



# COMPETITION REGULATIONS 2018

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## A - General

1. All games & competitions organised by clubs, federations or other bodies under the jurisdiction of Gaelic Games Europe shall be governed by these Regulations unless otherwise provided for in Gaelic Games Europe Bye-Laws or the Official Guide(s).
2. The regulations outlined in this section are common to all codes unless otherwise stated.
3. References to 'CCC' in these Regulations shall be interpreted to mean either a Divisional CCC, or the GGE CCC, unless otherwise stated.
4. Divisional CCC's (if established) shall control competitions at regional/sub-regional levels and may modify or add Regulations specific to competitions under their jurisdiction. Any such modified/additional Regulation, which deviates from these Regulations, must be submitted to, and approved, by the GGE CCC at least 28 days before commencement of the competition concerned.
5. The multi-purpose astroturf (GAA size) pitch at Sports Park West, Malberg, Maastricht, Netherlands is to be considered the home/county ground for the purposes of inter-county matches and other representative games.
6. European Championships shall be treated as the same competition as Regional Championships for the purposes of player eligibility and/or disciplinary matters.
7. All codes must be given equal respect regarding allocation of tournament resources, regardless of gender.

## B - Competitions

### Geographical and/or Other Entry Criteria

1. European: entries open to any club within GGE's jurisdiction;
2. Regional: entries open only to clubs within a specific geographical area generally corresponding to 'Divisions' (*regions*) as specified in GGE Bye-Laws;
3. Sub-regional: entries open only to clubs within a specific geographical area defined by a 'Divisional Committee' (or the GGE CCC if no Divisional Committee exists).
4. Other criteria: entries open to clubs subject to other criteria approved by the GGE CCC

### Competition Formats

5. Competitions may be organised on a '**game**' (*individual matches of standard duration*) or 'competition round' basis. A '**competition round**' is defined as a 'multi-team' event (*tournament*) with teams playing a number of matches within the competition on a single day.
6. When competitions are run on a '**game**' basis, the normal rules of the relevant Association's Official Guide will apply.

7. **Leagues:** played in stages over a series of ‘games’, with each team playing the same number of games as other teams on a single or double round basis; or, played over multiple ‘competition rounds’ with points accumulated for each ‘competition round’
8. **Championships:** played in stages over a series of ‘knock-out games’ with the winning team progressing to the next stage of the competition; or, played over one, or more, ‘competition rounds’ with points accumulated for each ‘competition round’  
  
Championships with different levels shall be styled as follows:
  - Championship (*highest*)
  - Shield
  - Plate
9. **Others** (e.g. ‘Cups’): individual competition formats approved by GGE, or Divisional CCC, as appropriate.

#### Entry requirements

10. CCC shall set the deadline for entering a competition. A club wishing to enter a competition shall complete an official Competition Entry Form. This form, must be submitted by the club Secretary and received by the CCC prior to the deadline for entries.
11. Only teams, for which the relevant entry fee has been paid before the competition commences, may be included in draws & schedules.
12. Clubs may combine together to enter an ‘amalgamated’ team in a competition. If clubs have entered an ‘amalgamated team’ in a competition, the ‘amalgamated team’ composition may not be changed once the competition commences.
13. In competition round (i.e. ‘tournament’) based competitions, teams intending to play in a specific ‘competition round’ must notify the CCC and the host club a minimum of 14 days in advance. Late notification of intention to play will only be accepted if the schedule and facilities allow.

#### D - Teams/Players

1. Teams must be drawn from clubs affiliated to GGE.
2. A ‘team’ is defined as having at least the number of players of the relevant format minus two. [*e.g.: in 9-a-side format, at least seven players are required to be considered a ‘team’*]

3. A club entering two, or more, teams in the same competition must designate each team as “A”, “B”, “C” etc.

4. The maximum number of players permitted in a team ‘squad’; the number that may be used in each match; and the minimum number of players required to be awarded all the ranking points for their placing in a competition round, shall be as follows:

	7-a-side	9-a-side	11-a-side	15-a-side
Maximum squad size	14	16	18	30
Max. players used per game	11	13	15	21
Minimum for full ranking points	5	7	9	13

5. All Teams must have full playing kit with unique numbers on their jerseys (no two numbers shall be the same).
6. The CCO (and/or persons designated by the CCO) may request a player to provide a photo-ID to verify the player’s identity.

#### Teams combining for a ‘competition round’

7. Teams with insufficient numbers for a ‘full’ team at a competition round may ‘combine’ subject to prior approval of the CCC (represented by the CCO or ‘Code Officer’) – applications to be made at least three days in advance of a competition round.
8. Players or teams who do not have prior approval to play in a ‘combined’ team, must play with the team with the lowest number of players - if such team has less than two subs. Otherwise, these players may be distributed around other participating teams by the CCO or Code Officer.
9. No ‘combined’ team’ shall exceed the number of players for the relevant format plus five substitutes. *(This restriction does not apply to ‘amalgamated teams’ who have entered a competition as an ‘amalgamated team’)*

#### Teams borrowing players for specific matches

10. A team which has insufficient players (at start of play, or due to injuries during a competition round) for a match may borrow players\* up to the number of players of the relevant format with the consent of the CCO/Code Officer and further players only with the consent of the CCO/Code Officer and of the opposing team's captain.
11. A team which exceeds the number of players of the relevant format plus two - can only borrow (a) player(s)\* with the consent of the CCO/Code Officer and of the opposing team's captain. *\* If the team has the minimum number of players of the relevant format for a semi-final or final match of a competition round, they may only borrow players with the consent of the CCO/Code Officer and of the opposing team's captain.*

### ‘Floating players’

12. Where a club enters more than one team in a competition round, a maximum of two players are permitted to move between those teams. The names and shirt numbers of the players must be supplied to the CCO before the commencement of play.  
*Penalty A will apply for each instance of failure to comply with this Regulation.*
13. No match shall be delayed, or re-scheduled, at any time during the competition round to facilitate a team who are awaiting a player(s) who is/are playing with another team.

