



# **CL Youth Sub Committee**

## **General Regulations for Youth Competitions**

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1. Except where it is stated otherwise, the Laws of Cricket apply to all competitions.
2. Where results are not made to the Cricket Leinster office within two weeks of a match being played, points will be withheld from the defaulting side.
3. In competitions where a final is played, the clubs concerned should toss a coin to determine which team has ground advantage. Ground advantage for semi-finals shall be given according to the draw or league standings, whichever is appropriate.
4. Each Club shall maintain a full register of its youth members, addresses and dates of birth.
5. No youth who is a member of one club in any Union, shall play in a youth team for another club without the permission of the Cricket Leinster Youth Sub Committee.
6. Girls can play on boys' teams up to and including Junior A. Beyond that age group, clubs must apply to the Club Youth Sub Committee for permission for each individual.
7. If a club has no team entered in an age group, a maximum of two players can play for another club. Permission must be sought from the Club Youth Sub Committee in each case. In exceptional cases, players who have been selected in LCU final youth squads (usually announced after Easter) and whose club has only entered a B or C team in any league, may be allowed to play for another club which has an entry in an A league.
8. All games played under the regulations of the Club Youth Sub Committee should be played in a proper spirit of sportsmanship by players, managers and supporters. It is the responsibility of each club to ensure the highest standards of sportsmanship are shown by their youth.

### **In particular:**

- (i) Behaviour and dress at grounds should be such as to cause no offence to ground authorities or anyone present at the game.
- (ii) Umpires are entitled to the respect of players at all times.
- (iii) Foul and /or abusive language, on or off the field, is unacceptable.
- (iv) Intimidation or deliberate distraction of opponents, orally or by acts of gamesmanship or aggressive behaviour (sometimes described as 'sledging') is unacceptable.

Breaches of the above code will result in disciplinary action being taken against individuals (players, managers or supporters) and /or the Club itself under the Cricket Leinster Disciplinary Process. Where a breach of the code is proved, the players may be warned about their future conduct, suspended or banned from taking part in matches. In addition, the Cricket Leinster Youth Sub Committee has powers to deduct points and award the match to the opposition.

9. The Disputes Panel, appointed by the Cricket Leinster Youth Sub Committee, is empowered to adjudicate on the rules and regulations.

10. If the home team finds its ground taken over by an adult fixture, the fixture should be played in the opponent's ground (if available).

11. In the event of a fixture not being played on the appointed date, a new date should be agreed within seven days of the original fixture. If this procedure is not followed, the matter should be referred initially to the Disputes Panel (appointed by the CL Youth Cub Committee).

12. Regulations where a team fields less than 10 players.  
a - The 100 run allowance is reduced by 10 runs per player missing.  
b - Where fewer than 8 players are involved, the fixture is conceded to the opponents. However, some game should take place to ensure the players get a game.  
c - Where 8 players are involved, then those 8 players will bat once only.  
d - Where 9 players are involved, the opposing Club may nominate which batter should bat with number 9.

13. Regulations where a side fields less than 8 players.

a - The 80 run allowance is reduced by 10 runs per player missing.

b - Where fewer than 6 players are involved, the fixture is conceded to the opponents. However, some game should take place to ensure the players get a game.  
c - Where 6 players are involved then the 6 players will bat once only.  
d - Where 7 players are involved the opposing club may nominate which batter should bat with number 7.

14. In matches where batting is "in pairs", the last over of the match will be bowled under the Laws of Cricket. That means penalties change to one run and the over continues until six legitimate balls have been bowled.

15. In league competitions, the total number of points will decide the winner. At the end of the season, if there two clubs tying for the league title, then the winner of the match between the two teams will be declared outright winners. Otherwise, teams finishing with the same number of points will share the title.

16. Where there is a tie on points in a section of a league and there are two clubs tying, then the result of the match between these teams will determine finishing positions. If there are more than two tying, finishing positions will be determined by a sub-committee of the Youth Section.

17. Where a league is split, the sections will be drawn on a geographical basis or at the discretion of the Cricket Leinster Youth Sub Committee.

18. In Cup competitions and in the knockout stages of Leagues, where a game finishes in a tie on runs scored, then the side having lost fewer wickets will be declared the winners. Where wickets lost are the same, then the game will be replayed unless otherwise specified by that competition's rules. Where a replay is tied and wickets lost are also equal, then the winner will be the team with the higher score at a point 5 overs less than the competition overs maximum, and, where there is still equality, at each over counting back from that point.

19. In Cup matches between teams of 10 a side, where there is a tie then the game will be replayed. If the replay is tied then the scores at 16 overs, then 12, 8 and 4 will determine the result.

