



CHRISTCHURCH JUNIOR CRICKET ASSOCIATION

Girls Division Three (Year 7/8)

As at 6th August 2026

CONTACTS

CJCA General Manager

Rob Wilkinson 0276644999 gm@cjca.org.nz

Coaches and managers of teams in this grade should be registered as such on PlayHQ so contact information can be maintained by the CJCA so the CJCA can be in contact with you during the season if needed.

CJCA AIMS

| Guaranteed Participation | Maximum Involvement |

| Accelerated Skill Development | Fast Paced | Action Packed |

As with all our grades the development of the player and enjoyment of the game are seen as more important than the result.

With an emphasis on **FUN** all players will bat, bowl and wicket keep in every match ensuring the development of all cricket skills. Coaches and Managers should rotate fielders through positions, so they get an opportunity to field in most positions including wicket keeper.

Positive Attitudes and Behaviours on and off the pitch.

As players, parents, and supporters on the sidelines, you should,

Encourage Positivity: Cheer for all players and celebrate efforts and successes.

Show Respect: Respect players, coaches, officials, and fellow spectators.

Value Effort: Emphasize hard work and improvement over winning.

Model Good Behaviour: Demonstrate patience, composure, and respect.

Support Coaches and Officials: Back their decisions and approach concerns appropriately.

Promote Inclusivity: Ensure a safe, welcoming, and inclusive atmosphere.

By upholding these principles, The CJCA aim to enhance the sporting experience, foster a love for sports and promote teamwork, respect, and personal growth.

All players, coaches, parents, and supporters are expected to adhere to **The Code of Conduct** which is published on our website applies to all present at all games.

GENERAL CJCA PLAYING CONDITIONS

MCC Laws of Cricket apply unless otherwise stated.

In all cases, the stated rules are to be applied.

Coaches seeking rule changes should provide their suggestions to the CJCA rather than litigate rule differences each week with their new opposition.

Note that while there are Girls Only grades, girls can play in any grades.

Health and Safety

Pre-Match inspection: Coaches should ensure the field is fit for play. Should coaches or managers notice any hazards either on the ground they are playing at or in the wider park they should inform the CJCA.

Reporting: Should players be significantly injured during a match the coach/manager should advise the Club/School Convenor this includes any injury that requires hospitalization or is a head injury.

First Aid: Clubs should provide all teams with basic first aid requirements.

Exclusion Zones: Coaches are to ensure fielders are a safe distance from the facing batter (and outside the fielding exclusion zone) and wearing the appropriate safety equipment. Coaches are to ensure fielders are a safe distance from the facing batsmen (and outside the fielding exclusion zone).

Eligibility: For each grade a player remains eligible for the WHOLE season in that grade if eligible for that grade in October. The exception being Year 8 boys that generally move to Youth cricket after Christmas.

All players participating must be eligible or have written CJCA dispensation viewable to the opposition coach prior to play. Such a dispensation letter will be on CJCA letterhead and be signed by either the Manager or the Chairman of the CJCA.

In **Year 6 only** the Grade Conditions shall change to those of Year 7 AFTER CHRISTMAS – player numbers remain the same and should a team not have 9 players available for a match under Year 7 rules a batter should be given an opportunity to bat again, and the opposition should be approached to loan a fielder.

Each grade is to provide players with a fun, fair & learning game with a connection to international cricket as close as the age group, player abilities & time allow.

Dress: Players should dress appropriately. The CJCA strongly recommends good sun protective clothing and head wear. Club colours should be approved by the CJCA as to ensure the visibility of the ball against darker clothing. The CJCA also recommends the usage of dark coloured bottoms for female players.

Gear: Each team is required to provide the basics of 3 stumps, 2 bails and an appropriate ball. This includes stumps suitable for artificial pitches if required. All teams should also have hitting tees (where needed) and cones to mark boundaries and exclusion zones.

Defaults: Teams with reduced numbers should still seek to play using opponent players to assist in the field. If this is not possible and a team has to default, please advise the General manager as soon as possible preferably one weeks' notice.

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Grade Format

The objective of this grade is to provide girls up to Year 8 a traditional format of cricket that encourages the girls to continue to develop their technique, enjoyment and understanding of the game, while still encouraging the girls to participate in all facets of the game. Coaches are to ensure that by the end of each half season all players have had an equal opportunity to display their skills. Rotation of the batting order is required, as stipulated in the batting section and bowlers should share the overs.

They should enjoy a high standard of skill and competition while still focusing on fun and team spirit which are all major objectives of this grade.

