



CHRISTCHURCH JUNIOR CRICKET ASSOCIATION

2019 Girls South Island Invitational Primary Schools Tournament

EVENT DETAILS

Welcome to the Christchurch Junior Cricket Association annual junior girls' tournament. We see this development tournament as a key tournament in junior girls' development and at a time when many are about to start high school.



Dates

The Tournament commences on Tuesday 22 January 2019 at 6pm with an opening ceremony and finishes no later than 3pm on Friday 25 January 2019. The games will be played 23-25 January.

Format

- Games are all T20 (including the finals), 5 games per team over 3 days on grass wickets unless number of entries require expansion onto other grounds.

*The venue for 2019 is the
Burnside West University Cricket Club
in North Western Christchurch (see
map below).*

*The CJCA thanks the Burnside West
University CC for their ongoing support
of CJCA activities including the
provision of grass pitches for
Tournaments.*



Purpose of the tournament

- This is a development tournament.
- To play some great cricket in a fun environment and make new friends.
- To provide a pathway for the girls from Junior cricket through to youth cricket.
- To enable the girls to benchmark themselves against girls they do not know from other regions.

Who is eligible to play

Girls who started the 2018/19 season as Year 8 pupils or younger at School are eligible – Associations are welcome to formulate teams involving players from surrounding Districts if necessary or standalone club teams from larger centres may participate (such as Cornwall Cricket Club from Auckland who have regularly entered)

The host association will enter 2 teams from eligible players playing in its competitions – in 2018/19 the CJCA has 8 teams playing in club competitions on a Saturday and selected 2 teams from these players and when the season recommences on the 2nd of February this number will grow to 9.

Teams should bring

- Their own practice balls and team gear and a parent/coach/manager who can score.

The Host Association will provide

- Stumps, bails and match balls. Access to CricHQ via Ipads & Scoresheets. Umpires and score boards. Teams

Programme

Tuesday 22/1/2019 – 6pm

Formal Opening of tournament at Burnside West University Cricket Clubrooms at 340 Avonhead Road, Burnside, Christchurch (see map below)

- Team photos (come in your team uniform)

Managers

Photos cost \$20 each, ideally to be collected by the manager prior, and paid on the day, via cash, cheque or eftpos.

Glyn Davies – Photographer - Mob 0212 633 598

Please also bring a Printed Team List including managers and coaches' names. Glyn will come down the next morning with a laptop and eftpos machine to do all the naming and organise the ordering side of things.

Photos will be posted out around 1 week after tournament.

- Drinks (bar open for adults)
- Basic BBQ dinner (free)
- Coaches and Managers meeting

Wednesday 23/1/2019

9.30 am -12.30 pm	Game 1
12.30- 2.00 pm	Lunch (teams provide your own lunches)
2.00-5.00 pm	Game 2

After play concludes on Wednesday players and supporters are welcome to watch the Black Caps v India ODI in the Clubrooms – the bar will be open game starts 3pm

Thursday 24/1/2019

930 am -1230 pm	Game 3
1230-200 pm	Lunch (teams provide your own lunches)
	
	<p>PLEASE NOTE THE CANTERBURY CRICKET INFLATABLES WILL BE PUT UP FOR THE GIRLS TO HAVE A PLAY ON DURING LUNCH – SIBLINGS ARE ALSO WELCOME TO HAVE A GO!!</p>
200-500 pm	Game 4

Friday 25/1/2019

930am -1230 pm	Game 5												
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	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%;">10am</td> <td style="width: 35%;">1st in Pool Play</td> <td style="width: 10%; text-align: center;">vs</td> <td style="width: 40%;">2nd in Pool Play</td> </tr> </table>	10am	1st in Pool Play	vs	2nd in Pool Play								
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1pm approx	<p>Should more than 9 team enter more matches would be scheduled on Day 3 and more grounds used earlier in the Tournament.</p> <p>Lunch (teams provide your own) and watch last 30 minutes of final Closing Ceremony with Prize giving and Tournament Team and other awards will be announced.</p>												

Tournament Rules

The tournament will last for 3 days and consist of 2 days of 2 x T20 matches and a finals morning with positional play offs for 1st, 2nd, 3rd etc. **All games are T20 format.**

Player Numbers

Each team may consist of 10 players however due to the move to 18 metre pitches matches will be 9-a-side batting bowling and fielding – different 9's may be named for Batting and Bowling.

Teams may bring more players but it is their responsibility to ensure fair levels of participation from all their squad.

Cricket Equipment

- a) **Gear:** Each team shall provide its own full set of gear; the host association will provide stumps and bails for games.
- b) **Dress:** Players shall wear normal cricket attire, either whites or regional uniforms.
- c) **Balls:** The host association shall provide one new two-piece 142g ball to each team per game.
- d) **Helmets:** must be worn by all batters and wicket keepers at all times
- e) **Length of Pitch:** 18 metres.
- f) **Length of Boundaries:** The minimum length of boundaries shall be approximately 40 metres when measured from the centre of each wicket block.
- g) **Scoring:** Score sheets will be provided by the CJCA but we would like to see on-line scoring being used via the CricHQ system so supporters can see the progress of matches "live". Each team shall provide its own scorer. A scoreboard will also be supplied for each game.
- h) **Umpires:** Two umpires will be supplied by the CJCA per match.

We **encourage** all teams to use a system which gives all players equal opportunity over the course of the tournament. This is a development tournament intended to give all players an equal opportunity to show their skills.

Matches

The Laws of Cricket 2000 code shall apply to all matches, except as specifically provided below.

