(COUNTY)

COMPETITION

GUIDELINES

**Sample County Competition Guidelines**

**(Please note: These guidelines are just examples of regulations that can be used by counties)**

**Ratified: INSERT DATE**

These competition guidelines are in conjunction with the LGFA Official Guide and the (COUNTY) Bye-Laws.

**GENERAL REGULATIONS**

1. **Fixtures**

|  |  |
| --- | --- |
| Changing the date of a fixture | For this to be permitted both clubs MUST agree on an alternative date BEFORE seeking permission to change a game from the Fixture Co-ordinator for your competition. No Games can be moved or changed without the permission of the relevant co-ordinator. Failure to adhere to this WILL result in the loss of points. The onus is on BOTH teams to inform the referee of any change. By agreement fixtures may be brought forward to any extent but must be agreed by the coordinator, if fixtures are being put back a three-day rule applies. Only the coordinators or Fixtures Officer may bring proposed exceptions to these rules to the attention of the Executive.  If teams fail to agree on change then the fixture reverts to the original date and time. |
| Fail to Fulfil Fixture | Teams that fail to fulfil a fixture, on the date specified by the Fixtures Committee, shall forfeit the points for the match concerned and cover the referee’s fee in full. A walkover is the automatic victory of a team, if the opposing team withdraws from a game.  If both teams fail to fulfil a fixture, both teams shall be  deemed to have failed to fulfil the fixture, resulting in neither team receiving points. |
| Failure to Fulfil Multiple Fixtures | In the event of a team being excluded from a competition, on the agreement of the County Board, due to that team’s failure to fulfil two or more fixtures, results of its played games shall stand. Points from its remaining unplayed fixtures shall be awarded to its nominated opponents in those matches. |
| Postponing Matches | Matches can only be cancelled at short notice in the event of a bereavement of a close family member of a player, mentor or club official, serious tragedy in the Parish, and provided the Fixtures Committee and the opposing team have been informed. A close family member is defined as a parent/child, sibling or grandparent. Cousins are included only in tragic circumstances. |
| Player Availability | Unavailability of any player due to sickness, holidays, work commitments, etc. is not an acceptable reason for seeking postponement of a match. |
| County Teams | Where Intercounty games are set at a weekend the effected games (games involving panellists) at all ages will be set for the following Monday. |
| Exceptional Circumstances | In exceptional circumstances the County Board may re-fix a match at the request of a club, provided it does not impact the orderly running of the competition. Such a request must be in writing/text and must reach the County Board two weeks before the date of the match. |
| Pitch Availability | Where a pitch is not available for playing a match at the prescribed date/time the home club shall endeavour to find an alternative pitch or will lose home advantage and will play their home match at the opponents pitch. Where a match is moved the Fixtures Committee must be notified.  In the case of a match at a neutral venue the organising committee may move the venue should they require if the designated pitch becomes unavailable. |

1. **Referees**

|  |  |
| --- | --- |
| Appointments | The Fixtures Committee shall appoint referees for all games from Under to Adult.  It is the responsibility of home club to appoint referees for Go Games. |
| Contacting the Referee | All Team Mentors must contact the referee at least 48 hours in advance of the fixture to confirm his/her availability. Referee details are circulated to all clubs. If the appointed referee is not available inform the referee’s coordinator immediately. |
| Behaviour and Conduct | Clubs are responsible for ensuring that referees, officials and the opposition are treated with respect at all times by everyone with their club. |
| Referee’s Expenses, Team Sheets and Player Numbering | All referees expenses will be €20 per team\* and expenses and Team Sheets are to be given to the Referee BEFORE the game begins. Players Jersey numbers must correspond with the numbers on the Team Sheet. [If a jersey is missing, the original number should be crossed off and replacement number inserted in its place]  \*€10 per team for small sided games U8 to U11, €15 for U12 games |

1. **Results**

|  |  |
| --- | --- |
| If referee appointed by the fixtures committee | It is the responsibility of the **Referee** to ensure they send text results back to Games Management System after all games. If there is a problem with the text, please text the game result to the relevant co-ordinator. |
| If referee not appointed by the fixtures committee | It is the responsibility of the **Home club** to ensure they send text results back to Games Management System after all games or use the relevant agreed method of notification for that competition. If there is a problem with the text, please text the game result to the relevant co-ordinator. |

