



## **John West Féile na nGael and Féile Peil na nÓg Playing Rules**

The John West Féile na nGael and Féile na nÓg tournaments are organised under the auspices of An Coiste Stiúrtha Náisiúnta, along with An Coiste Féile Áitiúil. The following are the specific playing rules of The John West Féile na nGael and Féile na nÓg tournaments.

### **1. Féile Competitions Control Committee**

The Féile Competitions Control Committee (CCC) of John West Féile na nGael shall comprise of the Cathaoirleach and Rúnaí of An Coiste Stiúrtha Náisiúnta, the Cathaoirleach of An Coiste Féile Áitiúil, and a nominee of An Coiste Féile Áitiúil (or an alternate nominated by any of above). For matters pertaining to Camogie or Handball a Handball or Camogie representative shall join the committee.

The Féile Competitions Control Committee (CCC) of John West Féile Peil na nÓg shall comprise of the Cathaoirleach and Rúnaí of An Coiste Stiúrtha Náisiúnta, the Cathaoirleach of An Coiste Féile Áitiúil and a nominee of An Coiste Féile Áitiúil (or an alternate nominated by any of above). For matters pertaining to Ladies Gaelic Football, a Ladies Gaelic Football representative shall join the committee.

### **2. General Rules**

- a. Gaelic Football and Hurling games shall be played in accordance with the revised playing rules of the GAA effective as outlined in the GAA An Treorí Oifigiúil/Official Guide 2016.
- b. Camogie games shall be played in accordance with An Treorí Oifigiúil/Official Guide 2016/17 of the Camogie Association.
- c. Ladies Gaelic Football games shall be played in accordance with the Association's Official Guide 2016.
- d. Handball games shall be played in accordance with the playing Rules and Regulations of GAA Handball Ireland.
- e. Rounders game shall be played in accordance with the GAA Rounders Official Rulebook

### **3. Tournament Format**

- a) The John West Féile na nGael and Féile na nÓg tournaments shall be comprised of host and visiting teams.
- b) Host teams shall normally be clubs that are registered to participate within the U. 14 age group in the designated host Counties.
- c) The playing divisions shall be organised on the basis of 16 teams per division, composed of 8 host clubs and their visiting teams.
- d) Where it is not possible to complete divisions of 16 teams, An Coiste Féile Áitiúil in conjunction with An Coiste Stiúrtha Náisiúnta can request clubs from neighbouring Counties to participate as host clubs.



- e) Should this not be possible, An Coiste Stiúrtha Náisiúnta and An Coiste Féile Áitiúil shall devise a schedule of games for teams participating in divisions of fewer than 16 teams.
- f) Host clubs and their visiting partners will be matched for relative playing strength and will be accommodated together in the same division (and group).
- g) Amalgamated teams are permitted to take part in Féile tournament on the basis that they compete as an amalgamation at U. 14 level in their own County. It is not possible for teams to amalgamate for the purposes of participating in Féile.

### 3.1 Group Stages

- a. Divisions will be further sub-divided into groups of 4 teams (i.e. two host clubs and their visiting teams).
- b. The initial group stages of the National Féile will be played on a league basis with two points awarded for a win and one for a draw.
- c. At the conclusion of the three group games, teams shall be ranked from one through four in each group.
- d. Teams ranked one and two in each group shall qualify for the Cup quarter finals while teams ranked three and four shall qualify for the Shield quarter finals.

### 3.2 Teams Finishing Level on Points

Should two teams finish level on points, the ranking of the teams shall be decided as follows:

- a) The winner of the original game between those two teams shall be ranked higher
- b) If that game ended in a draw, the team with the overall aggregate lowest score conceded shall be ranked higher.
- c) If the aggregate lowest score conceded is equal, teams shall be separated by a toss of a coin, with the winner of the coin toss ranked higher

### 3.3 Three or More Teams Finishing Level on Points

If at the end of the group games more than two teams finish level on points, the ranking of teams within the group shall be decided as follows:

- a) The team with the overall aggregate lowest score against them shall be ranked highest.
- b) If the aggregate lowest score conceded is equal amongst all teams,
- c) If the aggregate lowest score conceded is equal amongst two teams, teams shall be separated by a toss of a coin

### 3.4 Draw in the Knock Out Stages

- a) In the event of a draw at the quarter-final or semi-final stages ten minutes extra time (2 x 5 mins.) will be played.
- b) If a draw still results then five frees will be taken by five different players as follows:  
Camogie: 30 metres



Hurling:	45 metres
Ladies Football:	30 metres
Gaelic Football:	30 metres



- c) Frees shall be taken at a central point, identified by the referee at the appropriate distance
- d) In Gaelic football/Ladies Gaelic football, frees may be taken from the hand or from the ground.
- e) In Hurling/Camogie, frees may be roll or jab lifted and struck without taking the ball into the hand, or struck directly from the ground.
- f) There shall be no goalkeeper or other defenders facing the free takers.
- g) Only points shall be counted.
  1. Should a taken free strike either upright or cross bar and go over the bar, the score shall be counted.
  2. Should a taken free bounce prior to going over the bar, the score shall be counted
  3. Shots that result in a goal or a wide, rather than a point, shall not be counted
- h) The team with the most points scored, following five frees per team, will be deemed to have won the game.
- i) If 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.

