

GENERAL REGULATIONS
SLIGO GAA
APPLICABLE TO ALL CÓISTE NA NÓG FOOTBALL & HURLING COMPETITIONS
2015



1. Respect must be shown at all times to match officials, and their decision is final.
2. Only E-Mails from Club Secretaries will be dealt with. All correspondence will be issued to Club Secretaries only.
3. The 10-day-rule in relation to unfulfilled or postponed fixtures will be effective as in previous years. In the event of a postponement being sought for any reason **an official e-mail from BOTH Club Secretaries outlining agreement by both clubs to a definite re-fixture date must be communicated to Cúiste na nÓg (secretarybng.sligo@gaa.ie) at least 48 hours before the scheduled throw in time of the original fixture.** Cúiste na nÓg will consider the request and if approved will arrange a referee for the revised agreed fixture. If both clubs cannot agree to a revised date the original fixture will go ahead as planned.
4. As the last round of League Games will be played simultaneously, no postponement of any game to a date beyond that round, or of the final round of fixtures, will be granted.
5. IN THE EVENT OF A TIE BETWEEN TWO OR MORE TEAMS FOR POSITIONS, RULE 6.20 (5)(C) APPLIES.
6. One walkover will result in a loss of points for that fixture; two walkovers will result in the team being disqualified from the competition.
7. Neutral Venues will not be provided for Quarter Finals & Semi-finals
8. Unless stated otherwise in the Specific Regulations for each competition, extra time will be played in Playoffs, Quarter Finals, Semi-finals & Finals to obtain a result on the day.
9. Team Sheets (including date of births) will only be accepted from the GAA online Registration system and Sub Slips from the printed template sent to all Clubs. All Sub slips should be legible with players name and number. A Club will receive one written warning for failure to provide proper Teamsheets and/or Sub slips and any further failure to comply may result in the loss of points for that game and a minimum fine of 50 euro.
10. Teams must be on the pitch, properly attired and ready to commence game at the appointed time. All pitches shall be properly marked and shall have proper netting on goals.
11. Four hours' notice must be given to Cúiste na nÓg in relation to unplayable pitches – Failure to do this will result in points forfeiture for the home club. No games can be called off without a pitch inspection by an official referee appointed by Cúiste na nÓg. If the pitch is deemed to be unplayable, the match will revert to the opposition's pitch. If both pitches are deemed unplayable Cúiste na nÓg will arrange an alternative date.
12. Cúiste na nÓg reserve the right to rearrange fixtures as and when necessary.

Cúiste na nÓg decisions on all matters is final.

Under 12 Go-Games 2015



Specific Regulations Applicable to BOTH U12 Football and U12 Hurling

1. AS PART OF THE RESPECT INITIATIVE ALL TEAMS SHALL LINE UP AND SHAKE HANDS AT THE BEGINNING OF THE GAME. Manager must wear *the respect Bib* (Provided to all clubs by Liam Og Gormley) on the sideline during all games.
2. **The sin-bin will be introduced for verbal abuse of referees, officials, other players and coaches. The offending player will be sin-binned for the remainder of the quarter in which the incident takes place and for the following quarter. No player is allowed to replace the player that is sin-binned.**
3. Games to be played on a reduced size pitch (*Either across main pitch, or from 20m to 20m lines with sidelines adjusted accordingly*).
4. Games will consist of 4 Quarters (*12 Minutes per Quarter*). Interchange at the end of each quarter (*no sub slips required*)
5. Team sheets (including dates of birth) must be produced from the GAA on-line registration system and must be given to the referee before the start of the game. In addition, a separate sheet must be handed to the referee after the game concludes clearly indicating that each player has played at least two quarters (*or at least one quarter in the case of an U10 player*) except in the case of injury.
6. A goal counts as a score and a point counts as a score. *i.e. (5 – 11 will count as 16 not 26)*
7. Two points will be awarded for a win and one point for a draw.
8. Scoring difference will not apply. If two teams finish equal on points, the result of the league game between the two sides will determine the placings. If that game ended in a draw, Coiste na nÓg will determine the placings by drawing lots or otherwise. If three or more teams finish equal on points, Coiste na nÓg will determine the placings by drawing lots or otherwise.
9. There will be one round of fixtures only.
10. Top 4 teams in each division qualify for cup semi finals. 1st V 4th, 2nd V 3rd. Winners to meet in Finals. Divisions 1 and 4 Shield: Semi Finals 5th V 8th, 6th V 7th. Winners to meet in Finals. Division 2 and 3 Shield: 5th team in each division qualifies directly for final. Semi Finals 6th V 7th. Final 5th V Winner semi finals. Coiste na nÓg may organise a further competition for the losing teams that do not make the final stages.
11. Coiste na nÓg reserve the right to alter the format of the competition(s) as and when needed.
12. Winners medals are not provided for U12 Go Games competitions.

