



**CRICKET
LEINSTER**

Youth Competition Formats & Playing Regulations

**2026
Season**

***These Playing Regulations apply to all matches in the above Cricket Leinster
Competitions and should be read in conjunction with the
Laws of Cricket.***

Where a regulation is not included - the Laws of Cricket will apply

1) General Regulations – These apply to ALL CL Youth Competitions

1.1. Registration & Team Sheets

1.1.1. All players intending to play in the current season must be registered with Cricket Leinster, using the registration system on the Cricket Leinster website. A player will not be permitted to play in a match or be included in starting lists until he has been properly registered in such a manner.

1.1.2. It is the responsibility of clubs to ensure that players competing in any match under the aegis of Cricket Leinster are registered. Failure to ensure compliance may result in the Youth Committee overturning a result, declaring a match void or deducting points.

1.1.3 For ALL CUP matches each club must submit their team on the Cricket Leinster website and print out a copy to bring to the match.

1.1.4. Submission of Cup teams on the website is mandatory and regular non submission may lead to the team being removed by the Youth Committee.

1.1.5. 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 Committee.

1.2. Age Groups 2026

1.2.1. The following Dates of Birth shall apply to League & Cup competitions

Age Groups 2026 (For both leagues and cups)	Date of Birth on or after
U7	01/07/2018
U9	01/07/2016
U11	01/07/2014
U13	01/07/2012
U15	01/07/2010
U17	01/07/2008
U19	01/09/2006

1.2.2. Any queries in relation to eligibility should be raised to the youth committee by emailing youth@cricketleinster.ie

1.3. Cricket Balls and Clothing

1.3.1. All hard cricket balls should be **Pink** in Colour. See regulations for each competition below for sizes for age groups

1.3.2. All teams should wear Coloured Clothing for all matches

1.4. League Formats & Points

1.4.1. Leagues are played in the Format as advised by the Youth Committee 1.4.2. In all League competitions there will be 20 points awarded for a win, 0 points for a loss and 10 for a tie or a

match cancelled by rain.

1.5. Procedure for Changes in Fixtures

1.5.1. Where amendments need to be made to fixtures, clubs must agree a date and venue with the opposition and email youth@cricketleinster.ie (in the format "We are moving the game between TEAM A and TEAM B on "OLD DATE" at 2pm to "NEW DATE" at 2pm".) which should also go to the Youth Committee, youth@cricketleinster.ie.

1.5.2. Should the Youth Committee not be notified they reserve the right to declare the match void. All league matches must be played by the last advertised date of the respective league on the Cricket Leinster website.

1.5.3. Where a game has to be refixed due to rain-off, this fixture must be made within 1 week of the original fixture and the details emailed to youth@cricketleinster.ie in accordance with 1.5.1 Failure to comply will result in the game being void and no points allocated to either team

1.6. Starring

1.6.1. Where a club has more than one team in the same grouping, the highest ranked team must submit a list of 5 players who cannot play in the next ranked competition.

1.6.2. 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.

1.6.3. These starring lists must reach the CL Youth Committee Secretary **before the earliest date of the first applicable match or 10th May 2026.**

1.7. Results

1.7.1. The **HOME** team must submit the result to Cricket Leinster

1.7.2. **Each club should appoint ONE person to submit match results for the previous seven days by 5 p.m. each WEDNESDAY. These should be emailed to youth@cricketleinster.ie .** The Youth Committee reserves the right to apply penalties for late submission.

1.7.3. In the event of a game not being played other than rain-off (for rain-off see 1.5.3) the home team must send in a no-result as per 1.7.2 and include clear reasons why the match did not take place as planned. The committee reserves the right to act on that information in line with these regulations.

1.7.4. For matches in U17 and U19 competitions clubs should submit full scorecards using Cricketstatz within 3 days of the fixture.

1.7.5. Cup Rounds must be played by the indicated date. Should the Youth Committee determine that a team has unreasonably delayed the scheduling of a cup match they reserve the right to award the match against that team. Should any team or teams be unable to play a cup round by the required date they must advise the Youth Committee in advance of that date, stating reasons for the delay. The Youth Committee reserves the right to consider the result of the match based on the information provided. The Youth Committee will only grant an extension to the deadline in exceptional circumstances.

