

CCC2 FOOTBALL AND HURLING REGULATIONS 2022

(Separate regulations will be issued for U16 Championships)

1. Equipment

Football Sizes:

- U13/14/U15– Size 4
- U16 – Size 5

Sliotar Sizes:

- U13/14/15 – Size 4
- U16 – Size 5

2. Team Size's

2.1. All competitions are 15 a-side, but where necessary a minimum of 13 aside can be played.

2.2. In competitions listed in 2.2.2, teams may play 11 aside.

2.2.1. Both teams must play equal numbers and the MAXIMUM number available to both teams must be played e.g. if both sides have 14 then NO players are to be held back as substitutes.

2.2.2. Applicable Competitions * to 2.2 above

Lowest two divisions of any U13, U15 and U16 League and
U13 Hurling Grading League 12
U14 Hurling "F" Qualifying Competition
U14 Football "H" Qualifying Competition

(following U13 Grading Leagues and grading of U15 leagues – Clubs will be notified of 11 a side applicable leagues)

*the regulation 2.2 and subsection applies to any follow-on Cup competitions – note there are no Féile 11 a side competitions.

2.3. Teams with fewer than 13 players; or in competitions listed in 2.2.2 * with less than 11 players, will forfeit the points.

2.4. Where teams are playing i.e. 11 to 15 aside and a team (that has no substitutes available) loses a player through injury or a red card, the other team is **NOT** obliged to take off a player.

2.5. Under reduced numbers regulations, teams that play more players than their opposition have available to them (exception – reduced number as per 2.4 above) forfeit the points.

2.6. For all matches unlimited substitutions may be made. A player may be substituted on or off more than once.

2.7. For all matches the maximum number of players allowed/to be used is 24.

3. Substitution Slips

3.1. A substitution slip is only required on the first occasion a player enters the field of play. If a player is taken off and substituted back on no slip is required on the second or subsequent occasions. No slip is required for any of the starting team that are taken off and subsequently put back on.

3.2. The referee must be notified of, and give permission for, all substitutions including temporary substitutions (Blood/Concussion)

4. Football Kick outs.

- 4.1. At U13/U14 kick outs are from the hand from the 20 metre line. [Player may also kick from the ground/tee if he chooses]
- 4.2. At U15/16 kick outs are from the ground as per GAA Official Guide.
- 4.3. Any player may use a tee for a kick out.

5. Football – 45's and Marks (Kick out and Advanced)

- 5.1. Rules as per GAA Official Guide

6. Hurling – Puck outs

- 6.1. Rules as per GAA Official Guide

7. Hurling – 65s

- 7.1. Rules as per GAA Official Guide

8. Pitches

- 8.1. All weather / synthetic pitches are approved surfaces by the association. Mentors are advised to check with their opposition (should they have an all-weather pitch) as to the surface they intend to use, to ensure that adequate footwear is taken / used.
- 8.2. If home team's pitch is unplayable the fixture must be played at opponent's venue if playable, otherwise the home team will forfeit the points.
- 8.3. The home team is responsible for making contact with their opposition if the home team's pitch is unplayable.
- 8.4. In the case of teams that use city council/corporation pitches, this should be done as soon as the pitches are declared unplayable on a Friday by the local council/corporation.
- 8.5. In the case of a club that has its own pitches contact must be made by 6:00 PM on Friday for a Saturday game; and by noon on Saturday for a Sunday game; or before 6:00 PM on the day before a midweek game by the home team declaring that their pitch is playable/unplayable.
- 8.6. If the home pitch is declared playable in these circumstances only the referee in consultation with CCC2 Chairperson or CCC2 Secretary may subsequently deem it unplayable as per GAA Official Guide.
- 8.7. Should the home team declare their pitch unplayable at short notice i.e. on the day of the game without the referee's consent, they will forfeit the points unless exceptional circumstances, in the view of CCC2, are deemed to have prevailed.
- 8.8. Under the regulations above where a home team has no playable pitch and the away team offers a pitch up to two hours before or after the official starting time of the fixture (but not earlier than 10:00 AM for a Sunday fixture) this shall become the official time of the fixture and the game must be played or conceded.
- 8.9. Where a fixture is reversed in the first round of a double round league/competition, the original home team is responsible for notifying CCC2 of the change of venue within 2 weeks of the date of the original fixture. The reverse fixture will then be amended on the system to show the 2nd fixture being at home. Should a club fail to notify CCC2 in this period, the 2nd fixture will remain fixed at their oppositions ground as per advance fixtures.
- 8.10. CCC2 shall have the authority to appoint an alternate venue if it deems necessary.
- 8.11. CCC2 shall fix matches for flood lit and/or all-weather/synthetic pitches as it deems necessary.

