

CCC YOUTH REGULATIONS 2024

1. No changing of time or date of a fixture will be permitted unless in very exceptional circumstances, applicable to both Football and Hurling fixtures.
2. All Youth Semi Finals and Finals, in both League and Championship, will be played at neutral venues.
3. The Championship, in all ages and all grades, will be an open draw basis with first team drawn having home advantage.
4. Clubs may use unlimited subs in League games only.
5. Where teams finish with equal points for qualification for the concluding stages, or for promotion or relegation, the tie shall be decided as per Code 11.1 (5)(c) T.O. 2023.

(i) The higher number of League Points obtained in the 'Head-to-Head' games defined as the games in which the teams involved in the tie have played each other.

(ii) The higher Scoring Difference (subtracting the total Scores Against from total Scores For) in the 'Head-to-Head' games.

(iii) The higher Scores For in the 'Head-to- Head' games.

(iv) If the application of criteria (i) to (iii) results in a team(s) being successful or eliminated but there is still a relevant tie to be decided, criteria (i) to (iii) are to be repeated for the 'Head-to-Head' games only of the still tied teams.

(v) The higher Scoring Difference in all games in the League Group.

(vi) The higher Scores For in all games in the League Group.

(vii) A Play-Off.

Exception: Regulations (i) to (vi) inclusive above shall not apply to Under 16 or younger age grade competitions.

In relation to means outlined above, if the accumulated scores of a team, so involved, are affected by a disqualification, loss of game on a proven objection, retirement or walk over, there shall be decided by playoff.

6. All Youth play-off, League knockout and Championship matches, including Finals, will be subject to the Winner on the Day regulations. 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.

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

Underage Grades & Players per Team					
	Grade 1	Grade 2	Grade 3	Grade 4	Development
Under 14	15	15	13	11*	15
Féile	15	15			
Under 16	15	15	13	13*	15
Under 18	15	15	13	13*	15

***Exception:** Where a team arrives with 15 or more players eligible to play, the game shall be played at 13-a-side. In the event that a team does not have 13 players, they can then elect to play 11-a-side. The Referee's decision on this will be final.

The following shall only apply in Under 14 Grade 4 League and Championship, where the game is played 11-a-side;

- i. 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.
- ii. Games shall be two halves of 25 minutes each.

8. Any competition involving B teams only, will be classed as a development 15-a-side League competition (no championship).

9. Clubs must submit a list of 15 players ineligible to play for their Club in the Development League competition.

In addition to these 15 players, any player who plays in three games for the Club at a higher grade, is subsequently ineligible to play in the Development League competition.

Exception: A written request from a Club for a player to be exempt from the above, owing to exceptional circumstances, will be considered.

Penalty for breach of Regulation:

(i) Team Penalty:

On a Proven Objection – Award of Game to Opposing Team.

On an Inquiry by the Committee-in-Charge – Forfeiture of Game without Award to the Opposing Team.

(ii) Player: For breach in any Grade – 2 weeks Suspension.

(iii) Person(s)-in-Charge of the Team in which the breach is committed – 8 weeks Suspension.

10. U14 competitions will use a size 4 O'Neills football and sliotar.

11. U16 and U18 competitions will use a size 5 O'Neills football and sliotar.

12. In U14 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.

13. Semi Finals and Finals of all underage competitions will be subject to 2024 CCC Regulations for Adult Football and Hurling.

14. Referees are responsible for texting match results to the automated system.

15. Clubs wishing to video record any official fixture must obtain permission from CCC.

Approval would be granted on the understanding that the CCC must be provided with a copy of the recording if requested. The Club requesting permission must inform the opposition of the recording and a copy provided if requested.

Penalty: Failure to provide a copy when requested, £100 fine.

Any Club or individual not involved in the fixture does not have any right to undertake a video recording.

QUALIFICATION DETAILS FOR KNOCKOUT STAGES OF LEAGUE COMPETITIONS

Under 18 Football

In Grade 1 and Grade 2, the Top 8 teams will qualify for the League Quarter Finals.
The draw for the League knockout stages shall be as follows;

Quarter Finals (first named Team have home advantage)

- A. 1st place Team V 8th place Team
- B. 2nd place Team V 7th place Team
- C. 3rd place Team V 6th place Team
- D. 4th place Team V 5th place Team

Semi Finals

A v D

B v C

In Grade 3 and Grade 4, the Top 4 teams will qualify for the League Semi Finals.
The draw for the League knockout stages shall be as follows;

Semi Finals

- 1st place Team V 4th place Team
- 2nd place Team V 3rd place Team

Under 16 and Under 14 Football

In all Grades at U16 and U14, the Top 4 teams will qualify for the League Semi Finals.
The draw for the League knockout stages shall be as follows;

Semi Finals

- 1st place Team V 4th place Team
- 2nd place Team V 3rd place Team

NB

Where a Grade is divided into A and B sections, it shall be the Top 2 teams in each section who will qualify.