1.8. Walkovers

1.8.1. If a game is cancelled or conceded by a club for reasons that do not satisfy the Youth Committee, or if no explanation is forthcoming, the Youth Committee shall regard the match as a game played and shall award walkover points as follows:

1.8.1.1. The team that received the walkover will be awarded 20 points.

1.8.1.2. The team that conceded the walkover will be penalised 10 points.

1.8.2. Persistent failure to fulfil fixtures – Where a team (or a club) is adjudged by the Youth Committee to be persistent offenders in cancelling games without adequate reason or notice, the Youth Committee has the authority to impose a points deduction penalty, equal to and in addition to any walkover points penalty applied. The Youth Committee may also reverse the venue of any forthcoming corresponding league fixture. This provision will apply in particular to the cancellation of fixtures that involve travel to or from venues outside the main Dublin area.

1.9. Qualification

1.9.1. Girls can play on boys' teams up to and including Under 15.

1.9.2. Beyond that age group, clubs must apply to the Youth Sub Committee for permission for each individual.

1.10. Guest Players

1.10.1. 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 CL Youth Committee in each case by emailing youth@cricketleinster.ie

1.10.2. In exceptional cases, players who have been selected in CL 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.

1.11. Sportsmanship Code

1.11.1. All games played under the regulations of the Youth 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.

1.11.2. In particular:

1.11.2.1. Behaviour and dress at grounds should be such as to cause no offence to ground authorities or anyone present at the game.

1.11.2.2. Umpires are entitled to the respect of players at all times.

1.11.2.3. Foul and/or abusive language, on or off the field, is unacceptable.

1.11.2.4. Intimidation or deliberate distraction of opponents, orally or by acts of gamesmanship or aggressive behaviour (sometimes described as 'sledging') is unacceptable.

1.11.3. Breaches of the above code should be brought to the attention of the Cricket Leinster Youth Committee and may result in disciplinary action being taken against individuals (players, managers or supporters) and/or the Club itself. Where a breach of the code is proven, the players may be warned about their future conduct, suspended or banned from taking part in matches. The Cricket Leinster Youth Committee may deduct points and/or award the match to the opposition.

1.12 - 1.14 Regulations where a team fields less than the required number of players.

In these cases there is no obligation for a team to reduce the number of players to the lower number or to lend players to the opposition. However all games should be played in the spirit of cricket and an amicable solution found.

1.12. Pairs Cricket - Regulations where 10 players are required

1.12.1. Clubs are expected to fulfil the fixture if they have 8 or more players available on the day

1.12.2. Where fewer than 8 players are involved, the fixture is conceded to the opponents.

However, a game should take place to ensure all players get a game.

1.12.3. Where 8 players are involved, each pair will bat for 5 overs (total 20 overs)

1.12.4. Where 9 players are available, the opposing Club may nominate which batter should bat with number 9.

1.13. Pairs Cricket - Regulations where 8 players are required

1.13.1. Clubs are expected to fulfil the fixture if they have 6 or more players available on the day

1.13.2. Where fewer than 6 players are involved, the fixture is conceded to the opponents.

However, a game should take place to ensure all players get a game.

1.13.3. Where 6 players are involved, each pair will bat for 5 overs with the final pair batting for 6 overs. (total 16 overs)

1.13.4. Where 7 players are involved the opposing club may nominate which batter should bat with number 7.

1.14 Cricket - Regulations where 11 players are required

1.14.1 Clubs are expected to fulfil the fixture if they have 9 or more players available on the day

1.14.2 Where fewer than 9 players are involved, the fixture is conceded to the opponents.

However, a game should take place to ensure all players get a game.

1.15. League Placings

1.15.1. Where there is a tie on points in a league, and there are two clubs tying, then the result of the match between these teams will determine finishing positions.

1.15.2. If there are more than two tying, finishing positions will be determined by the Youth Committee.

1.16. Cup Competitions

1.16.1. In Cup competitions where a game finishes in a tie on runs scored the following shall apply:

1.16.1.1. The side having lost fewer wickets will be declared the winners

1.16.1.2. Where wickets lost are the same, then the game will be replayed unless otherwise specified by that competition's rules.

1.16.1.3. 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.

