

# Coiste Peile na nÓg Regulations 2024

## (General)

These regulations apply to the Under 13, 14, 15 and 16 Football Competitions within County Galway. Separate regulations apply to the Féile and Under 12 programme of games.

### COISTE PEILE NA nÓG

The membership, functions, authority and responsibilities of Coiste Peil na nÓg are as contained in the current edition of Coiste Chontae na Gaillimhe, Byelaws and Regulations.

### GENERAL RULES & REGULATIONS - ALL COMPETITIONS

1. The Galway Competitions Control Committee (CCC) shall be responsible for all arrangements and the control of games under the jurisdiction of the County Committee, including disciplinary matters, other than those functions reserved for the County Hearings Committee. **The Competitions Control Committee (CCC) reserve the right to re-schedule rounds/games out of sequence.**
2. **Procedure Governing Postponement** - All requests for postponements shall be in writing from the club secretary to the Runai CCC and copied to the Rúnaí Coiste Peile na nÓg. The Competitions Control Committee may grant on application for the postponement of an official fixture in the case of death during the four days preceding the fixture of:
  - (a) the Chairperson,
  - (b) Secretary,
  - (c) Treasurer,
  - (d) a playing Member of the Club, or
  - (e) parent, brother, sister, wife or child of a Player,

provided written notice is received from the Club Secretary and approval given by the County Secretary, or in his/her absence, the Chairperson of

the Competitions Control Committee. In no other circumstances can postponements be requested or sanctioned.

An official request for postponement of a Club Fixture is defined as a documented request submitted by the Secretary of the Club to the Secretary of the Competitions Control Committee and the Secretary of the Committee in Charge of the Fixture, stating, clearly and concisely, the reason for requesting the postponement. A plea in any other format or from any other Club Official or Team Manager shall not be regarded as an official request for postponement.

All groups must be completed by the date for the final group games for the relevant division as contained in the regulations.

Any matches not played by that date will be declared null and void. This date may be extended by the CCC in exceptional circumstances.

Any club team that gives a walkover or concedes a match in any Juvenile competition,

(a) shall be fined €100 and in addition shall be compelled to pay any fine imposed for loss of revenue by the Committee-in-Charge and all vouched reasonable expenses incurred.

(b) that team may be disqualified from participating in any subsidiary competitions (such as shield) in which the walkover was given, or game conceded

3. **Walkovers and Concessions:** A Club or its Team Management may not forfeit a Game at any level, without giving proper notice in writing in advance through its Secretary, to the Secretary of the CCC and copied to the Secretary of Coiste Peile na nÓg. Notice by of club of its intent not to fulfil a fixture for whatever reason shall be construed by the CCC and committee in charge as a concession. Exception: Where the requirements of Official Guide have not been met.
4. **Round Robin Groups:** When Teams finish with equal points for Qualification for the Concluding Stages, or for Promotion or Relegation, the tie shall be decided by the following means and in the order specified:
  - i. The higher number of League Points obtained in the 'Head-to-Head' games defined as the games in which the teams involved in the tie have played each other.

- ii. The higher Scoring Difference (subtracting the total Scores Against from total Scores For) in the 'Head-to-Head' games.
- iii. The higher Scores For in the 'Head-to-Head' games.
- iv. If the application of criteria (i) to (iii) results in a team(s) being successful or eliminated but there is still a relevant tie to be decided, criteria (i) to (iii) are to be repeated for the 'Head-to-Head' games only of the still tied teams.
- v. The higher Scoring Difference in all games in the League Group.
- vi. The higher Scores For in all games in the League Group.
- vii. A Play-Off.

Exception: 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 walkover, the tie shall be decided by the following means:

- i. Least number of Walkovers given.
  - ii. 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 the total Scores For)
  - iii. Highest Total Score For, in which only the teams involved have played each other, and have finished equal in (ii)
  - iv. Highest Total Goals For, in which only the teams involved have played each other, and have finished equal in (ii) & (iii) v. A Play-Off
5. Where two or more teams finish level on points with both having qualified for the concluding stages the tie shall be decided as per regulations 4 or 5 above as appropriate with the following exception:
- i. There shall be no Play-Off. Instead, the ranking will be decided by the drawing of lots or the toss of a coin at the discretion of the CCC.
6. The fixture notification, for club championship games or other Games may include notification for a re-fixture, in the event of the game resulting in a draw, or due to unforeseen circumstances because it failed to take place. With reference to all Coiste Peile na nÓg Competitions, when a postponement of a game is sanctioned by the CCC, the game may be re-fixed in a neutral venue or at a venue appointed by the Secretary in Charge,

prior to the scheduled date of the next round of games in the Competition. Failure of either club to participate in such re-fixtures will result in the forfeiture of the game.

