



**CHRISTCHURCH JUNIOR  
CRICKET ASSOCIATION**

## **2026 Christchurch Invitational Girls Festival**

### **EVENT DETAILS**

As at 22<sup>nd</sup> December 2025

*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 Sunday 11th January 2026 at 6pm **with a Coaches/Managers meeting** and finishes no later than 3pm on Wednesday 14<sup>th</sup> January 2026. The games will be played 12-14 January 2026.

Teams are welcome to arrive and have a light hit out on the outfield and nets at Burnside Park on arrival in Christchurch and the Bar and Clubrooms will be open from 5pm.

#### **Entering the Event**

TEAMS WISHING TO ENTER THE EVENT SHOULD EMAIL THE CJCA

[gm@cjca.org.nz](mailto:gm@cjca.org.nz)

#### **Team Entry Fee**

The cost per team is \$450 plus GST (\$517.50) – this price has risen for ALL FESTIVALS organized by Canterbury Districts to reflect increases in most facets of the events.

[gm@cjca.org.nz](mailto:gm@cjca.org.nz) no later than Monday 17<sup>th</sup> November 2025 – if teams require assistance with accommodation options please get in touch with the CJCA as soon as possible as local schools with Boarding Facilities may be able to accommodate teams at a reasonable rate.

Teams in 2025 utilised COLLEGE HOUSE at the University of Canterbury which is a fantastic environment and having multiple teams stay there would be great – please contact the CJCA for contact details.

## Format

- Games are all T20 (including the finals), 5 games per team over 3 days on grass wickets at either Burnside Park or Elmwood Park.

*The main venue for 2023 is the  
**Burnside West Christchurch University  
Cricket Club  
AT BURNSIDE PARK**  
in North Western Christchurch  
(see map below).*

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



*The 2<sup>nd</sup> venue due to the size of the event is  
the home of the **Old Boys Collegians  
Cricket Club (OBC) AT ELMWOOD PARK**  
in Merivale  
(see map below)*

*We are pleased to have OBC join as a venue  
host for this event in 2026*



## 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.

## Who is eligible to play

Girls who started the 2025/26 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 hopes to again enter 3 even teams.

## Teams should bring

- TEAMS NEED TO SUPPLY THEIR OWN BALLS FOR THIS EVENT – 1 BALL PER DAY
  - Should you not be able to source “PINK” Kookaburra 142gm balls – please contact the CJCA and we can either swap RED or provide PINK balls at cost.
- Their own practice balls and team gear and a parent/coach/manager who can score.
- A device for scoring on PlayHQ

### The Host Association will provide

- Stumps, bails, boundary markers, umpires and score boards.

## Programme

### Pre-Match

Umpires and Coaches/managers to introduce each other – reinforce timings for Match

### Match timing

Time	Action
20 minutes before 1 <sup>st</sup> Ball	TOSS – <b>Umpires and Captain/s on pitch only</b>
3 minutes before 1 <sup>st</sup> ball	Umpires take field
Followed by	Feilding Team
Followed by	Batters

### Sunday 11/1/2026 – late afternoon 5pm

Opening of Festival at Burnside West University Cricket Clubrooms at 340 Avonhead Road, Burnside, Christchurch (see map below) will formally start with the Coaches and Managers Meeting at 6pm at Burnside Park.

The nets and outfield at Burnside can be used for a light hit out for teams as they arrive on the Sunday – with the budget not looking too healthy we ARE NOT HAVING A BBQ as not all teams will be present and we are also not arranging Formal Team photos – there will be a Photographer circulating during the Festival who may be able to take a team photo on a more casual basis when teams are on break between inning or games

- Umpires briefing will be held between 3pm and 4pm @ the Sir Richard Hadlee Centre
- Bar open 5pm Drinks (bar open for adults) - TV on Sport, Music
- Coaches and Managers meeting - **APPROX 6.00PM**