1.16.2. Any replay will be played at the reverse ground from the original fixture

1.16.3. Where a cup competition has two or more teams from the same club taking part, players may only play for one team in that cup. For clarity players that play a match cannot play a later round for another team in the same cup competition.

1.17. Time

1.17.1. 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.

1.18. Safety Regulations

1.18.1. 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.

1.18.2. 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.

1.18.3. 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.

1.18.4. Fielding Restrictions

1.18.4.1. 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.

1.18.4.2. For those in U13 or U11 competitions the distance is 11 yards (10m).

1.18.4.3. These minimum distances apply even if the player is wearing a helmet.

1.18.4.4. 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.

1.18.4.5. 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.

1.18.5. Wicket-keepers

1.18.5.1. All wicket-keepers must wear a helmet for the duration of the innings. Non-compliance with this Directive will result in the umpires stopping the game and instructing the wicket-keeper to put on a helmet.

1.18.6. Bowling Restrictions

1.18.6.1. 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.

1.18.7. Directives for matches

1.18.7.1. 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.

1.18.7.2. 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.

1.18.8. 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.

1.18.9. 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.

1.18.10.

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

1.18.11. 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.

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

1.19. Umpires' responsibility

1.19.1. 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.

1.20. Child Safeguarding

1.20.1. Refer to CricketIreland.ie for the Child Safeguarding Policy and Guidance

1.21. PENALTIES

1.21.1. By entering teams and taking part in matches Clubs are considered to have accepted all applicable Competition Regulations as listed here. Clubs are required to ensure that all team managers, coaches and parents comply with these regulations.

1.21.2. If it becomes evident to the Youth Committee that a breach of these Regulations has occurred, it shall have the authority to issue a warning to the club concerned and/or impose a penalty including the deduction of points, declaration of a match to be void, the reversal of the

result of a match affected by any such breach, or any such other penalty that the Youth Committee may decide.

1.21.3. The Youth Committee reserve the right to penalise a team or club where that club/team frequently cancels matches on the basis of unavailability of players

1.21.4. The Youth Committee reserves the right to act upon any incident that it considers against the principle of a duty to act fairly, that is not specifically covered by these Regulations

1.22. RETIREMENTS (WHERE APPLICABLE)

1.22.1. All batters are retired when max balls faced, with the assumption that some players will be dismissed

1.22.2. Any retired batters can return when all others have batted in the order they retired. On returning they can bat again for the same number of balls as applies, at which point they must retire. They cannot return more than once.

1.22.3. All balls except wides will be included in the batter's ball count

1.22.4. The innings is deemed as closed after all wickets have fallen or the batting team has completed their allotted overs

2. MIXED UNDER 7 & UNDER 9 COMPETITIONS

2.1.1. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

2.1.2. Matches in these competitions must be played with a Softball, e.g windball

2.1.3. Matches in these competitions are non-competitive and results will not be collated or published

2.1.4. Clubs may agree formats and fixtures, with reference to the following general principles

2.1.4.1. Each team shall consist of 6 players. If both teams agree, then the game can be 8 a side.

2.1.4.2. Should there be a difference in the number of players between the teams, then the team managers should decide the approach to be taken

2.1.4.3. A match consists of 12 (16 if 8 a side) overs per side.

2.1.4.4. 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.

2.1.4.5. Each pair of batters will bat for 4 overs.

2.1.4.6. No bowler shall deliver more than 3 overs.

2.1.4.7. Each player must bowl at least 1 over.

2.1.4.8. Where a wicket falls 5 runs shall be deducted from the team score

2.1.4.9. At the fall of a wicket, the "not out" batter must face the next ball.

2.1.4.10. The winning team will be the side with the highest score, having added runs for wickets lost and adding the runs scored.

2.1.4.11. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.

