***Coiste na nÓg are mindful of the GAA ‘Give Respect/Get Respect’ campaign and has drawn up these Regulations for the benefit of all stakeholders – players, referees, team management, officials, media, members, and spectators.***

 **1. ADMINISTRATION**

**a)** As from 2025, Competitions shall be arranged for U13,U14,U15,U16 & U18 age groups as proposed by the Coiste Na Nóg Committee. **Primary Age Grades will be U14, U16 & U18. Secondary Age Grades will be U13 & U15.**

 **b)** A masterplan calendar will be published twice a year with dates for all competitions and fixtures. It will also be available on louth.gaa.ie website.

**Note:** Coiste Na Nóg Master Calendar may be subject to change at times throughout the year, due to inclement weather or issues out of the control of Coiste Na Nóg. It will be updated if necessary.

 **c)** Official confirmation of all fixtures will be emailed to clubs by Runai Coiste Na Nóg having been approved by the C.C.C.C. and shall not be changed. Four days (96 hours) official notice in writing or email is sufficient for all matches organised by Coiste Na Nóg but two days (48 hours) notice shall be sufficient in the case of a re-fixture.

 **d)** All correspondence regarding fixtures **must** be sent to An Runai Coiste Na Nóg in official gaa.ie email. Once decisions have been made no further correspondence will be entered into. All contact with non-secretaries and non-chairpersons will be deemed null and void by Coiste Na Nóg.

**2. COMPLIANCE**

 Under the Children First Act, every person involved with players from six to eighteen years of age inclusive must be fully compliant with Child Welfare and Safeguarding Regulations i.e., be Garda Vetted within the last three years, have completed a Safeguarding Course within the last three years and have completed a Foundation Level Coaching Course. This is a legal obligation.

**3. FIXTURES**

 **a)** Any Club wishing to request an alteration to a proposed OR official fixture confirmed via email from Runai Coiste Na Nóg, must follow this procedure.

1. Contact the other Club involved and make a request for change. If no new date/time is agreed between both Clubs, then the game goes ahead as fixed. The planned refixture must be played within **72hours** of original official fixture. Clubs must ensure that the proposed change does not affect another fixture organised by Louth GAA.

1. If agreement is reached, then both clubs shall email An Runai Coiste Na Nóg with proposed rescheduled date/time/venue. Coiste Na Nóg will decide if the requested change can be accommodated and notify both clubs if the request is approved or not.
2. If the altered fixture fails to materialise as agreed, then the Coiste Na Nóg C.C.C. will decide to whom the match/points will be awarded to.

 b) Requests for postponements of ratified fixtures will only be granted in exceptional circumstances. Such requests should be made through official gaa.ie email to An Runaí, Coiste Na Nóg

 **c)** Clubs who fail to fulfil fixtures will face sanctions as per Rule 6.24 & or 6.38 of the official guide.

 A Club giving a walkover will be fined as per Rule 7.7.

* A team giving a League walk-over will be fined **€80** but may continue in the league. A team who then gives a second walk-over will be removed from the league and fined a further **€160**.
* A Team that withdraws from the League after final gradings have been decided, **OR** after League commences, will be fined **€160**.
* A Team conceding at Championship Group stages or Quarter Final stages will be fined **€160.**
* A Team conceding at League or Championship Semi Final stage will be fined **€200.**

**Note:** Coiste Na Nóg will **NOT** accept a concession in a Final at any age grade or competition. Teams who make a Final must fulfil the fixture set out by Coiste Na Nóg.

* A Team who refuses to play or concede an arranged Coiste Na Nóg League or Championship Final will be fined **€400** and the Match & Trophy awarded to their Final Opponents. They will also be removed from the following years same competition for this Team.

 **d) Clubs should adhere to the fixtures plan and the relevant agreed days of the week for playing the various age group competitions. The Coiste Na Nóg CCC has the discretion to change the date and time of all fixtures as it deems appropriate. All fixtures in the Fixture Plan are provisional until they are ratified by the CCC.**

**e)** Teams must play their fixtures when fixed by Coiste Na Nóg regardless of unavailability of players, mentors, college competitions or schools’ competitions.

