



CHRISTCHURCH JUNIOR CRICKET ASSOCIATION 2023 SPRING FESTIVAL

Major Sponsor



WELCOME

Please note that all venues should have First Aid Kits and Ice Packs available

We expect the highest standard of behaviour from all involved – apart from Year 6 who are in their 1st Festival we hope that players and designated captains are supported to run their own games. Any concerns that you have with the vent you should in the first instance seek out the Year Convenors for each year group.

Year 6 – Rob Dixon 027 8177882

Year 7 – Matt Shore 027 2364314

Year 8 - Tim McClurg 027 4062386

The GM CJCA Rob Wilkinson is only able to be at one of the venues at any one time but if you have concerns you wish to raise with him please call 027 6644999

UMPIRES

We are immensely proud of the job our Umpires do – they have all previously played in CJCA Festivals so know the nerves that the Players will be going through and this empathy ideally will help with the players enjoyment of the Festival.

Umpires are human – they are vital to easing the load on our volunteer Team
Coaches/Managers/Assistants – all current CJCA players will be offered an opportunity to gain a Level 1 Umpiring qualification when in year 8 (a FREE half day course run at the Umpires Pavilion Hagley Oval) – this year we had almost 40 boys complete this and we hope to see a number of 2023 Year 8's back next year Umpiring at Festivals

MATCH FORMATS -

YEAR 6 – 8 a-side

PLAYERS SHOULD REPORT BY 9.30AM (9.15am on Day 1)

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 3rd over until all others have bowled 2 (this should only occur if a keeper wishes not to bowl).

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

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

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.

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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.

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

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.

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

Go to this website - <https://nzc.score.playhq.com/auth/login>

LOGIN – scoring@cjca.org.nz

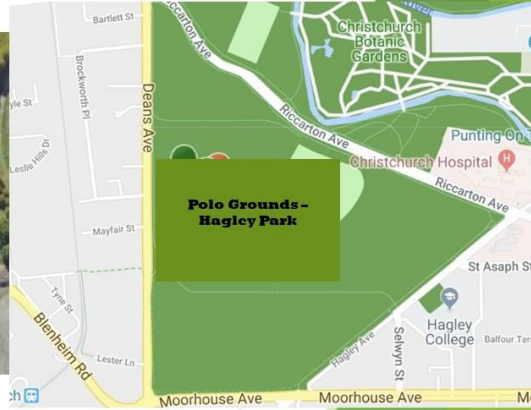
PASSWORD – Hitfor6!

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

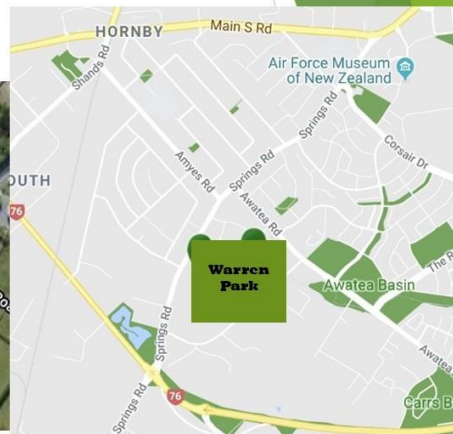
MAPS



POLO GROUNDS - Hagley Park



WARREN PARK - South Hornby





BURNSIDE PARK



PLEASE ASSIST THE FESTIVAL BY KEEPING RUBBISH TO A MINIMUM AND TAKING THIS AWAY AT THE END OF EACH DAY