2.1.4.12. The pitch 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.

3. UNDER 11 OPEN COMPETITIONS

3.1. Regulations – Under 11 A League

3.1.1. Format – U11A - Team topping the league table wins

- 3.1.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above. Batters must wear full gear, including pads, gloves, abdominal protector and helmet. **Wicketkeepers must wear pads and gloves and a helmet.** Wooden Bats should be used.
- 3.1.3. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above
- 3.1.4. Each team shall consist of 11 players.
- 3.1.5. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
- 3.1.6. A small hardball weighing 4.75 oz will be used.
- 3.1.7. Each side will bat for 20 overs unless all out earlier.
- 3.1.8. A batter must retire when he has faced 20 balls. See clause 1.22
- 3.1.9. No bowler shall deliver more than 3 overs.
- 3.1.10. The winning team will be the side with the highest score.
- 3.1.11. Where wides and no balls are bowled these will incur a 1 run penalty and an extra ball to a maximum of 8 balls per over. **Wides are determined as being off the mat**
- 3.1.12. LBW will apply**
- 3.1.13. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
- 3.1.14. 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.

3.2. Regulations – Under 11 B League

- 3.2.1. Format – U11B - Winner each for North and South Sections
- 3.2.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above. Batters must wear full gear, including pads, gloves, abdominal protector and helmet. **Wicketkeepers must wear pads and gloves and a helmet.** Wooden Bats should be used.
- 3.2.3. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above
- 3.2.4. A small hardball weighing 4.75 oz will be used.
- 3.2.5. Each team shall consist of 10 players. See regulation 1.12
- 3.2.6. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
- 3.2.7. A match consists of 20 overs per side.
- 3.2.8. 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. NB Regulation 13.
- 3.2.9. Wides will be determined as off the mat**
- 3.2.10. Each pair of batters will bat for 4 overs. Each batter must face at least 2 balls in each over.
- 3.2.11. No bowler shall deliver more than 3 overs.
- 3.2.12. At the fall of a wicket the not out batter must face the next ball.
- 3.2.13. The winning team will be the side with the highest score. Where a wicket falls 5 runs shall be deducted from the team score
- 3.2.14. LBW will not apply for this league**
- 3.2.15. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
- 3.2.16. 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.

3.3. Regulations – Under 11 C League

3.3.1. Format – U11C – **Winner for each Group A, B and C**

3.3.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above. It is optional for batters to wear full gear, including pads, gloves, abdominal protector and helmet. **Wicketkeepers must wear pads and gloves, and a helmet with a faceguard**

3.3.3. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

3.3.4. Each team shall consist of 10 players. If a Club cannot field 10 players by exception, then with agreement with the opposing team teams of 8 can be played. See regulation 1.12

3.3.5. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.

3.3.6. Wooden bats or plastic bats can be used.

3.3.7. The Junior Incrediball will be used.

3.3.8. A match consists of (16) or 20 overs per side.

3.3.9. 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. NB Regulation 13. **A wide will be determined as off the mat.**

3.3.10. Each pair of batters will bat for 4 overs. Each batter must face at least 2 balls in each over.

3.3.11. No bowler shall deliver more than 3 overs.

3.3.12. Each player must bowl at least 1 over.

3.3.13. At the fall of a wicket the not out batter must face the next ball.

3.3.14. **LBW will not apply for this league**

3.3.15. The winning team will be the side with the highest score. Where a wicket falls 5 runs shall be deducted from the team score

3.3.16. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.

3.3.18. 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.

3.4. U11 Cup 2025

3.4.1. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

3.4.2. For ALL CUP matches each club must submit their team on the Cricket Leinster website and print out a copy to bring to the match.

3.4.3. Under 11A league regulations govern the Under 11 Cup

3.4.4. Fixtures must be completed prior to the dates outlined by the Youth Committee

3.4.5. Refer any queries/disputes to Cricket Leinster Youth Sub Committee at youth@cricketleinster.ie

4. UNDER 13 OPEN COMPETITIONS

4.1. Regulations – Under 13 A League

4.1.1. Format – U13A - Team topping the table is the winner

4.1.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above. Batters must wear full gear, including pads, gloves, abdominal protector and helmet. **Wicketkeepers must wear pads and gloves and a helmet.** Wooden Bats should be used.

4.1.3. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

4.1.4. Each team shall consist of 11 players.

4.1.5. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.

- 4.1.6. A small hardball weighing 4.75 oz will be used.
- 4.1.7. Each side will bat for 20 overs unless all out earlier.
- 4.1.8. A batter must retire when he has faced 30 balls. See clause 1.22
- 4.1.9. No bowler shall deliver more than 3 overs.
- 4.1.10. The winning team will be the side with the highest score.
- 4.1.11. Where wides and no balls are bowled these will incur a 1 run penalty and an extra ball to a maximum of 8 balls per over. **Wides will be deemed as outside the tram-lines**
- 4.1.12. LBW will apply**
- 4.1.13. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
- 4.1.14. 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.