### E - Grading

1. When required (*e.g. for European Championships*), the CCC shall grade teams that have entered a competition into appropriate competition levels based on results of the Regional and/or Sub-Regional Championships, results from the previous year’s Competition and any other information they deem relevant. Club’s may make submissions on their team’s grading to the Secretary of the CCC via the Club Secretary prior to any deadline stipulated by the CCC.

### F - Competition Rounds

1. Teams intending to play in a competition round, including amalgamated teams, shall submit a list of players before 19:00hrs CET on the Wednesday before the competition round to the GGE (or Divisional Ctte.) Secretary, the CCC Secretary, the GGE Registrar (Asst. Treasurer), relevant code officer and the host Club Secretary. The list of players shall be produced from the Official Registration (*‘Servasport’*) System and sent from the club Secretary’s email account. Changes can be made, but no additional players can be added, before the competition round commences.  
*Penalty A will apply for each instance of failure to comply with this Regulation.*
2. A team shall supply the Referee with a list(s) of players before a match commences. The Referee shall only accept a list of players (*‘team sheet’*) that contains the name of the team (including ‘A’ or ‘B’ if applicable), the opposition team name, the unique shirt number of each player and is signed by a club official or the team captain. The list of players shall be produced from the Official Registration (*‘Servasport’*) System. Amalgamated teams shall supply a separate list for players from each club.  
*Penalty C will apply for each instance of failure to comply with this Regulation.*
3. A MVP (Most Valuable Player) award shall be provided for each competition level. The recipient of the award shall be decided and awarded by the referees. A player who has received a ‘card’ for a playing infraction shall not be eligible for an MVP award.
4. A team shall transfer a €100 deposit to GGE (or Divisional Committee) a minimum of 14 days prior to a competition round. Failure to pay a deposit will result in the team not being included in draws. The deposit will be forwarded to the host club(s) as prepayment of that team’s registration fees. (*Divisional CCC’s may decide to vary this Regulation*)

5. Referees may not referee a game where their own club is playing.
6. Referees reports shall be emailed to the relevant CCC within three days of the finish of a game/competition round for recording official results and initiation of any disciplinary procedures, etc

## G - Draws & Schedules

1. The CCC will be responsible for the draw. The draw will be communicated to all teams at least 48hours before the start of a competition round.

### Seeding

2. The Draw for each competition round will be a seeded draw if there are groups involved.
3. For regional championships administered by the GGE CCC, the region shall submit seeding proposals to the GGE CCC for approval four weeks before the first competition round. The proposal shall have been discussed with all clubs in that region beforehand. In other competitions, administered by the GGE CCC, teams will be seeded for the first competition round based on:-
  - 3.1. final standings from the previous year's competition; or,
  - 3.2. when a team did not compete in the previous season they shall be ranked as bottom seeds in the first round.
4. Where clubs amalgamate to form teams, the seeding shall be based on the team representing the club that provides the most players. Where both teams provide an equal number of players, it shall be based on the team that would have normally had the lower seeding.
5. Seeding for rounds thereafter are based on current standings (cumulative) until the end of that competition.
6. European competition seedings will be based on regional standings of the current season, as well as results from the previous season's European competition.

### Group stages

7. Different competition levels (e.g. Championship and Shield) may be combined at group stages.

8. Where there are six, seven, eight or ten teams, the teams will be seeded and placed in groups as follows
  - Group “A” – Teams ranked 1 – 4 – 5 – 8 - 9
  - Group “B” – Teams ranked 2 – 3 – 6 – 7 - 10Top two teams in group progress to semi-finals; remainder to play-off’s
  
9. Where there are nine, eleven, thirteen or fourteen teams:
  - Group “A” – Teams ranked 1 – 6 – 7 – 12 - 13
  - Group “B” – Teams ranked 2 – 5 – 8 – 11 - 14
  - Group “C” – Teams ranked 3 – 4 – 9 – 10Top team in each group progress to semi-finals along with best runner-up (based on points then score difference); remainder to play-off’s
  
10. Where there are twelve, fifteen, sixteen or more teams:
  - Group “A” – Teams ranked 1 – 8 – 9 – 16 - 17
  - Group “B” – Teams ranked 2 – 7 – 10 – 15 - 18
  - Group “C” – Teams ranked 3 – 6 – 11 – 14 - 19
  - Group “D” – Teams ranked 4 – 5 – 12 – 13 - 20Top team in group progress to semi-finals; 2nd to play-off’s for 5-8th places, 3rd to play-off’s for 9-12th places, etc.
  
11. In all competition rounds where there are five or less teams, there shall be one group and thus no seeding. Where there is only one group, the top two teams will qualify for the final.
  