 **f)** Official fixtures will not be called off for confirmations, holidays, managers being away, graduations etc. Clubs affected by a school trip must contact An Runaí, Coiste Na Nóg, well in advance of trip, outlining how the Club will be directly affected by the school trip. Coiste Na Nóg will then decide on the fixture.

 **h)** No challenge match can interfere with any official fixtures.

  **i) If the home team’s pitch is unplayable then the fixture venue is changed to that of the away team. If a team refuses to change when pitch is unplayable then the points are conceded to the away team.** If the game goes off due to weather and is not re-fixed before the next fixture meeting, the CCC will decide on the fixture.

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**4. GRADINGS**

 **a)** Coiste Na Nóg shall grade all C.C.C.C. approved teams into appropriate Championships & Leagues. In coming to their decisions on grading, Coiste Na Nóg shall use the following criteria:

 **b)** The performance of the team being graded when that group of players played in their relevant league or championship previously. Coiste Na Nóg will consider Teams competition performances over the previous 2 years, to decide on final League positions.

 **c)** Any other relevant information, eg walk-overs given by a team, the number of players at a relevant age

 **d)** Clubs shall have the right to make written submissions to Coiste Na Nóg prior to the grading of each competition, and which shall be submitted to An Runai, Coiste Na Nóg.

 e) ‘B’ Championship winners will automatically be promoted to a higher League grade for the following seasons competition. The League Winners will also be promoted, and if a Team wins both League and ‘B’ Championship, the next Team with the highest League points will also be promoted (Not necessarily the beaten League Finalists). For grades with no Championship competitions, Divisions 2,3 & 4 League winners, along with the team with the highest points, will be promoted to the next higher grade for the following seasons competition. Not necessarily the losing Finalists.

**5. INDEPENDENT MINOR, UNDER16 & LOWER AGE TEAMS**

 ***Two or more Clubs may seek permission from Coiste Na Nóg to form an Independent Team, where these Clubs are unable to field a Club team on their own to enter Competitions. The objective of an Independent Team is to provide football/hurling for all our young players from Clubs with small playing numbers. Independent Teams are NOT for Clubs to combine to make a Team stronger.***

**Clubs should be reminded of Rule 6.17 of the official GAA guide when make application for Independent Teams**

***6.17*** *Age Grades To be eligible for the Grades listed hereunder, a player shall meet the respective stated age criteria:*

*Under 18: Be Under 18 years and Over 14 years*

*Under 16: Be Under 16 years and Over 12 years*

*Under 15: Be Under 15 years and Over 11 years*

 *Under 14: Be Under 14 years and Over 10 years*

*Under 13: Be Under 13 years and Over 9 years*

*Under 12: Be Under 12 years and Over 9 years*

a) Applications to field an Independent Minor, Under16, Under15, Under14 and/or Under13 team are to be made annually with all relevant details supplied with application, i.e., number of players complete with date of birth from each of the participants. These applications will be reviewed by a Coiste Na Nóg Adjudication Committee, and Clubs involved may be invited to meet with this Committee to discuss the application before ratification.

**b)** In the case of any club involved in an independent team, all players shall play only with that one Independent Minor, Under16, Under15, Under14 and/or Under13 team, and may not be split up by forming more than one Independent Minor, Under16, Under15, Under14 and or Under 13 team.

In the case of two clubs forming an Independent, Under16, Under15 or Under14 team, the same clubs shall be allowed to join to form an Independent Minor team the appropriate years later.

**c)** Clubs forming the Independent Under16, Under15, under 14, and/or Under13 team shall not be allowed to change to join with other clubs in an Independent Minor Team Formation.

**Exception:** Coiste Na Nóg may allow a Club to change from an Independent Team formed during the appropriate years earlier, to another Minor Team Formation, where a separate Club are now unable to field a Team at Minor level. This must be approved by Coiste Na Nóg.