1. **Decision on Placings**

|  |  |
| --- | --- |
| In the event of a tie to qualify from the round, and/or to determine placing at the end of a competition consisting of a round robin | When exactly two teams tie   * The result of the game between the two teams shall decide * If a drawn game, the number of points scored to decide * Where this doesn’t decide, the score difference shall be used to decide   When more than two teams tie following round robin phase in Championship/Cup or in league the following procedure shall apply in all competitions:  Where more than two teams are involved – Scoring difference (subtracting the total scores against from the total scores for) of the games where the teams tied on points played each other only.  In the event that a team involved in a tie consisting of more than two teams had their finishing points total affected by a loss of points on a proven objection, forfeiture of points for breach of rule / regulation, or by loss of points for failing to fulfil a fixture in that competition, that team shall not be included in any play-off and shall deemed to have finished in last place in whatever means is used to decide the tie.  When match is forfeited Match points go to opposition, a notional score is entered as 0-1 to team gaining points, 0-0 to team that forfeits points, this 0-1 is deducted should points difference be an issue for progression in the competition for the team that gained points. |

1. **Times and Days of Games**

|  |  |
| --- | --- |
| Under 8 Alternating Weeks | 11am Sunday |
| Under 9 Alternating Weeks | 11am Sunday |
| Under 10 Alternating Weeks | 3pm Saturday |
| Under 11 Alternating Weeks | 12pm Sunday |
| Under 12 Alternating Weeks | 2pm Saturday |
| Under 13 Alternating Weeks | 4pm Saturday |
| Under 14 | Sunday 12pm (Winter)  Friday 7.30pm (Summer) |
| Under 15 | 1.30pm Saturday |
| Under 16 | 5pm Sunday |
| Under 17 | 3pm Saturday (Winter)  7.30pm Monday (Summer) |
| Under 18 | 4pm Saturday (Winter)  7.30pm Monday (Summer) |
| Adults | 7.30pm Wednesday  Or 7.30pm Monday as required |

1. **Match Day**

|  |  |
| --- | --- |
| Numbers | From Under 14 grade, the number of players allowed into the dressing room and onto the playing enclosure is for 15-a-side competitions is a maximum of 30 as per rule 378 of LGFA Official Guide and 7 officials. |
| Side-line | Only the manager is permitted to move along the side-line and the maor foirne (runner) may enter the field of play only during a break in play but must then return to designated area away from side-line. All other officials shall remain back from side-line for duration of game.  Three substitutes may warm up at any one time on the side-line but must wear bibs while doing so.  Teams may have a maximum of 4 water carriers and they must not be under 16 years of age. |

**COMPETITION REGULATIONS**

1. **Under 8 – Under 12**

|  |  |
| --- | --- |
| Small Sided  ‘Go Games’ | For this to be permitted both clubs MUST agree on an alternative date BEFORE seeking permission to change a game from the Fixture Co-ordinator for your competition. No Games can be moved or changed without the permission of the relevant co-ordinator. Failure to adhere to this WILL result in the loss of points. The onus is on BOTH teams to inform the referee of any change. By agreement fixtures may be brought forward to any extent but must be agreed by the coordinator, if fixtures are being put back a three-day rule applies. Only the coordinators or Fixtures Officer may bring proposed exceptions to these rules to the attention of the Executive.  If teams fail to agree on change then the fixture reverts to the original date and time. |