12. The duration of group games will be as follows;
  - (a) 30 minutes in groups with three teams
  - (b) 20 minutes in groups with four teams
  - (c) 15 minutes in groups with five or more teams
  - (d) group stage play-off games - 10 minutes durationShorter duration games may be scheduled if there are limitations on available pitches/time.
  
13. Where there are groups with unequal numbers of teams, the CCO shall ensure that each team is scheduled to play games where the total length of each team’s group games will be the same.
  
14. Points awarded in groups shall be:- Win = 2 points; Draw = 1 point; and Loss = 0 points.
  
15. Should two teams in one group have an equal number of points at the end of a group stage, the higher placed team shall be determined in the following order;
  1. the winner of the game between the teams;
  2. the team with the best aggregate score difference;

3. the team with the highest overall scores for;
4. the team with the lowest overall scores conceded;
5. the team with the lowest number of yellow/black cards - a straight red card shall count as two yellows/blacks;
6. the team that scored the most goals;
7. 'Points Shoot Out'

***The CCC shall decide prior to the competition round which of the following methods shall apply.*** At the end of a preliminary group stage, **when more than one group** is involved, the 'best runner-up' (or best 3rd/4th or highest placed team, etc.) shall be decided by:-

either a series of 'play-off' matches **OR** as follows;

1. \* Highest number of points accrued in group;
2. \* the team with the best aggregate score difference;
3. \*\*\* Average Score difference – i.e. a team's group score difference, divided by number of games the team played in their group;
4. \* the team with the highest total score – i.e. total scored by a team in their group games;
5. \*\*\* the team with the highest average score – i.e. the total amount a team scored in their group games, divided by the number of games they played;
6. \* the team with the lowest number of yellow/black cards - a straight red card shall count as two yellows/blacks;
7. 'Points Shoot Out'

\* = only applies if teams concerned from two or more groups with same number of teams

\*\*\* = only applies if teams concerned from more than one group and there are different numbers of teams in the groups

#### Points Shoot-outs

16. Each team shall take five shots ('frees'), in turn, for points 30m (ladies football); 45m (men's football/ camogie) or 65m (hurling) from a goal. The ball/sliothar must be kicked/struck, in accordance with the normal playing rules, before the player crosses the line. Only points count.
17. Shots are to be taken into goals already in use for competition. Only direct scores shall count, i.e. second attempts (rebounds) from striking the goalposts shall not count. There will be no keeper on the goal-line.
18. Should the teams be tied after five shots, they will continue under the sudden death procedure, using the remaining members of their panel. No player can take a second shot until every other member of the panel has. (A team's panel is all players on list supplied to the CCO before play commences).

19. Players have the option of taking a kick from the ground or from the hand (*football/ladies football*).

#### Post-group stages

20. The duration of post-group games shall normally be as follows:

Finals and semi-finals shall be 30 minute games. This can be reduced to a minimum of minutes if ALL teams involved at that stage agree or if the CCO decrees.

Play offs shall be 20 minutes but can be reduced to a minimum of 15 minutes if ALL teams involved at that stage agree or if the CCO decrees.

21. If scores are level at the end of normal time, then a period of extra time of ten minutes (2x5mins) shall be played. If scores are still level after the first period of extra time, then another period of extra time of 10 minutes shall be played (2x5mins), with the team which scores first being declared the winner. If no score is achieved, then the second half of the extra period shall continue until there is a score.
22. Finalists shall be allowed at least a thirty-minute rest period before their final unless the CCO deems that there are extenuating circumstances (such as time or light restrictions).
23. A team that refuses or is unable to play any game shall forfeit that game. Where both teams do not wish to play, the group or competition round ranking points shall be split between both teams as applicable. The team mentor(s) and/or team captain of a team conceding or forfeiting a game, or games, on the day of a competition round, must declare this to either the CCO or the appointed referee who shall record this decision. Failure to do so shall result in the forfeiture of all competition round points from that day's play.
24. The main finals in two codes (i.e. ladies and men's football OR camogie and hurling) in a competition round or European Championships finals shall not be played concurrently. This does not apply to Shield/Plate finals.

## H - Ranking Points

### Qualification for Points

1. 'Amalgamated teams' shall be treated as a single team for the purposes of allocating 'ranking points'.
2. Teams must have a minimum of three players on a 'combined team' to be allocated a share of the ranking points awarded to the 'combined team'. If such team has supplied more than

three players to two or more 'combined teams', they can add their share of the ranking points awarded to each 'combined team'.

3. If a club which has more than one team playing a competition round, and lends three or more players to other club's team(s) for that round, any ranking points accrued shall be awarded to that club's 'B' (or lowest placed) team in that round.
4. If a club has only one team but has three or more extra players who are lent to other club's team(s), any ranking points accrued will be awarded to a 'B' team from that club.
5. Teams who supply two or more players – but whose players are distributed amongst two or more other teams - and are thus not eligible for a share of any other team's ranking points, shall be awarded five ranking points.

### Ranking Points Allocation

5. In tournament based competitions teams shall be awarded competition points as follows:

First:	25 points	Second:	20 points	Third:	16 points
Fourth:	13 points	Fifth:	11 points	Sixth:	10 points
Seventh:	9 points	Eight:	8 points	Ninth:	7 points
Tenth:	6 points	Below 10th:	5 points		
6. Ranking points for a 'combined team' composed of players from different clubs shall be distributed on a pro-rata basis based on the number of players from each club.

