



# CHRISTCHURCH JUNIOR CRICKET ASSOCIATION

## 2023 Girls South Island Girls Festival

### EVENT DETAILS

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



#### Dates

The Festival commences on Tuesday 17<sup>th</sup> January 2023 at 6pm with an opening ceremony and team photos and finishes no later than 3pm on Friday 21 January 2021. The games will be played 18<sup>th</sup>-20<sup>th</sup> January.

We are expecting to be back at 8 teams this year (down from 12 due to Otago Cricket withdrawing from our festival)

Nelson, Marlborough, Cornwall (Auckland), Canterbury Country (2), Christchurch (3)

#### Format

The tournament will last for 3 days and consist of 2 days of 2 x T20 matches and a 5<sup>th</sup> game on the Friday morning. **All games are T20 format.**

#### Venue

The main venue for 2023 is the  
**Burnside West Christchurch University Cricket Club**  
**AT BURNSIDE PARK**

336 Avonhead Road, Burnside Christchurch  
(See map below).

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



#### Purpose of the Festival

- This is a development festival.
- 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.

### ***Christchurch and Dunedin teams from 2020***



### **Who is eligible to play**

Girls who **started** the 2022/23 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 endeavour to enter the appropriate number of teams to eliminate any byes from the competition.

## Programme

### Tuesday 17/1/2023 – 6pm

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

- Official Welcome
- Team photos (come in your team uniform)
- BBQ for Players
- Drinks (bar open for adults)
- Basic BBQ dinner (free)
- Coaches and Managers meeting - **APPROX 6.30PM**

#### PHOTOS

When: At Opening Ceremony, Tuesday 17<sup>th</sup> January. Starting from 45 minutes before opening ceremony and continuing after. At this stage this is on a first come first served basis.

(If your team can't all be there let me know and we can shoot your photo on the Wednesday morning before play starts - please confirm a time with me Glyn, 0212 633 598)

What to bring: **Please bring a printed team list** for us with correct spellings (including coach/manager names) and wear your full playing kit.

Cost: \$25 per photo - 1 payment per team, please confirm numbers at the time of the shoot. Payment by Cash, Cheque or Eftpos.

Process: Photos will be taken, then names collected, and paperwork done at the shoot.

Delivery: Via post around 1-2 weeks after festival.

Photos cost \$25 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 [glyn@m4photography.co.nz](mailto:glyn@m4photography.co.nz)*

### Wednesday 18/01/2023

930 am - 1230 pm

Game 1

1230 - 1330 pm

Lunch (teams provide your own lunches)

1330 - 1630 pm

Game 2

	<b>Thursday 19/01/2023</b>		
<b>930 am -1230 pm</b>	Game 3		
<b>1230 - 1330 pm</b>	Lunch (teams provide your own lunches)		
<b>1330 - 1630 pm</b>	Game 4		
	<b>Friday 20/01/2023</b>		
<b>930am -1230 pm</b>	Game 5		
	9.30am	3rd in Pool Play	4th in Pool Play
	9.30am	5th in Pool Play	6th in Pool Play
	9.30am	7th in Pool Play	8th in Pool Play
	11am	1st in Pool Play	2nd in Pool Play
	Lunch (teams provide your own) and watch last 30 minutes of final game		
<b>1pm approx.</b>	Closing Ceremony with Prize giving.		

# Festival Rules

## Teams should bring

- Their own practice balls, team gear and a parent/coach/manager who can score.
- A device for scoring on PlayHQ
  - o All players should be registered and allocated to their Associations festival team to allow Live scoring.

## The Host Association will provide

- Stumps, bails, and match balls. Umpires and score boards.

## Player Numbers

Teams can bring 11 players; however it will be 9-a-side on the field, **different 9's may be named for Batting and Bowling.**

Teams may bring more players; however, 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, 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 always worn** by all batters and wicket keepers
- 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 PlayHQ 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 festival.** This is a development festival intended to give all players an equal opportunity to show their skills.

## Matches

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

### **6 Ball Grace Period:** (NEW 2022)

- Batters who are dismissed within the first 6 balls they face in their innings will not be fully out; instead, they shall remain “IN” and the bowling side shall receive a bonus 3 runs to be added to their batting score.
- Batters may be fully dismissed from the 7th ball – NO BONUS RUNS FOR THAT DISMISSAL.
- Taking into account the above rule Players bat until they are 'Out' or until the end of the over in which they have faced 30 balls when they must retire. Where retirements occur, they may only take place at the end of an over.
- Retired batters can return to bat, in the order that they retired and once all other batters have been 'Out' or retired with the exception of those dismissed during their “Grace Period”
- Batters dismissed during their “Grace Period” may not return as a retired batter if they reach their retirement limit.

### **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.

### **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”.
- 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”.
- Any delivery that bounces more than ONCE, before the batter in their normal stance at the crease.
- A no ball or wide will be scored as one run to the opposition team.

### **Free Hits Following No Balls:**

- If a NO BALL is bowled in the first to SEVENTH ball of an over, the next ball is a 'Free Hit'.
- In the case of a 'Free Hit', the fielding team must stay in the positions they were in at the moment the delivery was made.
- Minor changes to the field placements may be made when Left/Right-handed batters have changed ends.
- The only way a batter can be out from a 'Free Hit' is Run Out. To be run out you must be attempting a run, or started to and changed your mind, simply being out of your crease and being 'stumped' does not apply as a dismissal on a free hit.
- If a batter hits a Free Hit delivery that is a no ball, they score 1 run plus whatever runs are scored from the shot. The next ball remains a FREE HIT BALL.
- If the batter decides to leave or misses a delivery that is deemed a no ball, they score 1 run for the no ball and the next ball is a 'Free Hit'.
- If a batter hits a delivery that would have been a wide, then it becomes a 'normal' delivery and they only score runs made from that shot and may be out in all the normal ways. If the batter decides to leave or misses a wide delivery, they score 1 run for the wide plus any they may run, and they could score more from the next ball which remains a free hit.
- Where a wide or a no ball is bowled on the 8th ball of an over, 2 runs will be scored as no 'Free Hit' can be given as the maximum deliveries in an over are 8.

### **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.**

**LBW:**

- LBWs may only be given when the bowling team appeals and if the ball
  - is pitched in line with the stumps AND
  - the player has gone onto the back foot and stayed on the back foot AND
  - hits the batter on the pads in front of the stumps, before hitting the bat AND
  - 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.

**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).

**Bowling Limits:**

- A maximum of 4 overs may be bowled by a bowler however it is strongly encouraged that as many bowlers as possible have an opportunity to bowl.

**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 batting,
  - 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.

**Drinks Breaks:**

- Drinks breaks after 10 overs – these should be used as a coaching opportunity for both the batting and bowling sides
- Drinks breaks 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 10<sup>th</sup> over.

**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

**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:
  - The team with the greatest number of boundaries combined from the main match and the Super Over is the winner.

- The team with the greatest number of boundaries from the main match (that is, not including the Super Over) is the winner.
- Should these also be the same the title should be shared.

#### 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

1. **No cars at all on the fields.**
2. **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.
3. **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 festival points.**
4. Please be 100% supportive of your teams' coach.
5. 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.
6. The Festival 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.
7. Then if it needs to be escalated then only the coach may approach the festival director.
8. The scorers only advise on score data if asked by the umpires. Not the coaches or managers and definitely not parents.
9. Players and umpires only allowed on the field of play. The coach is only 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.

## Festival Venues

<p><b>Burnside Park</b>  <b>340 Avonhead Road</b>  <b>Burnside</b>  <b>CHRISTCHURCH</b></p>
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## BURNSIDE PARK