4.2. Regulations – Under 13B League

- 4.2.1. Format – U13B - Winner each for North and South Sections
- 4.2.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above. Batters must wear full gear, including pads, gloves, abdominal protector and helmet. **Wicketkeepers must wear pads and gloves and a helmet.** Wooden Bats should be used.
- 4.2.3. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above
- 4.2.4. A small hardball weighing 4.75 oz will be used.
- 4.2.5. Each team shall consist of 10 players. See regulation 1.11
- 4.2.6. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
- 4.2.7. A match consists of 20 overs per side.
- 4.2.8. 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. **Wides are determined as being off the mat**
- 4.2.9. Each pair of batters will bat for 4 overs. Each batter must face at least 2 balls in each over.
- 4.2.10. **LBW will apply**
- 4.2.11. No bowler shall deliver more than 3 overs.
- 4.2.12. At the fall of a wicket the not out batter must face the next ball.
- 4.2.13. The winning team will be the side with the highest score. Where a wicket falls 5 runs shall be deducted from the team score
- 4.2.14. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
- 4.2.15. 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.

4.3. Regulations – Under 13 C League

- 4.3.1. Format – U13C – Team topping the table is the winner
- 4.3.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above. It is optional for batters to wear full gear, including pads, gloves, abdominal protector and helmet. **Wicketkeepers must wear pads and gloves, and a helmet with a faceguard**
- 4.3.3. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above
- 4.3.4. Each team shall consist of 10 players. If a Club cannot field 10 players by exception, then

- with agreement with the opposing team teams of 8 can be played. See regulation 1.12
- 4.3.5. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
- 4.3.6. Wooden bats to be used.
- 4.3.7. The Junior Incrediball will be used.
- 4.3.8. A match consists of (16) or 20 overs per side.
- 4.3.9. 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. **Wides are determined as being off the mat**
- 4.3.10. Each pair of batters will bat for 4 overs. Each batter must face at least 2 balls in each over.
- 4.3.11. No bowler shall deliver more than 3 overs.
- 4.3.12. Each player must bowl at least 1 over.
- 4.3.13. At the fall of a wicket the not out batter must face the next ball.
- 4.3.14. **LBW will not apply for this league**
- 4.3.15. The winning team will be the side with the highest score. Where a wicket falls 5 runs shall be deducted from the team score
- 4.3.16. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
- 4.3.17. 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.

4.4. U13 Cup 2025

- 4.3.1. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above
- 4.3.2 For ALL CUP matches each club must submit their team on the Cricket Leinster website and print out a copy to bring to the match.
- 4.3.3. Under 13A league regulations govern the Under 13 Cup, however there will be no retirement of batters
- 4.3.4. Fixtures must be completed prior to the dates outlined by the Youth Committee
- 4.3.5. Refer any queries/disputes to Cricket Leinster Youth Sub Committee, youth@cricketleinster.ie

5. UNDER 15 OPEN COMPETITIONS

5.1. Regulations – Under 15A League

- 5.1.1. Format – U15A – Team topping the table is the winner
- 5.1.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above. Batters must wear full gear, including pads, gloves, abdominal protector and helmet. **Wicketkeepers must wear pads and gloves and a helmet** Wooden Bats should be used
- 5.1.3. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above
- 5.1.4. A hardball weighing 5.5 oz is obligatory in all matches.
- 5.1.5. Each team shall consist of 11 players.
- 5.1.6. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
- 5.1.7. A match consists of 20 overs per side unless all out earlier.
- 5.1.8. No bowler shall deliver more than 4 overs.

- 5.1.9. A batter must retire when he has faced 40 balls. See clause 1.22
- 5.1.10. Where wides and no balls are bowled these will incur a 1 run penalty and an extra ball. **Wides will be determined as outside the tram lines**
- 5.1.11. LBW will apply**
- 5.1.12. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
- 5.1.13. 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.