|  |  |  |  |
| --- | --- | --- | --- |
| **ITEM**  **RECOMMENDED GO GAMES RULES** | **UNDER 8 & UNDER 9** | **UNDER 10 & 11** | **UNDER 12** |
| **1. Team sizes/**  **Participation** | Maximum 9 -a-side.  A club/school/community team with 14 players or more players should make two or more teams to play in games, where possible.  Coach/mentor encouraged to rotate positions at half-time. | Maximum 11-a-side, if teams have panels of 16 or more players they should make two or more teams to play in games, where possible.  Each sub should play a minimum of a full half in each game.  Coach/mentor encouraged to rotate positions at half-time. | Maximum 13-a-side if teams have panels of 18 or more players should make two or more teams to play in games, where possible  Each sub should play a minimum of a full quarter in each game.  Coach/mentor encouraged to rotate positions at half-time. |
| **2. Pitch Dimensions** | 65m x 40m  Make pitch smaller, if appropriate. | 90m x 40-50m  Make pitch smaller, if appropriate. (Depending on grading) | **Pitch no longer** than 105m long (20m line - 20m line).  Make pitch smaller, if appropriate. (Depending on grading) |
| **3. Zones** | 2 Zones: Line across halfway, Backs/forwards must remain in zone they are assigned/ midfielders can enter any zone. | 2 Zones: Line across halfway, Backs/forwards must remain in zone they are assigned/ midfielders can enter any zone | None |
| **4. Duration** | Minimum 8min to maximum 15min per half. | Minimum 10min (blitz) Max 20 -25min per half (Normal game)  4 quarters as per rule 348 (12.5min per quarter) | Minimum 10min (blitz) to max 20 -25min per half (Normal game)  4 quarters as per rule 348 (12.5min per quarter) |
| **5. Goalposts** | Well secured goalposts; Minimum 8ft x 6ft to maximum 15ft x 7 ft.  Training Poles are optional. | Well secured goalposts; Minimum 8ft x 6ft to maximum 15ft x 7 ft. | Well secured goalposts; Minimum 8ft x 6ft to maximum 15ft x 7 ft. |
| **6. Ball** | Size 2 Quick touch | Size 3 Smart touch | Size 4 or Smart touch |
| **7. Commence** | With throw in at halfway line  All other players must stand 10m away from player taking. | With thrown in at halfway mark.  All other players must stand 10m away from player taking. | With thrown in at halfway mark.  All other players must stand 10m away from player taking. |
| **8. Outfield Play** | **Full rules except:**  Two touches- one hop & one solo or 2 solos | **Full rules except:**  Two touches- one hop & one solo or 2 solos | **Full rules except:**  Two touches- one hop & one solo or 2 solos |
| **9. Goalkeeper** | After a score the ball is thrown in from half way line (digression of organising committee allowed here) otherwise,  Restart play with kick out from hands 10m from goal | Restart play with kick out from hands 10m from goals | Restart play with kick out from hands 10m from goals |
| **10. Restarts:**  **‘Nearest Player’**  **Frees / ‘45’s /**  **Side-line –** | All taken from the hand.  All opposing players should be at least 10m from player taking.  Free kicks should be no closer than 10m from opposing end line.  **Nearest Player**  **Frees;** Player who is fouled or nearest fouled ball takes.  **Side-line;** Player nearest ball when crosses line takes.  **‘45’s’;** No 45’s, play commence with kick out  Referee chooses player nearest/last struck to take free. | All taken from the hand.  All opposing players should be at least 10m from player taking.  Free kicks should be no closer than 10m from opposing end line.  **Nearest Player**  **Frees;** Player who is fouled or nearest fouled ball takes.  **Side-line;** Player nearest ball when crosses line takes.  **‘45’s’;** No 45’s, play commence with kick out  Referee chooses player nearest/last struck to take free. | All taken from the hand.  All opposing players should be at least 10m from player taking.  Free kicks should be no closer than 20m from opposing end line.  **Nearest Player**  **Frees;** Player who is fouled or nearest fouled ball takes.  **Side-line;** Player nearest ball when crosses line takes.  **‘45’s’;** Player who last strikes the ball on attacking team takes from halfway line in line where ball crosses end line.  Referee chooses player nearest/last struck to take free. |
| **11. Scoring** | 3 points for over crossbar and 1 point for goal. | 3 points for over crossbar and 1 point for goal | 1 point for over crossbar and 3 points for goal as standard. |
| **12. Other** | No Penalties |  |  |

**Under 6 Go Games**

**Aim:**

**To introduce players to game for the first time.**

**30m**

**25m**

**Playing the Game**

* **5 v 5** including goal keeper
* **Max** 7 v 7
* Pitch 30m x 25m
* 2 Zones: line across halfway. Backs/forwards remain in zone,
* Players should rotate positions
* Unlimited subs if applicable
* Players should get equal playing time

**Organising**

**Equipment:**

* Goal posts (8ft x 6ft). Training poles optional
* Jerseys or numbered bibs
* Size 1 first touch ball
* Cones for halfway line and side lines

**Time:**

* 20 min games (10per half)
* At least 2 games per occasion

**1**

**The Official rules of LGFA will apply to all games however the following modified rules are applicable at under 6 level:**