- a) **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. Fielders in close fielding positions are encouraged to wear appropriate protective equipment.
- b) **No Balls:** 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.
- c) **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.**
- d) **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.

- e) **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 a player is legitimately injured (umpires to decide).

Last Girl Standing: in order to maximize involvement and use as much of the 20 over allocated to each team now that side are 9-a-side the LAST GIRL STANDING will mean that on the fall of the 8th wicket that the not out remaining batsman may continue facing all remaining balls until they lose their wicket or the allocated overs expire – a run out of the “runner” will constitute the end of the innings.

- f) **Drinks Breaks:** No drinks breaks unless umpires deem it is too hot. If they occur, it shall be no longer than 5 minutes and should be taken on the field of play. 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 10th over.
- g) **If game finishes before the 20 overs is up.**

If both coaches agree, then the teams may continue to play the 20 overs, by letting batters have another chance, however, the scorers will cease scoring immediately and any runs or wickets etc will not be eligible for the tournament statistics

- h) **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.
- i) **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:
The team with the most number of boundaries combined from the main match and the Super Over is the winner.
The team with the most number of boundaries from the main match (that is, not including the Super Over) is the winner.
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.
- j) **Deciding finalists:** If teams are on equal points after the first 4 games then their final position will be dictated by net run rate.

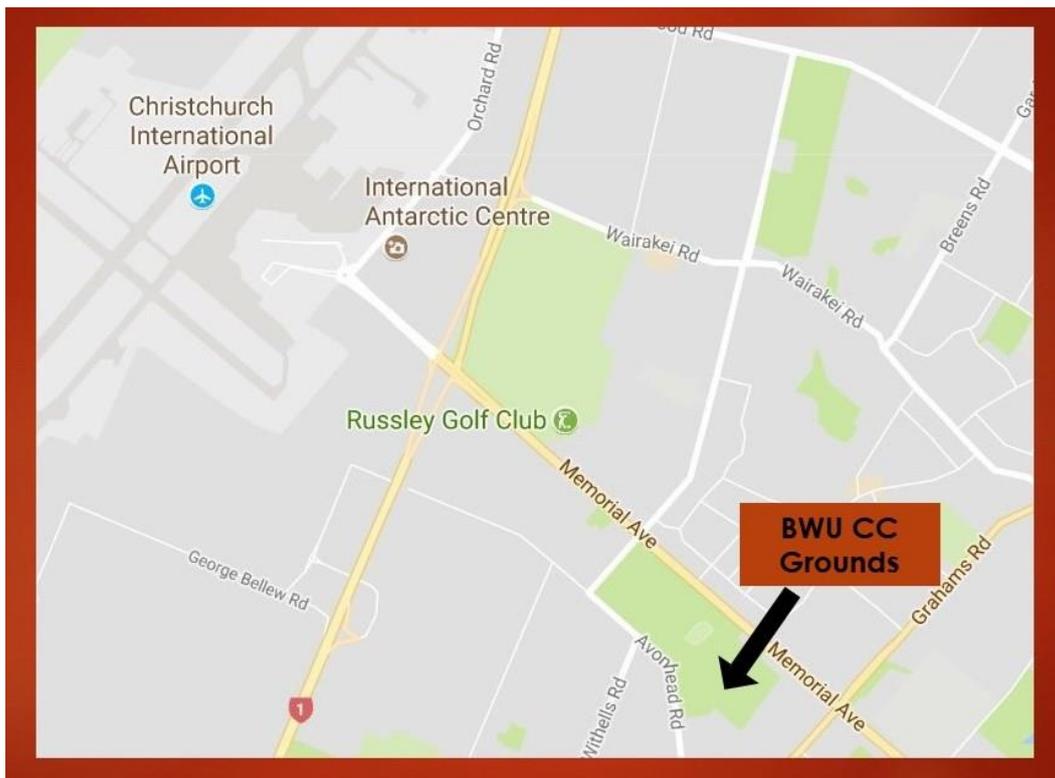
To the Parents

- **No cars at all on the fields.**
- **VERY IMPORTANT** : It is only natural that parents want to encourage their daughters/team during a match. However, **parent's must refrain from shouting instructions to the players or their team at any point during the course of the game.**
 - Your team manager has been asked to monitor this.
 - The teams have coaches whose job it is to look after the team and give them instructions, they do not want the children getting potentially mixed messages.
 - **If parents disregard this rule they may receive a warning and if they persist they will be asked to leave the ground, if they refuse their team may lose tournament points.**
- Please be 100% supportive of your teams' coach.
 - You may disagree with what they are doing on occasions but they are the coach and their decisions should be upheld and respected by players and supporters.
- The Tournament Director will not enter into any discussion regarding the rules or any matters relating to the game except via the coach, umpires or scorers. i.e. if parents or managers are upset about any matters they can only raise it with their coach.
- Then if it needs to be escalated then only the coach may approach the tournament director.
- The scorers only advise on score data if asked by the umpires. Not the coaches or managers and definitely not parents.
- Players and umpires only allowed on the field of play. **The coach is allowed on the field of play at drinks break.**

To the Coaches & Managers

1. Coaches are encouraged to **quietly** give instructions to players or pass on messages via boundary fielders (if fielding) or by sending on a player with drinks to the batters. **Please do not yell instructions to your players.**
2. Managers remember you are managers and not coaches – so please do not shout instructions to the players on the field. It is up to the coach to communicate appropriately with players.
3. Managers please remind your team parents not to shout instructions to the children – encouragement is fine. Remind them the instructions are given by the coach and any yelling of instructions may be confusing to the players.

Tournament Maps



**340 Avonhead Road
Burnside
CHRISTCHURCH**