5.2. Regulations – Under 15B League

- 5.2.1. Format – U15B - Winner each for North and South Sections
- 5.2.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above. Batters must wear full gear, including pads, gloves, abdominal protector and helmet. **Wicketkeepers must wear pads and gloves and a helmet.** Wooden Bats should be used
- 5.2.3. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above
- 5.2.4. Each team shall consist of 11 players.
- 5.2.5. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
- 5.2.6. A hardball weighing 5.5 oz is obligatory in all matches.
- 5.2.7. Each side will bat for 20 overs unless all out earlier.
- 5.2.8. No bowler shall deliver more than 3 overs.
- 5.2.9. A batter must retire when he has faced 40 balls. See clause 1.22
- 5.2.10. Where wides and no balls are bowled these will incur a 1 run penalty and an extra ball to a maximum of 8 balls per over. **Wides are determined as being off the mat**
- 5.2.11. LBW will apply**
- 5.2.12. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
- 5.2.13. 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.

5.3. Regulations – U15 Cup 2025

- 5.3.1. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above
- 5.3.2. For ALL CUP matches each club must submit their team on the Cricket Leinster website and print out a copy to bring to the match.
- 5.3.3. Under 15A league regulations govern the Under 15 Cup, however there will be no retirement of batters
- 5.3.4. Fixtures must be completed prior to the dates outlined by the Youth Committee
- 5.3.5. Refer any queries/disputes to Cricket Leinster Youth Sub Committee, youth@cricketleinster.ie

6. UNDER 17 BOYS COMPETITIONS

6.1. Regulations – BOYS UNDER 17 A & B Leagues

- 6.1.1. Format – Under 17A Boys – Team topping the table is the winner
- 6.1.2. Format – Under 17B Boys – Team topping the table is the winner
- 6.1.3. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above. Batters must wear full gear, including pads, gloves, abdominal protector and helmet.

Wicketkeepers must wear pads and gloves and a helmet Wooden Bats should be used

6.1.4. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

6.1.5. Each team will consist of 11 players (boys only)

6.1.6. A standard sized 5.5 oz hardball will be used.

6.1.7. Innings Length: Each side will bat for 30 overs unless all out earlier. **Should a game be refixed due to the weather, the game may be reduced to 20 overs to assist with scheduling providing both teams agree**

6.1.8. A batter must retire when he has faced 50 balls. See clause 1.22

6.1.9. Where wides and no balls are bowled these will incur a 1 run penalty and an extra ball.

Wides will be determined as outside the tram lines

6.1.10. LBW will apply

6.1.11. No bowler shall deliver more than 5 overs.

6.1.12. No fielder can field closer than 8 yards from the batsman except the wicketkeeper or any other fielder behind square on the offside.

6.1.13. 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 Youth Committee.

6.1.14. 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.

6.2. Regulations – U17 Cup 2025

6.2.1. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

6.2.2 For ALL CUP matches each club must submit their team on the Cricket Leinster website and print out a copy to bring to the match.

6.2.3. U17 league regulations govern the U17 Cup with the exception that innings will last 20 overs. There will be no retirement of batters and no bowler shall deliver more than 4 overs

6.2.4. Fixtures must be completed prior to the dates outlined by the CL Youth Committee.

6.2.5. Refer any queries/disputes to Cricket Leinster Youth Sub Committee,
Youth@cricketleinster.ie

7. UNDER 19 BOYS LEAGUE

7.1.1. Format – U19 Boys – Winner each for North and South Sections will play each other in a final for the overall winner

7.1.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations (see under General Regulations for Youth Competitions).

7.1.3. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

7.1.4. A match consists of 20 overs per innings.

7.1.5. A batter must retire when he has faced 40 balls. See clause 1.22

7.1.6. A standard sized 5.5 oz ball will be used.

7.1.7. No bowler shall deliver more than 4 overs.

7.1.8. Batters must wear full gear including pads, gloves, abdominal protector and helmet.

7.1.9. Wicketkeepers must wear pads and gloves, and a helmet

7.1.10. Where wides and no balls are bowled these will incur a 1 run penalty and an extra ball.
Wides will be determined as leg side wides

7.1.11. LBW will apply

7.1.12. In the event of scores being level at the end of 20 overs the team losing fewer wickets

wins.

7.1.13. One Day Regulations i.e. 'Wides and Circles' will apply in this competition. Teams must have 4 fielders inside the circle at the instant of delivery

7.1.14. 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.