* 2 Zones: line across halfway. Backs/forwards remain in zone assigned, no midfielders
* Play to commence with throw in at centre
* After score, the ball to be thrown in from half way mark (To avoid ball stuck down 1 half), otherwise, restart play with kick out from hands 10m from goal.
* 2 touch rule (2 solos or 1 hop & 1 solo)
* Ball can be picked off the ground with the hands provided the player is on her feet
* No 45’s (ball is deemed wide if goes over end line)
* No penalties
* 3 Points for over the bar, 1 point for under the cross bar
* Nearest player: (a) Player who is fouled will take the free from her hands (b) Opponents player who is nearest side-line to take from her hands
* **Referees decision is final**

**5**

**4**

**3**

**2**

**Under 7 Small Sided Games**

**Aim:**

**To introduce players to game and initiate spatial awareness**

**30m**

**25m**

**Playing the Game**

* **5 v 5** inc goal keeper
* **Max** 7 v 7
* Pitch 30m x 25m
* 2 Zones: line across halfway. Backs/forwards remain in zone,
* Players should rotate positions
* Unlimited subs if applicable
* Players should get equal playing time

**Organising**

**Equipment:**

* Goal posts (8ft x 6ft). Training poles optional
* Jerseys or numbered bibs
* Size 1 first touch ball
* Cones for halfway line and side lines

**Time:**

* 20 min games (10per half)
* At least 2 games per occasion

**1**

**The Official rules of LGFA will apply to all games however the following modified rules are applicable at under 7 level:**

* 2 Zones: line across halfway. Backs/forwards remain in zone assigned, no midfielders
* Play to commence with throw in at centre
* After score, the ball to be thrown in from half way mark (To avoid ball stuck down 1 half), otherwise, restart play with kick out from hands 10m from goal
* 2 touch rule (2 solos or 1 hop &1 solo)
* Ball can be picked off the ground with the hands provided the player is on her feet
* No 45’s (ball is deemed wide if goes over end line)
* No penalties
* 3 Points for over the bar, 1 point for under the cross bar
* Nearest player: (a) Player who is fouled will take the free from her hands (b) Opponents player who is nearest side-line to take from her hands
* **Referees decision is final**

**5**

**4**

**3**

**2**

**Under 8 Go Games**

**Aim:**

**To develop the basic technical skills in a controlled environment.**

**2**

**3**

**6**

**7**

**5**

**4**

**45m**

**30m**

**Playing the Game**

* **7 v 7** inc goal keeper
* **Max** 9 v 9
* Pitch 45m x 30m
* 2 Zones: line across halfway. Backs/forwards remain in zone, midfielders can enter any zone
* Players should rotate positions
* Unlimited subs if applicable
* Players should get equal playing time

**Organising**

**Equipment:**

* Goal posts (8ft x 6ft). Training poles optional
* Jerseys or numbered bibs
* Size 2 Quick touch ball
* Cones for halfway line and side lines

**Time:**

* 20 min games (10 per half)
* At least 2 games per occasion

**1**

**The Official rules of LGFA will apply to all games however the following modified rules are applicable at under 8 level:**

* 2 Zones: line across halfway. Backs/forwards remain in zone assigned, midfielders can enter any zone
* Play to commence with throw in at centre
* After score, the ball to be thrown in from half way mark (To avoid ball stuck down 1 half) **OR** Goalkeeper may advance 10m for kick out
* 2 touch rule (2 solos or 1 hop & 1 solo)
* Ball can be picked off the ground with the hands provided the player is on her feet
* No 45’s (ball is deemed wide if goes over end line)
* No penalties
* 3 Points for over the bar, 1 point for under the cross bar
* Nearest player: (a) Player who is fouled will take the free from her hands (b) Opponents player who is nearest side-line to take from her hands
* **Referees decision is final**

**Under 9 Go Games**

**Aim:**

**To continue to develop the basic technical skills in an environment where players are encouraged to develop tactical awareness i.e decision making, time & space**

**65m**

**40m**

**Playing the Game**

* **9 v 9** inc goal keeper
* Pitch 65m x 40m
* 2 Zones: line across halfway. Backs/forwards remain in zone, midfielders can enter any zone
* Players should rotate positions
* Unlimited subs if applicable
* **Players should get equal playing time**