## **ROLE OF CO-ORDINATOR**

1. Ensure all games in your Division/Group go ahead as per schedule.
2. Make sure clubs in your division are in contact with each other and with referees **at least 5 days before the fixture.**
3. Work with the Coiste Secretary/Group Secretary to resolve any issues that may arise
4. Co-ordinate all the results from your group(s) games
5. PLEASE NOTE that a **COORDINATOR** does not have the authority to rearrange or postpone a match. This can only be done in accordance to rule, as outlined elsewhere in this document.

## **FIRST AID/MEDICAL**

Each Club is responsible for the safety and welfare of its own players. In this regard all Clubs should ensure that when training and playing games a qualified First Aid person accompanies the team and is in attendance with a fully equipped medical bag. In addition the contact details of the nearest Doctor should be known by the First Aid person and by at least one of the members of the Team management. Gum shields are compulsory for all age groups.

## **CONCUSSION**

Any player suspected of having sustained a concussion **should be removed immediately from the field of play and should not return to play on the same day.** Where a team doctor is present, he must advise the person in charge of the team in this regard and the player must not be allowed to continue his participation in the game. A referee cannot remove a player if he suspects concussion. He may, however, ask that the player be assessed by a medic or, in the absence of a medic, advise the person in charge to remove the player.

## **PROCEDURE FOR REQUESTING TO PLAY CHALLENGE GAMES**

Prior permission must be requested by clubs to play and participate in Challenge games and it is the responsibility of the club organising the Challenge game to request approval, in writing, to the appropriate authority.

The following is the procedure for requesting that permission. All requests must be submitted electronically, on the prescribed Challenge Game Permission Request Form (online version), by the Club Secretary.

1. If the challenge game is with a team from within the county the club secretary should complete the online Challenge Game Permission Request Form at least 2 days prior to the challenge game.
2. If the challenge game is with a team from outside the county and within the Province (Connacht) the club secretary should complete the online Challenge Game Permission Request Form, at least 3 days prior to the challenge.
3. If the challenge game is with a team from outside the province (Connacht) the club secretary should complete the on-line Challenge Game Permission Request, at least 3 days prior to the challenge
4. For more details please refer to Rule 6.40 of GAA Official Guide 2011 and please read carefully to ensure that your Club complies with all requirements

## **PROCEDURE FOR REQUESTING TO ORGANISE TOURNAMENTS**

Prior permission must be requested by clubs to play and participate in tournament games and it is the responsibility of the club organising the tournament to request approval, in writing, from the appropriate authority and to pay the appropriate fee with the application.

The maximum number of teams eligible to participate in a GAA tournaments is eight (8). The following is the procedure for requesting that permission.

- All requests must be submitted on the prescribed Tournament Permission / Request Form, by the Club Secretary.

- If the challenge game is with a team from within the county the club secretary should complete the online Challenge Game Permission Request Form at least 2 days prior to the challenge game.
- If the challenge game is with a team from outside the county and within the Province (Connacht) the club secretary should complete the online Challenge Game Permission Request Form, at least 3 days prior to the challenge
- If the challenge game is with a team from outside the province (Connacht) the club secretary should complete the online Challenge Game Permission Request, at least 3 days prior to the challenge.
- For more details please refer to Rule 6.40 of GAA Official Guide 2011 and please read carefully to ensure that your Club complies with all requirements

## **RECORDING OF GAMES**

The recording of games is subject to the Runaí an Cumann making an application on the prescribed online form and obtaining the permission 48 hours in advance of the game, from the County Board Secretary and the payment of the appropriate fee of €50. The granting of permission is subject to full compliance with the Galway GAA Recording Policy. If requested by the CCC the club must furnish them with a copy of the recording.