Dispensation would not normally be given for older girls (high school) to play this grade, **although girls newer to cricket can be considered.** Talented Year 6 Girls may also be considered but parents/caregivers must understand the risks involved in playing in this Hardball grade with older girls.

Location: Division Three cricket is played at various schools and council grounds, generally on artificial wickets, with some grass wickets also being used.

Grading: Within these divisions; especially after Christmas there may be an opportunity to split again based on the results of teams so “like vs like” matches can be played, and mismatches minimised.

As these are non-competitive grades, no points are awarded, or ladder given but we do still want results entered onto the PlayHQ website. These provide useful information for grading and moving teams around. Each team should enter results either as team or their Club/School Convenor so that PlayHQ is accurate and can be used to make any grade/section adjustments.

Eligibility: Players are encouraged to play in the year group they are currently in at school. Should players wish to play down due to being new to the game or other circumstances, Clubs should apply prior to the start of the season detailing the name of the players which team they wish to play for a brief explanation of why a dispensation is required for the player to play DOWN a grade.

Players may play UP a grade, but parents/caregivers must be aware of the risks involved in playing ahead of their current school year. We recommend no more than one grade higher.

Time: Division Three starts at either 9.00am on a Saturday morning or if there is a Thursday/Friday round, then it will be a 4.30pm start.

Draw: Draws will be confirmed until Christmas following grading. If there are changes to draws after they are published Junior Club Convenors will be informed.

Team Size: Division Three – 9 aside.

Teams with less than 9 players should first enquire if the opposition has additional players to balance the teams. Should teams have less than 9 players bowling limits can be extended to 4 overs each.

If a team has less than 9 players, one or more player(s) who have already been dismissed may bat a second time to make up the 9 batters. The additional batter(s) are selected by the least number of balls faced. Any batter who is retired returns to bat before the additional batters. The runs scored by the additional batters count towards the final team score. By mutual agreement, a side with less than 9 players may utilise players from the opposition team to help field. Teams are encouraged to make this offer.

If a team has more than 9 players, only 9 may field at any one time. All players can participate by bowling and batting, but the team score concludes when the 9th wicket is taken, if playing a team with 9 (see next bullet).

If both teams have additional players, e.g. each has 10 players, by mutual agreement all players can bat but only 9 players may field at a given time. All players can participate by bowling. The innings then stops when the 9th wicket is taken, provided both teams are playing with the same number. Where teams have more than 9 players the restriction on fielding number is to ensure the batters have a reasonable opportunity to score runs.

Coaches should look to ensure all players have an equal opportunity to bat twice or bowl additional overs throughout the season if necessary. Where possible opposition players should be asked to field to ensure there are 9 players in the fielding team.

POD system (directive)

Clubs & Schools have been issued with a Directive (August 2026) that states teams in all non-pairs grades should operate a “POD system” to ensure players have a fair opportunity to make a meaningful contribution to each game in a range of cricket disciplines.

MORE DETAIL – [CLICK HERE](#)

Equipment: Division Three - 142g Leather ball (PINK or RED)

Full Protective equipment should be worn by batter including a Helmet in line with the New Zealand Cricket Helmet Policy [CLICK HERE](#)

Wicket keepers should ALWAYS wear Helmets

Match Length:

All games are one innings each and should be decided who starts with a coin toss, or similar.

Time of Innings

Coaches and managers must keep the game moving to ensure games are completed in a timely manner. Bowling should happen in 5 over blocks from the same end before rotating to keep the game moving.

Parents / supporters can be tasked with ensuring the players are ready to go.

Division Three: 20 overs per side (6 ball maximum)

Batting

Grace Period

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 5 runs to be added to their batting score. Only legitimate balls are counted towards a 'Grace Period'

(New) Players dismissed with the "Grace Period" may not return as a retired batter if they reach the retirement limit. WHEN DISMISSED WITHIN THE FIRST 6 BALLS THE BATTER SHOULD CHANGE ENDS WITH THE NONSTRIKER.

Retirements

Taking into account the above rule Players bat until they are 'Out' or until they have faced 15 balls (NOT INCLUDING wides and no balls) when they must retire. Retired batsman can return to bat, in the order that they retired and once all other batters have been 'Out' or retired.

Batter must retire immediately when they have faced 15 legitimate balls.

Coaches are NOT allowed to retire batters earlier than these delivery limits unless they are playing with more than 9 players and spreading the innings equally.

