



CHRISTCHURCH JUNIOR CRICKET ASSOCIATION 2025 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 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 2026 Canterbury Festivals 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 Year 7 Convenor Dwayne McCormick and Rob Dixon (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

Selection process for this festival and the Festival teams...

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 Year 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.

UMPIRES

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 CJA 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.

Please respect their decisions and make them feel part of the game.

		23rd February 10AM START	2nd March 10AM START	9th March 9AM START
Year 7	Polo	Jack Borcoski	Jack Borcoski	Taylor Collins
Year 7	Polo	Oscar Black	Hayden Brown	Alfie Longden
Year 7	Polo	Ryan Collins	Ryan Collins	Joel Wakelin
Year 7	Polo	Taylor Collins	Josh Stewart	Josh Stewart
Year 7	Polo	Benjamin Williams	James White	James White
		23rd February 10AM START	2nd March 10AM START	9th March 9AM START
Year 8	Burnside	Lachie Fry	Nick Capaldi	Nick Capaldi
Year 8	Burnside	Joey Ward	Joey Ward	Lachie Fry
Year 8	Burnside	Noah Townrow	Sam Scott	Sam Scott
Year 8	Burnside	Tom Gainsford	Tom Gainsford	Noah Townrow
Year 8	Burnside	Jacob Page	Ruben Hartland	Jacob Page
Year 8	Burnside	Ruben Hartland	George Hubbard	George Hubbard

BOYS DRAWS

(available via PlayHQ - Christchurch Festivals)










Link -

<https://www.playhq.com/new-zealand-cricket/org/christchurch-metro-cricket-associationcjca/christchurch-festivals-summer-202425/9eb18964>

CJCA Spring & Summer Festivals - Year 8 Summer 2023










Round 1

SUNDAY, FEBRUARY 23

 Hadlee Y8 Summer	- VS -	 Latham Y8 Summer	 10:00AM	Burnside Park / 2
 Astle Y8 Summer	- VS -	 Bond Y8 Summer	 10:00AM	Burnside Park / 3
 Harris Y8 Summer	- VS -	 Henry Y8 Summer	 10:00AM	Burnside Park / 4

Round 2

SUNDAY, FEBRUARY 23










 Bond Y8 Summer	- VS -	 Hadlee Y8 Summer	 1:45PM	Burnside Park / 2
 Latham Y8 Summer	- VS -	 Harris Y8 Summer	 1:45PM	Burnside Park / 4
 Henry Y8 Summer	- VS -	 Astle Y8 Summer	 1:45PM	Burnside Park / 3

Days 2 and 3 dependant on Pitches available

Christchurch Festivals - Year 7 Summer 2023










Round 1

SUNDAY, FEBRUARY 23

 Hadlee Y7 Summer	- VS -	 Harris Y7 Summer	 10:00AM	Polo Grounds / 3A
 Astle Y7 Summer	- VS -	 Bond Y7 Summer	 10:00AM	Polo Grounds / 4A
 Henry Y7 Summer	- VS -	 Latham Y7 Summer	 10:00AM	Polo Grounds / 5A










Round 2

SUNDAY, FEBRUARY 23

 Bond Y7 Summer	- VS -	 Hadlee Y7 Summer	 1:45PM	Polo Grounds / 4A
 Harris Y7 Summer	- VS -	 Henry Y7 Summer	 1:45PM	Polo Grounds / 3A
 Latham Y7 Summer	- VS -	 Astle Y7 Summer	 1:45PM	Polo Grounds / 5A










Round 3

SUNDAY, MARCH 2

 Latham Y7 Summer	- VS -	 Harris Y7 Summer	 10:00AM	Polo Grounds / 4A
 Henry Y7 Summer	- VS -	 Bond Y7 Summer	 10:00AM	Polo Grounds / 3A
 Astle Y7 Summer	- VS -	 Hadlee Y7 Summer	 10:00AM	Polo Grounds / 5A

Round 4

SUNDAY, MARCH 2

 Hadlee Y7 Summer	- VS -	 Henry Y7 Summer	 10:00AM	Polo Grounds / 5A
 Bond Y7 Summer	- VS -	 Latham Y7 Summer	 1:45PM	Polo Grounds / 3A
 Harris Y7 Summer	- VS -	 Astle Y7 Summer	 1:45PM	Polo Grounds / 4A

Day 3 When available

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

The CJCA will happily enter payment plans for those whom paying the fee will be a challenge – please don't hesitate to reach out if you need to do this!!!!!!

CJCA ACCOUNT –

ANZ 06 0665 0202125 00

reference please – Summer / “Year” “ Team” / “Surname”

TEAM COMPOSITION

Team numbers may vary depending on overall registrations

Year 8

Up to ten players will 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 10th man position for those match/matches.

Year 7

This year group will continue with EVEN teams for the Summer Festival. 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.

THE NEXT OPPORTUNITY

Selection for further cricket representation...

THERE ARE NO INTERDISTRICTS MATCHES AFTER THIS EVENT

CJCA Spring Festival –

Term 4 2025 - 12th & 19th October and 2nd November

(Reserve Day 9th November)

This will allow for early selection of teams & the arranging of warm-up games later in November / early December

January Festivals –

5-8 January 2026 (Venues and Dates TBC)

Tier 1 (Year 8 2025 only) likely Timaru

Tier 2/3 (Remaining Year 8's (2025) and all Year 7's (2025)) likely Christchurch

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 for further details on our selection process.

MATCH FORMATS -

Year 7 – 9 or 10 per team playing 9 a-side Age and Stage rules (5 ball grace on Day 1 only **NO Grace Period on Days 2 & 3)**

Days 1 & 2 – Two 20/20 matches

Day 3 – **9am start Day 3 due to the Crusaders playing at 3.35pm**

Year 7 35 over match

HOURS OF PLAY:

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

35 over game start at 9.00am - 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 & 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 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

Batters in Top Batting Pod should not bowl until the 11th over in 20/20 games or 18th over in 35 over game

RETIREMENTS –

20/20 games - Batters after facing 25 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)

40 over games – Batters after facing 60 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 2nd warning and be not permitted to bowl again in that match.

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 – Hitfor6!

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.

MATCH FORMATS - Year 8 – 9 or 10 a-side

Day 1 & 2 – Two 20/20 matches

Day 3 - 35 over matches 9am start due to Crusaders

Hours of Play:

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

35 over game start at 9am - 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.

Batters in Top Batting Pod should not bowl until the 11th over in 20/20 games or 18th over in 35 over game

Retirements –

20/20 games - Batters after facing 25 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

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.

No Balls – Normal Line infringements No Balls to be called

No Balls – Height or two Bounces

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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

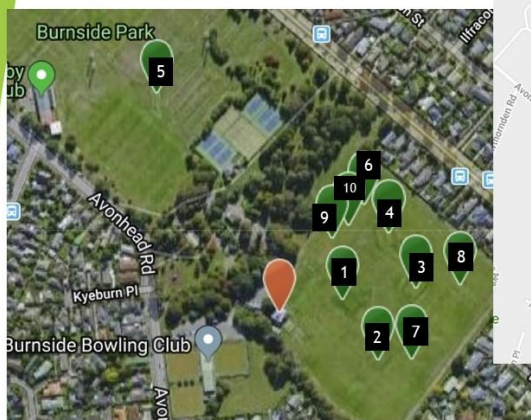
Helmets: normal CICA rules apply.

Year 8 BOYS will play full LBW Law

MATCH VENUES



BURNSIDE PARK



POLO GROUNDS - Hagley Park

