



Regulations for the Administration of Youth Football & Hurling 2015

The Competitions Control Committee shall in compliance with the Official Guide, County Bye-Laws and Annual County Regulations be given power herewith to;

Fixtures

1. Under-sixteen football and hurling fixtures shall not be made for the twelve days prior to the commencement of the *Department of Education and Science* examinations or during the period of the examinations.
 - a. No fixtures will be played by Under 16s during this period, regardless of any agreements between clubs.
2. All juvenile fixtures shall be played as per dates and times shown on the Official Fixture list.
3. No postponement of any fixture under the auspices of the *Competitions Control Committee* shall be allowed except in the following circumstances;
 - a. Subject to the prior approval of the *Competitions Control Committee*, the two competing teams may make an alternative arrangement at least six (6) days before the fixture is scheduled, the fixture then must be played within seven (7) days either side of the original date on the official fixtures list.
 - b. Clubs are restricted to the following alterations in each age grade for 2015
 - i. For each "A" team affiliated - 2 changes permitted.
 - ii. For each "B" team affiliated - 1 change permitted.
 - iii. To a maximum of nine (9) alterations per club.
 - c. For amalgamated clubs a fixture change will count as 1 change for all clubs involved in the amalgamation.
 - d. Changes to accommodate Communion, Confirmation, and Community games will be taken from the clubs determined allocation of permitted fixture changes.
4. All requests for a change to a juvenile fixture must be communicated to the Youth Fixtures Secretary;
 - a. A change to a juvenile fixture will only be accepted from a clubs Youth Officer, or in their absence the Club Secretary. No requests for changes will be accepted from any other party.
 - b. A change to a juvenile fixture will only be confirmed when both clubs involved in the fixture send written (emailed) confirmation agreeing to the change, at least six (6) days before the fixture is scheduled.
 - c. No changes will be accepted by phone call or SMS.
5. All Clubs entering a second or third team in the same age group must be aware that these teams will have fixtures fixed for the same date and time, at different venues. *See the Player Grading section for more regulations regarding second or third teams.*
6. Clubs shall give two clear days' notice of cancellation or non-fulfilment of any underage fixture to the Youth Fixtures Secretary of the *Competitions Control Committee*.
Penalty: Loss of match and fine of €25.
7. The *Competitions Control Committee* shall decide upon the status and placing of each team in all underage League and Championship competitions.
Note: An *Coiste Bainisti* shall hear any request from any Club for a review arising from a decision of the *Competitions Control Committee* in relation to this regulation.
8. First team drawn in championship has home advantage up to and including the semi-final stages.
9. The semi-finals and finals of all league competitions and all championship matches must be played on enclosed pitches.

10. In the event of a draw extra time shall be played in all juvenile league semi-finals as well as Under 14 and Under 16 Football and Hurling Championships up to and including semi-finals.
 - a. Under 12s: 2 periods of 7 minutes duration.
 - b. Under 14s: 2 periods of 7 minutes duration.
 - c. Under 16s: 2 periods of 10 minutes duration.
11. In juvenile league competitions, position determines home advantage for semi-finals.
12. In the event of two teams or more finishing on equal points positions that effect qualification for semi-finals will be determined by a play off. Score difference is not calculated in any situation.
13. All Juvenile Championship draws will take place at a CCC meeting.
14. A fixture may, if the need arises, be called off ONCE only due to an unplayable pitch. In the event of the fixture being refixed and the club pitch still declared unplayable the fixture will be reversed (Team originally fixed to play at home will play away) if the home team does not nominate an alternate venue at least 5 hours prior to the starting time for the fixture.
15. A team failing to field for three fixtures in any competition shall be deemed to have withdrawn from that competition. If this occurs, the particular team will be withdrawn from all competitions, and any lower graded team from the same club shall also be withdrawn from all competitions.
16. All Juvenile trophies to be returned to a representative of the Trophies Committee at the April meeting of the County Committee.

Penalty: a fine of €100 to be imposed for breach of this regulation.
17. The Respect Initiative will apply in all juvenile competitions. Players and coaches line up behind their manager before and after the game to shake hands with the referee, opposing players and coaches.
18. When juvenile matches are played on a pitch which is not enclosed, host clubs must designate and steward a viewing area for all spectators. This should not border the dugouts, substitute areas or goals. No spectators should enter the playing area.

Penalty: At the discretion of the CCC and can include loss of home matches.
19. It is the responsibility of the home club to ensure that best practices are observed to ensure the safety of all players, the referee and his/her officials.
20. At all juvenile matches, one member of each management team will wear an identifiable Respect bib. This person is the primary point of contact in relation to any disciplinary issues along the side-line.