**d) Isolated Players**: Permission can be given for this derogation where an “isolated player” can play with another club under General Rule: Attachment to First Club: 6.4 (e) (Report Ard Comhairle Meeting 11/02/2012) and Rule 6.8

**e)** *For Clubs forming an Independent Team and who do not have enough to field a team on their own (eg. 3 Clubs who may only have 12 players each)*

An **Independent Club** fielding two Teams within the same age level must provide to Runai Coiste Na Nóg, a separate list of players for both Teams. At no point throughout the season can any player interchange between the two lists submitted to An Runaí.

**Penalty:** Removal from competition, suspension of involved persons and **€200** fine

 f) *For Clubs forming an Independent Team where one of the Clubs involved can field a team on their own but still have sufficient panel numbers to form an Independent Team with another Club who don’t have sufficient numbers to field a team on their own*

 An **Independent Club** entering two Teams within the same age level cannot enter an **Independent Team** at the Competition’s highest grade. The Independent Club with sufficient player numbers within the Amalgamation, must compete on their own at the higher grade. The Independent Club

competing on their own, must nominate a panel of players, that can only play for this team. They will then list the remaining players who can form an Independent Team with other clubs who do not have enough to enter a team. Players will not be permitted to switch between both these Teams. The Amalgamating Team will compete at a lower Division or Competition within the same Age Level.

**Penalty:** Removal from competition, suspension of involved persons and **€200** fine

Both Teams cannot play in the same Championship Competition, with the **Independent Team** competing at the age levels **‘B’** Championship.

 e) Feilé Competition: If the above situation occurs at U15 level; the **Independent Club** shall enter the **Féile ‘A’** Competition while the **Independent Team** may enter the **Féile ‘B’ or ‘C’** Competition, depending on the **Independent Team’s** league grading and Competition being run by Coiste Na Nóg.

 **6. NOMINATION OF PLAYERS:**

**a)** Where Clubs have sufficient players to cater for more than one team in an age group, the following shall apply in League and Championship Competitions (Primary Age Competitions U14, U16, U18). Both Teams cannot play in the same Competitions at Primary Age Groups.
Where a club is fielding two teams, Team 1 in Division 1 & ‘A’ Championship, and Team 2 in Division 3 or 4 & ‘B’ Championship;
The club must nominate fifteen players as Team 1 players. These players cannot play with the

Division 3or4 team; All other eligible players, not nominated, are Team 2 players and can play at lower division level & for Team 1.

**Where teams play Championship, same rules apply in relation to eligibility once championship commences.** If a Clubs Team 1 participation in competitions ends before the clubs Team 2 participation in competitions, Players from Team 1 will NOT be permitted to play for the clubs Team 2.

The list of all nominated players must be submitted to the Rúnaí of Coiste Na Nóg, for approval of the Coiste Na Nóg CCC before competitions begin.

 **Penalty:** Removal from competition, suspension of involved persons and **€200** fine

 **b)** Clubs fielding two teams shall be compelled to play in the highest grade first. Teams shall forfeit any game in a lower division if highest division game is not played.

 **c)** If a Team should retire at any point of the season, then the team remaining will be compelled to play at the highest grade as per the gradings at seasons commencement

**d)** Clubs fielding two teams shall be compelled to play a team in Division 1 & ‘A’ Championship of that age group while the second team will play in the lower League grading (Div 3 or 4) and the ‘B’ Championship of that same age group.

 **e)** **Feilé Competition:** Clubs entering two teams at U15 level, may enter their first team in **Féile ‘A’** Competition and their second team in **Féile ‘B’**. If Coiste Na Nóg run **Féile A, B & C** Competitions, then the second Team shall enter the Féile grade Competition as per their league grading. (ie. Div 1 – Féile A, Div 2 – Féile B, Div 3&4 – Féile C)

 **f)** **Teamlists:** Clubs entering two Teams will be requested to use Coiste Na Nóg **Teamlist Forms** for each Team. These forms will include the panel of players available to each Team and are available from An Runaí, Coiste Na Nóg once playerlists for each panel have been submitted to An Runaí.