Free Hits after No Balls

If a NO BALL is bowled in the first to FIFTH 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 no ball is bowled on the 6th ball of an over, 2 runs will be scored as no 'Free Hit' can be given as the maximum deliveries in an over are 6.

Last Batter Standing

A single remaining NOT OUT batter should continue batting, changing ends as necessary to receive strike. Only the not out batter can face the bowling. The last batter out remains at the crease to play like a non-striker. Either batter may be run out to end the innings

Dismissals

Players can be bowled, caught, stumped, hit wicket and run out **and given out LBW** if the following applies

LBW in this grade

LBW to be applied in this grade LBWs may only be given when the bowling team appeals and if the ball;

1. is pitched in line with the stumps AND
2. hits the batter on the pads in front of the stumps, before hitting the bat AND
3. the ball was definitely going to hit the stumps AND
4. the player has gone onto the back foot and stayed on the back foot. This means the player cannot be given out if the ball is pitched outside the line of the stumps (leg or off side) 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 was no doubt whatsoever in the umpire's mind that the above conditions applied. ANY doubt – not out.

Fielding

Fielding Restrictions (new in 2026)

A minimum of 3 players must be closer to the Batter than the Boundary at all times.

Catches and Stumpings

Catches should be recorded against the player who took the catch in a column of the new scoresheets or on PlayHQ.

Run Outs

In order to capture those involved in Run Outs – those involved should be noted on the Scoresheet or in PlayHQ

Byes / Overthrows

Byes and overthrows are unlimited in this grade.

Bowling

- Max 5 overs per bowler. Coaches are to ensure that all team members bowl the same number of overs during the season - on an equivalent availability basis.
- No bowler may bowl a 4th over until ALL others have bowled 3
- 5 overs bowled at the same end to speed up the innings. No bowler can bowl successive overs.

Over Length

- Overs to be a maximum of 6 balls except the last over which must be 6 legitimate deliveries.
- Bowlers should have a maximum of a 15-metre run up.

No balls and Wides

A “Wide” Ball will be called if

- Any ball that passes a batsman so wide that they are prevented from a reasonable opportunity to make contact with the ball is to be called a wide.
- Full wides on the offside and halfway to that on the legside should be the guide.

Coaches/Umpires should meet before the game to agree on a stand to be applied in the game.

If the ball is struck by or hits the batter, then it is not a wide. The batting side is awarded 1 run for each wide or no ball, plus any additional runs scored. However, in the last over, 6 legitimate deliveries must be bowled. Upon the call of “wide” the ball shall remain live i.e. batsmen can run). No extra balls are bowled for wides or no balls, except in the last over.

- Any ball that passes outside the offside line and is not hit by the batter shall be deemed a 'wide'.
- Any ball passing halfway towards the legside and is not hit by the batter should also be called wide. (See graphics below)

A “No Ball” will be called if ...

- The ball bounces TWO or more times or rolls on the pitch before reaching the batters popping crease. (Bowlers can bowl from a shorter distance if needed **for development purposes**)
- The delivery would have passed over the waist on the full at normal batting stance.
- If the delivery would have passed over the shoulder after it bounces at normal batting stance.
- If players (not the bowler) encroach into the fielding exclusion zone before the ball is hit.

Bowling not Throwing

Bowlers MUST be coached to bowl with a straight arm and avoid 'throwing' the ball. Those that find this difficult should bowl from a standing, side on position, starting with a straight arm against their back leg and aim to release the ball at the 12 o'clock position. **There is no penalty for a thrown delivery at this grade.**

We do not want a bowler to achieve 'an unfair advantage' by using an obviously incorrect action, so if a wicket is gained or it is felt that a batter is being intimidated then the umpire should take action. i.e. **a batter should not be given out from an obvious thrown ball.**

Ideally a word with the opposition coach/umpire will be sufficient for them to have a word with the bowler as soon as the action is noticed.

We do not want to discourage bowlers from practicing in a match but also need to protect batters.

In the extreme, a no ball can be called, if an obvious thrown delivery results in a wicket being taken.

Scoring

Scoring should be done by a parent/supporter from each team, the grades are non-competitive, so scoring is only used for grading and ensuring appropriate competition.

Therefore, care should be taken about announcing who has won or has more runs etc

Score sheets are available from the CICA website

<https://www.cica.org.nz/about-us/resources-2/grade-rules-2/>

- Each team's score starts at Zero.
- 5 runs are added to the bowling side for each dismissal obtained.

