



# **CHRISTCHURCH JUNIOR CRICKET ASSOCIATION 2022 SPRING FESTIVAL**

**Major Sponsor**



It is hoped that skills developed at this Festival 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 festivals & subsequent 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 festival 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 festival.

This festival continues the use of artificial wickets as we feel this is the best surface to enable their skills to develop in Year 8 we attempt to source grass wickets to best prepare our players for the traditional South Island event which will be held on grass pitches in early January each year. A significant commitment is put in by all the Year Managers including Matt Shore (Year 6), Tim McClurg & Lynette Ellis (Year 7) and Erin Kreft (Year 8) and Catherine Quinn (Girls). Many thanks to them and all the other volunteers that offer their help. We simply could not run these festivals without you.

The CJCA Executive is extremely grateful for all the hard work put in by the many volunteers who help make this festival 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 festival!

***Rob Wilkinson - General Manager***

**BOYS SHOULD REPORT TO THEIR GAMES NO LATER THAN 9.30AM –  
TEAM COACHES/MANAGERS MAY REQUEST YOU GET THEIR EARLIER.**

### **Selection process for this festival and the additional teams...**

Players are selected for this festival by attending the appropriate assessments where each player is assigned to a lane and evaluated by a selector, the grade manager, and from the Spring Festival an Independent qualified representative (in Yr 8). The grade manager and independent representative ensure consistency and uniformity of grading by the different lane selectors. The independent representative also ensures all players are evaluated fairly and the decision making process is transparent, rigorous, and defensible. Players are marked for batting, bowling and wicket keeping, and additional notes relevant to the selection process are made. Immediately following the trial, selectors meet and choose the various teams. Unfortunately, if we have more players than positions, some players will miss selection.

## **THE NEXT OPPORTUNITY**

### **Selection for further cricket representation...**

This selection process is similar to that for the festival 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.

### **The teams selected are:**

**Boys:** Three Year 8 teams (to be named) selected after the completion of the Festival in addition to additional teams that have indicated that they wish to play in the new Year 7/8 Canterbury Regional Festival 9-12 January 2023, in Year 7 all players will be able to self nominate to play and will be allocated into teams the number of which will be determined by the number of parent coaches/managers who are available to be with teams. Year 6 (2022) turning Year 7 will have their own separate internal festival 15-17 January 2023.

## **JANUARY 2023**

**THREE CJCA YEAR 8 teams** will play in the Canterbury Primary Festival to be held in **Ashburton 9-12 January 2023**

**Additional Festival** – another Festival for Boys who were Year 8 in 2022 will be held to coincide with the Ashburton event – in January 2023 the CJCA will host this event jointly with Canterbury Country with matches to be played in Christchurch (venue TBC) and Mandeville, Ohoka. In 2022 the CJCA had 4 additional teams in this Festival but with three teams now going to Ashburton this may be less.

Boys will need to register by the end of the Spring Festival to be included in the planning. There may be a need to have a merged Year 7/8 team should numbers not work out to even stand-alone year group teams

**Year 7 Boys** (turning Year 8) – Christchurch and Canterbury Country (Mandeville) 9-12 January 2023 – **All boys wishing to participate will need to register by the conclusion of the Spring Festival so teams can be formulated.** The event will be 9-a-side blend of shorter and longer format played on 18m pitches. In 2022 we had SIX Year 7 teams playing against the other 16 teams in the event.

**Year 6 Boys** (turning year 7)– Christchurch 15-17 January 2023 – **All boys wishing to participate will need to register by the conclusion of the Spring festival so teams can be formulated.** The event will be 9-a-side blend of shorter and longer format played on 18m pitches. WE hope this event will be played on grass at Burnside Park.

## **CJCA Interdistricts Matches**

### **November /December 2022**

Additional games with neighbouring District Associations will be organised – these are for Year 7 and 8 Boys only – in addition to games featuring the CJCA three teams selected for the Tier 1 Canterbury Regional Primary event in Ashburton – additional games may be organised.

Please refer to our website [www.cjca.org.nz](http://www.cjca.org.nz) for further details on our selection process.