7.1.15. No player eligible for the **U13** league may play in this competition.

7.1.16. 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 Youth Committee.

8. GIRLS U11 LEAGUE COMPETITIONS

8.1. Regulations – Girls Under 11 League

8.1.1. Format – U11 – Winner each for North and South Sections

8.1.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above. It is optional for batters to wear full gear, including pads, gloves, abdominal protector and helmet. **Wicketkeepers must wear pads and gloves and a helmet**

8.1.3. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

8.1.4. Each team shall consist of 10 players. If a Club cannot field 10 players by exception, then with agreement with the opposing team teams of 8 can be played. See regulation 1.12

8.1.5. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.

8.1.6. Wooden bats or plastic bats can be used.

8.1.7. The Junior Incrediball will be used.

8.1.8. A match consists of (16) or 20 overs per side.

8.1.9. 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. NB Regulation 13. **Wides will be determined as off the mat**

8.1.10. Each pair of batters will bat for 4 overs. Each batter must face at least 2 balls in each over.

8.1.11. No bowler shall deliver more than 3 overs.

8.1.12. Each player must bowl at least 1 over.

8.1.13. At the fall of a wicket the not out batter must face the next ball.

8.1.14. **LBW will not apply for this league**

8.1.15. The winning team will be the side with the highest score. Where a wicket falls 5 runs shall be deducted from the team score

8.1.16. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.

8.1.17. 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.

9. Girls U11 Cup 2025

9.1.1. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

9.1.2. For ALL CUP matches each club must submit their team on the Cricket Leinster website and print out a copy to bring to the match.

9.1.3. Girls U11 league regulations govern the Girls U11 Cup.

9.1.4. Fixtures must be completed prior to the dates outlined by the CL Youth Committee.

9.1.5. Refer any queries/disputes to Cricket Leinster Youth Committee, youth@cricketleinster.ie

10.GIRLS U13 LEAGUE COMPETITIONS

10.1. Regulations – Girls Under 13A League

10.1.1. Format – U13A - Team topping the table is the winner

10.1.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above. Batters must wear full gear, including pads, gloves, abdominal protector and helmet. **Wicketkeepers must wear pads and gloves and a helmet** Wooden Bats should be used.

10.1.3. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

10.1.4. Each team shall consist of 11 players.

10.1.5. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.

10.1.6. A small hardball weighing 4.75 oz will be used.

10.1.7. Each side will bat for 20 overs unless all out earlier.

10.1.8. A batter must retire when she has faced 30 balls. See clause 1.22

10.1.9. No bowler shall deliver more than 3 overs.

10.1.10. The winning team will be the side with the highest score.

10.1.11. Where wides and no balls are bowled these will incur a 1 run penalty and an extra ball to a maximum of 8 balls per over. **Wides are determined as being off the mat**

10.1.12. LBW will apply

10.1.13. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.

10.1.14. 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.

10.2. Regulations – Girls Under 13B League

10.2.1. Format – U13B - Team topping the table is the winner

10.2.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above. It is optional for batters to wear full gear, including pads, gloves, abdominal protector and helmet. **Wicketkeepers must wear pads and gloves and a helmet**

10.2.3. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

10.2.4. An incredi-ball will be used. Wooden or plastic bats can be used.

10.2.5. Each team shall consist of 8 or 10 players. See regulation 1.12

10.2.6. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.

10.2.7. A match consists of 16 or 20 overs per side.

10.2.8. 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. See Regulation 13. **Wides will be determined as off the mat**

10.2.9. LBW will apply

10.2.10. Each pair of batters will bat for 4 overs. Each batter must face at least 2 balls in each over.

10.2.11. No bowler shall deliver more than 3 overs.

10.2.12. Each player must bowl 1 over

10.2.13. At the fall of a wicket the not out batter must face the next ball.

10.2.14. The winning team will be the side with the highest score. Where a wicket falls 5 runs shall be deducted from the team score

10.2.15. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any

other fielder behind square on the off side.

10.2.16. 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.

11. GIRLS U13 Cup 2025

11.1.1. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

11.1.2. For ALL CUP matches each club must submit their team on the Cricket Leinster website and print out a copy to bring to the match.