These Teamlists are to be filled out and returned to An Runaí prior to Competitions beginning. A copy of the filled in Teamlists are to be given to referee prior to start of each match. These forms will be submitted along with referee’s report.

**7.COMPETITIONS**

 **CHAMPIONSHIP FORMAT**

Annually, Coiste Na Nóg CCC will decide on Championship format once affiliations are finalised and number of Teams entering Competition at each group are finalised.

Note:

**Competition Format Options**

**Option 1**: Up to 24 Teams

* 3 Leagues of 8 Teams. Division 1 & 2 to always have at least 8 Teams.
* **A Championship:** 8 Division 1 Teams and 4 League Semi Finalists from Division 2
* **B Championship:** 4 Bottom Teams in Division 2 and all Teams in Division 3
* **Championship Format:** 4 groups of 3

Note: 23 (or under) Team Championship will consist of 12 ‘A’ Championship in 4 groups of 3 Teams, and ‘B’ Championship will consist of 2 Groups of 6&5 Teams etc.

**Option 2**: 24-26 Teams

* Divisions 1&2 will have 8 Teams with remaining Teams in Division 3.
* **A Championship:** 8 Division 1 Teams and League Semi Finalists Division 2
* **Championship Format:** 4 groups of 3 Teams
* **B Championship:** Remaining Teams in Division 2 and all Teams in Division 3
* **Championship Format:** A – 4 groups of 3, B – 4 groups of remaining teams’ (25 Teams: 3x3 & 1x4, 26 Teams: 2x3 & 2x4)

**Option 3**: 27 Teams

* Divisions 1,2,3 will have 9 Teams.
* **A Championship:** 9 Division 1 Teams and 4 Semi Finalists from Division 2.
* **Championship Format:** 3 groups of 3 Teams & 1 group of 4 Teams.
* **B Championship:** Remaining 5 Teams in Division 2 and all Teams in Division 3
* **Championship Format:** 2 groups of 3 Teams & 2 groups of 4 Teams.

**Option 4:** 28 Teams

* Division 1 will have 8 Teams, Divisions 2&3 will have 10 Teams
* **A Championship:** 8 Division 1 Teams and Division 2 League Semi Finalists.
* **Championship Format:** 4 groups of 3 Teams.
* **B Championship:** Remaining 6 Division 2 Teams and 10 Division 3 Teams.
* **Championship Format:** 4 groups of 4 Teams

**Option 5**: 29 Teams

* Division 1 will have 9 Teams; Divisions 2&3 will have 10.
* **A Championship:** All Teams from Division 1 & Division 2 Semi Finalists.
* **Championship Format:** 3 groups of 3 Teams & 1 group of 4 Teams.
* **B Championship:** Remaining 6 Teams in Division 2 & 10 Teams from Division 3.
* **Championship Format:** 4 groups of 4 Teams.

**Option 6:** 30 Teams

* Divisions 1,2,3 will have 10 Teams.
* **A Championship:** All Division 1 Teams & Division 2 Semi Finalists.
* **Championship Format**: 2 groups of 3 Teams and 2 groups of 4 Teams
* **B Championship:** Remaining 6 Teams from Division 2 & all Division 3 Teams
* **Championship Format:** 4 groups of 4 Teams

**Option 7:** 31/32 Teams

* 4 Divisions. (31 Teams: Divisions 1,2,3 with 8 Teams & Division 4 with 7 Teams. 32 Teams: Divisions1,2,3,4 with 8 Teams)
* **A Championship:** All Division 1&2 Teams (16)
* **Championship Format:** 4 groups of 4 Teams
* **B Championship:** All Division 3 & 4 Teams (15/16)
* **Championship Format:** 16 Teams: 4 Groups of 4 Teams. 15 Teams: 3 groups of 4 & 1 group of 3 Teams.
* Championship Group Winners in one pot with Group Runners Up in the second pot. Draw to decide Q/Final pairings and open Semi- Final draw.