**Example:**

Club 'A' supplies three players, Club 'B' supplies four players, Club 'C' provides five players to a 'combined team' of 12 players and the team wins 20 points. Then clubs receive points as follows;  
Club 'A' – 3 players = 25% of the team, so they receive 25% of the 20 points = 4.0 points  
Club 'B' – 4 players = 33.3% of team, so they receive 33.3% of the 20 points = 6.7 points  
Club 'C' – 5 players = 41.7% of the team, they receive 41.7% of the 20 points = 8.3 points

7. The total points awarded in respect of a 'combined team' shall not exceed the number of ranking points awarded for that team's placing in the competition round.
8. All teams shall be awarded ranking points. If rankings are not clear (e.g. some teams have not being ranked in post-group play-off games), the criteria for separating teams in group stages shall be applied if possible. If this is not feasible, the teams concerned will be awarded an equal share of the ranking points based on combining the points which would have been awarded if had been possible to rank them.

**Example:**

If it is not possible to determine the order of three teams who finished in 5<sup>th</sup> to 7<sup>th</sup> places. Then, the ranking points for 5<sup>th</sup> (11pts); 6<sup>th</sup> (10pts) and 7<sup>th</sup> (9pts) are added together = 30pts. Each of the three teams is awarded 10 pts (30 divided by 3).

## J - Competition Standings

1. Competition standings are decided on a simple totalling of the ranking points accumulated over all rounds.
2. Some competitions may be structured on teams adding the ranking points for their best rounds (e.g. best three rounds out of four).
3. Should two teams finish level on accumulated ranking points at the end of a competition then they shall be separated in order of;
  - 3.1. The team who has won the most competition rounds.
  - 3.2. The team that has competed in the most rounds of that competition, including competitions where not all competition rounds are counted.
  - 3.3. The team who has won the most head to heads across all competition rounds.
  - 3.4. The team with the best score difference in head to head games across all competition rounds.
  - 3.5. The team with the higher overall score difference in all games in that competition.
  - 3.6. Teams to be declared joint champions.

## Appendix 1

### Regulations specific to Codes

#### A - Men's Football

1. The European competition structure shall consist of the following competitions:
  - a. Regional and sub regional championships (where sub regional championships act as qualifiers for the regionals).
  - b. European Premier Football Championship (fifteen-a-side competition)
  - c. European Football Championships (eleven-a-side competition)
    - organised as a single round, divided into three grades
    - “B” competitions shall be organised in each grade with six or more teams

#### B - Ladies Football

1. The European competition structure shall consist of the following competitions:
  - a. Regional and sub regional championships (where sub regional championships act as qualifiers for the regionals).
  - b. European Premier Football Championship (fifteen-a-side competition)
  - c. European Football Championships (eleven-a-side competition)
    - organised as a single round, divided into three grades
    - “B” competitions shall be organised in each grade with six or more teams
2. Competition rounds may be held as seven-a-side or nine-a-side. Based on input from competing clubs before the round, the CCC shall decide which format the round shall take but the preference shall always be for the higher format.
3. Seven, nine and eleven-a-side games shall be permitted regardless of the official format of the round but the lesser numbered format shall only be permitted where teams have eight and ten players (or less) for seven and nine-a-side respectively.
4. A club may field two teams and one of these can be a seven-a-side but not both.

#### C- Hurling

1. The European Hurling Championship shall be a nine aside format and consist of five rounds.
2. At all five rounds, all participating teams shall compete together in seeded group games, with the top four teams qualifying for the semi-finals of the Cup competition and the next four teams qualifying for the semi-finals of the Shield competition.
3. There shall also be play offs for ninth and tenth places etc.
4. Where there are nine teams, the eighth and ninth placed teams shall play-off, with the winner qualifying for the Shield competition.

5. Teams shall win the regular tournament points irrespective of playing in Cup or Shield competitions. i.e. winner of Cup, 1st place = 25 points & winner of Shield, 5th place = 11 points.
6. A hurling team can only win the European Hurling Cup or the European Hurling Shield for a given season after fielding a full team (7+ players) at three or more rounds of the relevant European competition (i.e. Cup or Shield). This means that a hurling team that does not qualify for, or compete in, the European Hurling Shield competition in at least three rounds cannot win the European Hurling Shield, regardless of Cup participation.
7. A club can only win either competition after fielding a full team (7+ players) at three or more rounds. Meaning a club that qualifies for the Cup competition at three of the five rounds, cannot win the Shield.
8. As an incentive for clubs to play more local and non-Irish expats, (player does not hold an Irish passport) a club shall be awarded one bonus competition round point should that club play such a player for the first half of every competition round match. That club may be awarded two bonus points should they play two such players for the first half of every competition round match. A maximum of two bonus points shall be given regardless of more such players playing. Such players must be highlighted on the team-sheet that is sent to the CCO beforehand and team captain must make Referee aware of such players at the coin toss before every match.
9. Each participating club must nominate AT LEAST one “developmental DESIGNATED” player on their team. This developmental DESIGNATED player, usually one with the least playing experience, shall act as the “borrowed” player if the need arises throughout the day. Name to be submitted with team-sheet or on morning of tournament to CCO.
10. This list will be located at the registration desk where teams can easily go organise a substitute player for that game. The player(s) from this list will be impartially chosen by the CCO with agreement from the “developmental DESIGNATED” players’ club captain, to participate with that club (A) in a game or subsequent games. Each subsequent game will also need agreement from developmental players’ club captain. Developmental DESIGNATED player is of course able to return and play with his own club throughout the day as normal. Developmental player is not to take the starting place of another “able” player from club A.
11. At the start of each hurling tournament, each participating "TEAM" will provide 5 match sliotars, in new or good condition, to the CCO at the registration desk. This supply of sliotars will be used throughout the day’s competition.
12. Host club to provide a pitch coordinator, who will make sure there are 4 sliotars behind each goalpost at the start of the game and collect (and replenish them if needed) at the end of each game. At the end of the day the remaining sliotars will be evenly divided back among the participating teams.

