



**CRICKET
LEINSTER**

**Youth Competition Formats &
Playing Regulations
2023
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 2017 Code (3rd Edition - 2022)

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 each match 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 selected teams on the website is mandatory and regular non-submission may lead to the imposition of a points penalty 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 Sub Committee.

1.2. League Formats & Points

- 1.2.1. Leagues are played in the Format as advised by the Youth Committee
- 1.2.2. In all League competitions there will be 20 points awarded for a win and 10 for a tie or a match cancelled by rain.

1.3. Procedure for Changes in Fixtures

- 1.3.1. Where amendments need to be made to fixtures, clubs must agree a date and venue with the opposition and email fixturechanges@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.
- 1.3.2. 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.

1.4. Starring

- 1.4.1. Where a club has more than one team at the same Grouping, the highest ranked team must submit a list of 5 players who cannot play in the next ranked competition.
- 1.4.2. 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.
- 1.4.3. These starring lists must reach the CL Youth Committee Secretary before **12th May 2023**.

1.5. Results

- 1.5.1. The winning team must submit the result to Cricket Leinster within 3 days of a match being played, otherwise the match will be declared a no result, unless the Youth Committee decide otherwise.
- 1.5.2. Results must be submitted using Cricketstatz, (see CL Website for details), or by emailing results@cricketleinster.ie.
- 1.5.3. In the event of a game not being played, (e.g., rained-off) the home team must send in a no-result **which should 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.**

1.6. Qualification

- 1.6.1. 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.

1.7. Guest Players

- 1.7.1. 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 Sub Committee in each case. 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.

1.8. Sportsmanship Code

- 1.8.1. 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.
- 1.8.2. In particular:
 - 1.8.2.1. Behaviour and dress at grounds should be such as to cause no offence to ground authorities or anyone present at the game.
 - 1.8.2.2. Umpires are entitled to the respect of players at all times.
 - 1.8.2.3. Foul and /or abusive language, on or off the field, is unacceptable.
 - 1.8.2.4. Intimidation or deliberate distraction of opponents, orally or by acts of gamesmanship or aggressive behaviour (sometimes described as `sledging') is unacceptable.
- 1.8.3. 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 proved, the players may be warned about their future conduct, suspended or banned from taking part in matches. The Cricket Leinster Youth Committee has powers to deduct points and award the match to the opposition.

1.9. Regulations where a team fields less than 10 players.

- 1.9.1. The 100 run allowance is reduced by 10 runs per player missing.

- 1.9.2. 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.
- 1.9.3. Where 8 players are involved, then those 8 players will bat once only.
- 1.9.4. Where 9 players are involved, the opposing Club may nominate which batter should bat with number 9.

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

- 1.10.1. The 80 run allowance is reduced by 10 runs per player missing.
- 1.10.2. 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.
- 1.10.3. Where 6 players are involved then the 6 players will bat once only.
- 1.10.4. Where 7 players are involved the opposing club may nominate which batter should bat with number 7.

1.11. Pairs Cricket

- 1.11.1. 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.
- 1.11.2. **Where a wicket falls 5 runs shall be deducted from the team score**

1.12. League Placings

- 1.12.1. Where there is a tie on points in a conference, 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.

1.13. Cup Competitions

- 1.13.1. 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.
- 1.13.2. **Where a replay is required this will be played at the reverse ground from the original fixture (Added 14/7/2023)**
- 1.13.3. **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.**

1.14. League Semi Finals & Finals (where applicable)

- 1.14.1. In league semi-finals **and finals**, and where there is no possibility of a replay, a tie will be resolved as follows:

- 1.14.1.1. 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,
- 1.14.1.2. where there is still equality, at each over counting back from that point.

1.15. Time

- 1.15.1. 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.