11.1.3. Girls U13A league regulations govern the Girls U13 Cup, however there will be no retirement of batters

11.1.4. Fixtures must be completed prior to the dates outlined by the CL Youth Committee.

11.1.5. Refer any queries/disputes to Cricket Leinster Youth Committee, youth@cricketleinster.ie

12. GIRLS U15 LEAGUE COMPETITIONS

12.1.1. Format – Girls U15 - Team topping the table is the winner

12.1.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above. Batters must wear full gear, including pads, gloves, abdominal protector and helmet. **Wicketkeepers must wear pads and gloves and a helmet** Wooden Bats should be used.

12.1.3. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

12.1.4. Each team shall consist of 11 players.

12.1.5. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.

12.1.6. A small hardball weighing 5oz is obligatory in all matches.

12.1.7. A match consists of 20 overs per side.

12.1.8. A batter must retire when she has faced 40 balls. See clause 1.22

12.1.9. No bowler shall deliver more than 4 overs.

12.1.10. Where wides and no balls are bowled these will incur a 1 run penalty and an extra ball to a maximum of 8 balls per over. **Wides will be determined as outside the tram lines**

12.1.11. LBW will apply

12.1.12. The winning team will be the side with the highest score.

12.1.13. Batters must wear full gear including pads, gloves and helmet.

12.1.14. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.

12.1.15. 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. GIRLS U15 CUP 2025

13.1.1. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

13.1.2. For ALL CUP matches each club must submit their team on the Cricket Leinster website and print out a copy to bring to the match.

13.1.3. Girls Under 15 league regulations govern the Girls Under 15 Cup, however there will be no

retirement of batters

13.1.4. Fixtures must be completed prior to the dates outlined by the CL Youth Committee

13.1.5. Refer any queries/disputes to Cricket Leinster Youth Committee - youth@cricketleinster.ie

14. GIRLS UNDER 17 LEAGUE COMPETITIONS

14.1.1. Format – Girls Under 17 – Team topping the table is the winner

14.1.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above. Batters must wear full gear, including pads, gloves, abdominal protector and helmet. **Wicketkeepers must wear pads and gloves and a helmet** Wooden Bats should be used.

14.1.3. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

14.1.4. Each team shall consist of 11 players.

14.1.5. Each side will bat for 20 overs unless all out earlier.

14.1.6. A 5 oz hardball shall be used.

14.1.7. A batter must retire when she has faced 40 balls. See clause 1.22

14.1.8. No bowler shall deliver more than 4 overs.

14.1.9. Where wides and no balls are bowled these will incur a 1 run penalty. **Wides will be determined as outside the tram lines**

14.1.10. LBW will apply

14.1.11. No fielder can be closer than 10 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.

14.1.12. 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.

15. U17 GIRLS CUP 2025

15.1.1. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

15.1.2. For ALL CUP matches each club must submit their team on the Cricket Leinster website and print out a copy to bring to the match.

15.1.3. Girls Under 17 league regulations govern the Girls U17 Cup, however there will be no retirement of batters

15.1.4. Fixtures must be completed prior to the dates outlined by the CL Youth Committee

15.1.5. Refer any queries/disputes to Cricket Leinster Youth Committee - youth@cricketleinster.ie

16. GIRLS UNDER 19 LEAGUE COMPETITIONS

16.1.1. Format – Girls Under 19 – Team topping the table is the winner

16.1.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above. Batters must wear full gear, including pads, gloves, abdominal protector and helmet. **Wicketkeepers must wear pads and gloves and a helmet.** Wooden Bats should be used.

16.1.3. Eligibility is determined with reference to Dates of Birth as outlined in Clause 1.2 above

16.1.4. Each team shall consist of 11 players.

16.1.5. Each side will bat for 20 overs unless all out earlier.

16.1.6. A 5 oz hardball shall be used.

16.1.7. A batter must retire when she has faced 40 balls. See clause 1.22

16.1.8. No bowler shall deliver more than 4 overs.

16.1.9. 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.

16.1.10. Where wides and no balls are bowled these will incur a 1 run penalty. **Wides will be determined as outside the tram lines**

16.1.11. LBW will apply

16.1.12. No fielder can be closer than 10 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.

16.1.9. 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.