

## **Club Youth Branch**

### **General Regulations for Youth Competitions**

1. Except where it is stated otherwise, the laws of cricket apply to all competitions.
2. Where results are not made to the Results Secretary 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. No youth who is a member of one club, shall play in a youth team for another club, without the permission of the Youth Branch
5. Each club shall maintain a register of its youth members, addresses and dates of birth.
6. All games played under the regulations of the Club Youth Branch 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. 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 Club Youth Executive has powers to deduct points and award the match to the opposition.

7. The Disputes Committee, appointed by the Club Youth Branch, is empowered to adjudicate on the rules and regulations.
8. 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).
9. 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 Committee.
10. 10 a side Regulations where a side 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 teams get a game.
  - c - Where 8 players are involved those 8 bat once only.
  - d - Where 9 players are involved the opposing club may nominate which batter should bat with number 9.

11. 8 a side 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 teams get a game.
  - c - Where 6 players are involved those 6 bat once only.
  - d - Where 7 players are involved the opposing club may nominate which batter should bat with number 7.

12. In league competitions where the number of points decides the winners there will be no tie breaking situation i.e. teams finishing with the same number of points will share the title.

13. In Cup competitions and League or Top 4 finals where a game finishes in a tie on runs scored the game will be replayed unless otherwise specified by that competition's rules. Where a replay is tied, the winner will be 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.

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

15. In league or Top 4 semi finals where there is a tie no replay is possible, so the result will be decided on count back as per regulations 12 and 13

## Safety Regulations

These Directives are applicable to all competitions played under the LCU 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 September in the year preceding the competition. 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.

### Fielding Restrictions

#### **Fielders**

- 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 the under 13 age group and below, 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
- This applies to all speeds of bowling.

Non-compliance with this Directive will result in the umpires stopping the game and instruction 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

Age	Max overs per spell	Max overs per day
Up to 13	4 overs per spell	8 overs per day
U14, U15	5 overs per spell	10 overs per day
U16, U17	6 overs per spell	18 overs per day
U18, U19	7 overs per spell	21 overs per day

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.

#### **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.

#### **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

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

Age	Maximum Balls per session	Maximum sessions per week
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 3 matches or practice sessions per week for age groups up to and including U15, and 4 matches or practice sessions per week for age groups up to and including U19. Players can play in other matches provided that they do not bowl.

#### **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**

The Leinster Cricket Union accepts fully as a basis for the management and welfare of young cricketers, the Code of Ethics and Good Practice for Children's Sport in Ireland. It is now part of the LCU constitution.