

RULES GOVERNING Féile na nGael 2017

1. An Coiste Stiurtha will appoint a Venue Co-ordinator at each venue who will act as a Rúnaí for the venue. Decisions made by the Venue Co-ordinator in the event of disputes shall be final but a Venue Co-ordinator shall not make rulings on disciplinary issues. This function is reserved for the Chairperson of CCC2 (contact Rúnaí Damian Murphy).
2. In the event of disputes the Venue Co-ordinator shall refer immediately to CCC2 for a decision.
3. In the event of a dispute relating to player illegality, or as a spot check, the Venue Co-ordinator shall have the power to demand and should receive the name, the signature and date of birth of any player who is taking part in Féile. Verbal notification of any objection must be given to the Venue Co-ordinator within 15 minutes of the end of the game. The Venue Co-ordinator should immediately notify CCC2 of any objection to allow for a decision to be made.
4. Players taking part must be under 14 years on January 1st, 2017.
5. Panels shall consist of a maximum of 24 players. Under NO circumstances may a panel contain more than 24 players and any substitute bench should have no more than 9 players kitted for play. Unlimited substitutions are allowed, but only during a stoppage in play, and with permission of the referee. However each team MUST make a minimum of FOUR substitutions in every game. Teams ignoring this regulation risk forfeiture of the game and removal from the competition.
6. Before the start of the first game, team mentors must hand their official list of (numbered) players to the referee or Venue Co-ordinator, to include each player's name in Irish and English, date of birth and GAA registration number.. There can be no deviation from the 24 named players from the start to the finish of the competition. The list should also include the names of the manager and up to three additional selectors responsible for the team for duration of the competition. Players must retain the number on his jersey throughout all games. Should a team goalkeeper (nominated as Player 1) play as an outfield player he will continue to wear his goalkeeper's jersey but will wear an over-bib if the No. 1 jersey clashes with the oppositions colours. The substitute goalkeeper must then also wear a bib to distinguish him from his team and oppositions colours.
7. A maximum of FOUR team mentors is allowed and they may not encroach on the pitch without the permission of the referee. Mentors must wear a bib to identify them clearly to the Feile officials and referees
8. A size 4 sliothar must be used and games will be played on a normal size pitch.
9. The normal rules of hurling apply.
10. All games will be 15 aside, 20 minutes per half, with a 5-minute interval. The Venue Co-ordinator should have an alternative set of jerseys at his/her disposal in case of a clash of colours, tossing a coin to decide which team changes.
11. Each division will be divided into two groups of four teams (except Division 7); each group playing in designated venues on Saturday, April 29th 2017 as in the programme.
12. The competition will be played on a round-robin basis within groups, with winners and runners-up in each group playing off in semi-finals, as in the programme, at a designated venue and time. In Division 7 the winners of each group shall advance to the final.
13. Teams will have three games on Saturday morning, April 29th commencing at 10.30a.m or earlier, depending on division (in Division 7 each team will play 4 games).
14. All semi-finals will be played on Saturday afternoon, April 29th at designated venues at 4p.m. as in the programme. (Div.7 will have no semi-finals).
15. All Finals will be played on Sunday April 30th starting at 10.00 a.m. as in the programme.
16. Where Teams finish with equal points, 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. Exception: If the accumulated scores of a team, so involved, are affected by a disqualification, retirement or walk over, the tie shall be decided by a Play-Off. (For Play-Off format, see 18 below).
17. In the event of a draw in the semi-finals or finals, ten minutes extra-time will be played (2x5minutes). If a draw still results after extra time, an additional period of extra time will be played with the team to register the first score to be deemed the winner. For this latter period of additional time, the referee will toss to decide which way the teams will play.
18. In the event of a play-off, the game will be 10 minutes per half, with a 5 minute interval.
19. A player dismissed for a straight red card shall miss the next game(s) in the competition for the offence for which he has been sent off; e.g. an offence that would warrant a two-match suspension means that the player is suspended for the next two games in the competition. If his suspension extends beyond his participation in the competition, his case will be dealt with in accordance with Treoiri Oifigiul (T.O.) 2017. A player sent off in a semi-final on a straight red card cannot participate in the final should his team advance and may be subject to further suspension according to the rules of T.O.2017. Where a player is sent off in a semi-final and his team does not advance to the final, his case will be dealt with in the usual way in accordance with T.O. 2017.

20. Teams progressing to the semi-final/final stages of the competition must adhere to the original team list as supplied before the first game of the competition. For clubs with more than one team participating in this Feile na nGael competition, no movement of players within panels is allowed.
21. CCC2 (contact Rúnaí Damian Murphy) shall be the final arbiter of all disciplinary matters on the weekend and should be contacted immediately if there are any queries.

NOTES FOR TEAM MENTORS

The role of the mentor is vitally important to the success of Féile na Gael. The mentors influence on the team will be reflected in the spirit and the atmosphere in which the games are played. It is important that the players enjoy the whole occasion.

Specific co-operation is required as follows:

Be responsible for the general conduct of the players.

Ensure that the games begin on time.

Do not encroach on the pitch during the matches and respect the decisions of the match officials.

Participation rather than “Win at all Costs” is the objective of Féile. It is expected that good sportsmanship will prevail throughout the competition. Players should be encouraged to shake hands with the opposition at the centre of the pitch prior to the matches and should thank the referee at the end of the game. Abusive or bad language will not be tolerated.

SPECIAL RULES FOR “B” and “C” TEAMS

No “B” or “C” team panel may include any more than 3 (Three) players born in 2004 or thereafter i.e. a maximum of 3 players on the panel who belong to any age group younger than Under 14.

N.B. THE OFFICIAL TEAM LIST WILL BE THE ONE GIVEN TO THE REFEREE ON THE MORNING OF FIRST MATCH

PLEASE REMEMBER

- **THE PLAYERS ARE CHILDREN**
- **THE COACHES ARE VOLUNTEERS**
- **THE REFEREES ARE HUMAN**
- **THIS IS NOT THE ALL-IRELAND FINAL**
- **SHOW RESPECT TO PLAYERS & COACHES**
- **FIRST PRIORITY IS HAVING FUN**

ENJOY YOUR DAY!!