**Specific John West** **Féile na nGael and Féile Peile na nÓ Playing and Participation Rules**

**General Rules**

* Gaelic Football and Hurling games shall be played in accordance with the revised playing rules of the GAA effective as outlined in the GAA An Treorí Oifigiúil/Official Guide.
* Camogie games shall be played in accordance with An Treorí Oifigiúil/Official Guide 2012 of the Camogie Association.
* Ladies Gaelic Football games shall be played in accordance with the Association’s Official Guide.
* Handball games shall be played in accordance with the playing Rules and Regulations of GAA Handball Ireland.

**Composition of Teams**

All Football, Hurling and Camogie Games shall be played on a 15-a-side basis (unless Coiste Stiúrtha Náisiúnta Féile has decided that a certain Division may deviate from the 15 a-side rule) on a full sized pitch except as stated below.

Football, Hurling and Camogie Games played on a 13 a–side-basis will take place on a full size pitch. Where games take place on an 11 a side basis the pitch size will be modified to the full width area between each of the 20 meter lines on the pitch.

**Playing Time**

The duration of Football, Hurling and Camogie Games will be 15 minutes per half. This applies to all Féile competitions at local, regional and National level. Where extra time is required the duration will be five minutes per half.

In Handball each pair play one game for 20 minutes or the first pair to reach 21 Aces. One point is awarded for each win. The first Service is decided on the toss of a coin.

The team receiving in the first game will have first Service in the second game.

**Playing Panels**

A playing panel for both John West Féile na nGael in Hurling and Camogie and in John West Féile Peil na nÓg for Gaelic Football and Ladies Gaelic Football shall be confined to a maximum of 24 players per team.

In 13 a side competitions the playing panels for John West Féile na nGael in Hurling and Camogie and in John West Féile Peil na nÓg for Gaelic Football and Ladies Gaelic Football shall be confined to a maximum of 20 players per team.

Each team shall be accompanied by a maximum of 4 team mentors, one of whom should have first aid training so as to enable them administer basic first aid if so required. Where a panel of 24 players has been submitted by a Club their team must play 19 players, as a minimum, during each game, i.e. 15 players to commence the game and at least four substitutions on an interchange basis.

Where a team, due to unavailability, injuries or suspensions may not have 20 players available to them they must submit their full list of available players to the local Féile Official before the game and play each of these players in that game in accordance with the interchange policy. i.e. if a Club has 19 players only available to them, they must play all 19 players during the game and may interchange players as they deem appropriate.

Any team participating in John West Féile na nGael or John West Féile Peil na nÓg that has been proven to have been illegally constituted, may be debarred from participation in Féile in accordance with their Association rules.

**Team list**

A full team list, consisting of all players and substitutes, must be furnished to the local Féile Official before each game.

**Player identification**

Players must retain the number on his/her jersey as per the official registration form, i.e. if a player is No. 10 on the registration form, he/she may only wear the No. 10 jersey in all games and during the parade.

Should the team goalkeeper play as an outfield player during any game he/she will continue to wear their numbered goalkeeper’s jersey as per the registration of the player. If the goalkeeper jersey clashes with the colour of the opposing team the use of a bib may be permitted once it is of similar colour to their team colours. In such circumstances as above the substitute goalkeeper must wear a jersey/bib which is distinctive in colour from his/her own team’s jerseys, his/her own team’s goalkeeper’s jerseys and the opposing team’s colours.

**National Finals**

The initial stages of the National Féile will be played on a league basis with two points awarded for a win and one for a draw.

The top two teams in each section will qualify for the Cup quarter finals with the remaining teams qualifying for the Shield quarter finals.

Should two teams finish level on points, the winner of the original game between those two teams will progress. If that game ended in a draw, or if more than two teams ended level on points, qualification for the semi final or quarter final will be decided by score difference on the basis of the team with the overall aggregate lowest score against them.

**Semi Final Draw**

In the event of a draw at the semi-final or quarter final stages ten minutes extra time (2 x 5 mins.) will be played. If a draw still results then five frees will be taken by five different players as follows:

Camogie: 30 metres

Hurling: 45 metres

Ladies Football: 30 metres

Gaelic Football: 30 metres

Frees to be taken for points, with no goalkeeper/defenders facing the free takers.