Penalty: a fine of €25 to be imposed for breach of this regulation.
21. All those who fulfil designated roles during juvenile fixtures are deemed to be representatives of their own club. This includes Managers, selectors, first aiders, grounds men, and any umpires or linesmen invited in to perform these roles. If, in the course of a match, the referee receives verbal or physical abuse from any representative of a club who is not within the spectator's viewing area, the referee can immediately award a free to the opposite team, advancing the ball up to 20m from its current position in the field of play. Any player can take this free.

This regulation is applied at under 12 levels for both Hurling and Football.
22. Clubs must get written permission from An Runáí Chontae to record any match.

23. Clubs given a dispensation in a division can field at a lower number for certain league matches only, to a minimum of:

- Under 14 Football Division 2 – 11 a side
 - Under 14 Football Division 3 – 9 a side
 - Under 14 Football Division 4 – 9 a side
- a. Championship matches, League semi-finals and League finals must be played at the standard numbers for the division, as set out in the league structures.
 - b. There should be no subs for the club given the dispensation, if the numbers are being reduced to facilitate the match proceeding.
 - c. Both teams should field an equal amount of players when starting the match.
 - d. Referees will advise the playing numbers to both clubs, and the referees decision is final.
 - e. The pitch size does not change from the standard size for the division, if the playing numbers are reduced under this rule.
 - f. Any club given a dispensation and seen to be breaking this regulation will lose their dispensation status and will have to field in the remainder of their fixtures at the standard numbers for the division, as set out in the league structures.

24. The following divisions can field at a lower number of players to ensure matches proceed:

- Under 14 Football Division 5 – down to 9 a side
 - Under 12 Football Zone B – down to 9 a side
 - Under 12 Football Zone D – down to 9 a side
 - Under 12 Football Zone I – down to 9 a side
 - Under 16 Hurling – down to 9 a side
 - Under 14 Hurling – down to 9 a side
 - Under 12 Hurling – down to 7 a side
- a. There should be no subs for the club being accommodated, if the numbers are being reduced to facilitate the match proceeding.
 - b. Both teams should field an equal amount of players when starting the match.
 - c. Referees will advise the playing numbers to both clubs, and the referees decision is final.

Player Eligibility

25. Please consult the Bye Laws for Player Eligibility, for First Registration and Inter-Club Transfers.

- a. A club may apply for a maximum of five first time registrations of players outside their catchment area in any one-competition year.
- b. The minimum age for first time registration shall be nine years of age.

Penalty: A team found guilty of breach of this regulation shall be suspended for the remainder of the competition.

26. All juvenile players must be registered on the GAA management information system, at least 3 days prior to a fixture, to be eligible to play games under the control of *Competitions Control Committee*.

27. If a team has an issue about the eligibility of an opposing player the mentor/manager should approach the referee and ask them to:

1. Take the opposing players name.
2. Get the players signature.
3. Get the players date of birth.
4. Report the issue to CCC.

Issues of registration can only be dealt with by written request to An Runaí Chontae from the club secretary with the query regarding the eligibility of an opposing player.

Player Grading

28. Where clubs are entering a second or third team in the same age group, the following rule applies:
- The appropriate numbers of players, as determined in the table below, must be submitted to the County Youth Officer seven days prior to commencement of competition.

Division Size	No. of Players Graded
15 a side	First seventeen players
13 a side	First fifteen players
11 a side	First thirteen players
9 a side	First eleven players

29. Under 12 Player grading can be reviewed by clubs at a certain point during the year, i.e. after spring league finals.
30. Under 14 Division 1 Football and Hurling teams will grade 17 players for championship (15 a side) with top 15 graded players eligible for league (13 a side).
31. Graded players are ineligible to play on second or third teams.
Penalty: Loss of match.

Other Matters

32. The gate receipts collected from Finals of Juvenile competitions shall go towards the promotion of coaching.
33. The Competitions Control Committee deal with day-to-day matters that may be delegated from time to time by *An Coiste Bainisti* on behalf of *An Coiste Chontae*

Playing Rules

34. Under 12 Football Competitions:

- a. Unlimited substitutions allowed, substitutions can be made at any time in the game. Black Card substitutions count against this allocation.
- b. Playing pitch must not be less than 100m long and should be within the following range:

Under 12 Football	Pitch length	Pitch width
13 a side	20m line to 20m line	Min 50m – Max 55m
11 a side	20m line to 20m line	Min 50m – Max 55m
9 a side	20m line to 20m line	Min 40m – Max 45m