Where Championship is partly organised on a League basis, the following Regulations shall apply:

(a) League results shall be credited as follows: 2 points for a win, and one for a draw.
(b) If a Team is Disqualified or Retires during the course of the League Stage, it’s played Games shall stand and it’s unplayed Games shall be awarded to the Opposing Teams.
(c) When Teams finish with equal points for Qualification for the Concluding Stages, General Rule (T.O 6.21) shall apply, as follows;

The tie shall be decided by the following means and in the order specified.
(i) Where two Teams only are involved – the outcome of the meeting of the two Teams in the previous game in the Competition;
(ii) Scoring Difference (subtracting the total Scores Against from total Scores For);
(iii) Highest Total Score For;
(iv) A Play-Off.
(d) 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:
(i) 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)
(ii) Highest Total Score For, in which only the teams involved, have played each other, and have finished equal in (i)
(iii) A Play-Off

In the case of Games not involving the crediting of League Points:
(a) A Committee-in-Charge may decide prior to the start of a Competition that,

 (i) if a Game in all or some specific Round(s) ends in a draw after normal time, Extra-Time shall be played.
 (ii) if a Game in all or some specific Round(s) ends in a draw after Extra-Time, it shall have a

‘Winner on the Day’.
(b) A Committee-in-Charge, with the agreement of the two Units involved, may also decide prior to the date of a specific Game that:

(i) in the event of a Draw in that Game after normal time, Extra-Time shall be played.
(ii) in the event of a Draw after Extra-Time in that Game, it shall have a ‘Winner on the Day’.
(c) Extra Time shall be obligatory in the case of a further draw in a Replay.
(d) Extra Time shall consist of two periods of ten minutes each way.

Knock-out games in championship will have a ‘Winner on the Day’ except for finals which will go to a replay if level after extra time. Final replays will have ‘Winner on the Day’ if still level after extra timeClubs will be notified of the format of championship knock out stages, by the CCC of the competition, at the appropriate time. This will vary according to the number of teams in the competition.

 **LEAGUE COMPETITIONS**

Annually, Coiste Na Nóg CCC will decide on League format & number of divisions once affiliations are finalised and number of Teams entering Competition at each group are finalised.
The first named team has home venue, but if same is not available, the game must be played at the opponent’s venue.

Coiste Na Nóg fixtures may be fixed to be played under lights and/or on full size all weather/astro-turf surfaces.

Completion date for all league competitions is as per the Master Fixture Plan.

**LEAGUE TABLES**
(a) League results shall be credited as follows: 2 points for a win, and one for a draw.
(b) If a Team is Disqualified or Retires during the course of the League, it’s played Games shall stand

and its unplayed Games shall be awarded to the Opposing Teams.

(c) When Teams finish with equal points for Qualification for the Concluding Stages, General Rule (T.O 6.21) shall apply, as follows.

The tie shall be decided by the following means and in the order specified.
(i) Where two Teams only are involved – the outcome of the meeting of the two Teams in the previous game in the Competition.

(ii) Scoring Difference (subtracting the total Scores Against from total Scores For);
(iii) Highest Total Score For;
(iv) A Play-Off.
(d) 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:

(i) 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)
(ii) Highest Total Score For, in which only the teams involved, have played each other, and have finished equal in (i)
(iii) A Play-Off

**Playoff**. If two teams are involved, this will involve a straight play-off. If three or more teams are involved, the relevant Region/Coiste will arrange a lottery to determine places for knock-out games.

**8. REFEREE**

***For U13 Only.***

Where the appointed referee fails to attend, agreement must be reached on a substitute referee by either tossing a coin or by agreement. The “agreed” referee may either be a recognised referee or a club mentor for this or from another team within one of the clubs but who is fully compliant with child welfare and safeguarding regulations. Failure to comply with this rule will result in forfeiture of the league points by the club failing to agree. In the event of a referee being agreed by both clubs it is the responsibility of the club of the referee to ensure that the Official Report of the game is

submitted within three days of the game. Should the agreed referee not be a member of either participating club, the responsibility for ensuring the report is submitted shall rest with the home club.