1.16. Safety Regulations

- 1.16.1. 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. Age groups are based on the age of the player on 1st 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.
- 1.16.2. Batting Directive
 - 1.16.2.1. 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.
- 1.16.3. Fielding Restrictions
 - 1.16.3.1. 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.
 - 1.16.3.2. For those in Minor and Junior competitions the distance is 11 yards (10m).
 - 1.16.3.3. These minimum distances apply even if the player is wearing a helmet.
 - 1.16.3.4. 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.
 - 1.16.3.5. 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.
- 1.16.4. Wicket-keepers

- 1.16.4.1. All wicket-keepers under the age of 18 (on the day of the match) must wear a helmet when standing up to the stumps. 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.
- 1.16.5. Bowling Restrictions
- 1.16.5.1. 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.
- 1.16.6. Directives for matches
- 1.16.6.1. 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.
- 1.16.6.2. 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.
- 1.16.7. 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.
- 1.16.8. 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.

1.16.9.

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

1.16.10. 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.

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

1.17. Umpires' responsibility

1.17.1. 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.

1.18. Child Safeguarding

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

1.19. PENALTIES

1.19.1. 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.

1.19.2. 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

1.19.3. 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

2. CUBS A & B Competitions

- 2.1.1. **Format – Cubs A & B - Winner each for North and South leagues**
- 2.1.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations above.
- 2.1.3. Players must be in Fourth Class or below in the school year **2022/2023**.
- 2.1.4. Each team shall consist of 8 players. If both teams agree, then the game can be 10 a side.
- 2.1.5. **There must be a minimum of 3 Schoolgirls per nominated team**
- 2.1.6. Balls
 - 2.1.6.1. **In Cubs A the Junior Incrediball will be used. Where this is used batters MUST wear protective equipment**
 - 2.1.6.2. **In Cubs B a windball will be used.**
- 2.1.7. A match consists of 16 (20 **if 10 a side**) overs per side.
- 2.1.8. 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. Refer Regulation 13 for final over.
- 2.1.9. Each pair of batters will bat for 4 overs.
- 2.1.10. No bowler shall deliver more than 3 overs.
- 2.1.11. Each player must bowl at least 1 over.
- 2.1.12. **Where a wicket falls 5 runs shall be deducted from the team score**
- 2.1.13. At the fall of a wicket, the “not out” batter must face the next ball.
- 2.1.14. The winning team will be the side with the highest score, having added runs for wickets lost and adding the runs scored.
- 2.1.15. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team
- 2.1.16. Where fewer than 8 players are available, then please see regulation 1.10 above
- 2.1.17. Batters and wicket keepers must wear pads, gloves and helmets when standing up to the stumps.
- 2.1.18. **Bats**
 - 2.1.18.1. **Both teams must agree before the game to use only plastic or wooden bats, Where wooden bats are used all batters must wear protective gear.**
 - 2.1.18.2. **Cubs B may use a plastic bat**
- 2.1.19. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
- 2.1.20. 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. MINOR BOYS COMPETITIONS

3.1. Regulations – Minor Boys A League

- 3.1.1. **Format – Minor Boys A & B - Winner each for North and South leagues**
- 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 when standing up to the stumps.**
- 3.1.3. Players must be in Sixth Class or below in the school year **2022/2023**.
- 3.1.4. Each team shall consist of 11 players. (Schoolgirls are permitted to play in this competition).
- 3.1.5. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
- 3.1.6. A small ball 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 exceeded **19** runs and may not return.
- 3.1.9. No bowler shall deliver more than **3** overs.
- 3.1.10. At the fall of a wicket the “not out” batter must face the next ball.
- 3.1.11. The winning team will be the side with the highest score.
- 3.1.12. **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**
- 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 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.

3.2. Regulations – Minor Boys B League

- 3.2.1. **Format – Minor Boys A & B - Winner each for North and South leagues**
- 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 when standing up to the stumps.**
- 3.2.3. Players must be in Sixth Class or below in the school year **2022/2023**.
- 3.2.4. A small ball weighing 4.75 oz will be used.
- 3.2.5. Each team shall consist of 10 players (schoolgirls are permitted to play in this competition).
- 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. Each pair of batters will bat for 4 overs.
- 3.2.10. No bowler shall deliver more than 3 overs.
- 3.2.11. At the fall of a wicket the not out batter must face the next ball.