# BOYS DRAW

(available via PlayHQ - Christchurch Festivals)

Reserve Day for all grades 20<sup>th</sup> November

## YEAR 8 - Burnside Park

30 <sup>th</sup> October - 10am 20/20 matches				30 <sup>th</sup> October - 1.45pm 20/20 matches			
Fleming	vs	McConchie	<b>BWU 1</b>	McConchie	vs	Hadlee	<b>BWU 1</b>
Astle	vs	Bond	<b>BWU 2</b>	Henry	vs	Astle	<b>BWU 2</b>
Hadlee	vs	Latham	<b>BWU 3</b>	Harris	vs	Latham	<b>BWU 3</b>
Henry	vs	Harris	<b>BWU 4</b>	Bond	vs	Fleming	<b>BWU 4</b>
6 <sup>th</sup> November - 10am 20/20 matches				6 <sup>th</sup> November - 1.45pm 20/20 matches			
Bond	vs	Hadlee	<b>BWU 1</b>	Bond	vs	Harris	<b>BWU 1</b>
Latham	vs	Henry	<b>BWU 2</b>	McConchie	vs	Henry	<b>BWU 2</b>
Harris	vs	McConchie	<b>BWU 3</b>	Astle	vs	Latham	<b>BWU 3</b>
Astle	vs	Fleming	<b>BWU 4</b>	Hadlee	vs	Fleming	<b>BWU 4</b>
13 <sup>th</sup> November - 10am 40 over Matches (All Teams)							
			<b>BWU 1</b>				
			<b>BWU 2</b>				
			<b>BWU 3</b>				
			<b>BWU 4</b>				

## YEAR 7 - Warren Park

30 <sup>th</sup> October - 10am 20/20 matches				30 <sup>th</sup> October - 1.45pm 20/20 matches			
Fleming	vs	McConchie	<b>Warren 1</b>	McConchie	vs	Hadlee	<b>Warren 1</b>
Astle	vs	Bond	<b>Warren 2</b>	Henry	vs	Astle	<b>Warren 2</b>
Hadlee	vs	Latham	<b>Warren 3</b>	Harris	vs	Latham	<b>Warren 3</b>
Henry	vs	Harris	<b>Warren 4</b>	Bond	vs	Fleming	<b>Warren 4</b>
6 <sup>th</sup> November - 10am 20/20 matches				6 <sup>th</sup> November - 1.45pm 20/20 matches			
Latham	vs	Henry	<b>Warren 1</b>	McConchie	vs	Henry	<b>Warren 1</b>
Bond	vs	Hadlee	<b>Warren 2</b>	Bond	vs	Harris	<b>Warren 2</b>
Harris	vs	McConchie	<b>Warren 3</b>	Astle	vs	Latham	<b>Warren 3</b>
Astle	vs	Fleming	<b>Warren 4</b>	Hadlee	vs	Fleming	<b>Warren 4</b>
13 <sup>th</sup> November - 10am Formats TBC (All Teams)							

# YEAR 6 - Polo Grounds - Hagley Park

30 <sup>th</sup> October – 10am 16/16 matches				30 <sup>th</sup> October – 1.15pm 16/16 matches			
Fleming	vs	McConchie	<b>Polo 3</b>	McConchie	vs	Hadlee	<b>Polo 3</b>
Astle	vs	Bond	<b>Polo 5</b>	Henry	vs	Astle	<b>Polo 5</b>
Hadlee	vs	Latham	<b>Polo 2</b>	Harris	vs	Latham	<b>Polo 2</b>
Henry	vs	Harris	<b>Polo 4</b>	Bond	vs	Fleming	<b>Polo 4</b>
6 <sup>th</sup> November – 10am 16/16 matches				6 <sup>th</sup> November – 1.15pm 16/16 matches			
Latham	vs	Henry	<b>Polo 5</b>	McConchie	vs	Henry	<b>Polo 5</b>
Bond	vs	Hadlee	<b>Polo 3</b>	Bond	vs	Harris	<b>Polo 3</b>
Harris	vs	McConchie	<b>Polo 4</b>	Astle	vs	Latham	<b>Polo 4</b>
Astle	vs	Fleming	<b>Polo 2</b>	Hadlee	vs	Fleming	<b>Polo 2</b>
13 <sup>th</sup> November – 10am 16/16 matches				13 <sup>th</sup> November – 1.15pm 16/16 matches			
			<b>Polo</b>				<b>Polo</b>
			<b>Polo</b>				<b>Polo</b>
			<b>Polo</b>				<b>Polo</b>
			<b>Polo</b>				<b>Polo</b>

**20<sup>th</sup> November – Reserve Day**

## 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. This will mean that 8 of the 10 named players will not fully participate in all matches (they will in effect have half a game off) but will provide numbers should players be unavailable either in advance or at the last moment. 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 10<sup>th</sup> man position for those match/matches.