***Note: This will again be a trial regulation for the 2025 season***

**9. WINNER ON THE DAY REGULATIONS**
Regulations approved by Ard Chomhairle on the 19th of January 2019 and in accordance with Rules of Specification 3.4. & 3.6 T.O. Part 2 2019, that relevant games that finish level after normal playing times should be completed as follows:
*Phase 1*
• Proceed to Extra time as provided for in T.O Cuid II (two periods of ten minutes each way)
*Phase 2* (Penalty Kicks/Pucks)
If still level, a “penalty competition” to decide the outcome:

• The relevant rules in T.O. Cuid II shall apply in relation to Penalty Kicks/Pucks, unless otherwise stated.
• Penalties will be taken for goals only

• The Referee shall choose the end at which the penalty kicks/pucks will be taken. The end may be changed by the referee if it becomes unplayable during the penalties.

1. The Referee will ensure two goal umpires are in place at the end in which the penalty kicks/pucks are to be taken; o Both umpires shall position themselves on the end line at opposite side of the goals facing inwards
2. If a penalty is scored, the goal umpire, will raise the green flag once the referee has signalled
3. If the penalty is saved or missed the point umpire will signal a wide once the referee has signalled
4. Each team shall register five penalty takers, a goalkeeper & a substitute goalkeeper with the referee and indicate in which order the penalty takers will take their penalties. (A penalty taker can also be a goalkeeper or a substitute goalkeeper.)

5. The Referee shall toss a coin in the presence of the two captains to see which team will have the option of going first.

6. Only players who are on the field of play at the end of Phase 1 (i.e., end of Extra Time), shall be allowed to be registered as a penalty taker or goalkeeper. Exception: The substitute goalkeeper can come from the team panel.
7. A goalkeeper who is injured while the penalty kicks/pucks are being taken and is unable to continue as a goalkeeper may be replaced\* by the substitute goalkeeper who has been nominated in advance, provided the referee is notified. If in the event the substitute goalkeeper also gets injured, one of the registered penalty takers may replace\* the substitute goalkeeper, provided the referee is notified. (\*Once replaced, the goalkeeper/ substitute goalkeeper cannot be reintroduced as a goalkeeper at a later stage)

**Subject to the conditions below,** both teams will take five penalty kicks/pucks which are taken alternately by the teams. The game is awarded to whichever team scores more of their five penalty kicks/pucks o If, before both teams have taken five penalty kicks/pucks, one team has scored more goals than the other team could score, even if they were to complete their five penalty kicks/pucks, no more penalty kicks/pucks shall be taken

1. If, after both teams have taken five penalty kicks/pucks and both teams have scored the same number of goals, the penalty competition will continue but in sudden death format using the same five registered players until one team has scored a goal more than the other from the same number of kicks/pucks.
2. In sudden death, the same sequence of penalty takers does not have to be followed as in the first. round of penalty kicks/pucks.
3. Each penalty kick/puck is taken by a different player. All registered players must take a penalty kick/puck before any player can take an additional penalty kick/puck.
4. The referee shall signal for the penalty to be taken. The penalty kick/puck is completed when the ball stops moving, goes out of play (including over the crossbar) or a goal is scored.
5. Only the players involved in the penalty taking competition, as well as the Referee, Linesmen and Umpires are permitted on the pitch. With the registered penalty takers located between the 45m & 65m lines closest to the end selected by the referee. Goalkeepers to be located 20m from the goals.
6. All other players (including substitute goalkeepers), managers, officials, backroom personnel etc.

should be at their designated sideline area, and off the field of play when the penalty-taking competition is taking place.

**9. OFFICIALS**

No more than five officials from each team shall be allowed on the sideline. Coiste Na Nóg request that at all games under its auspice have the persons in charge wear a distinctive bib and make themselves known as such to the referee prior to the commencement of the game.

 **Penalty:** **€25** fine

**10**. **CLUB COLOURS**

All Clubs are to play in their registered club colours. Where a clash of colours occurs, **both teams** are obliged under General Rule to change, unless both clubs agree on an alternative arrangement which must be approved by the relevant C.C.C.

