

CCC YOUTH REGULATIONS 2023

1. All youth leagues grades will comprise of a minimum of 8 teams (where possible), with an all-county league format.
2. The top teams in each group will qualify for the league quarter and semi-finals (as notified for each grade). Higher placed teams will have home advantage.
3. Any competition involving B teams only, will be classed as a development 13-a-side league competition (no championship).
4. All youth finals will be played at neutral venues.
5. The Championship will be an open draw basis with first team drawn having home advantage.
6. No changing of time or date of a fixture will be permitted unless in very exceptional circumstances applicable to both football and hurling fixtures.
7. Where teams finish with equal points for qualification for the concluding stages, or for promotion or relegation, the tie shall be decided by the following means and in the order specified:
 - i) The outcome of the meeting(s) of the teams in the previous game(s) in the competition
 - ii) The largest scoring difference (subtracting the total scores against from the total scores for) in the meetings of the teams in the previous game(s)
 - iii) The highest total scores for, in the meeting(s) of the teams in the previous game(s)
 - iv) Largest overall league scoring difference (subtracting the total scores against from total scores for)
 - v) The highest overall league total score for
 - vi) A playoff
8. Play-off matches, and all championship matches, including finals, will be winner on the day using the following protocol. In the event of teams finishing level at the end of normal time, two periods – each of ten minutes duration - will be played. If teams remain level at the conclusion of this extra time, a penalty competition will take place in line with the ‘Winner on The Day Protocols’.
9. Clubs can use unlimited subs in league games only.
10. Referees are responsible for texting results to the automated system.

11. Underage team sizes will be as indicated in the table below.

Underage Grades & Players per team				
	Grade 1	Grade 2	Grade 3	Grade 4
Under 14	15	15	13	11
Under 16	15	15	13	11
Feile na Og	15	15	No Competition	
Og Sport	7 (subs)	7(subs)	No Competition	
Under 18	15	15	13	11
Under 20	15	15	13	No Competition

Exception for Leagues - Teams may be reduced by a maximum of two players, ONLY if one of the teams cannot field a full team AND only if both teams consent. Should the team size be reduced, the team requesting the reduction may not retain players for substitutions.

12. U14 will use a size 4 O'Neill's football and sliotar.

13 U16 , U18 and U20 will use a size 5 O'Neill's football and sliotar.

14. Grade four league and championship games will be played on a shortened pitch with goal posts placed at the centre point on each 20m line. Goals posts must be of equal size and height and be age appropriate.

15 Where a player plays for their clubs' A-team, they cannot subsequently regrade to play for their clubs' B-team at the same age group. **Teams must submit a list of 12 players ineligible to play for the B-team, prior to commencement of the competition.**

16. In U-14 football competitions the 'Two Touch' Rule shall apply. This means players are restricted to one bounce and one toe tap or two toe taps per possession.

17. All U-14 games and U16 & U18 grade 4 games shall be 2 halves of 25 minutes each.

19. Semi Finals and Finals of all underage Competitions will be subject to 2023 CCC Regulations for Football and Hurling.