### Year 7

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. This will mean that 8 of the 10 named players will not fully participate in all matches (they will in effect have half a game off) but will provide numbers should players be unavailable either in advance or at the last moment. Should teams be short on the day players from other Development or Emerging 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 10<sup>th</sup> man position for those match/matches.

### Year 6

**Up to 10 teams of up to 9 will be named.**

A batting 8 and bowling 8 will be named for each game with 12 HALF GAMES TO BE PLAYED all 9 of the players will be the extra player at least 1 half game. **IF PLAYERS KNOW THEY ARE GOING TO BE UNAVAILABLE FOR A DAY OR A GAME PLEASE LET YOU COACH KNOW SO HE CAN BUILD THAT INTO HIS TEAM PLANNING. All named players should play fully in at least 75% of a days play.**

# MATCH FORMATS

## SAFETY PLAYING CONDITION ALL GRADES DANGEROUS BOWLING

Should a No Ball Delivery as described in the playing conditions be delivered that could have hit the 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.

## MATCH FORMATS –

### YEAR 6 – 8 a-side

### PLAYERS SHOULD REPORT BY 9.30AM

#### Batting:

As this age grade will be batting in PAIRS - 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 – 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.

#### Bowling:

Each player to bowl approximately the same number of overs throughout the festival. All players should be given the opportunity to bowl 2 overs per match. No bowler should bowl a 3<sup>rd</sup> over until all others have bowled 2 (this should only occur if a keeper wishes not to bowl).

<b>Game Start</b>	10:00 am & 1.15pm (approx.)	<b>Batting</b>	Batters – each batting pair will bat for 4 overs. Each dismissal will earn the bowling team 3 bonus runs.
<b>Overs</b>	2 x T16 on all days	<b>Over length</b>	Maximum 8 balls (except last over)
<b>Pitch Length</b>	16 m	<b>Bowlers</b>	Bowlers: 3 overs max per game, min 10 in festival.
<b>Boundaries</b>	35 m	<b>LBW</b>	Backfoot staying back only
<b>Ball size</b>	142 g leather	<b>Helmets</b>	Compulsory – CICA rules apply
<b>No Balls</b>	For Height, 2 bounces AND Line Infringements – to be followed by Free Hit except on 8 <sup>th</sup> ball of over. No ball on 8 <sup>th</sup> ball scored as 2 runs.	<b>Wides</b>	Full Off-side – Half Leg Side Wide on 8 <sup>th</sup> ball of overs except last to count as 2

## 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.

### 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.

## MATCH FORMATS - Year 7 – up to 10 a-side (9 ONLY FEILDING)

**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.

By the end of Day 2 all players should have had an opportunity to bat in each of the three thirds of the batting order.

<b>Game Start</b>	10:00 am  (approx. 1.45 for Game 2 on 1 <sup>st</sup> TWO days)	<b>Retirements</b>	20/20 (25 ball retirements) 40 overs (50 balls retirements).  Can only return when the batting order is complete. LAST MAN STANDING.
<b>Overs</b>	Day 1 & 2 Two x 20/20 matches, Days 3 - 40 overs per innings (TBC)	<b>Over Length</b>	Over Length 8 ball max (except last over)
<b>Pitch Length</b>	18 m	<b>Bowlers</b>	<b>20/20</b> max 4 overs / max 3 in a spell  <b>40 overs matches</b> - max 7 overs / max 5 in a spell. Min 10 per festival.
<b>Boundaries</b>	40 m	<b>LBW</b>	Backfoot staying back only
<b>Ball size</b>	142 g leather	<b>Helmets</b>	Compulsory – CICA rules apply
<b>No Balls</b>	For Height, 2 bounces AND Line Infringements – to be followed by Free Hit except on 8 <sup>th</sup> ball of over. No ball on 8 <sup>th</sup> ball scored as 2 runs.	<b>Wides</b>	Full Off-side – Half Leg Side  Wide on 8 <sup>th</sup> ball of overs except last to count as 2

## 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.

**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.

## MATCH FORMATS - Year 8 – 9-a-side

**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.

By the end of Day 2 all players should have had an opportunity to bat in each of the three thirds of the batting order.