**Organising**

**Equipment:**

* Goal posts (8ft x 6ft). Training poles optional
* Jerseys or numbered bibs
* Size 2 Quick touch ball
* Cones for halfway line and side lines

**Time:**

* 30 min games (15 per half)
* At least 2 games per occasion

**The Official rules of LGFA will apply to all games however the following modified rules are applicable at under 9 level:**

* 2 Zones: line across halfway. Backs/forwards remain in zone assigned, midfielders can enter any zone
* Play to commence with throw in at centre
* After score, the ball to be thrown in from half way mark (To avoid ball stuck down 1 half) **OR** Goalkeeper may advance 10m for kick out
* 2 touch rule (2 solos or 1 hop & 1 solo)
* Ball can be picked off the ground with the hands provided the player is on her feet
* No 45’s (ball is deemed wide if goes over end line)
* No penalties
* 3 Points for over the bar, 1 point for under the cross bar
* Nearest player: (a) Player who is fouled will take the free from her hands (b) Opponents player who is nearest side-line to take from her hands
* **Referees decision is final**

**6**

**5**

**1**

**3**

**4**

**2**

**7**

**8**

**9**

**Under 10 Go Games**

**Aim:**

**To continue to develop the basic technical skills in an environment where players are encouraged to develop tactical awareness i.e decision making, time & space**

**2**

**65m**

**Organising**

**Equipment:**

* Goal posts (8ft x 6ft). Training poles optional
* Jerseys or numbered bibs
* Size 3 smart touch ball
* Cones for halfway line and side lines

**Time:**

* 30 min games (15 per half)
* At least 2 games per occasion

**The Official rules of LGFA will apply to all games however the following modified rules are applicable at under 10 level:**

* 2 Zones: line across halfway. Backs/forwards remain in zone assigned, midfielders can enter any zone
* Play to commence with throw in at centre
* Goalkeeper may advance 10m for kick out
* 2 touch rule (2 solos or 1 hop & 1 solo)
* Ball can be picked off the ground with the hands provided the player is on her feet
* No 45’s (ball is deemed wide if goes over end line)
* No penalties
* 3 Points for over the bar, 1 point for under the cross bar
* Nearest player: (a) Player who is fouled will take the free from her hands (b) Opponents player who is nearest side-line to take from her hands
* **Referees decision is final**

**Playing the Game**

* **9 v 9** inc goal keeper
* **Max** 11a side
* Pitch 65m x 40m
* 2 Zones: line across halfway. Backs/forwards remain in zone, midfielders can enter any zone
* Players should rotate positions
* Unlimited subs if applicable
* **Players should get equal playing time**

**8**

**9**

**7**

**4**

**3**

**1**

**6**

**5**

**40m**

**Under 11 Go Games**

**Aim:**

**To enable players to perform technical skills accurately and consistently and to assist with developing team play.**

**90m**

**Organising**

**Equipment:**

* Goal posts (8ft x 6ft). Training poles optional
* Jerseys or numbered bibs
* Size 4

**Time:**

* 50 min games
* 25 per half or 12.5min quarters

**The Official rules of LGFA will apply to all games however the following modified rules are applicable at under 11 level:**

* Play to commence with throw in at centre
* Goalkeeper may advance 10m for kick out
* 2 touch rule (2 solos or 1 hop &1 solo)
* Ball can be picked off the ground with the hands provided the player is on her feet
* No 45’s (ball is deemed wide if goes over end line)
* 3 Points for over the bar, 1 point for under the cross bar
* Nearest player: (a) Player who is fouled will take the free from her hands (b) Opponents player who is nearest side-line to take from her hands
* **Referees decision is final**

**Playing the Game**

* **11 v 11** inc goal keeper
* Pitch 90m x 40-50m
* Players should rotate positions
* Unlimited subs if applicable
* **Players should get equal playing time**

**4**

**3**

**1**

**6**

**5**

**11**

**9**

**10**

**8**

**7**

**6**

**5**

**3**

**4**

**2**

**1**

**40-50m**

**Under 12 Go Games**

**Aim:**

**To enable players to perform technical skills accurately and consistently and to assist with developing team play.**

**Playing the Game**

* **11 v 11** inc goal keeper
* **Max** 13 aside
* Pitch 90m x 40-50m
* **Max size** 105m (20m -20m line)
* Players should rotate positions
* Unlimited subs
* **Players should get equal playing time**