9. Player Eligibility

9.1. Age grades are per GAA official Guide

9.2. All players on any club team must be registered with that club.

9.2.1. Penalty for playing ineligible player(s) as per GAA Official Guide.

9.3. If a team has an issue about the eligibility of an opposing player, the mentor should ask the referee to:

- Take the player's name
- Get the player's signature
- Get the player's date of birth
- Request the referee to report this to CCC2.

9.4. Issues of registration can only be dealt with by written request to the Secretary of CCC2 from the Club Secretary with the query.

10. Competitions

10.1. The Cup (U14) competitions will be in two stages –

Stage 1 is a qualifying 12 team round robin competition split into two groups of 6

Stage 2 is a qualifying 12 team round robin competition split into two groups of 6 based on finishing position in Stage 1, with top and bottom teams in cohorts moving between competitions levels.

Where numbers of entries require, an alternate structure will be implemented by CCC2.

10.2. Each Cup (U14) Qualifying competition will be played on a Round Robin basis with two groups of six teams in each. A maximum of one team per club shall be allowed in any grade. Where numbers of entries require, an alternate structure will be implemented by CCC2.

10.3. Following the completion of the qualifying competitions - Each Cup(U14) competition will be played on knock out basis, based on finishing position in the qualifying competition – alternate formats may be required based on entries. A maximum of one team per club shall be allowed in any grade. Where numbers of entries require, an alternate structure will be implemented by CCC2.

10.4. The Feile (U15) competitions will be in two stages –

Stage 1 is a qualifying 8 team round robin competition per grade split into two groups of 4

Stage 2 is a Cup and Shield knock-out competition based on finishing position in Stage 1 Round Robin

Where numbers of entries require, an alternate structure will be implemented by CCC2.

10.5. Feile Finals and U14 Cup Finals will be played at venues decided by CCC2.

10.6. U13 Grading leagues, U13 leagues, U15 leagues and U16 Leagues will be a single round of games.

11. Feile (u15) Panels

- 11.1. The maximum number of younger Age grade players that can play on any match day is 3 (three). This regulation applies to all grades of applicable competitions.
- 11.2. Panels will be required. Panels (per code) shall consist of a maximum of 24 players.
- 11.3. If players are all born in 2007 – the panel size may exceed 24 with prior approval from CCC2.
- 11.4. No panel may include any more than 9 (Nine) younger Age grade i.e. maximum of 9 players on the panel who belong to any age group younger than specific age grade. This regulation applies to **all** grades of applicable competitions.
- 11.5. There can be no deviation from the named players from start to the finish of the applicable Feile competition (see 11.6 and 11.7 following). The list should also include the names of the manager and all additional mentors responsible for the team for duration of the competition.
- 11.6. A player can only be named in one panel submitted (per code) and may not subsequently play in a lower graded Feile (U15) in 2022
- 11.7. The team panel must be submitted by email to administratorbng.dublin@gaa.ie .
- 11.8. Teams progressing to Finals of the competition must adhere to the original panel list as supplied. For clubs with more than one team participating in Féile Peil na nÓg or Feile na nGael competition, no movement of players within panels (per code) is allowed.

12. Cup (u14) Panels

- 12.1. Panels for both Hurling and Football must be provided by 26-Aug-22.(Date of Panel Notification)
- 12.2. **Following the date of panel notification** – The maximum number of younger Age grade players that can play on any match day is 3 (three). This regulation applies to all grades of applicable competitions.
- 12.3. **Following the date of panel notification** – Panels will be required. Panels (per code) shall consist of a maximum of 24 players.
- 12.4. **Following the date of panel notification** - If players are all born in 2008 – the panel size may exceed 24 with prior approval from CCC2.
- 12.5. **Following the date of panel notification** - No panel may include any more than 9 (Nine) younger Age grade i.e. maximum of 9 players on the panel who belong to any age group younger than specific age grade. This regulation applies to **all** grades of applicable competitions.
- 12.6. **Following the date of panel notification** There can be no deviation from the named players from after receipts of panels (see 12.7 and 12.8 following). The list should also include the names of the manager and all additional mentors responsible for the team for duration of the competition.
- 12.7. **Following the date of panel notification** - A player can only be named in one panel submitted (per code) and may not subsequently play in a lower graded Cup (U14) in 2022
- 12.8. **Following the date of panel notification** - The team panel must be submitted by email to administratorbng.dublin@gaa.ie .
- 12.9. **Following the date of panel notification** - Teams progressing to Finals of the competition must adhere to the original panel list as supplied by 26-Aug-22. For clubs with more than one team participating in competition, no movement of players within panels (per code) is allowed.