- c. The maximum width for goal posts will be 4.50m wide and maximum height of crossbar 2.1m high.
- d. 13metre frees... from a line 13metre from juvenile goal posts.
- e. 45metre frees... from the 45metre line on the adult pitch.
- f. Kick outs and 45metre frees can be taken from the hand.
- g. Goal nets to be provided. **Penalty** for breach €25.
- h. Size 3 (Smart Touch) football to be used.
- i. Matches shall be of three periods of 20 minutes duration.
 - I. One period will be deemed to be non-competitive. This will be the middle period unless this is agreed by both clubs before the start of the fixture and the referee is informed. This agreement must be communicated to the referee by representatives of both clubs before the start of the fixture.
 - II. Clubs must play in opposite directions for each of the two competitive periods.
 - III. The final score of the game is calculated at the end of the second competitive period and all substitutes are to be used in the non-competitive period.
- j. In Under 12 games in the Spring League, all scores shall count as one point.
- k. A player in possession of the ball is allowed one solo & one hop or two solo's and then must release the ball. If a player deliberately drops the ball to the ground or loses control of the ball once they have taken two touches, another player must touch the ball before the original player can touch the ball again.
- l. Player fouled must take the free awarded. In the event of the player fouled being injured and unfit to continue, the substitute who replaces him takes the free.
- m. All girls involved in under 12 matches must play by the same rules as the under 12 boys.

Playing Rules

35. Under 14 Football Competitions:

- a. Eight substitutions allowed, substitutions can be made at any time in the game. Black Card substitutions count against this allocation.
- b. Playing pitch must not be less than 100m long and should be within the following range:

Under 14 Football	Pitch length	Pitch width
15 a side (Div. 1 & 2 C'Ship)	Full adult pitch	Full adult pitch
13 a side	13m line to 13m line	Full adult width
11 a side	13m line to 13m line	Min 55m – Max 60m
9 a side	13m line to 13m line	Min 50m – Max 55m

- c. Goal posts shall be:
 - I. Under 14 division 1 & 2 championship: Full adult size.
 - II. All other Under 14 competitions: maximum width for goal posts will be 4.50m wide and maximum height of crossbar 2.1m high.
- d. 13metre frees... from a line 13metre from juvenile goal posts.
- e. 45metre frees... from the 45metre line on the adult pitch.
- f. Kick outs and 45metre frees can be taken from the hand.
- g. Goal nets to be provided.
Penalty for breach €25.
- h. Size 4 football to be used.
- i. Under 14 Football, excluding Feile Competition:
 - I. Games shall be of two periods of 25 minutes duration.
 - II. A player in possession of the ball is allowed one solo & one hop or two solo's and then must release the ball. If a player deliberately drops the ball to the ground or loses control of the ball once they have taken two touches, another player must touch the ball before the original player can touch the ball again.
 - III. Player fouled must take the free awarded. In the event of the player fouled being injured and unfit to continue, the substitute who replaces him takes the free.
- j. Under 14 Football Feile Championship (Division 1 & 2):
 - I. Must be played under Feile rules with the winners gaining entry to the Feile competition.

Playing Rules

36. Under 16 Football Competitions:

- a. Six substitutions allowed, substitutions can be made at any time in the game. Black Card substitutions count against this allocation.
- b. Playing pitch should be within the following range:

Under 16 Football	Pitch length	Pitch width
15 a side	Full adult pitch	Full adult width
13 a side	Full adult pitch	Full adult width
11 a side	Full adult pitch	Min 55m – Max 60m

- c. Goal posts shall be full adult size.
- d. Goal nets to be provided.
Penalty for breach €25.
- e. Size 5 football to be used.
- f. Games shall be of two halves of 30 minutes duration.
- g. A player in possession of the ball is allowed one solo & one hop or two solo's and then must release the ball. If a player deliberately drops the ball to the ground or loses control of the ball once they have taken two touches, another player must touch the ball before the original player can touch the ball again.
- h. Under 16 Football League Division 1
 - I. Single League, followed by Cup and Shield competitions
 - II. Should 2 or more teams finish level on points in joint 4th place then a playoff will decide what team(s) enter the cup and what team(s) enters the shield competition.
 - III. A coin toss will decide all other matters where teams finish level on points.
 - IV. Top 4 teams will qualify for the Cup Competition, and will participate in round robin league with the following fixtures
 1. First Place Team at home to Fourth Place Team
 2. Second Place Team at home to Third Place Team
 3. Second Place Team at home to Fourth Place Team
 4. Third Place Team at home to First Place Team
 5. First Place Team at home to Second Place Team
 6. Fourth Place Team at home to Third Place Team
 - V. Bottom 4 teams will qualify for the Shield Competition, and will participate in round robin league with the following fixtures
 1. Fifth Place Team at home to Eighth Place Team
 2. Sixth Place Team at home to Seventh Place Team
 3. Sixth Place Team at home to Eighth Place Team
 4. Seventh Place Team at home to Fifth Place Team
 5. Fifth Place Team at home to Sixth Place Team
 6. Eighth Place Team at home to Seventh Place Team
 - VI. On completion of the round robin, top 2 teams will enter the Under 16 League finals, for both the Cup and Shield competitions.
- i. Under 16 Football League Division 2, 3 & 4
 - I. Double League, followed by Cup competition
 - II. Top 4 teams will qualify for the Cup Competition, and will participate in League semi-finals with the following semi-final fixtures
 1. First Place Team at home to Fourth Place Team
 2. Second Place Team at home to Third Place Team

