



CHRISTCHURCH JUNIOR CRICKET ASSOCIATION

2025 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 January Festivals which will be held on grass pitches in early January each year.

We thank our current Year Managers including Dwayne McCormick (Year 7) and Rob Dixon (Year 8). 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 Year 8).
- This year our Independent Selector is Mike Dunlop a former Chair of the CJCA, coach of Festival teams and highly qualified Coach.
- The grade manager and independent representative ensure consistency and uniformity of grading by the different lane selectors. The independent representative (at Year 8) 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 may miss selection for particular team/events that they are targeting

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.



CANTERBURY PRIMARY FESTIVALS – January 2026

These festivals provide an opportunity for Year 7 & 8 Boys to play in either the new Canterbury (Top of the South) event (Year 8 only eligible and only three 10 person CJCA teams selected) or an additional Festival which aims to ensure as many Boys as possible have an opportunity to play in an event before they leave Junior Cricket and move into Youth Cricket and for the Year 7's give them a quality event to participate in before they move into Year 8.

FESTIVAL LOCATIONS 2026

Tier 1 – Timaru 5-8 January 2026

2 CJCA teams (current Year 8 only) – 8 teams in total)

Year 8 Boys will be able to nominate themselves to be considered for these 3 teams (the CJCA will aim to include everyone who self-nominates in either the 3 Christchurch event teams or in the other Festival options below) this may necessitate blending some Year 7 and 8's if numbers need this – please note **ONLY Year 8 Boys are eligible for the Tier 1 event** – this is the new Canterbury Regional Primary Festival – Christchurch 5-8 January 2026.

Tier 2 – Christchurch – 5-8 January 2026

The CJCA will enter its additional Year 8 teams into this Festival which will also be held 5-8 January 2026.

Tier 3 – Mandeville 5-8 January 2026

The CJCA will enter Year 7 teams into this Festival which will also be held 5-8 January 2026.

Costs –

Timaru – \$450 (only 2 CJCA teams) – includes Festival entry fee, accommodation, meals, CJCA playing shirt, CJCA baggy. (The CJCA will stay together as a squad and has booked suitable accommodation from Monday the 5th of January until the end of the Festival – Thursday 8th) – players with a still fitting CJCA playing shirt can reduce their fee by \$50.

Travel to and from Timaru is the responsibility of the player

Christchurch and Mandeville – \$180 (includes Festival fee, balls, CJCA playing shirt and Festival Cap).

Travel to and from venues is the responsibility of the player

Players travel to and from all events are the responsibility of the player – players would need to be at the venue by noon on Monday the 5th of January and will be released from the team environment after the conclusion of the final game on Thursday the 8th of January. Players with a still fitting CJCA playing shirt can reduce their fee by \$50.

NEW YEAR 7 FESTIVAL 2026

This festival is open to all CJCA Boys who are currently Year 6 and moving to Year 7 at school the following year. Once again the CJCA will look to enter as many teams as we can so no-one misses out.

The draw for this event will be placed here when available.

Dates 12-14 January 2026 Monday – Wednesday (10.30-5.30pm approx.)

Venue – Mandeville Sports Grounds , Ohoka, North Canterbury

Format

Two 20/20 over matches per day – 1 on Monday 2 on Tuesday and Wednesday - 5 games in all

Pitch Length 18m

Cost– \$75 per player – covers Festival Team Entry Fee, Ball costs. Players should wear CJCA caps and club gear or whites.

Games will be on grass pitches with artificials as back ups. There will be a grace period on Days 1 and 2 **but not on Day 3**

CJCA Interdistricts Matches November /December 2026

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

SPRING FESTIVAL BOYS DRAW TBC

(available via PlayHQ - Christchurch Festivals)