13. Referees

- 13.1. Referee's fees are €20 per team.
- 13.2. The HOME team must contact the referee by Wednesday evening to ensure their availability.
 - 13.2.1. Should the referee not be available, the home team should email details to ccc2refadmin@dublingaa.ie in order to inform CCC2.
 - 13.2.2. A replacement referee will be allocated by CCC2 and will be reflected on <https://www.dublingaa.ie/competitions/juvenile> under the relevant league.
- 13.3. If a referee is not notified by the HOME team of a call-off or change of venue/time, then the HOME team as listed for the fixture is liable for the full fee of €40.
- 13.4. In the event that a referee fails to show, the AWAY team has the option to referee the game.
 - 13.4.1. If the AWAY team does not wish to exercise this option, then the HOME team **MUST** referee or concede the game.
- 13.5. This rule does not apply to Championship games, League Playoffs and Finals (Feile and U14 Cups) where a neutral referee must be present.
- 13.6. All referees are now required to issue a referees report to CCC2 for all their fixtures.

14. Games

- 14.1. CCC2 publishes its annual calendar of games in advance of the new playing year. Detailed advance fixtures for all leagues and competitions will be published prior to the start of the leagues/competition.
- 14.2. All games are play or concede with the following exception - the Chairperson or Secretary of CCC2 may officially call off or postpone or alter a fixture if he feels that the circumstances are exceptional.
- 14.3. Any fixture not played and not officially called off will result in a walk-over if one team fails to field or will be void if both teams do not field. In this event a fine may also be imposed on the clubs.
- 14.4. Official fixtures will not be called off for school trips, friendlies outside the county, invitations to tournaments, confirmations etc. Clubs will be given permission to travel to tournaments **ONLY** if they have played their scheduled games in advance.
 - 14.4.1. The penalties for unauthorised participation in a tournament or challenge game as laid down in GAA Official Guide will be imposed on clubs who do not adhere to this regulation.
 - 14.4.2. In addition the mentors of any team along with the Juvenile Chairperson and/or Juvenile Secretary (as advised to CCC2 on competition entry forms) shall be liable to an eight-week suspension if it is proved to the satisfaction of CCC2 that a club-team participated in a tournament/challenge game without permission.
- 14.5. All fixtures must be played on or in advance of the scheduled date.
- 14.6. In the event of bereavements, cancellations will be at the discretion of the Chairperson of CCC2 only.
 - 14.6.1. A game will be given off only where the bereavement has a direct bearing on a particular team.
 - 14.6.2. CCC2 will not grant a club a cancellation of all of its fixtures in the case of bereavement except in the most exceptional circumstances.
- 14.7. U16 Football or Hurling League games will not be called off/postponed due to a club player's involvement with Inter-county Minor (U17) squad (Football or Hurling). All games are on a play or concede basis.

- 14.8. Players included on an Inter-County Minor (U17) football or hurling match day panel of 26 should not be requested to play with their clubs in U16 football or hurling leagues six days prior to an inter-county championship fixture
- 14.9. Officials of CCC2 will not enter into phone correspondence regarding fixtures except in the case where a replacement referee is required – see 13.2 above.
- 14.9.1. All correspondence regarding fixtures must be via the club delegate or juvenile secretary to the secretary of CCC2. Once decisions have been made no further correspondence will be entered into.
- 14.10. Walkovers – On the concession of a third walkover a team shall be removed from the league/competition unless exceptional circumstances prevail. If CCC2 judges that exceptional circumstances have prevailed in a particular case, a team shall be allowed to continue to play but shall, on the concession of any further game, can be removed from the competition by CCC2.
- 14.11. CCC2 may fix back matches as it deems necessary. Such back matches may be fixed for neutral venues.
- 14.12. If a neutral venue for U15 Feile and U14 Cup Finals is not possible - a draw will determine Home advantage for the Final.
- 14.13. CCC2 reserves the right to amend its published games calendar, as it deems necessary.

15. Ties / Playoffs / Replays (where applicable)

15.1. All leagues are decided by the end season position.

15.2. U13 Grading Leagues are as per description only grading competitions for CCC2.

15.3. **For all competitions at all stages** - Maximum Scoring Difference that will be attributed for any game will be +/- 10pts.
Example – if a team wins a game by 15 points, only +10 pts will be assigned to winning team and -10 pts to losing team.