Additional Regulations Applicable to U12 Football Only

1. Division 1, Division 2 and Division 3 games are 11-a-side, with the option to play 13-a-side if both clubs agree. Division 4 games are **9-a-side** (*but on any given day may be 7-a-side*).
2. Size 4 football to be used
3. All kickouts from hand from small square to be taken by the Goalkeeper
4. Only 2 plays of the ball allowed.
5. Player fouled takes their own free.
6. Player nearest the Ball takes the Sideline Ball
7. When player is penalised, player nearest ball takes free.

Additional Regulations Applicable to U12 Hurling Only

1. Matches are **11-a-side**, with the option to play 13-a-side if both clubs agree. (*However, on any given day must be reduced to 9-a-side if one club has less than 11 players*).
2. Smart Touch sliotar to be used. (*If none available, size 4 sliotar may be used*)
3. A player may kick the sliotar on the ground **once** only.
4. Players are not permitted to kick the sliotar from the hand at any stage during the game.
5. No scores may be taken by kicking the sliotar.
6. All frees/65s to be taken by lifting and striking the sliotar.
7. Players are permitted to solo with the sliotar on the hurley for a **maximum distance of 10m**.

U14, U16 and U18 Football Leagues

2015

Specific Regulations Applicable to all U14, U16 and U18 Football Leagues



1. All 'Division 1' Leagues are 15-a-side.
2. All 'Division 2' Leagues are 13-a-side, but with option to play 15-a-side on agreement of **both** teams.
3. All 'Division 3' Leagues are 11-a-side, but with option to play 13-a-side on agreement of **both** teams.
4. Where games are played as 11-a-side, sidelines must be moved inwards by 10 metres on each side.
5. All games 30 minutes per half. (*However for games played as 11-a-side, 25 minutes per half applies*)
6. An unlimited number of substitutions may be made in the initial phases (round stages) of the league. However a maximum of 6 substitutes can only be made at quarter, semi, and final stages of the league football competitions.

Additional Regulations Applicable to U14 Football League Only

1. For all league games this year, mobile goals to be positioned on 20m lines.
2. Normal scoring rules apply (i.e. goal = 3 points)
3. Only 2 plays of the ball allowed.
4. Size 4 football to be used.
5. All kickouts from the hand (after a score or wide).

Competition Format for U14 Football Leagues

'Division 1' League. (One Group and One Round of Fixtures: 6 teams).

- 1st placed team qualifies directly for Cup final. 2nd & 3rd placed teams play in Cup semi-final. (2nd v 3rd)
- 4th placed team qualifies directly for Shield final. 5th and 6th placed teams play in Shield semi-final (5th v 6th)

'Division 2' League. (Two Groups: **Group 1** = 6 teams, **Group 2** = 7 teams, One Round of Fixtures in each group)

- Top two teams in each group qualify for cup semi-finals: (1st **G1** v 2nd **G2**) and (1st **G2** v 2nd **G1**)
- 3rd and 4th placed teams in each group qualify for shield semi-finals: (3rd **G1** v 4th **G2**) and (3rd **G2** v 4th **G1**)

'Division 3' League. (One Group: 4 Teams - double round, Home and Away).

