



CHRISTCHURCH JUNIOR CRICKET ASSOCIATION 2021 SUMMER 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 interdistricts 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. Due to the 2021 South Island Boys Tournament being held on grass pitches the Tier 1 Year 8 Development matches will be held at the Burnside West University Cricket Club and other Year 8 games played on the remaining 2 pitches and the Artificial in the adjoining Burnside Park (rugby side). A significant commitment is put in by all the Year Managers including our new Year 6 Convenors Lynnete Ellis and Tim McClurg, Erin Kreft (Year 7), Alan and Rachael Hemingway (Year 8) and Cat Quinn (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. Gareth Greenfield and his team - a very big thank you!

Enjoy the tournament!

Rob Wilkinson - General Manager

YEAR 7 - Blended Formats

YEAR 21 st February				YEAR 8 28 th February			
10am 20/20				10am 20/20			
McMillan	vs	Astle	Warren 1	Latham	vs	Harris	Warren 1
Harris	vs	Bond	Warren 2	Bond	vs	McMillan	Warren 2
Henry	vs	Fleming	Warren 3	Henry	vs	Astle	Warren 3
Latham	vs	Hadlee	Warren 4	Fleming	vs	Hadlee	Warren 4
Approx. 1.45pm 20/20				Approx 1.45pm 20/20			
Latham	vs	Astle	Warren 1	Harris	vs	Henry	Warren 1
Bond	Vs	Fleming	Warren 2	Latham	vs	McMillan	Warren 2
Hadlee	Vs	Henry	Warren 3	Hadlee	vs	Bond	Warren 3
McMillan	Vs	Harris	Warren 4	Astle	vs	Fleming	Warren 4
7th March – 10am 35 over matches – based on results Days 1 & 2							
1 st	vs	2 nd	Warren 1				
3 rd	Vs	4 th	Warren 2				
5 th	Vs	6 th	Warren 3				
7 th	Vs	8 th	Warren 4				

YEAR 6

YEAR 6 21st February

10am 18/18 over games					1.15pm 18/18 over games			
McMillan	vs	Hadlee	POLO 2		Hadlee	vs	Henry	POLO 2
Bond	vs	Harris	POLO 3		Bond	vs	McMillan	POLO 3
Latham	vs	Fleming	POLO 4		Harris	vs	Fleming	POLO 4
Henry	vs	Astle	POLO 5		Astle	vs	Latham	POLO 5

YEAR 6 28th February

10am 18/18 over games					1.15pm 18/18 over games			
Fleming	vs	Astle	POLO 2		Hadlee	vs	Fleming	POLO 2
McMillan	vs	Harris	POLO 3		Harris	vs	Astle	POLO 3
Henry	vs	Bond	POLO 4		McMillan	vs	Henry	POLO 4
Latham	vs	Hadlee	POLO 5		Bond	vs	Latham	POLO 5

YEAR 6 7th March

10am 18/18 over games					1.15pm 18/18 over games			
Latham	vs	McMillan	POLO 2		TBC	vs	TBC	POLO 2
Henry	vs	Harris	POLO 3		TBC	vs	TBC	POLO 3
Fleming	vs	Bond	POLO 4		TBC	vs	TBC	POLO 4
Astle	vs	Hadlee	POLO 5		TBC	vs	TBC	POLO 5

BOYS TOURNAMENT FEE DETAILS

Each new player will get a CJCA Cap. Replacements at \$30.

A payment of \$60 is requested to help cover expenses and is payable online prior to Day 1–

CJCA ACCOUNT –

ANZ 06 0665 0202125 00

reference please – Summer / Year Team / Surname

TEAM COMPOSITION

Year 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. Should teams in the Tier 1 (4 teams) be short on the day players from other Tier 2 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 10th man position for those match/matches. Players will be assessed during the event for movement to Tier 1 teams in Spring and also in Interdistricts matches.

Year 7

This year group will continue with EVEN teams for the Summer Tournament. Most teams are made up of 10 players (we are playing 9 a-side) but if there are 10 available **ALL MAY BAT BUT THERE WILL BE NO "LAST MAN STANDING"**. Should a team have ONLY 9 then they may play "Last Man Standing" so both teams have the opportunity for 9 players to be dismissed. All players may bowl but **there must only be 9 fielders on the field at any one time**. This is due to NZC Age and Stage regulations which the CJCA is bound to follow and has funding implications if not followed.

Year 6

EIGHT even teams of 9 will be named.