## **RULES REGARDING A REQUEST TO CHANGE A FIXTURE**

1. The appointed group coordinator must be informed if clubs are requesting the rescheduling of a fixture.
2. The clubs agree a re-fixture.
3. The **Adult Secretary** of the club requesting the movement of the fixture sends an email to the Secretary of Galway CCC copied to Galway Coiste Peil Na nÓg secretary requesting the change to the fixture.
4. If the request is granted the clubs inform the appointed referee of the change to the fixture and see if he is available to referee the re-fixture.
5. Any matches not played by the date of the final round of group games will be declared null and void.

6. If a fixture requires a team to travel over 80 km, then a neutral venue must be arranged by the Galway Coiste Peil Na nÓg secretary.

## **PITCH SIZE**

- **Under 12:** 20 metre line to 20 metre line using juvenile goalposts pinned securely to the ground.
- **Under 13:** 13 metre line to 13 metre line using juvenile goalposts securely pinned to the ground.
- **Under 14, Under 15 and Under 16:** A full-size pitch to be used.

## **DURATION OF GAMES**

- U12 games shall be 20 minutes a half (Total duration is 40 minutes)
- U13 games shall be 25 minutes a half (Total duration is 50 minutes)
- U14, U15 and U16 Games shall be 30 minutes a half (Total duration is 60 minutes)
- Half-time is 10 minutes for all matches, at all age grades
- Winner on the day applies to all knockout matches including Finals
- In the event of a draw at the knock out stages, ten minutes extra time (2 x 5 minutes) shall be played. If a draw still results then five frees will be taken on the 30-metre line by five different players as follows:
  - i. Frees shall be taken at a central point, identified by the referee at the appropriate distance
  - ii. Frees may be taken from the hand or from the ground
  - iii. There shall be no goalkeeper or other defenders facing the free takers
  - iv. Only points shall be counted
  - v. should a taken free strike either upright or cross bar and go over the bar, the score shall be counted

- vi. Should a taken free bounce off the ground prior to going over the bar, the score shall not be counted
- vii. Shots that result in a goal or a wide, rather than a point, shall not be counted
- viii. The team with the most points scored, following five frees per team, will be deemed to have won the game
- ix. If the teams remain level after five frees per team, then 'sudden death frees' are to be taken. One player on each team shall take a free each until one team has scored a point and the other misses. Players who took a free as part of the original series of five frees shall be eligible to take a free in the 'sudden death' section.

## **AGE GRADES ELIGIBILITY**

To be "Under" an age shall mean that the player shall celebrate the Upper Limit birthday (e.g. 16th. for Under 16 Grade) on the 1st. January of the Championship Year or on a later date.

To be "Over" an age shall mean that the player shall have celebrated the Lower Limit birthday (e.g. 12th. To participate in Under 16 Grade) prior to the 1st. January of the Championship Year.

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

- **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

**Girls may participate only up to, and including, the Under 12 Grade.**

Penalties for breach of Upper and Lower age limits as per the Official Guide.



## RULES

- Home team is responsible for dressing rooms, toilets, pitch, flags, nets etc.
- Both Team Managers should contact the appointed referee a few days before each game in order to establish his/her availability. In the event of the referee being unavailable or uncontactable please contact the relevant group coordinator, or the Galway Coiste Peile Na nÓg Runaí
- All players in all grades must be registered with the GAA, before they play
- Two team sheets/lists must be given to the referee for each game. The list must be prepared in Irish and contain full Name, date of birth and registration numbers of each player. The team list must be given to the referee prior to the commencement of the game.
- In the event of the Club's home ground not being available for a match, or when a Club has two home matches on the one evening, the onus is on the club to arrange an alternative venue or go to the opposition's venue and to notify their opponents, the referee and the Galway Coiste Peil Na nÓg Runaí
- Postponements will only be granted in accordance with rules stated in the Coiste Regulations (General) document, circulated to club secretaries.
- All clubs are requested to make a special effort to have games started on time.
- Size 4 Footballs are to be used in all games, up to and including, Under 15. Size 5 footballs for U16 and above.
- Unlimited substitutions in all age grades
- Where a Club is fielding two or more teams in a particular age grade, they will be obliged to submit a panel for each squad before the notified date. Panels are to be submitted to the Galway Coiste Peil Na nÓg Runaí, detailing a clubs' first and subsequent teams, Panels of 17 players for 15 aside matches and Panels of 15 players for 13 aside. **The named players cannot play in a lower grade.**
- In the event of two or more teams ending level on points at the end of the league stage, please consult the Coiste Regulations (General) document for how that situation is resolved