- 3.2.12. The winning team will be the side with the highest score. **Where a wicket falls 5 runs shall be deducted from the team score**
- 3.2.13. Wicketkeepers must wear pads and gloves, and a helmet with a faceguard when standing up to the stumps.
- 3.2.14. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
- 3.2.15. 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.

3.3. Regulations – Minor Boys C League

- 3.3.1. **Format – Minor Boys C – Team topping the table wins**
- 3.3.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above. **Batters must wear pads, gloves and helmets with guards. Wicketkeepers must wear gloves and pads and helmet.**
- 3.3.3. Players must be in Sixth Class or below in the school year **2022/2023**.
- 3.3.4. Each team shall consist of 8 players (schoolgirls are permitted to play in this competition).
- 3.3.5. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
- 3.3.6. A match consists of 16 overs per side.
- 3.3.7. 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. Note Regulation 13.
- 3.3.8. The Junior Incrediball will be used.
- 3.3.9. Each pair of batters will bat for 4 overs.
- 3.3.10. No bowler shall deliver more than 3 overs.
- 3.3.11. Each player must bowl at least 1 over.
- 3.3.12. At the fall of a wicket the not out batter must face the next ball.
- 3.3.13. 5 runs will be added to the bowling side's total for each wicket lost.
- 3.3.14. The winning team will be the side with the highest score, having added runs for wickets lost and adding the runs scored.
- 3.3.15. See General Regulations for Youth Competitions above where fewer than 8 players are available.
- 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.
- 3.3.17. 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.

3.4. Boys U13 Cup 2023

- 3.4.1. **Players must be born on or after 1st July 2009.**
- 3.4.2. Minor Boys A league regulations govern the Minor Cup.
- 3.4.3. Fixtures must be completed prior to the dates outlined by the Youth Committee
- 3.4.4. Refer any queries/disputes to Cricket Leinster Youth Sub Committee, youth@cricketleinster.ie

4. JUNIOR BOYS COMPETITIONS

4.1. Regulations – Junior Boys A League

- 4.1.1. **Format – Junior A – Team topping the table wins**
- 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 with faceguard**
- 4.1.3. Players must be in Second Year or below in the school year **2022/2023**.
- 4.1.4. A small ball weighing 5 oz is obligatory in all matches.
- 4.1.5. Each team shall consist of 11 players. (Schoolgirls are permitted to play in this competition.)
- 4.1.6. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
- 4.1.7. A match consists of 20 overs per side unless all out earlier.
- 4.1.8. No bowler shall deliver more than 4 overs.
- 4.1.9. A batter must retire when he has exceeded 34 runs and may not return.
- 4.1.10. Wicketkeepers must wear pads and gloves, and a helmet when standing up to the stumps.
- 4.1.11. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
- 4.1.12. 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.

4.2. Regulations – Junior Boys B League

- 4.2.1. **Format – Junior B – Winner for each for North and South Leagues**
- 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.**
- 4.2.3. Players must be in Second Year or below in the school year **2022/2023**.
- 4.2.4. Each team shall consist of 11 players. Schoolgirls are permitted to play in this competition.
- 4.2.5. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
- 4.2.6. A small ball weighing 5 oz is obligatory in all matches.
- 4.2.7. Each side will bat for 20 overs unless all out earlier.
- 4.2.8. No bowler shall deliver more than 3 overs.
- 4.2.9. **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**
- 4.2.10. A batter must retire when he has exceeded 24 runs and may not return.
- 4.2.11. Wicketkeepers must wear pads and gloves, and a helmet when standing up to the stumps.
- 4.2.12. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.

- 4.2.13. 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.