20. In league semi-finals, and where there is no possibility of a replay, a tie will be resolved by reference to the last sentence in Regulation 18.

21. In matches consisting of 20 overs, and where time is a critical factor, each innings can consist of 10 overs bowled consecutively from one end followed by 10 overs from the opposite end.

### **Safety Regulations**

These Directives are applicable to all competitions played under the CL Regulations, and they apply to boys and girls. Any reference to he/his should be interpreted to include she/her. Age groups are based on the age of the player on 1<sup>st</sup> July in the year preceding the cup competition or school class for Minor, Junior and Colt competitions. It must be noted that the Directives are aimed at an individual's age as opposed to the age group of the Competition being played. For example, a player who because of his age, falls into the under 15 group, must abide by the restrictions laid down for that age group. This will apply even though he may be playing in an under 17 Competition. He cannot bowl / field using the under 17 restrictions, he is still bound by the under 15 restrictions.

### **Batting Directive**

Any batsman under the age of 18 (on the day of the match) must wear a helmet when batting. Non-compliance with this Directive will result in the umpires stopping the game immediately and instructing the batsman to put on a helmet.

### **Fielding Restrictions**

No young player in the under 15 age group or younger shall be allowed to field closer than 8 yards (7.3m) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball. For those in Minor and Junior competitions the distance is 11 yards (10m). These minimum distances apply even if the player is wearing a helmet. Should a player in these age groups come within the restricted distance, the umpire must stop the game immediately and instruct the fielder to move back. Any player in the under 16 to under 18 age groups who has not reached the age of 18, must wear a helmet, and for boys, an abdominal protector (box) when fielding within 6 yards (5.5m) of the bat, except behind the wicket on the off side.

### **Wicket-keepers**

Any wicket-keeper under the age of 18 (on the day of the match) must wear a helmet when standing up to the stumps facing a hard ball. This applies to all speeds of bowling. Non-compliance with this Directive will result in the umpires stopping the game and instructing the wicket-keeper to put on a helmet, or stand back from the stumps.

## Bowling Restrictions

For the purpose of these Directives, a fast bowler is defined as a bowler to whom a wicket-keeper in the same age group would in normal circumstances stand back to take the ball. This does not preclude the umpires from insisting that these Directives apply even though the ability of the wicket-keeper means that he is capable of standing up to what they consider to be a fast bowler.

## Directives for matches

Having completed a spell, a bowler cannot bowl again, from either end, until an equivalent number of overs to the length of his spell has been bowled from the same end. If a bowler only completes part of his permitted spell, the above restriction still applies. For example, if he is allowed 7 overs, but only bowls 4, he cannot bowl again, until 4 overs have been bowled from the same end. He cannot resume his 'spell' after 2 overs from the same end, claiming that he is allowed another 3 overs to make up his 7. However, a bowler is allowed to change ends during a spell without taking a rest. This can only be done provided that he bowls the next permissible over from the other end. If there is an interruption in play, whether scheduled or not, he will be allowed to count time off the field as part of his 'rest time'. During this interruption, the bowler may count every 7 minutes of the interruption as being equivalent to 1 over at each end.

If play is interrupted for any reason for less than 40 minutes, any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. In this case, the bowler cannot claim any time off the field as rest time and his spell will still be in progress even though play is suspended. If the spell is not continued after the interruption, the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption has been bowled from the same end. If the interruption is of 40 minutes duration or more, whether scheduled or not, the bowler can commence a new spell immediately.

Once a bowler covered by these Directives has bowled in a match, he cannot exceed the maximum overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum of overs per spell if bowling spin only, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell has been bowled from the same end. Any spell that includes fast bowling must not exceed the maximum number of overs per spell even if some of the spell is of spin.

Age	Max overs per spell	Max overs per day
Up to 13	5 overs per spell	10 overs per day
U14 & U15	6 overs per spell	12 overs per day
U16 & U17	7 overs per spell	18 overs per day
U18 & U19	7 overs per spell	18 overs per day



### **Fast Bowling Directives for Practice Sessions**

<b>Age</b>	<b>Max balls per session</b>	<b>Max sessions per week</b>
Up to 13	30 balls per session	2 sessions per week
U14 & U15	36 balls per session	2 sessions per week
U16 & U17	36 balls per session	3 sessions per week
U18 & U19	42 balls per session	3 sessions per week

The figures for the match and practice sessions are based on players bowling in no more than 4 matches or practice sessions per week for age groups up to and including U19 and for a maximum of 2 days in a row.

Players can play in other matches provided that they do not bowl.

