U13 Juvenile League Club Information 2024.

• Substitutions/Reduced panel numbers:

Maximum of 7 substitutions per Fixture for (Groups 1 to 5) at 15-a-side

Unlimited Substitution's per fixture for (Groups 6 and 7) at 12 -a-side.

In relation to reduced panel numbers

A team who can only field 12 to 14 players on the day of the fixture can both clubs please pre-arrange prior to the fixture being confirmed, the club reducing its numbers to accommodate can still use substitutions as normal.

However, no club can alter this to suit:

A club cannot play 12 a side and use 2 or 3 subs if your grade is 15 a side.

Please play 15 -a- side.

• Pitch Sizes:

(GROUPS 1 TO 5) *15 -a-side- Full Pitch*

(GROUPS 6 AND 7) *12 -a- side will be 21m to 21m and Full width*

*IN THE EVENT OF 15-A-SIDE CLUBS WHO REDUCE TO PLAY 13 PLAYERS OR LESS PLEASE REVERT TO

A 12-A-SIDE PITCH

• Sliotar sizes:

U13 – Size 4

• Game Duration:

20 mins a half

• **Position on Table:**

- Where teams finish level for points the tie shall be decided in the following order.
 - **1**. The outcome of the meeting of the two teams.
 - 2. On completion of all group games the club with the lowest conceded score will rank highest.3. Coin Toss.

• Guidelines for group games:

All group games must be completed on dates set out on the fixture list.

Games are on a home/away basis – with first named team having home advantage.

If home venue club cannot provide a pitch for their home game, then the game will be offered to the oppositions pitch.

• Draw match at full time for Finals:

In the event of drawn games at Cup or Shield finals extra time will be played as follows:

- > 8 minutes per half
- If still a drawn game, then the match will go to a replay

• Appointment of Referees:

- > Home venue clubs **<u>please</u>** appoint a registered Camogie referee.
- > Payment of Neutral Registered Camogie Referee will be evenly split between both clubs.
- ➤ (20 euro's each)
- Neutral Referee's will be appointed for all Finals.

N.B *WINNING CLUB TO TEXT RESULT TO GROUP CO-ORDINATOR PLEASE*