D - Camogie

1. The European Camogie Championship shall be decided over five rounds.
2. A team's four best results shall be used to calculate the final championship positions.
3. All competition rounds shall be seven aside but if two teams have ten or more players for a particular game they must play nine a side in that game.

## Appendix 2

### Penalties/Fines

Penalty A - For competition rounds, apply a deduction of one ranking point.

Penalty B - For competition rounds, apply a deduction of two ranking points.

Penalty C - A fine of €20.

Penalty D - A fine of not less than €100.

#### **NOTES**

- 1. For Penalties A and B: If a team finishes first, their ranking points shall be deducted but they shall still be declared winners of that competition round.***
- 2. In competition formats, where ranking points are not awarded, a fine of €100 shall apply in lieu of each 'ranking point' deduction penalty.***
- 3. The team concerned shall stand suspended from the competition (or next edition of the same competition) until the fine is paid to the relevant CCC.***
- 4. Where an amalgamated (or combined) team incurs a fine, each club shall be jointly liable for payment of the fine.***

## Appendix 3

### Hosting

1. Final approval of venues (host clubs) in all competitions shall be at the discretion of the relevant CCC.
2. The CCC shall specify the minimum number of pitches and other criteria required to host a competition round.
3. The **maximum** fee per player to participate in a competition round or game shall be €15 (registration fee & water) and up to €25 for catering (i.e. lunch packs/evening meal/banquet) or local currency equivalent, subject to an overall maximum fee of €35 per player. In respect of European Championships (finals) - a revised fee structure approved by the GGE MC may apply.
4. In the event that a host club(s) are unable to cover their organisational costs within the maximum registration fee, they may apply to the CCC for permission to increase the fee, at least six weeks before the date of the competition round concerned. Such application shall only be approved in exceptional circumstances and if accompanied by estimated budget. If approved, the approved fees must be communicated to clubs at least four weeks before the date of the competition round.
5. Each player may decide whether or not they wish to purchase any meal from the organisers. Teams, on behalf of their players, must provide details of meals required by the deadline set by the host club(s).
6. Any lunch provided shall meet the minimum guidelines in Appendix 9.
7. Adequate supplies of bottled water and/or potable/drinking water must be available for all players, team mentors and officials in accordance with the guidelines in Appendix 9.
8. A properly equipped and qualified doctor, nurse or paramedic must be present from the start to the end of all rounds. This person(s) shall be clearly visible on the day and cannot have other responsibilities e.g. player, referee or CCO . Where more than one venue is being used such personnel must be present at those venues.
9. The host club shall have a copy of these Regulations available for consultation at a central location.

*Penalty D will apply for each instance of failure to comply with Regulations 6, 7, 8, and 9.*

## Appendix 4

### Playing Rules & Other Games Related Regulations

#### A - Scores

1. When an extra crossbar is provided for gaelic games and the original rugby crossbar cannot be adjusted/removed - a point shall be awarded if the ball/sliothar hits the rugby crossbar.
2. Where the uprights of a soccer goals are positioned outside of temporary GAA uprights, it shall be deemed a 'wide' or '45/65', as appropriate, if the ball/sliothar makes any contact with them.
3. In hurling and camogie, a player may not score directly from a 'puck-out', i.e. a second player must make contact with the sliothar before it crosses the scoring space.  
*PENALTY: Free for the opposing team from their small rectangle*
4. In men's football no direct scores shall be allowed from a free awarded for a mark  
*PENALTY: Free for the opposing team from their small rectangle*

#### B - Substitutions

1. Unlimited rolling substitutions may be used but only during a break in play and with the referee's permission. The replacement player shall enter the playing area from within five metres of the half-way line and only after the player being replaced has left the playing area.  
*PENALTY: Free for the opposing team 13m in from the point in the sideline where the incoming player entered the playing area.*

#### C - Time

1. Teams shall be present at their designated pitch at least ten minutes before a match is scheduled to commence. Should either team not be ready to play at the scheduled throw-in time, the referee shall report this to the CCO. If neither team is ready to play five minutes after the scheduled throw-in time, then both teams shall forfeit the game.  
*Penalty B will apply for each instance of failure to comply with this Regulation.*
2. All games whose duration is less than 60 minutes shall have a maximum half-time interval of five minutes.  
*Penalty C will apply for each instance of failure to comply with this Regulation.*

#### D - Umpires

1. Umpires (four) shall report to the Referee five minutes before a match is scheduled to commence. Should all umpires scheduled for a match not be in position at the scheduled throw-in time, the referee shall take note and report the fact to the CCO.