### **Umpires' responsibility**

The umpires are expected to monitor these players and keep records of the overs such players bowl. Once the maximum allowance for any one spell has been reached, they will inform the player and the captain accordingly, and will not allow the player to bowl again until the requisite rest period has been fulfilled. Prior to the game, the manager / coach / captain will inform the umpires in writing, of any player who comes under this Directive. If during the game, the umpires consider that any other players come under this Directive, they shall inform the Tournament Director and manager / coach / captain as soon as is practical, that these players shall be subject to the above Directives.

### **Nets – Outdoor**

The emphasis should be on quality rather than quantity. These Directives encourage young fast bowlers to focus their efforts on shorter, more intensive spells. Consequently, young fast bowlers should be made aware of the importance of warming up and warming down as part of their preparation.

### **Nets - Indoor**

In the period between the end of the season and Christmas, indoor practice for fast bowlers should be kept to a minimum.



## **Code of Ethics**

Cricket Leinster accepts fully as a basis for the management and welfare of young cricketers, the Code of Ethics and Good Practice produced by Sport Ireland.

For further information, please contact

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# CL Regulations 2019

## Regulations – Cubs League (Boys & Girls)

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- 1 Clubs are advised to make themselves familiar with the contents of the Safety Regulations (see under General Regulations for Youth Competitions).
- 2 Players must be in Fourth Class or below in the school year 2018/2019.
- 3 Each team shall consist of 8 players. (Schoolgirls are permitted to play in this competition). If both teams agree, then the game can be 10 a side.
- 4 Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team
- 5 A match consists of 16(20) overs per side. Each pair of batters will bat for 4 overs.
- 6 Where fewer than 8 players are available, then please see General Regulations for Youth Competitions.
- 7 5 runs will be added to the bowling side's total for each wicket lost.
- 8 The winning team will be the side with the highest score, having added runs for wickets lost and adding the runs scored.
- 9 At the fall of a wicket, the “not out” batter must face the next ball.
- 10 No bowler shall deliver more than 3 overs.
- 11 Each player must bowl at least 1 over.
- 12 Each over will consist of six balls. A 2 run penalty will apply for any wides or no balls in addition to any runs scored. No extra balls will be allowed.
- 13 Batters must wear pads, gloves and helmets. Wicket-keepers must wear pads, gloves.
- 14 No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
- 15 The wicket shall measure 18 yards in length and an artificial wicket can be used. When using an artificial wicket, the home team should advise visitors about conditions e.g. no spikes allowed.
- 16 The Junior Incrediball will be used.

- 17 Where a club has more than one Cubs team, the highest ranked team must submit a list of 5 players who cannot play in the next ranked competition. The next ranked team must submit a list of 5 players who cannot play in the lowest ranked competition except where a club only has teams in the A and C leagues where 9 players cannot play for the C side. These must reach the CL Youth Sub Committee Secretary before 1st June.
- 18 The last date for completing league fixtures will be Sunday 25<sup>th</sup> August.
- 19 Please note Regulations 14 and 21 below of the General Regulations for Youth Competitions.

## Regulations – Minor Boys A League (Molins Cup)

1. Clubs are advised to make themselves familiar with the contents of the Safety Regulations (see under General Regulations for Youth Competitions).
2. Players must be in Sixth Class or below in the school year 2018/2019.
3. Each team shall consist of 11 players. (Schoolgirls are permitted to play in this competition).
4. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
5. A match consists of 20 overs per side.
6. The winning team will be the side with the highest score.
7. At the fall of a wicket the “not out” batter must face the next ball.
8. No bowler shall deliver more than 4 overs.
9. Batters must wear full gear, including pads, gloves, abdominal protector and helmet. Wicketkeepers must wear pads and gloves, and a helmet when standing up to the stumps.
10. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
11. A batter must retire when he has exceeded 29 runs and may not return.
12. The wicket shall measure 20 yards in length and an artificial wicket can be used. When using an artificial wicket, the home team should advise visitors about conditions e.g. no spikes allowed.
13. A small ball weighing 4.75 oz will be used.
14. League format – see CL Youth League Format 2019 document for details.
15. Where a club has more than one Cubs team, the highest ranked team must submit a list of 5 players who cannot play in the next ranked competition. The next ranked team must submit a list of 5 players who cannot play in the lowest ranked competition except where a club only has teams in the A and C leagues where 9 players cannot play for the C side. These must reach the CL Youth Sub Committee Secretary before 1st June.
16. The last date for completing league fixtures is Sunday 25<sup>th</sup> August.
17. Please note Regulation 21 below of the General Regulations for Youth Competitions.