The team with the most points scored, following five frees per team, will be deemed to have won the game. If still level after five frees per team then ‘sudden death frees’ are to be taken by different players until one team has scored a point and the other misses.

Frees in Ladies Gaelic Football and Gaelic Football may be taken from the hand or from the ground, as per the player’s choice. Frees shall be taken at a central point, identified by the referee, between the two goals posts, but the necessary distance from the goal line as per above.

**Final Draw**

In the event of a draw in the final, ten minutes extra time (2 x 5 mins.) will be played.

If a draw still results the trophy will be shared.

A toss of a coin will determine which side will receive the trophy for the first six months.

**Handball**

In handball the following procedures apply in the case of a draw:

**Two Teams Level:**

If handball teams are level each team picks 2 players and plays a game to 11 aces.

The first to reach 11 aces is deemed the winner.

**Three teams level:**

A round-robin play-off will be played, following an open draw, A v B, B v C and A v C.

Each team will select 2 players from their panel.

Each game will be to 11 aces, with one point awarded for a win.

If this method fails to divide the teams then the tie shall be decided (based on these three games) by the following means and in the order specified:

1. Scoring difference (Subtracting the total scores against from the total scores for)
2. Highest total score for
3. Scoring Average (divide total score against into total score for)

**Four teams level:**

A knock out play-off will be played.

Each team will select two players from their panel.

Two semi-final games will be played.

Each game will be to 11 aces.

The two winners will go through to semi-final.

**Team Colours**

All teams shall wear their official club colours. If there is a clash of colours, the host team will change. If both teams are visiting, both teams will change. Alternative sets of jerseys may be provided by An Coiste Áitiúil Féile na nGael and/or Féile Peil na nÓg

**Substitutions**

1. Two substitutes will be introduced 10 minute into the first half and 5 minutes into the second half, (on the referee`s signal). These players are to remain on the field for the remainder of the game (except in the case of injury). There is no requirement to make substitutions in the case of play offs where required.
2. All players should play a minimum of 30 minutes in the Féile weekend.
3. All clubs should be encouraged to promote an equal playing time ethos where younger players are not playing above their grade unless absolutely necessary due to a lack of numbers within a catchment area.
4. Substitutions are introduced in handball for injured players only.

**Disciplinary Matters**

**Accommodation**

Where a visiting club fails to stay in the host accommodation provided by the host club, the visiting club will be suspended for the remainder of the Féile competition. An Coiste Stiúrtha Náisiúnta may impose further sanctions against the club including suspension from participating in future Féile competitions.

**Substitutions**

Where a club fails to observe the Féile rules regarding the minimum number of substitutes to be made that club shall forfeit the match. Where both clubs in the same match fail to observe the Féile rules regarding substitutes the match shall be deemed void.

**Féile CCC**

The Féile Competitions Control Committee shall adjudicate on all disciplinary matters where a hearing is requested relating to the enforcement of rules arising from both John West Féile na nGael and John West Féile Peil na nÓg competitions.

The Féile Competitions Control Committee of John West Féile na nGael shall comprise of the Cathaoirleach and Rúnaí of An Coiste Stiúrtha Náisiúnta, the Cathaoirleach of An Coiste Féile Áitiúil, together with a Handball and Camogie representative and a nominee of An Coiste Féile Áitiúil (or an alternate nominated by any of above).

The Féile Competitions Control Committee of John West Féile Peil na nÓg shall comprise of the Cathaoirleach and Rúnaí of An Coiste Stiúrtha Náisiúnta, the Cathaoirleach of An Coiste Féile Áitiúil, together with a Ladies Gaelic Football representative and a nominee of An Coiste Féile Áitiúil (or an alternate nominated by any of above)

**Handball**

The Féile Competitions Control Committee (CCC) is responsible for the enforcement of rules, hearing objections and counter objections and disciplinary matters relating to the John West Féile na nGael Handball Competition.

Issue must be brought to the attention of the CCC, by the venue co-ordinator, referee and/or team manager within fifteen minutes of the conclusion of the game in question.

An appeal against a decision of the CCC may be brought to the Hearings Committee. Such appeal must be lodge with the chairperson of the Hearings Committee within fifteen minutes of being advised of the decision of the CCC. The decision of the Hearings Committee is final and binding.