- The only person who can declare a pitch unplayable is the appointed referee.
- All Championship matches will be played at first drawn club grounds. In the event of a clash of colours, **both sides** must change to alternative jersey
- Games are to be played at 15-a-side in Divisions 1 and 2. Games are 13-a-side where specified.
- Gum shields are compulsory for all players at all age groups. Coiste Peile na nÓg is directing **ALL** Referees to implement fully the following Rules with respect to **mouth guards** at all under-age matches in the county.
  - As per rule, if a player fails to comply with the referee's instruction to use a mouth guard the penalty is as follows: '**Caution the offender; order off if he persists.**'
  - As per rule, if a player refuses to leave the field of play when ordered off or re-joins the game after being ordered off, the procedure is as follows:  
**'First give a three minute warning to the team captain, or the official in charge of the team, or the player(s) involved, and then, if the player(s) refuses to comply, terminate the game.'**

## **U13 CHAMPIONSHIP**

### **DIVISION 1:**

Division 1 will consist of 10 teams, which gives nine rounds of matches. After the final round of matches, the top 4 teams will play semi-finals in the Cup segment of the competition (1st v 4th & 2nd v 3rd), with the winners progressing to the Cup final while the losers from the semi-finals will play the Division 1, Shield final.

### **DIVISION 2 NORTH & DIVISION 2 WEST:**

Both of these divisions will consist of 7 teams allowing for 6 matches (7 rounds). The top 4 teams in each Division will be cross play in the quarterfinals (1st v 4th, 2nd v 3rd, with 1st & 2nd having home advantage). Winners of the semifinals will play for the Division 2A Cup and the losing semi-finalists will contest the Division 2A Shield final.

The bottom three teams in Division 2 North and Division 2 West will contest the Division 2 B-Championship. 6th place will cross place with 7th place in the quarterfinals and the winners of those matches will play a semi final against one of the 5th place teams, with the winner of those semifinals will play for the Division 2B Cup and the losing semi-finalists will contest the Division 2B Shield final.

### **DIVISION 3 NORTH & DIVISION 3 WEST:**

Both Division 3 North & West will consist of 8 teams, allowing for 7 matches for each team. The top 4 teams in Division 3 North and Division 3 West will contest the Divisions 3 A-Championship. Quarterfinals will involve cross play (1st v 4th, 2nd v 3rd with 1st and 2nd having home advantage). Winners of semi-finals will contest Division 3A Cup Final and the losers will play the Division 3A Shield final.

The bottom four teams in each Division will enter the B-Championship quarterfinals. (5th v 8th, 6th v 7th with 5th and 6th having home advantage). Winners of semifinals will play the Division 3 B-Cup final and the losers will contest the Division 3 B-Shield final.

## **DIVISION 4 NORTH & DIVISION 4 WEST:**

Both Division 4 North & West will consist of 8 teams, allowing for 7 matches for each team. The top 4 teams in Division 4 North and Division 4 West will contest the 4A-Championship. Quarterfinals will involve cross play (1st v 4th, 2nd v 3rd with 1st and 2nd having home advantage). Winners of semi-finals will contest Division 4 A-Cup Final and the losers will play the Division 4 A-Shield final.

The bottom four teams in each Division will enter the B-Championship quarterfinals. (5th v 8th, 6th v 7th with 5th and 6th having home advantage). Winners of semifinals will play the Division 4 B-Cup final and the losers will contest the Division 4 B-Shield final.

## **DIVISION 5**

Division 5 will consist of 9 teams in the group (9 rounds), giving each team 8 matches. The top 4 teams will play semi-finals as follow, 1st v 4th, 2nd v 3rd (1st and 2nd will have home advantage). Winners of the semi-final will play for the Division 5 Cup and the losers will contest the Division 5 Shield final.