*Penalty B will apply for each instance of failure to comply with this Regulation.*

2. Any team becoming aware of a potential issue in supplying Umpires (*e.g. being scheduled to Umpire and play at the same time, umpire a team from their own club or provide Umpires for two matches being played at the same time*) shall inform the CCO before play commences or as soon as possible if the issue arises after the competition round commences.
3. The CCO may re-allocate Umpires if required due to errors in scheduling and/or circumstances such as delays on one, or more, pitches which would affect the ability of a team to provide Umpires as scheduled. Any such changes shall be advised to the team(s) concerned by the CCO and clearly indicated on the central schedule/score board.

## Appendix 5 – Discipline

### A – Competition Rounds

1. A player who receives two yellow cards in the same game of a competition round, shall be shown a red card, ordered off and suspended for their team's next game in that round.
2. A player who receives a yellow card in two consecutive games shall be suspended for their team's next game in that competition round.
3. A player receiving a straight red card shall be suspended from further participation in that competition round and further sanctions may be proposed by the CCC.

### Men's Football (only)

4. A player who receives a yellow plus a black card, in the same game of a competition round, shall be suspended for their team's next game in that round.
5. A player who receives a yellow and a black card, or vice versa, in two consecutive games shall be suspended from playing in their team's next game (even if the next game is in a subsequent competition round).
6. In a game of less than 60 minutes duration, a team receiving three or more black cards in that game shall not be allowed to replace the third or any subsequent player(s) who receive(s) a black card(s).

### Ladies football (only)

7. A player receiving a first yellow card in a game will also be sent to a 'sin bin' for:-
  - 3 minutes if the scheduled duration of the game is less than 20 minutes
  - 6 minutes if the scheduled duration of the game is more than 20 & less than 40 minutes
  - 10 minutes if the scheduled duration of the game is more than 40 minutesIf she receives a second yellow card in the same game she will be shown a red card and ordered off.

### B - Suspensions

1. **Category 1** infractions as detailed in the GAA Official Guide:
  - I. No Suspension
2. **Category 2** infractions as detailed in the GAA Official Guide:
  - I. Fixed Penalty: Debarment from playing for the (i) remainder of the Game, to include any extra time
  - II. Fixed Penalty: for a cumulative total of three ordering-offs for Cynical Behaviour or second Cautionable Infraction in the same year: - four weeks suspension and at least one full game\*, applicable to the next game in the

Competition in which the third ordering off occurred, even if that game\* occurs in the following year's Competition.

3. **Category 3** infractions as detailed in the GAA Official Guide:
  - I. Minimum: 4 weeks suspension in the same Code and at the same Level, inclusive of the next game\*, in the same Competition, even if that game\* occurs in the following year's competition.
  - II. Minimum on Repeat Infraction: 8 weeks Suspension in the same Code and at the same level as that at which the Infractions were committed, inclusive of the next game\* in the same Competition of that Competition Year, even if that game falls outside the suspension time period.
  
4. **Category 4** infractions as detailed in the GAA Official Guide:
  - I. Minimum: 8 weeks suspension in the same Code and at the same Level, inclusive of the next game\*, in the same Competition of that Competition Year, even if that game\* falls outside the suspension time period.
  - II. Minimum on Repeat Infraction: 16 weeks suspension in the same Code and at the same level as that at which the Infractions were committed, inclusive of the next game\* in the same Competition of that Competition Year, even if that game falls outside the suspension time period.
  
5. **Category 5** infractions as detailed in the GAA Official Guide:
  - I. Minimum: 12 weeks suspension in all Codes and at all Levels.
  - II. Minimum on Repeat Infraction: 24 weeks suspension in all Codes and at all Levels.
  
6. **Category 6** infractions as detailed in the GAA Official Guide:
  - I. Minimum: 48 weeks suspension in all Codes and at all Levels, with offender's Team liable to Disqualification, where appropriate.
  - II. Repeat Infraction within 96 weeks: 96 weeks suspension in all Codes and at all Levels with offender's Team liable to Disqualification, where appropriate.

**\* NOTES**

(i) "game" applies when next game is of at least 60 minutes duration, if the next "game" is part of a single competition round - with multiple games of less than 60 minutes duration - the suspension will apply to a number of games, where the cumulative scheduled duration of such games is a minimum of 60 minutes, subject to the player only participating from the start of the next full game after serving the relevant suspension (e.g. if a players team is scheduled to play two games of 20 minutes duration followed by a 3rd game of 30 minutes duration, the player would not be eligible to play until the team's 4th game).

(ii) the Committee proposing/imposing a suspension will have the discretion to not impose any "game" based suspension if the next game\* falls after the expiration of the time penalty; and, the infraction occurred during a multiple game based competition round and the player has already been suspended for a number of subsequent games on the day of the infraction, the cumulative duration of such games having exceeded 60 minutes.

(iii) Suspensions for ladies football and camogie players shall be as specified in the relevant Official Guides *(interpreted, where necessary, in line with the provisions specified above)*.