## Regulations – Minor Boys B League (Claremont Cup)

1. Clubs are advised to make themselves familiar with the contents of the Safety Regulations (see under General Regulations for Youth Competitions).
2. Players must be in Sixth Class or below in the school year 2018/2019.
3. Each team shall consist of 10 players (schoolgirls are permitted to play in this competition).
4. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
5. A match consists of 20 overs per side. Each pair of batters will bat for 4 overs.
6. The winning team will be the side with the highest score. 5 runs will be added for each wicket taken.
7. At the fall of a wicket the not out batter must face the next ball.
8. No bowler shall deliver more than 3 overs.
9. Batters must wear full gear, including pads, gloves, abdominal protector and helmet with faceguard.
10. Wicketkeepers must wear pads and gloves, and a helmet with faceguard when standing up to the stumps.
11. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
12. The wicket shall measure 20 yards in length and an artificial wicket can be used. When using an artificial wicket, the home team should advise visitors about conditions e.g. no spikes allowed.
13. A small ball weighing 4.75 oz will be used.
14. League format – see CL Youth League Format 2019 document for details.
15. Where a club has more than one Cubs team, the highest ranked team must submit a list of 5 players who cannot play in the next ranked competition. The next ranked team must submit a list of 5 players who cannot play in the lowest ranked competition except where a club only has teams in the A and C leagues where 9 players cannot play for the C side. These must reach the CL Youth Sub Committee Secretary before 1st June.
16. The last date for completing league fixtures is Sunday 25<sup>th</sup> August.
17. Please note Regulations 14 and 21 below of the General Regulations for Youth Competitions.

## Regulations – Minor Boys C League

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1. Clubs are advised to make themselves familiar with the contents of the Safety Regulations (see under General Regulations for Youth Competitions).
2. Players must be in Sixth Class or below in the school year 2018/2019.
3. Each team shall consist of 8 players (schoolgirls are permitted to play in this competition).
4. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
5. A match consists of 16 overs per side. Each pair of batters will bat for 4 overs.
6. See General Regulations for Youth Competitions) where fewer than 8 players are available.
7. 5 runs will be added to the bowling side's total for each wicket lost.
8. The winning team will be the side with the highest score, having added runs for wickets lost and adding the runs scored.
9. At the fall of a wicket the not out batter must face the next ball.
10. No bowler shall deliver more than 3 overs.
11. Each player must bowl at least 1 over.
12. Each over will consist of six balls. A 2 run penalty will apply for any wides or no balls in addition to any runs scored. No extra balls will be allowed.
13. Batters must wear pads, gloves and helmets with guards. Wicketkeepers must wear gloves and pads.
14. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
15. The wicket shall measure 18 yards in length and an artificial wicket can be used. When using an artificial wicket, the home team should advise visitors about conditions e.g. no spikes allowed.
16. The Junior Incrediball will be used.
17. League format – see CL Youth League Format 2019 document for details.

18. Where a club has more than one Minor team, the highest ranked team must submit a list of 5 players who cannot play in the next ranked competition. The next ranked team must submit a list of 5 players who cannot play in the lowest ranked competition. These must reach the CL Youth Sub Committee Secretary before 1<sup>st</sup> June.
19. The last date for completing league fixtures will be Sunday 25<sup>th</sup> August.
20. Please refer to Regulations 14 and 21 of General Regulations.

## Under 11 Boys Cup & Plate Regulations

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1. Players must be under 11 on 1st July 2018.
2. Other than regulation 1 above (age qualification) Minor Boys A league regulations govern the Under 11 Cup and Plate.
3. Fixtures must be completed before the next designated Cup weekend.
4. The winner of the Under 11 Cup will represent Leinster in the All Ireland Cup Competition.

## Regulations – Junior Boys A League (Cicily Vincent Cup)

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1. Clubs are advised to make themselves familiar with the contents of the Safety Regulations (see under General Regulations for Youth Competitions).
2. Players must be in Second Year or below in the school year 2018/2019.
3. Each team shall consist of 11 players. Schoolgirls are permitted to play in this competition.
4. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
5. Each side will bat for 20 overs unless all out earlier.
6. No bowler shall deliver more than 4 overs.
7. A batter must retire when he has exceeded 34 runs and may not return.
8. Batters must wear full gear including pads, gloves, abdominal protector and helmet with faceguard.
9. Wicketkeepers must wear pads and gloves, and a helmet when standing up to the stumps.
10. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
11. The wicket shall measure 22 yards in length and an artificial wicket can be used. The home team using an artificial wicket should advise visitors about conditions e.g. no spikes allowed.
12. A small ball weighing 5 oz is obligatory in all matches.
13. League format – see CL Youth League Format 2019 document for details.
14. Where a club has more than one Cubs team, the highest ranked team must submit a list of 5 players who cannot play in the next ranked competition. The next ranked team must submit a list of 5 players who cannot play in the lowest ranked competition except where a club only has teams in the A and C leagues where 9 players cannot play for the C side. These must reach the CL Youth Sub Committee Secretary before 1st June.
15. The last date for completing league fixtures is Friday 25th August 2019.
16. Please refer to Regulation 21 of General Regulations.