**Organising**

**Structure**

* U12 games to be organised in Blitz or league format
* **Spring:** Geographical/cluster blitzes/league to determine grading. Scores to be recorded but **not** published.
* **Autumn:** League based on spring grading
* 4 quarters as per rule 348

**Equipment:**

* Goal posts (8ft x 6ft)
* Jerseys or numbered bibs
* Size 4

**Time:**

* 50 min games
* 25 per half or 12.5 quarters

**The Official rules of LGFA will apply to all games however the following modified rules are applicable at under 12 level:**

* Play to commence with throw in at centre
* Goalkeeper may advance 13m for kick out
* 2 touch rule (2 solos or 1 hop &1 solo)
* Ball can be picked off the ground with the hands provided the player is on her feet
* 45’s (taken 40m from the hands)
* 1 Point for over the bar, 3 points for under the cross bar
* Nearest player: (a) Player who is fouled will take the free from her hands (b) Opponents player who is nearest side-line to take from her hands
* **Referees decision is final**

**105m**

**6**

**4**

**2**

**3**

**5**

**13**

**12**

**11**

**10**

**9**

**8**

**7**

**1**

1. **Adult**

|  |  |
| --- | --- |
| Playing Rules | Normal playing rules as per LGFA Official Guide except as set out below |
| No of Players | 15 a side in League and Championship + 5 substitutes in Divisions 1 to 2 inclusive  Divisions 3 and 4 as 13 a side but maximum available up to 15 a side to be played with sides being equalised for injuries, and with unlimited substitution allowed |
| Substitutions | Max 5 permitted in League & Championship (Except for Division 3 and 4 League, see below) |
| Walkovers | The following penalties shall be levied for Adult games where walkovers are given- Cup €50 for second or subsequent walkovers, League €50 for second or subsequent walkovers, €100 fine for any walkover in championship |
| Cup Competition | The Cup Competition must be played with/without Inter County players depending on inter county requirements.  All CUP games are played at 13 a side but maximum available up to 15 a side to be played with sides being equalised for injuries.  Adult Cup to play round robin in two groups (Note where possible venue will be opposite to league fixture).  Semi-final and final to be played, (semi is 1 v 4 and 2 v 3 for single group and winner group vs second in other group for 2-group competitions), toss for venue for final  For Divisions of more than 10 teams an alternative Cup structure may be put in place.  In the event of a tie to qualify for the semi-final the rules shall be the same as for Championship rules  • Unlimited Substitutions allowed in Cup |
| Championship Rules | * League rounds to be drawn before the competition starts * Where there are uneven numbers of teams, the arrangement of rounds and qualifiers to be arranged in advance of the competition * Should a round be or become only two teams, both shall play each other twice – home and away * All championship matches must be played on or before the date set for the fixture. Any match not played will be deemed conceded by the team that deferred the fixture, and if that cannot be determined who deferred the original fixture it shall be deemed void. In so far as possible last round of a round robin phase to be fixed on same date for teams (other than where there is a bye or other reason). In exceptional circumstances only, a match may be deferred but the game will be rescheduled by the fixture coordinator as per competition guidelines, and is to be set before the scheduled last playing date for the round robin phase. Failure to comply shall result in loss of points and or fine of €200. * Semi-finals will be played 1 v 4: 2 v 3. This applies when there are four groups, where there are two groups first in group A plays second in Group B and vice versa * If the competition requires another format this should be set out before the competition starts * In the event of a drawn game in semi-finals or finals * Extra time shall be played [10mins each half] * 5 kicks [For Points not goals, with no player from either team goal side of the kicker] to be taken by each side from the 20m line in the event of a draw after extra time. Each player may take one attempt only. Should the player overstep the line before taking the kick that kick shall be void, any score will not count and that player may not re-take. * Sudden death thereafter. |
| League Rules | * Whenever possible leagues shall consist of 10-team divisions, played as a round robin. * Winner of each division is promoted as league champions, Bottom placed team will be relegated down to the next Division. From Div 2 downward the second from top team will play the second from bottom from the league above to decide the second promotion/ relegation position. * Leagues may be double rounds where there are 6 or fewer teams in the competition * In the event of a tie for the top placed teams there shall be a play off(s) as per the Official Guide |