4.3. Regulations – Boys U15 Cup

- 4.3.1. **Players must be born on or after 1st July 2007.**
- 4.3.2. Junior Boys A league regulations govern the Junior Cup.
- 4.3.3. Fixtures must be completed prior to the dates outlined by the Youth Committee
- 4.3.4. Refer any queries/disputes to Cricket Leinster Youth Sub Committee, youth@cricketleinster.ie

5. COLTS BOYS COMPETITIONS

5.1. Regulations – Colts A & B Leagues

- 5.1.1. **Format – Colts A Boys - Winner of North and South leagues to play a final to determine the winner**
- 5.1.2. **Format – Colts B Boys - Top of the table is the league winner**
- 5.1.3. 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.**
- 5.1.4. **Players must be in Fourth Year or below in the school year 2022/2023, unless given specific permission by the Youth Committee**
- 5.1.5. Each team will consist of 11 players (boys only)
- 5.1.6. A standard sized ball will be used.
- 5.1.7. Innings Length: **Each side will bat for 30 overs unless all out earlier**
- 5.1.8. A batter must retire when he has exceeded 49 runs and may not return.
- 5.1.9. No bowler shall deliver more than 5 overs.
- 5.1.10. 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.
- 5.1.11. No fielder can field closer than 8 yards from the batsman except the wicketkeeper or any other fielder behind square on the offside.
- 5.1.12. Wicketkeepers must wear pads and gloves, and a helmet when standing up to the stumps.
- 5.1.13. 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.

5.2. Regulations – U17 Cup

- 5.2.1. **Players must be born on or after 1st July 2005.**
- 5.2.2. **U17 league regulations govern the U17 Cup. (changed 20/6/2023)**
- 5.2.3. Fixtures must be completed prior to the dates outlined by the CL Youth Committee.
- 5.2.4. Refer any queries/disputes to Cricket Leinster Youth Sub Committee, Youth@cricketleinster.ie

6. Under 17 BOYS

- 6.1.1. **Format – U17 Boys - Winner of North and South leagues to play a final to determine the winner**
- 6.1.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations as above
- 6.1.3. **Players must be born on or after 1st July 2005.**
- 6.1.4. A match consists of 20 overs per innings.
- 6.1.5. A batter must retire when he has exceeded 100 runs and may not return.
- 6.1.6. No bowler shall deliver more than 4 overs.
- 6.1.7. Batters must wear full gear including pads, gloves, abdominal protector and helmet.
- 6.1.8. Wicketkeepers must wear pads and gloves, and a helmet when standing up to the stumps.
- 6.1.9. In the event of scores being level at the end of 20 overs the team losing fewer wickets wins.
- 6.1.10. 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**
- 6.1.11. 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 Youth Sub Committee.

7. Under 19 BOYS

- 7.1.1. **Format – U19 Boys - Winner of North and South leagues to play a finals to determine the 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. **Players must be born on or after 1st September 2003.**
- 7.1.4. A match consists of 20 overs per innings.
- 7.1.5. A batter must retire when he has exceeded 100 runs and may not return.
- 7.1.6. No bowler shall deliver more than 4 overs.
- 7.1.7. Batters must wear full gear including pads, gloves, abdominal protector and helmet.
- 7.1.8. Wicketkeepers must wear pads and gloves, and a helmet when standing up to the Stumps.
- 7.1.9. In the event of scores being level at the end of 20 overs the team losing fewer wickets Wins.
- 7.1.10. 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**
- 7.1.11. No player eligible for the Minor Boys league may play in this competition.
- 7.1.12. 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 Sub Committee.

8. Girls Minor League

- 8.1.1. **Format – Girls Minor - Winner for each for North and South Leagues**

- 8.1.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations above
- 8.1.3. Players must be in Sixth Class or below in the school year **2022/2023**.
- 8.1.4. The Junior Incredi 'Non Jar' ball will be used
- 8.1.5. Each team shall consist of 8 players. If both clubs agree 10 a side may be played.
- 8.1.6. Up to two fielding substitutes, who can neither bat nor bowl, are allowed per team.
- 8.1.7. A match consists of 16(20) overs per side. Each pair of batters will bat for 4 overs.
- 8.1.8. No bowler shall deliver more than 3 overs
- 8.1.9. Each player must bowl at least 1 over.
- 8.1.10. At the fall of a wicket, the not out batter must face the next ball.
- 8.1.11. 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. NB Regulation 13 for the final over.
- 8.1.12. **Where a wicket falls 5 runs shall be deducted from the team score**
- 8.1.13. The winning team will be the side with the highest score, having added runs for wickets lost and adding the runs scored.
- 8.1.14. See **Regulation 1.10** for Youth Competitions where fewer than 8 players are available.
- 8.1.15. Batters must wear pads, gloves and helmets **and use wooden bats**.
- 8.1.16. Wicket-keepers must wear pads and gloves and a helmet when standing up to the stumps.
- 8.1.17. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
- 8.1.18. 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.

