



# **CHRISTCHURCH JUNIOR CRICKET ASSOCIATION**

## **2024 SUMMER FESTIVAL**

**Major Sponsor**



**Event Supporters**



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 is to provide all 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 USE OF PODS ENSURES THAT ALL PLAYERS GET A CHANCE TO MAKE A MEANINGFUL CONTRIBUTION TO A TEAMS RESULTS.

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. Due to the 2025 Canterbury Boys Festival likely to be held on grass pitches Year 8 matches will be held at the Burnside West University Cricket Club on grass pitches. A significant commitment is put in by all the Year Managers including our new Year 7 Convenor Rob Dixon and Matt Shore 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 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***

Players are allocated into teams 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.

We would like to acknowledge the following umpires who will be assisting in the running of the games during the Summer Festival – the vast majority of these have been Players in the event in the past and they will be familiar with the pressures on the players – The CICA provides an opportunity for all Boys in their Year 8 year to attend a Level 1 umpiring course so as to be prepared for Youth Cricket when they are required to Self-Umpire their games.

[illegible]

# **BOYS DRAWS**

**(available via PlayHQ – Christchurch Festivals)**

**Link – [CLICK HERE](#)**

## **Christchurch Festivals – Year 7 Summer 2024**

### **DAY 1 18<sup>TH</sup> FEBRUARY 2024**

**Round 1: Feb 19 2024, 10:00AM NZDT**

**Round 2: Feb 19 2024, 01:45PM NZDT**

### **DAY 2 25<sup>TH</sup> FEBRUARY 2024**

**Round 3: Feb 26 2024, 10:00AM NZDT**

**Round 4: Feb 26 2024, 01:45PM NZDT**

### **DAY 3 3<sup>RD</sup> MARCH 2024**

**Round 5: 35 over Round March 3 2024, 10:00AM UTC**

# CJCA Spring & Summer Festivals - Year 8 Summer 2024

## DAY 1 18<sup>TH</sup> FEBRUARY 2024

Round 1: Feb 20 2022, 10:00AM NZDT

TBC

Round 2: Feb 20 2022, 01:45PM NZDT

TBC

## DAY 2 25<sup>TH</sup> FEBRUARY 2024

Round 3: Feb 27 2022, 10:00AM NZDT

TBC

Round 4: Feb 27 2022, 01:45PM UTC

TBC

## DAY 3 3<sup>RD</sup> MARCH 2024

Round 5: 40 over game Mar 03 2024, 10:00AM UTC

TBC VS TBC BURNSIDE PARK

## BOYS FESTIVAL FEE DETAILS

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

A payment of \$75 is requested to help cover expenses and is payable online prior to Day 1–

Those playing less than 3 days the fee is \$25 per day

## CJCA ACCOUNT –

ANZ 06 0665 0202125 00

reference please – Summer / Year Team / Surname

# TEAM COMPOSITION

In all year groups team numbers remain flexible to accommodate the number of self nominations we get – once teams are named confirmed playing conditions will be able to produced for each year group.

## Year 8

Up to ten players can be selected in each team. 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**. 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

This year group will continue with EVEN teams for the Summer Festival. Most teams can 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 CICA is bound to follow and has funding implications if not followed.

# THE NEXT OPPORTUNITY

Selection for further cricket representation...

THERE ARE NO INTERDISTRICTS MATCHES AFTER THIS EVENT

## Spring Festival – Term 4 2024 (TBC)

### School Years 6, 7 and 8

- Sunday 20<sup>th</sup> October
- Sunday 3<sup>rd</sup> November
- Sunday 10<sup>th</sup> November

#### YEAR 8 Canterbury Festival Selection process

This selection process is similar to that for festivals 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](http://www.cjca.org.nz) for further details on our selection process.

# **MATCH FORMATS -**

**Year 7 & 8 – 9 or 10 per team playing 9 a-side Age and Stage rules (except No Grace Period)**

**Days 1 & 2 – Two 20/20 matches**

**Day 3 –**

**Year 7 35 over matches**

## **HOURS OF PLAY:**

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

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

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

Boundaries: where possible Yr 7 & 8 – 45m 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 COMPELTED AT THE FALL OF THE 9<sup>TH</sup> 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 festival. (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 2<sup>nd</sup> warning and be not permitted to bowl again in that match.

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

**Helmets:** normal CICA 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 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!**

**To start a PlayHQ scoring session follow this link**

**<https://nzc.score.playhq.com/auth/login>**

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

# **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.** 2<sup>nd</sup> game at approx 1.45pm – Drinks after 10 overs

**40 over games start at 10m** - Lunch between innings. *Drinks after each 10 overs 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 festival.** (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 2<sup>nd</sup> warning and be not permitted to bowl again in that match.

**Wides** - Full Off-side – Half Leg Side Wide on 8<sup>th</sup> 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