## Appendix 6 - Pitches – Dimensions, Goals, Line Markings

### A - Playing Field

1. Pitch surfaces must be grass or artificial (astro-turf) based. No clay based surfaces or artificial surfaces where may be used where the tuft or pile is less than 40mm.
2. **Football and hurling (non 15-a-side) & Ladies Football (11-a-side) & Camogie (9-a-side)**  
Pitches should fulfil the following minimum requirements;-  
Length: 90-120m  
Width: 60-90m  
*NB: minimum size soccer pitch (90m X 45m) is not acceptable for 11-a-side hurling.*
3. Line markings should be as on a normal GAA pitch. The small square and the penalty areas should be clearly indicated.
4. **Ladies football (7 & 9-a-side) and Camogie (7-a-side):**  
Pitches should be proportionately 2/3rds of normal GAA size (which is 130-145 x 85-90m) i.e. fulfil the following minimum requirements;-  
Length: 75-80m  
Width: 45-50m

### B - Goals

1. **Hurling and Football - All Men's formats and Ladies Football & Camogie (11-a-side)**  
It is recommended that Senior Gaelic Goals as specified in the Official Guides are used in all football and hurling games. Rugby posts (5.6m wide X 3m high) are acceptable provided that nets are fitted and crossbars adjusted to the official GAA height of 2.5m.
2. Soccer goals (7.3m wide X 2.4m high) are not encouraged but acceptable where no other option is feasible, if using soccer goals, the upright must be extended to a minimum of 4.5m high and be capable of withstanding direct contact by a ball/sliothar and secured sufficiently to ensure player safety.
3. **Ladies football (7 & 9-a-side) and Camogie (7-a-side)**  
Portable (juvenile) goalposts may used. They must be of a metal or timber construction, capable of withstanding direct contact with a football or sliothar, secured to the ground and strong enough in every other respect to ensure player safety at all times. The minimum size is 4.57m wide X 2.3m high (15' x7').

### C - Nets

1. Nets (as specified in the Official Guide) must be fitted to all goalposts used in competitions

## D - Pitch Markings

1. Pitches shall be marked according to the Official Guides, Subject to specific provisions for **Ladies football** (7 & 9-a-side) - see below. In exceptional circumstances, and only where the official markings cannot be applied to the pitch surface, the following lines should be clearly indicated by other temporary measures e.g. flags (or cones) at the intersection of internal pitch lines and boundary lines, the use of water-based paint, flour or chalk for temporary lines etc.
  - i) Boundary lines (i.e. side and end lines)
  - ii) Small Rectangle (in front of the goal area)
  - iii) Penalty spot (11m from centre of goal area)
  - iv) Large rectangle (in front of the goal area and joined to 13m line)
  - v) 13 metre line
  - vi) 20 metre line
  - vii) 45 metre line (for men's and ladies football and camogie)
  - viii) 65 metre line for hurling, which will normally be located in opposite half.
2. Any existing markings within +/- 2 metres can be used (i.e. certain rugby pitch markings),

NOTE: Generally soccer "penalty" area lines are not very suitable as they extend 16.5m out from the end-line (i.e. halfway between the GAA 13m & 20m lines), and 16.5m from each goalpost, a total of 16.5m X 33.3m wide (the GAA large rectangle is 13m X 19m wide).

The soccer "goal area" is acceptable as it extends out 5.5m from end-line and 5.5m from each goalpost, a total of 18.3m wide (the GAA "small rectangle" is 4.5m from the end-line and 3.75m from each goalpost, a total of 14m wide).

The rugby "5m" line is acceptable for marking the outer line of the "small rectangle" and the "22m" line is acceptable for the GAA 20m line, however the "10m" from halfway line is too close to the end-line to act as the GAA 45m line.

3. Specific provisions for **Ladies football** (7 & 9-a-side) are that line markings should be proportionate to 2/3<sup>rd</sup> of a normal GAA pitch. Thus, the 13/20/45 metre lines should be approx. 9m/14m/35m from the end line. The small and large rectangles should be adjusted accordingly.
4. Should a club need to change pitch(s), at short notice, and this results in compliance issues in relation to Regulations above, the issue should be communicated to the CCC immediately.

*Penalty D may apply for each instance of failure to comply with any section of this Regulation.*

## Appendix 7 - CCC – Appointment, Duties & Powers

1. A CCC will be responsible for ensuring that the provisions of Official Guides, Bye-laws and Regulations are applied in relation to matters they are responsible for. In the absence of a Rule, Bye-law or Regulation or where there is ambiguity or a conflict with another Rule, Bye-Law or Regulation (excluding matters relating to playing rules), the CCC shall have the authority to make any decision they deem appropriate.
2. Members of a CCC shall be appointed in accordance with the relevant GGE Bye-Laws.
3. The GGE Assistant Secretary shall normally be convener of the GGE CCC and issue agendas, keep a record of attendance, draft minutes of meetings, receive and bring correspondence to the attention of the CCC, issue correspondence on behalf of the CCC and shall have delegated authority to issue disciplinary notices and approve transfers between CCC meetings if required. In the absence of the GGE Assistant Secretary at a meeting, the GGE CCC may elect one of its members to deputise.

The GGE Vice-Chairperson shall chair GGE CCC meetings, unless the GGE MC decides otherwise. If the GGE Vice-Chairperson is unable to chair a meeting, the GGE Chair (if available) shall deputise. If the GGE Vice-Chairperson or Chairperson is not available, the GGE CCC shall elect one of its members to act as Chairperson for the duration of the meeting concerned. Divisional Committees shall appoint the Chairperson and Secretary of Divisional CCC's. If either the Chair or Secretary of a Divisional CCC is absent from a meeting, the members of that CCC shall elect one of their members to deputise.