Scoring on PlayHQ

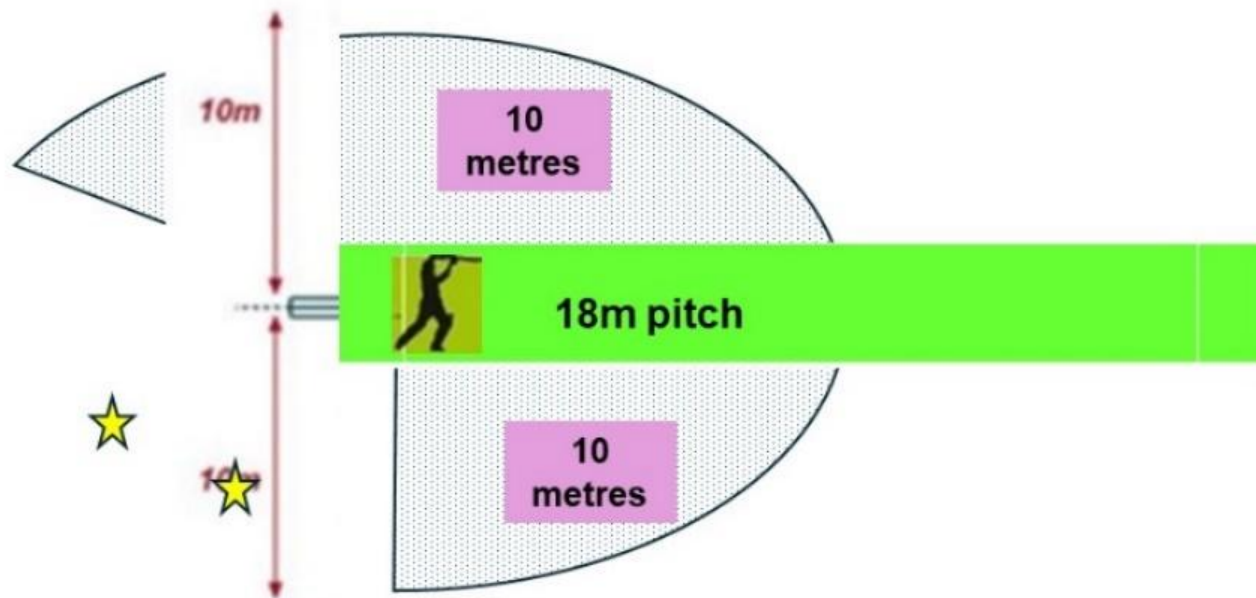
Ideally Scoring for Year 7 & 8 game should be done on PlayHQ – access to the PlayHQ E-scoring system can be gained from Club or School Convenors.

For full information on PlayHQ please follow this link

<https://play.nzc.nz/playhq-landing-page>

Appendix One – Pitch Map

YEAR 7/8 HARDBALL



Key	
	Fielder exclusion zone
	Slips and gullies permitted backward of the wicket

Appendix Two – Scoresheets

[illegible]

Over	Runs	Year 7 & 8	Match between: and	<i>Batting Innings of:</i>
			on.....at.....	

BATSMAN	Grace Period	RUNS SCORED (show dot balls also)	Balls Faced	How Out / Who	Bowler	Totals
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						
14						
15						
16						
17						
18						
19						
20						
21						
22						
23						
24						
25						
26						
27						
28						
29						
30						
BONUS WICKETS TOTAL		ADD TO BOWLING TEAMS EXTRAS 3 runs per wicket taken in Grace Period				

Fall of Wickets	1 for	2 for	3 for	4 for	5 for	6 for	7 for	8 for	9 for	
Outgoing Batsman										

Bowler	Over 1	Over 2	Over 3	Over 4	Over 5	O	M	R	W	No Balls	Wides
1											
2											
3											
4											
5											
6											
7											
8											
9											
10											

Wides +											
Byes △											
Leg Byes ▽											
No Balls ○											
Bonus for wickets taken bowling											

1	2	3	4	5	6	7	8	9	10	Team Total
11	12	13	14	15	16	17	18	19	20	
21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	
41	42	43	44	45	46	47	48	49	50	
51	52	53	54	55	56	57	58	59	60	
61	62	63	64	65	66	67	68	69	70	
71	72	73	74	75	76	77	78	79	80	
81	82	83	84	85	86	87	88	89	90	
91	92	93	94	95	96	97	98	99	100	
101	102	103	104	105	106	107	108	109	110	
111	112	113	114	115	116	117	118	119	120	
121	122	123	124	125	126	127	128	129	130	
131	132	133	13							