- Top two teams qualify for final.

Competition Format for U16 Football Leagues

'Division 1' League. (Two Groups: **Group 1** = 4 teams, **Group 2** = 4 teams, One Round of Fixtures in each Group)

- Four Quarter-Finals as follows:

A = 1st **G1** v 4th **G2**; **B** = 1st **G2** v 4th **G1**; **C** = 2nd **G1** v 3rd **G2**; **D** = 2nd **G2** v 3rd **G1**

- Cup semi-finals: Winner **A** v Winner **C**; Winner **B** v Winner **D**
- Shield semi-finals: Loser of **A** v Loser of **C**; Loser of **B** v Loser of **D**

'Division 2' League. (Two Groups: **Group 1** = 5 teams, **Group 2** = 5 teams, One Round of Fixtures in each Group)

- Top two teams in each group qualify for cup semi-finals: (1st **G1** v 2nd **G2**) and (1st **G2** v 2nd **G1**)
- 3rd and 4th placed teams in each group qualify for shield semi-finals: (3rd **G1** v 4th **G2**) and (3rd **G2** v 4th **G1**)

'Division 3' League. (One Group and One Round of Fixtures: 5 Teams).

- Top four teams qualify for semi-finals. (1st v 4th; 2nd v 3rd)

Competition Format for U18 Football Leagues

'Division 1' League. (Two Groups: **Group 1** = 4 teams, **Group 2** = 4 teams, One Round of Fixtures in each Group)

- Four Quarter-Finals as follows:

A = 1st **G1** v 4th **G2**; **B** = 1st **G2** v 4th **G1**; **C** = 2nd **G1** v 3rd **G2**; **D** = 2nd **G2** v 3rd **G1**

- Cup semi-finals: Winner **A** v Winner **C**; Winner **B** v Winner **D**
- Shield semi-finals: Loser of **A** v Loser of **C**; Loser of **B** v Loser of **D**

'Division 2' League. (Two Groups: **Group 1** = 5 teams, **Group 2** = 5 teams, One Round of Fixtures in each Group)

- Top two teams in each group qualify for cup semi-finals: (1st **G1** v 2nd **G2**) and (1st **G2** v 2nd **G1**)
- 3rd and 4th placed teams in each group qualify for shield semi-finals: (3rd **G1** v 4th **G2**) and (3rd **G2** v 4th **G1**)

'Division 3' League. (One Group: 4 Teams - double round, Home and Away).

Top two teams qualify for final

U14 and U16 Hurling Leagues 2015



Specific Regulations Applicable to U14 and U16 Hurling Leagues

1. Matches to be 11-a-side with unlimited substitutions. However, where both teams have sufficient players available, games should be played as 13-a-side or 15-a-side.
*(Exception: Where a team has less than 11 players, games played during the round-robin phase must be played as 9-a-side or 10-a-side. This exception **does not apply** during knockout phases including any play-offs, semi-finals and finals)*
2. Games to be played on full size pitch.
(Exception: Where games are played as 9-a-side or 10-a-side, the pitch width should be reduced by 10m on both sides)
3. All games 30 minutes per half.
(Exception: Where games are played as 9-a-side or 10-a-side, 25 minutes per half applies).

Competition Format for U14 Hurling League

One group only.

- Top two teams qualify for Cup Final
- Third and fourth placed teams qualify for Shield Final

Competition Format for U16 Hurling League

Two groups (**Group 1** =3 teams; **Group 2** = 4 teams)

- Top two teams in each group qualify for Cup semi-finals (1st **G1** v 2nd **G2**) and (1st **G2** v 2nd **G1**)
- Other three teams play in Shield (*Semi-final: 4th **G2** v 3rd **G1**. Final: **Semi-final winner** v 3rd **G2**)*