Playing Rules

37. Under 12 Hurling Competitions:

- a. Unlimited substitutions allowed, substitutions can be made at any time in the game.
- b. Playing pitch must not be less than 100m long and should be within the following range:

Under 12 Hurling	Pitch length	Pitch width
11 a side	20m line to 20m line	Full adult width
9 a side	20m line to 20m line	Full adult width
7 a side	20m line to 20m line	Full adult width

- c. The maximum width for goal posts will be 4.50m wide and maximum height of crossbar 2.1m high.
- d. Goal nets to be provided.
Penalty for breach €25.
- e. Matches shall be of three periods of 20 minutes duration.
 - I. One period will be deemed to be non-competitive. This will be the middle period unless this is agreed by both clubs before the start of the fixture and the referee is informed. This agreement must be communicated to the referee by representatives of both clubs before the start of the fixture.
 - II. Clubs must play in opposite directions for each of the two competitive periods.
 - III. The final score of the game is calculated at the end of the second competitive period and all substitutes are used in the non-competitive period.
- f. Under 12 hurling teams are allowed to play a League fixture with a minimum of 7 players and a maximum of 11 players per team.
 - I. Teams should strive to field at 11 a side.
 - II. Fielding 10 or less players for the sake of gaining a competitive advantage would not be in keeping with the spirit of the league.
 - III. Both teams must field an equal amount of players, and the team with the lesser number of players must be accommodated for the fixture to proceed.
 - IV. There should be no subs for the team with the lowest numbers, if the numbers are being reduced to facilitate the match proceeding.
- g. Player fouled must take the free awarded. In the event of the player fouled being injured and unfit to continue, the substitute who replaces him takes the free
- h. Goals and points to have the same value, 1 point.

Playing Rules

38. Under 14 Hurling Competitions:

- a. Eight substitutions allowed, substitutions can be made at any time in the game.
- b. Playing pitch must not be less than 100m long and should be within the following range:

Under 14 Hurling	Pitch length	Pitch width
15 a side (Feile Tournament)	Full adult pitch	Full adult width
13 a side	Full adult pitch	Full adult width
11 a side	13m line to 13m line	Full adult width
9 a side	13m line to 13m line	Full adult width

- c. Goal posts shall be full adult size.
- d. Goal nets to be provided.
Penalty for breach €25.
- e. Games shall be of two periods of 25 minutes duration. Teams shall play in the opposite directions at the start of each period.
- f. Player fouled must take the free awarded. In the event of the player fouled being injured and unfit to continue, the substitute who replaces him takes the free.
- g. Under 14 hurling teams are allowed to play a League fixture with a minimum of 9 players and a maximum of 13 players per team.
 - I. Teams should strive to field at 13 a side.
 - II. Fielding 12 or less players for the sake of gaining a competitive advantage would not be in keeping with the spirit of the league.
 - III. Both teams must field an equal amount of players, and the team with the lesser number of players must be accommodated for the fixture to proceed.
 - IV. There should be no subs for the team with the lowest numbers, if the numbers are being reduced to facilitate the match proceeding.
- h. Under 14 Feile Hurling Tournament:
 - I. Must be played under Feile rules with the winners gaining entry to the Feile competition.

Playing Rules

39. Under 16 Hurling Competitions:

- a. Six substitutions allowed, substitutions can be made at any time in the game.
- b. Playing pitch should be within the following range:

Under 16 Hurling	Pitch length	Pitch width
15 a side (Championship)	Full adult pitch	Full adult width
13 a side (League)	Full adult pitch	Full adult width
11 a side (League)	Full adult pitch	Full adult width
9 a side (League)	Full adult pitch	Full adult width

- c. Goal posts shall be full adult size.
- d. Goal nets to be provided. **Penalty** for breach €25.
- e. Full adult hurling rules applying, with the exception that in the League competition games are played 13 a side.
- f. Under 16 hurling teams are allowed to play a League fixture with a minimum of 9 players and a maximum of 13 players per team.
 - I. Teams should strive to field at 13 a side.
 - II. Fielding 12 or less players for the sake of gaining a competitive advantage would not be in keeping with the spirit of the league.
 - III. Both teams must field an equal amount of players, and the team with the lesser number of players must be accommodated for the fixture to proceed.
 - IV. There should be no subs for the team with the lowest numbers, if the numbers are being reduced to facilitate the match proceeding.
- g. Under 16 hurling teams are allowed to play a Championship fixture with a minimum of 11 players and a maximum of 15 players per team.