### **Please note:**

- Team Size: Divisions 1 & 2 are 15 a side. Division 3, 4 and 5 is 13 a side
- Unlimited substitutions may be made and every player to play a minimum of 25 minutes per game.
- Game time is 25 minutes per half
- Pitch Size is from the 13 metre line to the 13 metre line using juvenile goalposts pinned securely to the ground.
- Size 4 Football to be used.
- Kick outs can be taken from the hand or off the ground.
- Player that's fouled to take the free
- Players are allowed two plays only - one solo and one hop or two solos

- No square ball rule applies and there are no penalties in the U13 competition
- "45's" are to be taken from 30m from the end line and can be taken from either the hand or off the ground.
- **Neither the Mark rules nor the black card apply at U13**

## **U15 CHAMPIONSHIP**

### **DIVISION 1:**

Group 1 will consist of 7 teams, giving 6 matches in the division. The Top team will go into the semi-final, while the remaining 6 teams will play quarter finals (2nd v 7th, 3rd v 6th, 4th v 5th) giving 3 winners, who will proceed to the semi-finals. Winners of the semi-finals will contest the Division 1 Cup Final, while the losers will contest the Division 1 Shield Final.

### **DIVISION 2 NORTH & DIVISION 2 WEST:**

Each division will consist of 7 teams allowing for 6 matches. There will be cross play in the quarter finals (1st v 4th, 2nd v 3rd, 1st and 2nd will have home advantage). The winners of the semi-finals play the Division 2 A-Cup final while the losers of the semi-finals will play the Division 2 A-Shield final.

The bottom three teams in Division 2 North and Division 2 West will contest the Division 2 B-Championship. 6th place will cross place with 7th place in the quarter finals and the winners of those matches will play a semi final against one of the 5th place teams, with the winner of the semifinals contesting the Division 2 B-Cup and the losing semi-finalists will play the Division 2 B-Shield final.

### **DIVISION 3 NORTH & DIVISION 3 WEST:**

Consists of 8 teams in both Divisions (3 North & 3 West). The top 4 teams in Division 3 North and Division 3 West will contest the Division 3 A-Championship. Quarterfinals will involve cross play (1st v 4th, 2nd v 3rd with 1st and 2nd having home advantage). Winners of semi-finals will contest Division 3 A-Cup Final and the losers will play the Division 3 A-Shield final.

The bottom four teams in each Division will enter the B-Championship quarterfinals. (5th v 8th, 6th v 7th with 5th and 6th having home advantage). Winners of semifinals will play the Division 3 B-Cup final and the losers will contest the Group 3 B-Shield final.

## **DIVISION 4 NORTH & DIVISION 4 WEST:**

Both of these divisions will consist of 7 teams allowing for 6 matches. The top 4 teams in each Division will be cross play in the quarterfinals (1st v 4th, 2nd v 3rd, with 1st and 2nd having home advantage). Winners of the semi finals will play for the Division 4A Cup and the losing semi-finalists will contest the Division 4A Shield final.

The bottom three teams in Division 4 North and Division 4 West will contest the Division 4B championship. 6th place will cross play with 7th place in the quarterfinals and the winners of those matches will play a semi-final against one of the 5th place teams, the winners of the semi-finals will play for the Division 4 B-cup and the losing semi-finalists will contest the Division 4 B-shield final.

## **GROUP 5**

The group will consist of 6 teams. Each team will play each other on a home and away basis, giving 10 matches. The top 2 teams will compete in the Division 5 A-Cup Final.

### **Please note:**

- Adult rules apply
- Unlimited substitutions may be made
- Game time is 30 minutes per half, with a 10 minute half time break.
- Full size pitch
- Size 4 Football to be used.
- Divisions 1 & 2 are a 15-a-side match, while Division 3 and lower is 13-a-side (15-a-side if clubs agree on the day)

## **U16 DEVELOPMENT LEAGUE**

- The top team in each group will cross play for the group final, ie the winners of Group 1A v Group 1B; Group 2A v Group 2B; Group 3A v Group 3B and Group 5A v group 5B. Group 4A North v 4B North and the winner of the 4A/4B match will play the winner of Group 4 West.
- Adult rules apply
- Matches will be of 60 minutes duration, consisting of 2x30 minute halves with a 10 minute break for half-time
- Groups 1 & 2 are 15-a-side matches, while it will be 13-a-side in Groups 3, 4 and 5. With agreement from both teams, on the day, 15-a-side can be played.
- Unlimited substitutions are permitted
- Full size pitch is used
- Size 5 football is to be used