Semi Finals

- 1st place Team Section A V 2nd place Team Section B
- 1st place Team Section B V 2nd place Team Section A

Development Leagues Football

In all Development League competitions, the Top 2 teams will qualify for the League Final.

Final

- 1st place Team V 2nd place Team

WINNER ON THE DAY REGULATIONS

Phase 1

- Proceed to Extra time as provided for in T.O Cuid II (two periods of ten minutes each way)

Phase 2 (Penalty Kicks/Pucks)

If still level, a “penalty competition” to decide the outcome:

- The relevant rules in T.O. Cuid II shall apply in relation to Penalty Kicks/Pucks, unless otherwise stated.
- Penalties will be taken for goals only.
- The Referee shall choose the end at which the penalty kicks/pucks will be taken. The end may be changed by the referee if it becomes unplayable during the course of the penalties.
- The Referee will ensure two goal umpires are in place at the end in which the penalty kicks/pucks are to be taken;
 - Both umpires shall position themselves on the end line at opposite side of the goals facing inwards
 - If a penalty is scored, the goal umpire, will wave the green flag once the referee has signaled
 - If the penalty is saved or missed the point umpire will signal a wide once the referee has signaled
- Only players who are on the field of play at the end of Phase 1 (i.e., end of Extra Time), shall be allowed to be registered as a penalty taker or goalkeeper.
Exception: The substitute goalkeeper can come from the team panel.
- Each team shall register five penalty takers, a goalkeeper & a substitute goalkeeper with the referee and indicate in which order the penalty takers will take their penalties. (A penalty taker can also be a goalkeeper or a substitute goalkeeper, provided they were on the field at the end of the phase 1.)
- The Referee shall toss a coin in the presence of the two captains to see which team will have the option of going first.
- Subject to the conditions below both teams will take five penalty kicks/pucks which are taken alternately by the teams. The game is awarded to whichever team scores more of their five penalty kicks/pucks
 - If, before both teams have taken five penalty kicks/pucks, one team has scored more goals than the other team could score, even if they were to complete their five penalty kicks/pucks, no more penalty kicks/pucks shall be taken
 - If, after both teams have taken five penalty kicks/pucks and both teams have scored the same number of goals, the penalty competition will continue but in sudden death format using the same five registered players until one team has scored a goal more Winner on the Day Regulations 41 | Pagethan the other from the same number of kicks/pucks.
 - In sudden death, the same sequence of penalty takers does not have to be followed as in the first round of penalty kicks/pucks.
- Each penalty kick/puck is taken by a different player. All registered players must take a penalty kick/puck before any player can take an additional penalty kick/puck.

- The referee shall signal for the penalty to be taken. The penalty kick/puck is completed when the ball stops moving, goes out of play (including over the crossbar) or a goal is scored.
- Only the players involved in the penalty taking competition, as well as the Referee, Linesmen and Umpires are permitted on the pitch. With the registered penalty takers located between the 45m & 65m lines closest to the end selected by the referee. Goalkeepers to be located 20m from the goals.
- All other players (including substitute goalkeepers), managers, officials, backroom personnel etc. should be at their designated sideline area, and off the field of play when the penalty-taking competition is taking place.
- A goalkeeper who is injured (or sent off) while the penalty kicks/pucks are being taken and are unable to continue as a goalkeeper may be replaced* by the substitute goalkeeper who has been nominated in advance, provided the referee is notified. If in the event the substitute goalkeeper also gets injured, one of the registered penalty takers may replace* the substitute goalkeeper, provided the referee is notified. (*Once replaced, the goalkeeper/ substitute goalkeeper cannot be reintroduced as a goalkeeper at a later stage).
- In the event the goalkeeper who is injured while the penalty kicks/pucks are being taken and is unable to continue and is also a registered penalty taker, they may be replaced by a player who was on the field of play at the end of Phase 1 (i.e., end of Extra Time), provided the change is approved by the referee. If the goalkeeper has taken a penalty, the replacement cannot take a penalty until the next round of penalties.
- In the event a registered penalty taker is sent off by the referee while the penalty kicks/pucks are being taken, they may be replaced by a player who was on the field of play at the end of Phase 1 (i.e., end of Extra Time), provided the change is approved by the referee. If the sent-off player has taken a penalty, the replacement cannot take a penalty until the next round of penalties.