## Monday 12/1/2026

**Warm up bowling should take place  
BESIDE THE WICKET BLOCK  
not on the block**

10am – 1pm

Game 1 – Elmwood Park

1030 am -130 pm

Game 1 - Burnside Park

1pm – 2pm

Lunch Elmwood Park (teams provide your own lunches)

1.30pm – 2.30 pm

Lunch Burnside Park (teams provide your own lunches)

2pm – 5pm

Game 2 – Elmwood Park

2.30pm – 5.30pm

Game 2 – Burnside Park

## Tuesday 13/1/2026

9.30 am -12.30 pm

Game 3

12.30pm – 1.30 pm

Lunch (teams provide your own lunches)

1.30pm – 4.30 pm

Game 4

## Wednesday 14/1/2026

930am - 1230 pm

Game 5

9.30am **Matches based on results from first two days**

10.00am **Highest “seeded” games at Elmwood and Burnside  
start on Number 1 grounds at each venue**

## Festival 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 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> etc. **All games are T20 format.**

### Player Numbers

Each team may consist of 11 players however due to the move to 18 metre pitches matches will be 9-a-side fielding – **different 10's may be named for Batting and Bowling if teams bring 11.**

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:** TEAM NEED TO SUPPLY THEIR OWN BALLS FROM 2023 ONWARDS. Teams not able to source balls should contact the host (CJCA) and they can supply balls at cost which can be given to the teams upon arrival at the Festival.
  - a. **Balls shall be PINK Kookaburra Crown 142gram balls**
- 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 **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:** At least one umpire will be supplied by the CJCA per match – **highly likely that all games will have two umpires.**

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

- a. **Grace Period – (reduced 4 balls in 2026)** was initially adopted in 2022 a Grace Period of 4 balls shall exist in these matches – batters cannot be dismissed until they have faced 4 balls. Batters who go on to retire but were dismissed in their Grace Period **may not return as a retired Batter**
- b. **Limited Field Placement (PROXIMITY TO BATTER):** No fielder may stand closer than 10 metres from the facing batter on the on-side or in front of point on the off-side until the ball has been played by the batter. 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.
- c. **Limited Field Placement (PLAYERS ON BOUNDARY): (new in 2026)** A maximum of FOUR players are permitted to be on the boundary.

- d. **Wides:** Wides should be called if they are outside the return crease on the Off-side or Halfway on the Leg Side (when passing the Batter) – considerations should be given to the SIZE of the batter in terms of whether they can reach a wide on the Off-side. Umpires should use the Toss on the Pitch to reinforce the Wide lines that they will be calling with the Captains.
- e. **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.
- f. **Free Hits Following No Balls:**
- a. If a NO BALL is bowled in the first to SEVENTH ball of an over, the next ball is a 'Free Hit'.
  - b. 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.
  - c. 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.
  - d. 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'.
  - e. 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.
  - f. 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.
  - g. Free Hits following No Balls – following the delivery of a No Ball a Free Hit
- g. **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.
- h. **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.
- i. **Batter Retirements:** A batter must retire at the end of the over **after facing 25 legitimate balls.** Retired batters can only return to the crease after all other batters are out.
- a. Retired batters must return in the order they were retired (scorers be careful to note this).
  - b. The coach may not retire batters before their 25 balls are up unless a player is legitimately injured (umpires to decide).
- j. **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.

- k. **Last Girl Standing:** in order to maximize involvement and use as much of the 20 over allocated to each team can be 10-a-side the innings will complete at the fall of the 9<sup>th</sup> wicket should teams only have 9 batters the LAST GIRL STANDING will mean that on the fall of the 8<sup>th</sup> 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.
- l. **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.

## MATCH / INNINGS END

- a) If game finishes before the 20 overs is up.