**11. PRESENTATION OF GAMES:**
For all competitions, pitches are to be properly lined and flagged. Appropriate goalposts and nets should also be in place.

**Penalty:** **€50** fine

All teams are to be numbered properly, and clubs are requested to dress uniformly, i.e. wear matching club socks and shorts.

Where clubs are requested for (a) teams / substitutes and/or (b) team panels for programmes, they are requested to supply team panels correctly numbered and ensure that the players taking the pitch for the game are numbered in accordance with the programme. Failure to comply with this request will result in the Club(s) being fined €100.00 for each offence.

**12. CUPS & TROPHIES**

All cups & trophies shall be returned to Darver on/before **1st May** annually or earlier if Coiste Na Nóg sends notice to clubs. On return, Clubs are to inform An Runaí, Coiste Na Nóg of when, where & who the Cups were given to.

All trophies are to be inscribed with the name of the winning team and the year by all winning teams. If not, Coiste na nÓg will inscribe the trophy and charge the club for costs incurred. All trophies are to be returned in presentation condition.

**Penalty:** Failure to comply may result in a **€50** fine being imposed on the defaulting club for each outstanding trophy for each defaulting week.

The expense incurred by the Coiste in repairing or replacing through damage or loss of any trophy shall be borne by the club concerned.

**13.** **CHALLENGE OR TOURNAMENT GAMES**
Coiste na nÓg may introduce separate regulations to govern specific other competitions (e.g., non-examination leagues, Féile, certain county competitions).

Permission for Challenge Games within and outside county. Permission must be obtained to play challenge or tournament games. This applies to all ages and grades in every club, especially from U- 13 level upwards. Below this level blitzes, etc can be informed to Games and Coaching with referees available from the young referees list. It is most important to secure clearance as games played without permission could invalidate any potential insurance claim should a player receiving an injury in such a game wish to make a claim.

There is a protocol for arranging permission and it is as follows: In all cases you must outline the following:
*The teams, age grade and code involved.
Date and time of game
Venue
Referee.*

The Referee for the challenge must be from an approved list of Referee’s and who have taken part in the various refresher courses. Challenge games SHOULD NOT be refereed by coaches who have no qualification to referee games.

You need to give 3 clear working days’ notice.

**All GAA Activities, Games, Training, Club events must fall under the Health & Safety Guidelines as laid out by the GAA in association with the HSE and are liable to change from time to time.**

**14. Coiste Na Nóg COMPETITION REGULATIONS 2025**

**Equipment:**
Football Sizes; Fé 13/14– Size 4, Fé15/16/18 – Size 5
Sliotar Sizes; Fé13/14/15– Size 4/Juvenile, Fé16/18 – Size 5/Senior

**Pitch Sizes**
**Fé14 to Fé 18 (inclusive)**

**Regular Pitch:** Length 130m(min) to 145m(max) x width 80m(min) to 90m(max)

**Fé13 (all grades)**
**Reduced Pitch:** 13m line to 13m line x width 80m(min) to 90m(max) for 15 a side

 20m line to 20m line x width 80m(min) to 90m(max) for 11&13 a side

**Portable Goals** (for reduced pitch)
N.B. Please ensure that portable goals are fixed in position in accordance with manufacturer’s instructions and Club Safety Statement and procedures. Nets to be used.

**Match Time**: **U13**: All 50 minutes (25mins x 2)

 **U14-U18:** All 60 minutes (30mins x2)

**Team Lists:**
Team Sheets –Team sheets are required for all games, including challenge games, in accordance with

Rules 2.5 and 2.6, Official Guide Part 2 and Clause 1.7, Official Guide Part 1.
Team sheets are to include players name in both Irish (where applicable) and English along with their GAA registration number from the GAA Foireann System.
The starting players must be clearly indicated. The first 15 names (13 for 13-a-side and games held under Fair Play Rule) appearing on a list shall be taken as constituting the actual team, unless

otherwise clearly indicated.
All team mentors’ names must also be listed.
Team sheets [in duplicate] must be handed to the match referee before the start of the game.