## Regulations – Junior Boys B League (JD Caprani Cup)

1. Clubs are advised to make themselves familiar with the contents of the Safety Regulations (see under General Regulations for Youth Competitions).
2. Players must be in Second Year or below in the school year 2018/2019.
3. Each team shall consist of 11 players. Schoolgirls are permitted to play in this competition.
4. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
5. Each side will bat for 20 overs unless all out earlier.
6. No bowler shall deliver more than 3 overs.
7. A batter must retire when he has exceeded 24 runs and may not return.
8. Batters must wear full gear including pads, gloves, abdominal protector and helmet.
9. Wicketkeepers must wear pads and gloves, and a helmet when standing up to the stumps.
10. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
11. The wicket shall measure 22 yards in length and an artificial wicket can be used. When using an artificial wicket, the home team should advise visitors about conditions e.g. no spikes allowed.
12. A small ball weighing 5 oz is obligatory in all matches.
13. Points: 20 for a win; 10 for a tie and 5 for a rain interrupted game not re-fixed.
14. League format – see CL Youth League Format 2019 document for details.
15. Where a club has more than one Cubs team, the highest ranked team must submit a list of 5 players who cannot play in the next ranked competition. The next ranked team must submit a list of 5 players who cannot play in the lowest ranked competition except where a club only has teams in the A and C leagues where 9 players cannot play for the C side. These must reach the CL Youth Sub Committee Secretary before 1st June.
16. The last date for completing group fixtures is Monday 12th August.
17. Please refer to Regulation 21 of General Regulations.

## Regulations – Under 13 Boys Cup & Plate

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1. Players must be under 13 on 1st July 2018.
2. Junior Boys A league regulations govern the Under 13 Cup and Plate except a 4.75 oz ball will be used.
3. Fixtures must be completed before the next designated Cup weekend.
4. The winner of the Under 13 Cup will represent Leinster in the All Ireland Club Competition.

## Regulations – Colts A League (AB Robertson Cup)

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1. Clubs are advised to make themselves familiar with the contents of the Safety Regulations (see under General Regulations for Youth Competitions).
  2. Players must be in Fourth Year or below in the school year 2018/2019. Each team will consist of 11 players (boys only).
  3. The wicket shall measure 22 yards in length and an artificial wicket can be used. The home team using an artificial wicket should advise visitors about conditions e.g. no spikes allowed. A standard sized ball will be used.
  4. Each side will bat for 30 overs unless all out earlier. Subject to a minimum of 20 overs a side, matches of 20 or 25 overs can be played subject to time restrictions.
  5. The winning team will be the side with the highest score (or where the number of overs in each innings is unequal, the higher run rate per over shall be the winner).
  6. If the scores are equal at the end of a match then the side which loses fewer wickets, when the available overs have been bowled, will be declared the winner.
  7. If the number of wickets lost by each team is equal and if both teams score an equal number of runs (or an equal number of runs per over where number of overs bowled in each innings is unequal) the match is a tie. In the event of an uncompleted match where the side batting second has not had the opportunity to complete the number of overs to which it is entitled and has neither passed their opponents score nor been bowled out, then, subject to the minimum number of overs as set out in Regulation 10(c), the winner shall be the team that has scored the higher number of runs per over (the number of overs calculated as set out in these regulations).
  8. Interrupted Matches
    - (a) First innings:

The number of overs available to each side will be reduced by one for each seven minutes of playing time lost. The run rate will be calculated as the number of runs scored divided by the number of available overs. For example, if the number of overs is reduced from 30 to 25, because of rain, the number of available overs is 25, even if the side is bowled out in fewer overs.
    - (b) Second Innings:

From the end of the first innings, a further deduction of one over shall be made for each three and a half minutes of playing time lost. The target score will be the run rate for the first innings multiplied by the number of available overs for the second innings (ignore fractions), plus one run. The match is at an end when the side batting second reaches the target score. Example: Because of rain, only 25 overs are available to side A, which is bowled out for 120 runs in 25 overs. The run rate is  $120/25 = 4.8$  runs per over. Again because of rain, side B's innings is limited to 18 overs. The target score i.e. therefore  $4.8 \times 18 = 86.4$ . When rounded this becomes a target score of 87 (i.e.  $86 + 1$ ).
    - (c) Minimum Overs
- Note that the number of overs may not be reduced below 17. If 17 overs are not bowled in the second innings and a result is not otherwise obtained, the match will be recorded as a



‘no result’ and the match can be re-fixed. In the event of 17 overs not being bowled due to interruptions by 4.00 p.m. the first innings shall end on the completion of 17 overs.