Only 8 may bat so should a team have 9 they need to rotate a player to stand down from batting in each of the 6 matches. (Playing Conditions are listed further in this document)

ALL PLAYERS MAY BOWL. ONLY 8 MAY FIELD AT ANY ONE TIME.

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. Only matches are playing Year 7 and 8. We are still confirming how many of these matches can be played in addition to the format and venues for these games.

The date for these matches is Sunday the 21st of March. Teams will be chosen based on performances in this Tournament.

YEAR 8 South Island Section process

This selection process is similar to that for tournaments 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.

Please refer to our website www.cjca.org.nz for further details on our selection process.

MATCH FORMATS – YEAR 6 – 8 a-side

Six rounds of 18/18 matches

Only 8 may bat so should a team have 9 they need to rotate a player to stand down from batting in each of the 6 matches. ALL PLAYERS MAY BOWL. ONLY 8 MAY FIELD AT ANY ONE TIME.

18 overs will be played with FOUR batting pairs facing overs in the following order

- 1ST Pair – 5 overs (target min 15 balls per batter)
- 2nd pair – 5 overs (target min 15 balls per batter)
- 3rd pair – 4 overs (target min 12 balls per batter)
- 4th pair – 4 overs (target min 12 balls per batter)
- Teams should bat the stand down player batting in a 5 over pair in when they play their next match and other players should rotate through batting in a 5 over pair.

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 each morning – 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.

All bowlers should be encouraged to bowl at least 2 overs – some bowlers may bowl a 3rd over to get to the 18 overs that constitute an innings. No bowler should bowl a 3rd over until all others have bowled 2 (this should only occur if a keeper wishes not to bowl).

Dismissals will gain 3 bonus runs for the batting team – Batters should switch should there be a dismissal.

PLEASE ENDEAVOUR TO HAVE EACH PAIR FACE 4 DIFFERENT BOWLERS – IF YOU HAVE 2 SPINNERS TRY AND GET THEM TO BOWL 1 OVER TO EACH PAIR.

Game Start	10:00 am & 1.15pm (approx.)	Overs	2 x T18 on all days
Over length	Maximum 8 balls (except last over)	Boundaries	35 m
Batting	Batters – each batting pair will bat for 4 overs. Each dismissal will earn the bowling team 3 bonus runs. Batters should be “Retired” after the completion of the pairs allotted overs	Bowlers	Bowlers: All players should bowl at least 2 overs - some may bowl 3 if a wicketkeeper does not wish to bowl, min 10 in tournament.
Ball size	142 g leather (ORANGE)	Helmets	Compulsory – CJCA rules apply
No Balls	For Height, AND Line Infringements – to be followed by Free Hit except on 8 th ball of over. No ball on 8 th ball scored as 2 no-balls. NO FREE HIT for 2 Bounce No Balls	Wides	Full Off-side – Half Leg Side Wide on 8 th ball of overs except last ball of each over to count as 2 wides

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.

No Balls – Dangerous Bowling – (Health and Safety)

Should a No Ball Delivery as described above be delivered **that could have hit the batter or does hit a Batter** a No Ball should be called and the bowler given a warning for dangerous bowling – should the same bowler deliver another such delivery during the game the bowler should then receive a 2nd warning and be not permitted to bowl again in that match.

These warning should only be given if the ball threatens the Health and Safety of a Batter.

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.**

MATCH FORMATS -

Year 7 – 10 PER TEAM playing 9 a-side Age and Stage rules

Days 1 & 2 – Two 20/20 matches

Day 3 – Year 7 35 over matches

HOURS OF PLAY:

20/20 Games start at 10.00am. 2nd game at approx 1.45pm – Short Drink after 10 overs

35 over games start at 10m - Lunch between innings. *Drinks after each hour of play.*

Pitch Length: Year 7 - 18m Max 2 extra balls per over (except last)

Boundaries: where possible Yr 7 - 40m Balls: 142g leather balls

ONLY 9 FIELDERS MAY BE ON THE FIELD AT ANY ONE TIME

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.

TEAMS WITH 10 PLAYERS MAY BAT ALL THEIR BATTERS BUT WILL NOT PLAY LAST MAN STANDING. WHEN AN INNINGS IS COMPLETED AT THE FALL OF THE 9TH WICKET MANUAL SCORING SHOULD HALT AND IF CRICHQ IS BEING USED THE NOT OUT PLAYER SHOULD BE RECORDED AS NOT OUT AND THE INNINGS FINISHED BY CHOOSING “ALL OUT”

TEAMS WITH 9 BATTERS WILL PLAY LAST MAN STANDING

RETIREMENTS –

20/20 games - Batters after facing 30 legitimate balls, or beforehand. (Retired players can return in order)

35 over games - Batters after facing 50 legitimate balls, or beforehand. (Retired players can return in order)

LAST MAN STANDING IF A TEAM ONLY HAS 9 BATTERS

Bowling: 20/20 – 3 overs max 35 overs - 6 overs max, min 10 in tournament. (Max 4 in a spell**).**Fast/Med bowlers spell restriction.