<b>Game Start</b>	10:00 am (approx. 1.45 for Game 2 on 1 <sup>st</sup> TWO DAYS)	<b>Retirements</b>	20/20 (30 ball retirements) 40 overs (60 balls retirements).  Can only return when the batting order is complete. LAST MAN STANDING.
<b>Overs</b>	Day 1 & 2 Two x 20/20 matches, Days 3 - 40 overs per innings	<b>Over Length</b>	Over Length 8 ball max (except last over)
<b>Pitch Length</b>	18 m	<b>Bowlers</b>	<b>20/20</b> max 4 overs / max 3 in a spell  <b>40 overs matches</b> - max 8 overs / max 5 in a spell. Min 10 per festival.
<b>Boundaries</b>	40 m	<b>LBW</b>	FULL LBW
<b>Ball size</b>	142 g leather	<b>Helmets</b>	Compulsory – CJCA rules apply
<b>No Balls</b>	For Height, 2 bounces AND Line Infringements – to be followed by Free Hit except on 8 <sup>th</sup> ball of over – No Ball on 8 <sup>th</sup> ball scored as 2 runs.	<b>Wides</b>	Full Off-side – Half Leg Side  Wide on 8 <sup>th</sup> ball of overs except last to count as 2

**Year 8 BOYS will play full LBW Law**

## 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.

## MATCH FORMATS

### **SAFETY PLAYING CONDITION ALL GRADES DANGEROUS BOWLING**

Should a No Ball Delivery as described above be delivered that **could have OR DOES hit the 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.

### **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 sunscreen (large dispensers 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](mailto:gm@cjca.org.nz) to discuss the opportunities available.

## FESTIVAL COSTS AND PAYMENT

Each new player will get a CJCA Cap.

Replacements at \$30.

A payment of \$70 is requested to help cover expenses and is payable online or on day 1.

CJCA ACCOUNT – ANZ 06 0665 0202125 00 reference please – Spring / Year Team/ Surname

## SCORING

WE ASK WHERE POSSIBLE THAT ALL GAMES ARE SCORED ON  
PLAYHQ – THIS CAN BE DONE BY UPLOADING THE GAME PRIOR  
TO THE MATCH USING THIS LOGIN

LOGIN – [scoring@cjca.org.nz](mailto:scoring@cjca.org.nz)

PASSWORD – Hitfor6!

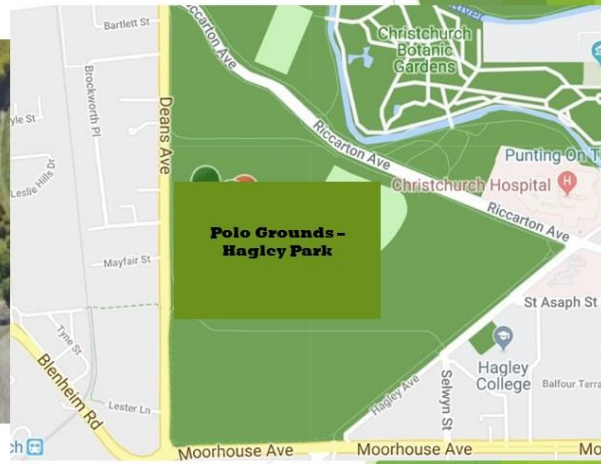
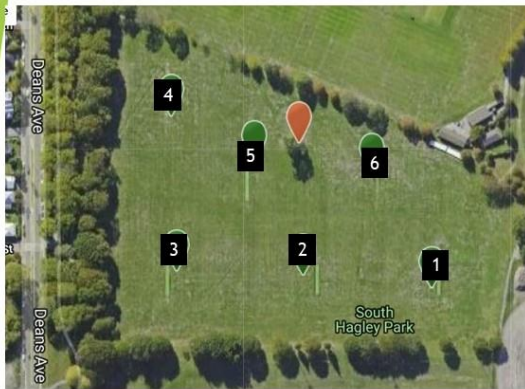
We don't require LIVE SCORING – only for the matches to be scored and then uploaded later to CricHQ – if you are able to score via CricHQ please let your team coach/helpers know.







## POLO GROUNDS - Hagley Park



## WARREN PARK - South Hornby





# BURNSIDE PARK