9. A limit of 6 overs maximum per bowler applies in respect of all bowlers (fast or slow). In the event that a match, before it has actually commenced, is reduced to one of less than 30 overs per side, then the maximum number of overs that a bowler may bowl shall likewise be reduced as follows:
  - Match reduced to between 26 and 29 overs – maximum 6.
  - Match reduced to between 17 and 25 overs – maximum 5.
10. No fielder can field closer than 8 yards from the batsman except the wicketkeeper or any other fielder behind square on the offside.
11. Batters must wear full gear including pads, gloves, abdominal protector and helmet.
12. Wicketkeepers must wear pads and gloves, and a helmet when standing up to the stumps.
13. A batter must retire when he has exceeded 74 runs and may not return.
14. A standard sized cricket ball shall be used for games.
15. Those eligible to play in this competition are (a) players eligible to play for Ireland or (b) players permanently resident in Ireland or (c) players who have received permission from the CL Club Youth Sub Committee.
16. League format – see CL Youth League Format 2019 document for details.
17. Where a club has more than one Cubs team, the highest ranked team must submit a list of 5 players who cannot play in the next ranked competition. The next ranked team must submit a list of 5 players who cannot play in the lowest ranked competition except where a club only has teams in the A and C leagues where 9 players cannot play for the C side. These must reach the CL Youth Sub Committee Secretary before 1st June.
16. If less than 50% of the available overs have been bowled and the game is abandoned due to weather, the match may be re-fixed.
17. The last date for completing Colts A fixtures is Wednesday 14<sup>th</sup> August.
18. Matches to commence at 1.00 p.m. Availability of the ground beyond 6.00 p.m. to be determined at the start of the match.

## Regulations – Colts B League (Marley Park Cup)

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1. Clubs are advised to make themselves familiar with the contents of the Safety Regulations (see under General Regulations for Youth Competitions).
2. Players must be in Fourth Year or below in the school year 2018/2019.
3. Each team shall consist of 11 players (boys only).
4. The wicket shall measure 22 yards in length and an artificial wicket can be used. The home team using an artificial wicket should advise visitors about conditions e.g. no spikes allowed.
5. Each side will bat for 20 overs unless all out earlier.
6. The winning team will be the side with the highest score (or where the number of overs in each innings is unequal, the higher run rate per over shall be the winner).
7. A limit of 4 overs per bowler applies.
8. A standard sized cricket ball shall be used for games.
9. No fielder can field closer than 8 yards from the batsman except the wicketkeeper or any other fielder behind square on the offside.
10. Batters must wear full gear including pads, gloves, abdominal protector and helmet.
11. Wicketkeepers must wear pads and gloves, and a helmet when standing up to the stumps.
12. A batter must retire when he has exceeded 34 runs and may not return.
13. If less than 50% of the available overs have been bowled and the game is abandoned due to weather, the match may be re-fixed.
14. Those eligible to play in this competition are (a) players eligible to play for Ireland or (b) players permanently resident in Ireland or (c) players who have received permission from the CL Club Youth Sub Committee.
15. Each club with A and B teams must submit a list of 5 A players who cannot play in the B team to the Secretary of the CL Club Youth Sub Committee by 1 June 2019.
16. The last date for completing Colts B fixtures is Sunday 25<sup>th</sup> August 2019.

## Regulations – Under 15 Boys Cup

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1. Players must be under 15 on 1st July 2018.
2. COLTS A league regulations govern the Under 15 Cup except there is no retirement.
3. The winning team will be the side with the highest score. In the event of a tie the following will apply.
  - (a) The side taking the greatest number of wickets will be the winner.
  - (b) If both sides are all out, the side with the highest overall scoring rate will be the winner.
  - (c) If the result cannot be decided by either of the first two methods, the winner will be the side with the higher scoring rate over the first 20 overs, or if still even, over the first 10 overs.