All 10 players may bowl if a team has 10.

No Balls – Normal Line infringements No Balls to be called

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.

No Balls – Dangerous Bowling – Should a No Ball Delivery as described above be delivered that could have hit the batter the a No Ball should be called and the bowler given a warning for dangerous bowling – should the same bowler deliver another such delivery during the game the bowler should then receive a 2nd warning and be not permitted to bowl again in that match.

FREE HITS – all balls following No-Balls EXCEPT FOR DOUBLE BOUNCES shall be a FREE HIT

Wides - Full Off-side – Half Leg Side - Wide on 8th ball of overs except last to count as 2. 6 legitimate balls to be bowled in the final over

Helmets: normal CJCA rules apply.

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.

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

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.

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 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 027 6644999 or gm@cjca.org.nz to discuss the opportunities available.

MATCH FORMATS - Year 8 – 9 a-side

Day 1 – Two 20/20 matches

Days 2 & 3 - 40 over matches

Hours of Play:

20/20 Games start at 10.00am. 2nd game at approx 1.45pm – Drinks after 10 overs

40 over games start at 10m - Lunch between innings. *Drinks after each hour of play.*

Pitch Length: Year 8 - 18m Max 2 extra balls per over (except last)

Boundaries: where possible Yr 8 - 45m Balls: 142g leather balls

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.

Retirements –

20/20 games - Batters after facing 30 legitimate balls, or beforehand. (Retired players can return in order)

40 over games - Batters after facing 60 legitimate balls, or beforehand. (Retired players can return in order)

LAST MAN STANDING

Bowling: 20/20 – 3 overs max 40 overs - 6 overs max, min 10 in tournament. (Max 4 in a spell**). **Fast/Med bowlers spell restriction.

No Balls – Normal Line infringements No Balls to be called

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.

No Balls – Dangerous Bowling – Should a No Ball Delivery as described above be delivered **that could have hit the batter** the a No Ball should be called and the bowler given a warning for dangerous bowling – should the same bowler deliver another such delivery during the game the bowler should then receive a 2nd warning and be not permitted to bowl again in that match.

FREE HITS – all balls following No-Balls **EXCEPT FOR DOUBLE BOUNCES** shall be a FREE HIT

Wides - Full Off-side – Half Leg Side Wide on 8th ball of overs except last to count as 2. 6 legitimate balls to be bowled in the final over

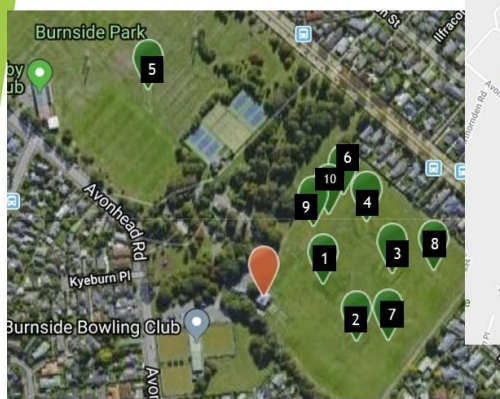
Helmets: normal CICA rules apply.

Year 8 BOYS will play full LBW Law

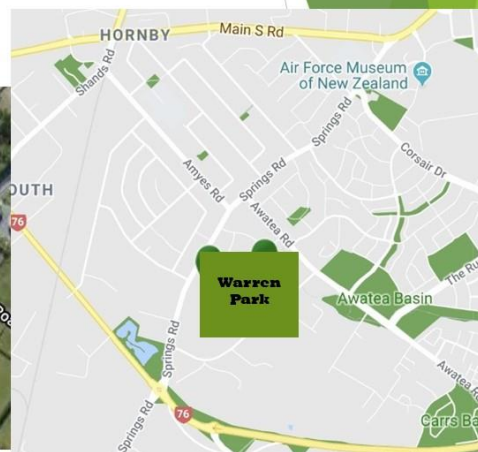
MATCH VENUES



BURNSIDE PARK



WARREN PARK - South Hornby





POLO GROUNDS - Hagley Park

