

2022 u20/u21 Competition Regulations



General Regulation

1. u20 Football and u21 Hurling championships & competitions shall be run each year. Following affiliations, the CCC shall make all arrangements including competition formats and gradings.

Competition Format & Regulations

2. For 2022, u20 football will have 5 grades – the u20 football championship, and u20 football A, B, C, and D competitions. Each grade will be drawn into 2 groups with top 2 in each group into semi-finals as follows A1 vs B2; and B1 vs A2.
3. For 2022, u21 hurling will have 3 grades with 6 teams each – the u21 hurling championship, and u21 Hurling A & B competitions. Top 2 teams into final after round robins.
4. Where teams finish level on points to qualify for knockout stages, teams that have given walkovers will be ranked lower to determine the ranking order, and this will be done prior to applying the criteria in General championship regulations if necessary.
5. Games in the A, B, C and D competitions are 15 a side by default – but a game can be played down to 11 a-side if either team does not have sufficient players. In this case playing numbers are determined by the team with the lowest number of players who must start all players available (ie no subs) and a minimum of 11 players. Opposition must match playing numbers down to the minimum if players leave the field through injury but should not match numbers for players leaving the field for disciplinary reasons. Unlimited substitutions can also be used in A, B, C and D competitions.
6. All games shall be played as fixed by the CCC with no changes or postponements allowed for any reason. If a home team pitch is not available or not playable then the venue automatically switches. If neither pitch is available/playable then the original home team is responsible for providing an alternate pitch. Matches not played will not be refixed and the CCC will award to one team or consider the game as null and void depending on the circumstances. Exception - games involving teams in Leinster club championships may be rescheduled to mid-week dates.
7. Any club with 2 teams must provide a list of 15 players to CCC that cannot play with 2nd teams. Additionally, per rule 6.19 any additional players that play with 1st team are no longer eligible to play with 2nd teams. Clubs with 2 teams may be fixed to play at the same time.
8. Except where outlined in these competition specific regulations, these championships and A, B, C and D competitions shall be governed by Meath general championship regulations and Official Guide championship rules.

Reminder of Official Guide Rules & General Championship Regulations

9. All clubs and independent teams entered must be registered on Foireann to take part. **Clubs must also ensure that the injury benefit fund fee for this registered team is paid directly to Croke Park.**
10. All knockout games will finish on the day – ie extra time and penalties if necessary
11. Twenty-four medals shall be provided for the winners of each Championship, and 20 medals for the winners of A, B, C and D competitions.
12. Numbers of players and substitutions in Championship grades are as specified in the Official Guide - ie 15 a side with 5 subs in normal time.
13. All games may be scheduled on a home/away or at neutral venues (including astro pitches or under lights) as determined by the CCC. Home team pays the referee expenses.
14. When 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. Points awarded from the games in which only the teams involved, (teams tied on points), have played each other.
 - ii. Scoring Difference (subtracting the total Scores Against from total Scores For);
 - iii. Highest Total Score For;
 - iv. Highest number of Goals For;
 - v. Lowest number of goals Conceded;
 - vi. Play – Off.

In the event that two teams or more finish with equal points, but have been affected by a disqualification, loss of game on a proven objection, retirement or walk over, the tie shall be decided by the following means and in the order specified:

- i. Points awarded from the games in which only the teams involved, (teams tied on points), have played each other.
 - ii. Score Difference from the games in which only the teams involved, (teams tied on points), have played each other. (subtracting the total Scores Against from total Scores For)
 - iii. Highest Total Score For, in which only the teams involved, have played each other, and have finished equal in (i)
 - iv. Highest Number of Goals Scored, in which only the teams involved, have played each other, and have finished equal in (i) and (ii).
 - v. Lowest Number of Goals Conceded, in which only the teams involved, have played each other, and have finished equal in (i), (ii) and (iii)
 - vi. Play – Off.
15. Age Grades as per Official Guide 6.17

Under 21: A Player shall have celebrated his 16th. birthday prior to January 1st. and his 21st. birthday on or after January 1st. of the Championship Year.

Under 20: A Player shall have celebrated his 16th. birthday prior to January 1st. and his 20th. birthday on or after January 1st. of the Championship Year