## Regulations – Under 17 League (Harry Hill Cup)

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1. Clubs are advised to make themselves familiar with the contents of the Safety Regulations (see under General Regulations for Youth Competitions).
2. Players must be under 17 on 1st July 2018 (girls are permitted to play).
3. The wicket shall measure 22 yards in length and an artificial wicket can be used. The home team using an artificial wicket should advise visitors about conditions e.g. no spikes allowed.
4. Each side will bat for 20 overs unless all out earlier.
5. No bowler shall deliver more than 4 overs.
6. A batter must retire when he has exceeded 34 runs and may not return.
7. The winning team will be the side with the highest score (or where the number of overs in each innings is unequal, the higher run rate per over shall be the winner).
8. If the scores are equal at the end of a match then the side which loses fewer wickets, when the available overs have been bowled, will be declared the winner. If the number of wickets lost by each team is equal and if both teams score an equal number of runs (or an equal number of runs per over where number of overs bowled in each innings is unequal) the match is a tie.
9. A standard sized cricket ball shall be used for games.
10. No fielder can field closer than 8 yards from the batsman except the wicketkeeper or any other fielder behind square on the offside.
11. Batters must wear full gear including pads, gloves, abdominal protector and helmet.
12. Wicketkeepers must wear pads and gloves, and a helmet when standing up to the stumps.
13. Those eligible to play in this competition are (a) players eligible to play for Ireland or (b) players permanently resident in Ireland or (c) players who have received permission from the CL Club Youth Sub Committee.
14. League format – see CL Youth League Format 2019 document for details.
15. Where a club has more than one Cubs team, the highest ranked team must submit a list of 5 players who cannot play in the next ranked competition. The next ranked team must submit a list of 5 players who cannot play in the lowest ranked competition except where a club only has teams in the A and C leagues where 9 players cannot play for the C side. These must reach the CL Youth Sub Committee Secretary before 1st June.
16. Clubs are allowed to obtain a maximum of two players from a designated other club.



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17. If less than 50% of the available overs have been bowled and the game is abandoned due to weather, the match may be re-fixed.

18. The last date for completing Under 17 fixtures is Monday 12<sup>th</sup> August 2019.

## Regulations – Under 19 League (Sean McGrath Cup)

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1. Clubs are advised to make themselves familiar with the contents of the Safety Regulations (see under General Regulations for Youth Competitions).
2. Players must be under 19 on 1st July 2018.
3. A match consists of 20 overs per side with a limit of 4 overs per bowler.
4. No retirement.
5. Batters must wear full gear including pads, gloves, abdominal protector and helmet.
6. Wicketkeepers must wear pads and gloves, and a helmet when standing up to the stumps.
7. Starting time will be 6.00 p.m.
8. In the event of scores being level at the end of 20 overs the team losing fewer wickets wins.
9. One Day Regulations i.e. ‘Wides and Circles’ will apply in this competition.
10. No player eligible for the Minor Boys league may play in this competition.
11. Those eligible to play in this competition are (a) players eligible to play for Ireland or (b) players permanently resident in Ireland or (c) players who have received permission from the CL Club Youth Sub Committee.
12. Points: 20 for a win, 10 for a tie and 5 for rain interrupted game not re-fixed.
13. The last date for completing Under 19 fixtures is Friday 9<sup>th</sup> August.
14. The final will take place between group winners on Friday 16<sup>th</sup> August.

## Regulations – Girls Minor League (Castleknock Cup)

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1. Clubs are advised to make themselves familiar with the contents of the Safety Regulations (see under General Regulations for Youth Competitions).
2. Players must be in Sixth Class or below in the school year 2018/2019.
3. Each team shall consist of 8 players. If both clubs agree 10 a side may be played.
4. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
5. A match consists of 16(20) overs per side. Each pair of batters will bat for 4 overs.
6. See General Regulations for Youth Competitions where fewer than 8 players are available.
7. 5 runs will be added to the bowling side's total for each wicket lost.
8. The winning team will be the side with the highest score, having added runs for wickets lost and adding the runs scored.
9. At the fall of a wicket the not out batter must face the next ball.
10. No bowler shall deliver more than 3 overs.
11. Each player must bowl at least 1 over.
12. Each over will consist of six balls. A 2 run penalty will apply for any wides or no balls in addition to any runs scored. No extra balls will be allowed.
13. Batters must wear pads, gloves and helmets.
14. Wicket-keepers must wear pads and gloves.
15. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
16. The wicket shall measure 18 yards in length and an artificial wicket can be used. The home team using an artificial wicket should advise visitors about conditions e.g. no spikes allowed.
17. The Junior Incredi 'Non Jar' ball will be used.
18. League format – see CL Youth League Format 2019 document for details.
19. The last date for completing league fixtures will be Friday 17<sup>th</sup> August.

20. Please refer to Regulations 14 and 21 of General Regulations.

21. Regulation 14 indicates 8 or 10 overs to be bowled.

22. The same rules apply to the cup as the league.

N.B. If a club has entered two teams, 5 players must be starred on the top team.