4. The GGE CCC shall draw up and publish a Masters Fixtures Programme (MFP) including all fixtures (dates, venues) for European and Regional competitions for the next season, and an outline plan for the following season, within eight weeks of each Annual Convention.
5. A CCC shall appoint a Competition Control Officer (CCO) and inform the host club of the CCO's name and mobile phone number at least three days before each competition round. If possible, the CCC will try to ensure that the CCO is not playing or refereeing in the round concerned. The CCO shall include his/her mobile phone number in the draw/schedule issued to clubs. If a team has an issue, such as being late for their first match or umpiring duties, the CCO must be informed as soon as possible.
6. If required, the CCO shall have the authority to make decisions on behalf of the CCC during a competition round. Any such decision shall be reported by the CCO to the CCC within three days. A party who is dissatisfied with such decision shall have the right to submit an appeal to the CCC within three days.

## Appendix 8 - CCO – Appointment, Duties & Powers

1. To record and keep all scores, and ensure that host club communicates them to the CCC on the evening of the competition round or game.
2. To have a copy of these Regulations with him/her and to answer queries on these Regulations.
3. To reallocate umpires to a game where a team has raised a legitimate objection on the grounds of impartiality, where scheduled umpires are not available or no umpires have been scheduled.
4. In the event of bad weather - to consult with the tournament referee(s) – the final decision is a matter for the Referees.
5. To inform the Referee(s) about the MVP awards.
6. To inform Referee(s) of any particular rules in Europe.
7. To inform the referee that he/she should confirm the duration of a game with a representative of each team before that game begins.
8. To brief teams on ‘competition round’ structure prior to play commencing and answer any questions.
9. To ensure all teams are advised of their umpiring duties.
10. To award a game to a team in the case of a late arrival or no show
11. To reschedule a game in the case of a team arriving late due to emergency where this has been communicated to the CCO in sufficient time to make such arrangements.
12. To check that adequate medical personnel are in place before play commences.
13. To check batons are available for substitutions (ladies football) and bibs/coats are available for umpires and linespeople.
14. To ensure with Referees and host clubs that all yellow, red and black cards are being tracked at tournaments and reported back to the CCC.
15. To check that lunches provided are in conformity to the Regulations.
16. To implement any Penalties involving the deduction of ranking points and report all Penalties to the CCC.
17. To ensure the tracking of cards in a competition round and inform the referees as required.
18. To make a decision on behalf of the CCC in the absence of a Rule, Bye-law or Regulation or where a Regulation is ambiguous, unclear or conflicts with another Regulation (excluding matters relating to playing rules), during a competition round.

## Appendix 9 - Water & Lunch requirements

1. Host club shall supply each team with six 1.5 litre bottles of water. These bottles are to be refilled by teams from a supply of potable water at the venue. In the event that a potable water supply is not available, each team must be provided with minimum 1.5 litres of water per player..
2. Lunch packs should consist of:-
  - a. A substantial sandwich/roll with high carbohydrate/low fat contents - lean meats, chicken, turkey or fish as main component (salty meats such as bacon/rashers, sausages etc. are not recommended and please ensure there are some vegetarian options available).
  - b. high-energy (low fat) sports bar or similar (whole grain, muesli based).
  - c. fresh fruit (min. 2 pieces) (required for protein/potassium. Bananas are recommended).
  - d. An isotonic/sports drink (min. 0.5l) (carbonated/fizzy drinks are not permissible).
3. Clubs with players who have special dietary requirements or medical conditions (diabetes, gluten intolerance, allergies etc.) should inform the hosting club as far as possible in advance so that other suitable options can be provided.
4. In the interests of reducing environmental impact and waste, host clubs should use minimal packaging, especially avoiding over use of plastic, when preparing and distributing lunch packs.
5. Each participating team shall be provided with a bag for recycling plastics and a bag/container for collecting unused/waste food. All participating teams should make a conscious effort to use these correctly to encourage recycling and reduce food waste. Host clubs should try to donate edible food to local food banks where possible.

*Penalty D may apply for each instance of failure to comply with any of these Regulations.*

## Appendix 11 - Glossary of Terms/Acronyms

<b>Term/Acronym</b>	<b>Interpretation</b>
Bye-laws	The Bye-Laws of Gaelic Games Europe – as adopted and approved by Central Council of the GAA from time to time
CCC	Competitions Control Committee
CCO	Competition Control Officer (appointed by the Competitions Control Committee)
Competition Round	A series of matches involving multiple teams, played over one/two days (usually in one location)
GGE	Gaelic Games Europe
GGE MC	Gaelic Games Europe Management Committee
GAA	Gaelic Athletic Association (Cumann Lúthcleas Gael)
LGFA	Ladies Gaelic Football Association (Cumann Peil Gael na mBan)
Official Guide	Official Guide (as published by the Central Council of the Gaelic Athletic Association) and/or Central Council interpretations (and if relevant, the Official Guides of the Ladies Gaelic Football and Camogie Associations)
Playing Rules	Part 2 of the Official Guide of the GAA, containing Playing Rules of Hurling and Football, revised and corrected up to date, and published by the Central Council (and if relevant, the Playing Rules/Official Guides of the Ladies Gaelic Football and Camogie Associations).
Ranking Points	The points awarded to teams based on their placing in a 'competition round'