YEAR 8 - Burnside Park

Date	Round	Venue	Pitch	Time	Team 1		Team 2
19/10/2025	Round 1	Burnside Park	1	10:00	Henry Y8 Spring	vs	Latham Y8 Spring
19/10/2025	Round 1	Burnside Park	2	10:00	Hadlee Y8 Spring	vs	Bond Y8 Spring
19/10/2025	Round 1	Burnside Park	4	10:00	Astle Y8 Spring	vs	Fleming Y8 Spring
19/10/2025	Round 2	Burnside Park	1	13:45	Bond Y8 Spring	vs	Henry Y8 Spring
19/10/2025	Round 2	Burnside Park	2	13:45	Latham Y8 Spring	vs	Astle Y8 Spring
19/10/2025	Round 2	Burnside Park	4	13:45	Fleming Y8 Spring	vs	Hadlee Y8 Spring
2/11/2025	Round 3	Burnside Park	4	10:00	Fleming Y8 Spring	vs	Latham Y8 Spring
2/11/2025	Round 3	Burnside Park	1	10:00	Astle Y8 Spring	vs	Bond Y8 Spring
2/11/2025	Round 3	Burnside Park	2	10:00	Hadlee Y8 Spring	vs	Henry Y8 Spring
2/11/2025	Round 4	Burnside Park	1	13:45	Bond Y8 Spring	vs	Fleming Y8 Spring
2/11/2025	Round 4	Burnside Park	4	13:45	Latham Y8 Spring	vs	Hadlee Y8 Spring
2/11/2025	Round 4	Burnside Park	2	13:45	Henry Y8 Spring	vs	Astle Y8 Spring
9/11/2025	Round 5	Burnside Park	1	10:00	TBC	vs	TBC
9/11/2025	Round 5	Burnside Park	4	10:00	TBC	vs	TBC
9/11/2025	Round 5	Burnside Park	2	10:00	TBC	vs	TBC

YEAR 7 - Warren Park TBC

Date	Round	Venue	Pitch	Time	Team 1		Team 2
19/10/2025	Round 1	Warren Park	1A	10:00	Fleming Y7 Spring	vs	Latham Y7 Spring
19/10/2025	Round 1	Warren Park	3A	10:00	Astle Y7 Spring	vs	Bond Y7 Spring
19/10/2025	Round 1	Warren Park	2A	10:00	Hadlee Y7 Spring	vs	Henry Y7 Spring
19/10/2025	Round 2	Warren Park	3A	13:45	Bond Y7 Spring	vs	Fleming Y7 Spring
19/10/2025	Round 2	Warren Park	1A	13:45	Latham Y7 Spring	vs	Hadlee Y7 Spring
19/10/2025	Round 2	Warren Park	2A	13:45	Henry Y7 Spring	vs	Astle Y7 Spring
2/11/2025	Round 3	Warren Park	1A	10:00	Henry Y7 Spring	vs	Latham Y7 Spring
2/11/2025	Round 3	Warren Park	3A	10:00	Hadlee Y7 Spring	vs	Bond Y7 Spring
2/11/2025	Round 3	Warren Park	2A	10:00	Astle Y7 Spring	vs	Fleming Y7 Spring
2/11/2025	Round 4	Warren Park	1A	13:45	Bond Y7 Spring	vs	Henry Y7 Spring
2/11/2025	Round 4	Warren Park	2A	13:45	Latham Y7 Spring	vs	Astle Y7 Spring
2/11/2025	Round 4	Warren Park	3A	13:45	Fleming Y7 Spring	vs	Hadlee Y7 Spring

40 OVER GAMES

9/11/2025	Round 5	Warren Park	1A	10:00	TBC	vs	TBC
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9/11/2025	Round 5	Warren Park	2A	10:00	TBC	vs	TBC
9/11/2025	Round 5	Warren Park	3A	10:00	TBC	vs	TBC