Clubs entering two Teams will be requested to use Coiste Na Nóg **Teamlist Forms** for each Team. These forms will include the panel of players available to each Team and are available from An Runaí, Coiste Na Nóg once playerlists for each panel have been submitted to An Runaí. These Teamlists are to be filled out and returned to An Runaí prior to Competitions beginning. A copy of

The filled in Teamlists are to be given to referee prior to start of each match. These forms will be submitted along with referee’s report.

Substitutes: The referee must be notified of, and give permission for, all substitutions

**Number of Substitutes;**
**Championship:** 5 in normal time plus 3 in extra time, and in accordance with Rule 2.4 Official Guide Part 2
**League:** Unlimited number in all grades up to and including Fé18

**Sidelines:**
A maximum of five team officials (to include team management, club officials, hurley carriers, water carriers, medical personel) are permitted on the sideline from each team.
Clubs are responsible for their players, mentors, supporters, and all known partisans’ behaviour towards the referee and opposing Club members. Disciplinary procedures for all reported infractions by mentors, officials, supporters, and partisans will be referred to the Coiste CCC, irrespective of

which region the reported infractions took place. Ref Rules 7.2 (a),(c),(d),(e), and Rule 7.3 Official Guide Part 1.

 **PLAYING RULES:**

**From 2025, U14-18 inclusive, will adopt the new GAA playing rules for all games. Exception will be U13 which will remain with the old playing rules on the shortened pitch.**

**Peil;**
At Fé13 and 14, **kick outs** may be taken from the hand from the 20metre line. [A player may also kick from the ground/tee if he chooses]

At Fé15,16,18, **kick outs** are from the ground as per GAA Official Guide.

Marks; (Kick out and Advanced) as per GAA Official Guide

At Fé 13 **One Hop/ One Solo** will apply as follows; A player in possession of the ball is entitled to one hop and one hand to toe but he must then release the ball and not play it again until after another player plays it.

 Full playing rules apply for ages 14-18 inclusive.

**Ball Size:**

**U13– U14: Size 4**

**U15 – U18: Size 5**

**Composition of Team:**

 ***U13 Age Grade***

**If players are available for both teams on the day, in ALL divisions to play 15 a side matches, then 15 a side MUST be played.**

**As per Fair Play Guideline, Division 1 & 2 can be 13 a side while Division 3 (& 4 if graded) can be 11 a side.**

**(See Fair Play Guideline Exception)**

***U14 – U18 Age Grades***

**If players are available for both teams on the day, in ALL divisions to play 15 a side matches, then 15 a side MUST be played.**

**As per Fair Play Guideline, Division 1 & 2 can be 13 a side while Division 3 (&4 if graded) can be 11 a side.**

**(See Fair Play Guideline Exception)**

**All Age Grades:**

Players arriving late may join in the game during a break in play but must report to the referee before so doing. Both teams must then have equal playing numbers on the field. The game shall be played for the full playing time.

The final score shall stand as the result of the game.

**Fair Play Guideline**:
In the interest of Fair Play to all players & mentors, where teams are struggling to field a team in leagues or championship group matches, clubs are permitted to play up to **2** players less than the number officially stated for that competition.

 **Exception**; a) Not applicable for League semi-finals, finals or in **any** championship knockout

 b) Clubs are permitted at U13, Division 3&4 in league, to play with **4** players less than the number officially stated for that competition. But not applicable to ‘B’ championship group games where it can be up to 2 players less.

If a team wishes to avail of the fair play rule, they must inform the opposition in plenty of time to avoid the disappointment for players of being picked and then being told that they will not be playing.

The referee must also be informed before the game. All clubs & Team mentors are asked to consider this policy if the opposition are having difficulties with player numbers.

The number of players at the start of the game is the number for the entire game with both teams fielding the same number of players. If a team loses a player through injury and they do not have a sub, the other team doesn’t have to reduce their number.

**NOTE: Clubs are reminded of Coiste Na Nóg above rule No.6 on *Notification of Players* for any Club entering 2 Teams**