## Regulations – Junior Girls Hardball League (Marie Coffey Cup)

1. Clubs are advised to make themselves familiar with the contents of the Safety Regulations (see under General Regulations for Youth Competitions).
2. Players must be in Second Year or below in the school year 2018/2019.
3. Each team shall consist of 11 players.
4. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
5. A match consists of 20 overs per side.
6. The winning team will be the side with the highest score.
7. No bowler shall deliver more than 4 overs.
8. Batters must wear full gear including pads, gloves and helmet.
9. Wicketkeepers must wear pads and gloves and a helmet when standing up to the stumps.
10. A batter must retire when she has exceeded 29 runs and may not return.
11. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
12. The wicket shall measure 20 yards in length and an artificial wicket can be used. The home team using an artificial wicket should advise visitors about conditions e.g. no spikes allowed.
13. A small ball weighing 4.75 oz is obligatory in all matches.
14. The last date for completing league fixtures is Friday 24th August 2019.
15. League format – see CL Youth League Format 2019 document for details.
16. Please refer to Regulations 14 and 21 of General Regulations.
17. The same rules apply to the cup as the league.

N.B If a club has entered two teams, 5 players must be starred on the top team.

## Regulations – Junior Girls Softball League

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1. Clubs are advised to make themselves familiar with the contents of the Safety Regulations (see under General Regulations for Youth Competitions).
2. Players must be in 2<sup>nd</sup> Year or below in the school year 2018/2019.
3. Each team shall consist of 8 players.
4. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
5. A match consists of 16 overs per side. Each pair of batters will bat for 4 overs.
6. See General Regulations for Youth Competitions where fewer than 8 players are available.
7. 5 runs will be added to the bowling side's total for each wicket lost.
8. The winning team will be the side with the highest score, having added runs for wickets lost and adding the runs scored.
9. At the fall of a wicket the not out batter must face the next ball.
10. No bowler shall deliver more than 3 overs. Each player must bowl at least 1 over.
11. Each over will consist of six balls. A 2 run penalty will apply for any wides or no balls in addition to any runs scored. No extra balls will be allowed.
12. Batters and wicketkeepers must wear pads and gloves.
13. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
14. The wicket shall measure 18 yards in length and an artificial wicket can be used. The home team using an artificial wicket should advise visitors about conditions e.g. no spikes allowed.
15. The Junior Incredi 'Non Jar' ball will be used.
16. Where a club has more than one Junior team, the highest ranked team must submit a list of 5 players who cannot play in the next ranked competition.
17. League format – see CL Youth League Format 2019 document for details.
18. The last date for completing league fixtures will be Friday 24th August 2019.
19. Please refer to regulations 14 and 21 of General Regulations.

## Regulations – Girls Colts League (Siobhan McBennett Cup)

1. Clubs are advised to make themselves familiar with the contents of the Safety Regulations (see under General Regulations for Youth Competitions).
2. Players must be in Fourth Year or below in the school year 2018/2019.
3. Each team shall consist of 11 players.
4. Each side will bat for 20 overs unless all out earlier.
5. The wicket shall measure 22 yards in length and an artificial wicket can be used. The home team using an artificial wicket should advise visitors about conditions e.g. no spikes allowed.
6. A 5 oz ball shall be used (red/pink ball).
7. No bowler shall deliver more than 4 overs.
8. Batters must wear full gear including pads, gloves and helmets.
9. Wicketkeepers must wear pads and gloves, and a helmet when standing up to the stumps.
10. A batter must retire when she has exceeded 34 runs and may not return.
11. No fielder can be closer than 10 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
12. The last date for completing league fixtures is Monday 13<sup>th</sup> August 2019.
15. League format – see CL Youth League Format 2019 document for details.
16. The same rules apply to the cup as the league.

N.B. If a club has entered two teams, 5 players must be starred on the top team.

## Regulations – Girls Under 17 League (Cricket Leinster Cup)

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- 1 Clubs are advised to make themselves familiar with the contents of the Safety Regulations (see under General Regulations for Youth Competitions).
- 2 Players must be under 17 on 1st September 2018.
- 3 Each team shall consist of 11 players.
- 4 Each side will bat for 20 overs unless all out earlier.
- 5 The wicket shall measure 22 yards in length and an artificial wicket can be used. The home team using an artificial wicket should advise visitors about conditions e.g. no spikes allowed.
- 6 A 5 oz ball shall be used (red/pink ball).
- 7 No bowler shall deliver more than 4 overs.
- 8 Batters must wear full gear including pads, gloves and helmets.
- 9 Wicketkeepers must wear pads and gloves, and a helmet when standing up to the stumps.
- 10 A batter must retire when she has exceeded 49 runs and may not return.
- 11 No fielder can be closer than 10 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
- 12 Points: 20 for a win; 10 for a tie and 5 for rain interrupted game not refixed.
- 13 The last date for completing league fixtures is Friday 24th August 2019.
- 14 The winners will be the side with the highest number of points.
- 15 The same rules apply to the Cup as the League.