1. **Juvenile (U13 – U18)**

|  |  |
| --- | --- |
| Playing Rules | Normal playing rules as per LGFA Official Guide except as set out below.  No sin bin at Under level. |
| No of Players | Division 1 is 15 a side  Division 2: Maximum available\* up to 15 [minimum 13] with sides being equalised for injuries.  Division 3 and below: Maximum available\* up to 15 [minimum 11] with sides being equalised for injuries.  *Note that 11 players MUST start the game – Official Guide Rule 383\** Maximum available means that the team present with the lowest number of players- provided that it meets the criteria for its division, determines the number of starting players on the pitch irrespective of how many players the other team has. If the determining team loses a player through injury or otherwise, the other team must remove a player to equalise the sides.  For e.g;   * Team A [Div 2] has 17 players & Team B has 14. The game is 14-a-side and Team A has 3 players on the bench. Team B loses a player through injury – Team A removes a player and has 4 players on the bench * Team A [Div 2] has 12 players and Team B has 20. In Div 2 the minimum is 13 so Team B can put 13 of its 20 out against the Team A’s 12. If Team A loses a player there is no effect on Team B as this is below the ’13-a-side’ threshold. * Team A [Div3] has 25 players and Team B has 10. No game as this is outside the Rules of the Association. A ‘friendly’ may be played and the Referee so note it in the Report. Points to Team A. |
| Substitutions | Unlimited in league and championship |
| Pitch | Full size pitch and full size goals except for under 13.  The pitch should be approximately 115 metres by 85 metres. This is approximately full-size pitch with Goalposts positioned on the 13 metre line.  The goals should be 4.57 meters by 2.13 meters, i.e. 15 foot by 7 foot. |
| Competitions | U13 to Minor play League, Under 13 play cup and under 14 to Minor play Championship. |
| Championship/Cup | * League Rounds to be drawn before the Competition starts * All championship matches must be played on or before the date set for the fixture. Any match not played will be deemed conceded by the team that deferred the fixture, and if that cannot be determined who deferred the original fixture it shall be deemed void. In so far as possible last round of a round robin phase to be fixed on same date for teams (other than where there is a bye or other reason). In exceptional circumstances only, a match may be deferred but the game will be rescheduled by the fixture coordinator for the earliest opportunity after the date of the original fixture, and is to be set before the scheduled last playing date for the round robin phase. Failure to comply shall result in loss of points and or fine of €200. * For Championship Div 1 be 15-a-side with up to 5 substitutions allowed, Div 2 be 13-a-side with up to 7 substitutions allowed and lower divisions be 11-a-side with 9 substitutions allowed. Should a replaced player be reintroduced this uses up a substitution. * The maximum number of players to be fielded by teams in Championship competitions from Under 14 upwards is 20, note if competition where numbers are matched from 11 a side or 13 a side then the number of substitutions is determined by subtracting the starting numbers from 20 * Where there are uneven numbers of teams, the arrangement of rounds and qualifiers to be arranged in advance of the competition * Should a round be or become only two teams, both shall play each other twice – home and away   When match is forfeited:   * Match points go to opposition, a notional score is entered as 0-1 to team gaining points, 0-0 to team that forfeits points, this 0-1 is deducted should points difference be an issue for progression in the competition for the team that gained points. * Semi-finals will be played 1 v 4: 2 v 3, This applies when there are four groups, where there are two groups first in group A plays second in Group B and vice versa. If the competition requires a different format this should be set out before the competition starts   In the event of a drawn game in semi-finals or finals   * extra time shall be played – 20mins [10 mins each half] * 5 kicks [For Points not Goals, with no player from either team goal side of the kicker] to be taken by each side from the 20m line in the event of a draw after extra time. Each player may take one attempt only. Should the player overstep the line before taking the kick that kick shall be void, any score will not count and that player may not re-take. * Sudden death thereafter. |
| Deciding The League | * In the event of a tie for first and second placed teams there shall be a play off(s) Where there has been a single round the playoff shall be fixed in the “reverse venue” to the round robin match, otherwise a coin toss shall decide which team has home venue for the play-off * Ties in second place [top] shall be decided as set out in general regulation above |
| League Format | * 5 or 6-Team Leagues * Double round , total 10 matches for 6 team 8 for 5 team (10 match dates needed) * Leagues with 7 or more teams, single round |