9. Girls **U13 Cup 2023 – updated 13/6/2023**

- 9.1.1. **Players must be born on or after 1st July 2009.**
- 9.1.2. Junior Girls league regulations govern the Minor Cup.
- 9.1.3. Fixtures must be completed prior to the dates outlined by the CL Youth Committee.
- 9.1.4. Refer any queries/disputes to Cricket Leinster Youth Committee, youth@cricketleinster.ie

10. Regulations – Junior Girls Hardball League

- 10.1.1. **Format – Girls Junior - Winner for each for North and South Leagues**
- 10.1.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations above
- 10.1.3. Players must be in Second Year or below in the school year **2022/2023**.
- 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 ball weighing 4.75oz (red/pink ball) is obligatory in all matches.

- 10.1.7. A match consists of 20 overs per side.
- 10.1.8. A batter must retire when she has exceeded 34 runs and may not return.
- 10.1.9. No bowler shall deliver more than 4 overs.
- 10.1.10. **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**
- 10.1.11. The winning team will be the side with the highest score.
- 10.1.12. Batters must wear full gear including pads, gloves and helmet.
- 10.1.13. Wicketkeepers must wear pads and gloves and a helmet when standing up to the stumps.
- 10.1.14. No fielder can be closer than 11 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.
- 10.1.15. 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.

11. Girls U15 Cup

- 11.1.1. **Players must be born on or after 1st July 2007.**
- 11.1.2. Junior Girls A league regulations govern the Junior Cup.
- 11.1.3. Fixtures must be completed prior to the dates outlined by the CL Youth Committee
- 11.1.4. Refer any queries/disputes to Cricket Leinster Youth Committee, youth@cricketleinster.ie

12. Regulations – Girls Colts League

- 12.1.1. **Format – Girls Colts – Team topping the table is the winner**
- 12.1.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations above
- 12.1.3. **Players must be in Fourth Year or below in the school year 2022/2023, unless given specific permission by the Youth Committee.**
- 12.1.4. Each team shall consist of 11 players.
- 12.1.5. Each side will bat for 20 overs unless all out earlier.
- 12.1.6. A 5 oz ball shall be used (red/pink ball).
- 12.1.7. A batter must retire when she has exceeded 49 runs and may not return.
- 12.1.8. No bowler shall deliver more than 4 overs.
- 12.1.9. 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.
- 12.1.10. Batters must wear full gear including pads, gloves and helmets.
- 12.1.11. Wicketkeepers must wear pads and gloves, and a helmet when standing up to the stumps.
- 12.1.12. No fielder can be closer than 10 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.

13. U17 Girls Cup

- 13.1.1. **Players must be born on or after 1st July 2005.**
- 13.1.2. Colts league regulations govern the U17 Cup.

- 13.1.3. Fixtures must be completed prior to the dates outlined by the CL Youth Committee
- 13.1.4. Refer any queries/disputes to Cricket Leinster Youth Committee, youth@cricketleinster.ie

14. Regulations – Girls Under 19 League

- 14.1.1. **Format – Girls Colts – Team topping the table is the winner**
- 14.1.2. Clubs are advised to make themselves familiar with the contents of the Safety Regulations above
- 14.1.3. **Players must be born on or after 1st July 2003.**
- 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 ball shall be used (red/pink ball).
- 14.1.7. A batter must retire when she has exceeded 100 runs and may not return.
- 14.1.8. No bowler shall deliver more than 4 overs.
- 14.1.9. 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.
- 14.1.10. Batters must wear full gear including pads, gloves and helmets.
- 14.1.11. Wicketkeepers must wear pads and gloves, and a helmet when standing up to the stumps.
- 14.1.12. No fielder can be closer than 10 yards from the batter except the wicketkeeper or any other fielder behind square on the off side.