YEAR 6 - Polo Grounds - Hagley Park

TBC

Date	Round	Venue	Pitch	Time	Team 1		Team 2
19/10/2025	Round 1	Polo Grounds	3A	10:00	Latham Y6 Spring	vs	Fleming Y6 Spring
19/10/2025	Round 1	Polo Grounds	5A	10:00	Harris Y6 Spring	vs	Bond Y6 Spring
19/10/2025	Round 1	Polo Grounds	4A	10:00	Henry Y6 Spring	vs	McConchie Y6 Spring
19/10/2025	Round 1	Polo Grounds	2A	10:00	Astle Y6 Spring	vs	Hadlee Y6 Spring
19/10/2025	Round 2	Polo Grounds	5A	13:15	Hadlee Y6 Spring	vs	Harris Y6 Spring
19/10/2025	Round 2	Polo Grounds	3A	13:15	McConchie Y6 Spring	vs	Latham Y6 Spring
19/10/2025	Round 2	Polo Grounds	4A	13:15	Bond Y6 Spring	vs	Henry Y6 Spring
19/10/2025	Round 2	Polo Grounds	2A	13:15	Fleming Y6 Spring	vs	Astle Y6 Spring
2/11/2025	Round 3	Polo Grounds	3A	10:00	Latham Y6 Spring	vs	Bond Y6 Spring
2/11/2025	Round 3	Polo Grounds	4A	10:00	Henry Y6 Spring	vs	Hadlee Y6 Spring
2/11/2025	Round 3	Polo Grounds	5A	10:00	Astle Y6 Spring	vs	Harris Y6 Spring
2/11/2025	Round 3	Polo Grounds	2A	10:00	Fleming Y6 Spring	vs	McConchie Y6 Spring
2/11/2025	Round 4	Polo Grounds	2A	13:15	Bond Y6 Spring	vs	Fleming Y6 Spring
2/11/2025	Round 4	Polo Grounds	5A	13:15	McConchie Y6 Spring	vs	Astle Y6 Spring
2/11/2025	Round 4	Polo Grounds	3A	13:15	Hadlee Y6 Spring	vs	Latham Y6 Spring
2/11/2025	Round 4	Polo Grounds	4A	13:15	Harris Y6 Spring	vs	Henry Y6 Spring
9/11/2025	Round 5	TBC					
9/11/2025	Round 5	TBC					
9/11/2025	Round 5	TBC					
9/11/2025	Round 5	TBC					
9/11/2025	Round 6	TBC					
9/11/2025	Round 6	TBC					
9/11/2025	Round 6	TBC					
9/11/2025	Round 6	TBC					

TEAM COMPOSITION

MAY VARY DEPENDING ON THE NUMBER THAT REGISTER

Year 7 & 8

Normally 8 teams but this may vary due to registrations ideally 9 per side so all boys can fully participate

Year 6

Normally 8 teams of 8 but this is determined after registrations close

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 (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 11 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 – CICA 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

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.

Game Start	10:00 am (approx. 1.30 for Game 2 on 1 st day)	Retirements	20/20 (30 ball retirements) 40 overs (60 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 – CICA 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

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.

SAFETY PLAYING CONDITION ALL GRADES DANGEROUS BOWLING

SunScreen and Rubbish...

Sponsors...

Please contact Rob Wilkinson on 027 6644999 or gm@cjca.org.nz to discuss the opportunities available.

Each new player will get a CICA Cap.

Replacements at \$30.

A payment of \$75 is requested to help cover expenses and is payable online or on day 1.

reference please – Spring / Year Team/ Surname

[illegible]

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

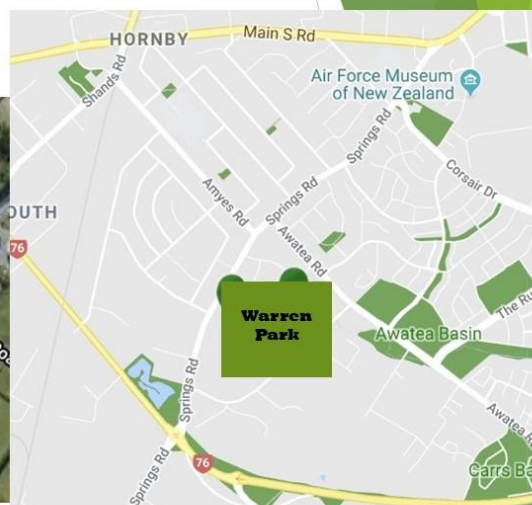
PASSWORD – Hitfor6!

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.





WARREN PARK - South Hornby



BURNSIDE PARK