15.4. The following tie breaker rules shall apply

A) Feile and U14 Cups

When teams finish on equal points for qualification for the next stages, the tie shall be decided by the following means and in the order specified;

- (i) Where two teams only are involved – the procedures are as follows
 - a. The result of the game between the two tied teams
 - b. Scoring difference based on Regulation 15.3
 - c. Lots
- (ii) Where more than two teams are involved –
 - a. Scoring difference of the games where the teams tied on points played each other only, based on Regulation 15.3
 - b. Scoring difference (all games) based on Regulation 15.3
 - c. Lots

B) U13, U15 and U16 Leagues

When teams finish on equal points in order to determine winners or runners up, the tie shall be decided by the following means and in the order specified;

- (iii) Where two teams only are involved – the procedures are as follows
 - a. The result of the game between the two tied teams
 - b. Scoring difference based on Regulation 15.3
 - c. Playoff
- (iv) Where more than two teams are involved –
 - a. Scoring difference of the games where the teams tied on points played each other only, based on Regulation 15.3
 - b. Scoring difference (all games) based on Regulation 15.3
 - c. Playoff

In the event that a team involved in a tie consisting of more than two teams had their finishing points total affected by a loss of points against that team on a proven objection, forfeiture of points for breach of rule / regulation, or by loss of points for failing to fulfil a fixture, that team shall not be included in any play-off and shall be deemed to have finished in last place in whatever means is used to decide the tie. The procedures outlined in 15.4 A) and B) will then be applied to remaining teams in tie dependent on the stage of the competition.

15.5. There is extra time in all Knock-out, Play Off and Final games. Extra time will be two periods of ten minutes as per rule. If teams still level, two further periods of five minutes will be played. If still no winner, a Replay will take place.

15.6. In deciding home advantage for any fixture, CCC2 will have final authority.

16. Results

- 16.1. HOME Mentors will receive a unique text prior to a game. Mentor details as advised to CCC2 by your Club for this texting service; any change(s) to mentor details need to be advised to the secretary of CCC2
- 16.2. Results must be returned prior to noon on the Monday after a weekend fixture or noon the next day for a midweek fixture. A correct score MUST be sent in.
- 16.3. Should CCC2 find that a false result was submitted by agreement between the two teams, that game at the discretion of CCC2 may be declared null and void; while further sanctions may be taken against both teams involved. This fixture will form part of a decision CCC2 may take concerning Walkovers - covered above under "Games" – see 14.
- 16.4. Upon a second failure to reply to the unique text sent to each home mentor OR to send the result to the address below, a team shall forfeit its right to its next home game (league or championship) and shall play that game away from home.
- 16.5. Upon a third and subsequent failure(s) to submit results a team shall be fixed away from home for the remainder of its league games.
- 16.6. Mentors who do not receive the unique text prior to their game should email juvresults@dublingaa.ie to inform CCC2, stating Name, Club, & Team (i.e. U13A (F or H) etc.) and revised contact details.
- 16.7. Where a game is not played, the home mentor must reply to Result Text with "c" but must also e-mail juvresults@dublingaa.ie to detail why game was not played;
 - 16.7.1. Issuing the result text with "c" included will not suffice on its own.
- 16.8. If any mentor encounters any issues with the result texting system, the result should be emailed to juvresults@dublingaa.ie

17. Other matters

- 17.1. Bibs must be worn by all mentors. Any person who is wearing a bib on the side-line is deemed to be a mentor. CCC2 will sanction as such, any person reported by a referee for misconduct.
- 17.1.1. Teams failing to wear bibs will be fined €25
- 17.2. Team Sheets –Team sheets are required for all CCC2 games. Team sheets must include players name in both Irish and English along with their GAA registration number. All team mentors names must also be listed.
- 17.2.1. Failure to issue team sheets with required information, may lead to forfeiture of game.
Team sheets [in duplicate] must be handed to the match referee [not the opposition mentor] before the start of the game.
- 17.2.2. Failure to issue team sheet [in duplicate before the start of the match] will see teams fined €10 & may lead to forfeiture of game.
- 17.3. Cumulative fines for bibs and team sheets will be issued monthly, clubs have one month from date of issue to pay these fines, failure to do so will result in all the clubs CCC2 teams home fixtures being reversed until such time the fines are paid.

18. Filming of CCC2 matches

- 18.1. Permission must be granted from CCC2.
- 18.2. Parental/guardian permission is required.
- 18.3. The opposing team must be asked and agree to it being recorded, and parental permission is required for their players also.
- 18.4. An unedited copy of the video must be made available to the CCC2 / Code of behaviour committee/ opposing team on request.
- 18.5. If playing on public pitches – refer to specific authorities/councils guidelines as additional approval may be required.
- 18.6. All conditions must be met in order to film any games involving U18s

19. Notes

- 19.1. CCC2 will issue separate regulations U16 Championship competitions.
- 19.2. In all other matters the rules of GAA Official Guide, or any amendments, will apply.
- 19.3. In particular clubs/mentors are asked to make themselves familiar with the rules relating to discipline, objections and appeals.