**PLEASE NOTE THAT DUE TO THE GRACE PERIOD BONUS RUNS POTENTIALLY CHANGING THE TARGET SCORE GAMES SHOULD CONTINUE –**

**PLAYHQ WILL PROMPT SCORERS TO “END GAME” THIS SHOULD BE ACCEPTED BUT THEN SCORERS SHOULD SELECT THE “OPTIONS” WHICH INCLUDE – “CONTINUE SCORING”**

***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***

- b) **Draw:** In the event of a tie the result will stand as a Tie.
- c) **Deciding Final game opponents:** If teams are on equal points after the first 4 games then their final position will be dictated by net run rate. Consideration will also be given to minimising games between teams from the same Association in the Final Round

## To the Players

- **Punctuality and Attendance**

- o Arrive at the venue on time, ready to play and participate in activities.
- o Let your coach or manager know if you're unable to attend.

- **Sportsmanship and Respect**

- o Show kindness and respect to teammates, opponents, umpires, and organisers.
- o Encourage and support others, especially new or less experienced players.

- **Behaviour and Etiquette**

- o Follow festival rules, including being polite and courteous to everyone.
- o Avoid unsportsmanlike conduct, like arguing with umpires or teasing others.

- **Inclusivity and Friendship**

- o Be welcoming to players from all backgrounds and skill levels.
- o Make an effort to build friendships with players from other teams.

- **Fun and Enjoyment**

- o Focus on having fun and enjoying the experience of playing cricket with others.
- o Don't worry about winning or losing—celebrate doing your best and being part of the festival.

- **Representation and Pride**

- o Represent yourself, your team, and your club with confidence and pride.
- o Be a positive role model for younger or less experienced players.

- **Safety and Preparedness**

- o Wear appropriate cricket gear, including protective equipment, and ensure your kit is ready.
- o Wear sunscreen at all times.
- o Remember to bring a good lunch, snacks and a water bottle.
- o Follow all safety instructions provided by coaches and festival staff.

- **Participation and Team Spirit**

- o Join in all activities with enthusiasm and a positive attitude.
- o Cheer for your teammates and celebrate everyone's efforts on and off the field.

- **Learning and Growth**

- o Be open to trying new skills and learning from coaches and other players.
- o Use the festival as an opportunity to improve your cricket and teamwork.

- **Respect for Venue and Equipment**

- o Keep the playing area and surroundings clean by using bins and looking after shared spaces.
- o Handle equipment carefully and return borrowed items promptly.



## To the Parents

- **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 festival 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 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.
- Then if it needs to be escalated then only the coach may approach the festival 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, or in case of injury.**
- No **vehicles** on the Fields

## 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.

# UMPIRES ROSTER

## MONDAY 12th January 2026

**Burnside Park**  
**report time 9.30am**  
**games start 10.30am**

Eva Janssen
Harper Coville-Mortimer
Marlee Van Zanten
Maddie Milne
Molly Buller
Morgan Smith
Olivia Jennings
Zeta Smith

**Elmwood Park**  
**report time 9am**  
**Games start 10am**

Emilia Law
Isla Elstob
Lucy Williams
Lulu Pringle
Lexie Boon
Sophie Davis

## TUESDAY 13th & WEDNESDAY 14th

**Burnside Park**  
**report time 8.45am**  
**games start 9.30am**

Eva Janssen
Harper Coville-Mortimer
Marlee Van Zanten
Maddie Milne
Molly Buller
Morgan Smith
Olivia Jennings
Zeta Smith

**Elmwood Park**  
**report time 8.45am**  
**games start 9.30am**

Emilia Law
Isla Elstob
Lucy Williams
Lulu Pringle
Lexie Boon
Sophie Davis

Festival Venues

<b>Burnside Park</b> <b>340 Avonhead Road</b> <b>Burnside</b> <b>CHRISTCHURCH</b>	<b>Elmwood Park</b> <b>Heaton Street</b> <b>Merivale</b> <b>CHRISTCHURCH</b>
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BURNSIDE PARK





# ELMWOOD PARK

