket 2000 code shall apply to all matches, except as specifically provided below.
- (b) **Limited Field Placement:** No fielder may stand closer than 10 metres from the facing batsman on the on-side or in front of point on the off-side until the ball has been played by the batsman. Fielders may stand within 10 metres of the facing batter if they are in the off-side slips position.
- (c) **No Balls – Height or two Bounces**
  - (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”. (3) Any delivery that bounces more than once, before the batter in their normal stance at the crease. (4) A no ball or wide will be scored as one run to the opposition team. **Note that if a batter hits any runs off a no ball they get credit for those runs but the ball is not a legitimate ball so should not count as one of their 30 balls. (We have had occasions where ipads may not account for this).**



**(d) Overs.**

No bowler can bowl more than 4 overs. Normal overs will be 6 balls with a maximum of 8 balls bowled per over. **The last over must consist of 6 legitimate balls, so it is possible that more than 8 balls are bowled in the last over.**

**(e) LBW**

LBWs may only be given when the bowling team appeals and if the ball (1) is pitched in line with the stumps AND (2) the player has gone onto the back foot and stayed on the back foot AND (3) hits the batter on the pads in front of the stumps, before hitting the bat AND (4) the ball was definitely going to hit the stumps. This means the player cannot be given out if the ball is pitched outside the line of the stumps (leg or offside) OR has played forward - even if the player is hit on the back pad or foot. Whilst an LBW can be given under these rules, the intention for it only to be awarded when there is no doubt whatsoever in the umpire’s mind that the above conditions apply... ANY doubt – not out.

**(f) Batter Retirements**

A batter must retire at the end of the over after facing 30 legitimate balls. Retired batters can only return to the crease after all other batters are out. Retired batters must return in the order they were retired (scorers be careful to note this). The coach may not retire batters before their 30 balls are up unless legitimately injured (umpires to decide).

**(g) Drinks Breaks**

No drinks breaks unless umpires deem it is too hot. If they occur, it shall be no longer than 5 minutes. If teams want to swap keepers at 10 overs, this is fine but this should only take 1-2 minutes and they should have their gear ready before the match commences. Only the wicket keepers will be permitted to leave the field, the other players must wait on the field. This can only be done at the conclusion of the 10<sup>th</sup> over.

**(h) If game finishes before the 20 overs is up.**

*If the team batting first is all out before the 20 overs are completed – the scorers should stop scoring everything and circle the score and the number of wickets and number of overs, just like the game has actually finished. However the game should continue with the coach deciding on who bats again. If the team batting second reaches the total before the 20 overs is up, then the scorers will stop scoring and record the score, wickets and overs recorded, but the game will continue and the batting coach can decide which batters they want to bat the remaining overs. In both these situations any further wickets and runs should not be officially scored and should not count towards any tournament statistics or awards. The purpose of this rule is to get as many people batting and bowling as possible.*

**(i) Draw** – in the event of a draw a “super over” will be played. The Super Over will commence 5 minutes after the main match. Each team bats one over under the same restrictions as for the final over in a normal match. The team batting second in the main match will bat first in the Super Over. The bowler in the super over cannot be one of the batters. Each side has three nominated batsmen, meaning that the loss of two wickets ends the Super Over.

In the event of the scores being level in the Super Over, the first satisfied of the following criteria will determine the winner:

1. The team with the most number of boundaries combined from the main match and the Super Over is the winner.
2. The team with the most number of boundaries from the main match (that is, not including the Super Over) is the winner.
3. A count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery is the winner. Runs scored from illegal deliveries count towards the total for the following legal delivery.

Deciding finalists : if teams are on equal points after the first 4 games then their final position will be dictated by **net run rate**



**CHRISTCHURCH JUNIOR  
CRICKET ASSOCIATION**

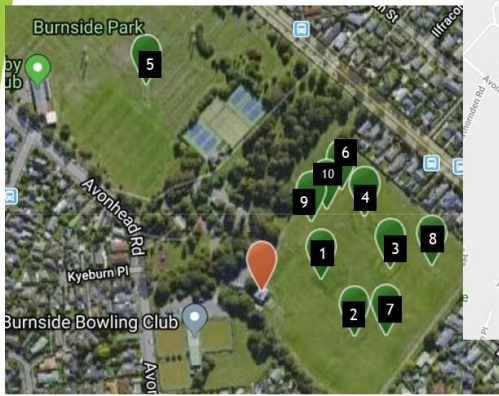


# GIRLS DRAW

GIRLS 4 <sup>th</sup> November	GIRLS 11 <sup>th</sup> November	GIRLS 18 <sup>th</sup> November
Matches @ Hagley Corner from 10am	Matches @ Hagley Corner from 10am	Matches @ Hagley Corner Grounds from 10am
<b>YEAR 5/6</b> 10am	<b>YEAR 5/6</b> 10am	<b>YEAR 5/6</b> 10am
<b>YEAR 7/8</b> 10am	<b>YEAR 7/8</b> 10am	<b>YEAR 7/8</b> 10am



## BURNSIDE PARK



## BURNSIDE PRIMARY





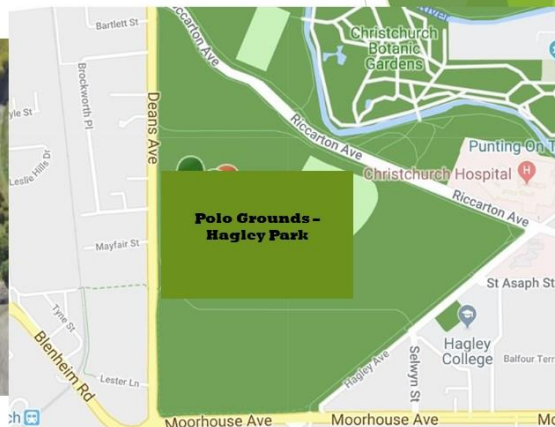
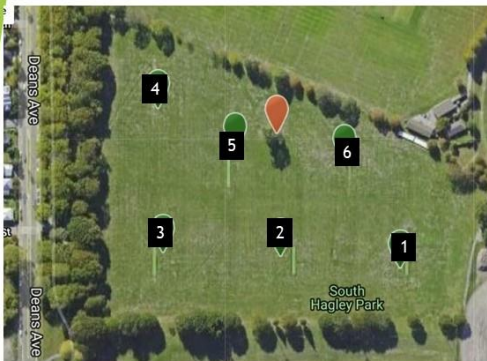
### COBHAM INTERMEDIATE



### WARREN PARK - South Hornby



### POLO GROUNDS - Hagley Park





**HAGLEY PARK**  
**Hagley Corner /**  
**Hospital Corner /**  
**Nursery Ground No 2**