### 3.5 Final Draw

- a) In the event of a draw in the final, ten minutes extra time (2 x 5 mins.) shall be played.
- b) In the event of a draw after extra time, the trophy shall be shared.
- c) A toss of a coin shall determine which side will receive the trophy for the first six months.

## 4. Playing Panels

- 4.1 All Gaelic Football, Hurling and Camogie games shall be played on a 15-a-side basis, with the playing panel confined to a maximum of 24 players per team, unless Coiste Stiúrtha Náisiúnta Féile has decided that a certain Division may deviate from the 15-a-side rule. Such divisions may be designated as 13-a-side or 11-a-side as appropriate.
- a. In 13-a-side competitions the playing panels for shall be confined to a maximum of 20 players per team.
  - b. In 11-a-side competitions the playing panels for shall be confined to a maximum of 17 players per team.

## 5. Substitutions

- 5.1 As stated in the official Féile Charter, a core aim of Féile is to promote a philosophy whereby every player has the opportunity to participate and play in their respective Féile tournament at a level commensurate to their age, skills and strengths.



- 5.2 All players should play a minimum of 30 minutes in the Féile weekend.
- 5.3 All clubs should be encouraged to promote an equal playing time ethos where younger players are not playing above their grade unless absolutely necessary due to a lack of numbers within a catchment area.
- 5.4 There are no limits on the number of substitutions which may take place during a game (in normal time, or in extra time)
- 5.5 Each time shall introduce a minimum of four substitutes at designated stages of the game, as follows:
- Regardless of whether games are taking place on a 15, 13 or 11-a-side basis, on the referee`s signal, two substitutes shall be introduced 10 minutes into the first half and 5 minutes into the second half.
  - These players shall remain on the field for the remainder of the game (except in the case of injury).
- 5.6 There is no requirement to make mandatory substitutions in the case of play off games where required.
- 5.7 Where a team, due to unavailability, injuries or suspensions, may not have 19 players available to them they must submit their full list of available players to the local Féile Official before the game and play each of these players in that game in accordance with the interchange policy. i.e. if a Club has 18 players only available to them, they must play all 18 players during the game and may interchange players as they deem appropriate.
- 5.8 Any team participating in John West Féile na nGael or John West Féile Peil na nÓg that has been proven to have been illegally constituted, may be debarred from participation in Féile in accordance with their Association rules.

## **6. Pitch Dimensions**

- 6.1 All Gaelic Football, Hurling and Camogie games played on a 15-a-side basis shall take place on a full sized pitch
- 6.2 Gaelic Football, Hurling and Camogie games played on a 13 a–side-basis shall take place on a full size pitch.
- 6.3 Gaelic Football, Hurling and Camogie games played on an 11-a-side basis shall take place on a pitch of full width, with the goalposts placed on the 20 meter lines of the pitch.

## **7. Playing Time**

- 7.1 The duration of Gaelic Football, Hurling and Camogie Games shall be 15 minutes per half. This applies to all Féile competitions at local, regional and National level.
- 7.2 Where extra time is required the duration will be five minutes per half.

## **8. Mentors**

- 8.1 Each team shall be accompanied by a maximum of 4 team mentors. One of whom should have first aid training so as to enable them administer basic first aid if so required.

## **9. Team list**

- 9.1 A full team list, consisting of all players and substitutes, shall be furnished to the local Féile Official before each game.



## **10. Team and Player identification**

- 10.1 All teams shall wear their official club colours.
- 10.2 If there is a clash of colours, the host team will change.
- 10.3 If both teams are visiting, both teams will change. Alternative sets of jerseys may be provided by An Coiste Áitiúil Féile na nGael and/or Féile Peil na nÓg
- 10.4 Players shall retain the number on his/her jersey as per the official registration form, i.e. if a player is No. 10 on the registration form, he/she may only wear the No. 10 jersey in all games and during the parade.
- 10.5 Should the team goalkeeper play as an outfield player during any game, he/she will continue to wear their numbered goalkeeper's jersey as per the registration of the player.
- 10.6 If the goalkeeper jersey clashes with the colour of the opposing team the use of a bib may be permitted once it is of similar colour to their team colours. In such circumstances as above the substitute goalkeeper must wear a jersey/bib which is distinctive in colour from his/her own team's jerseys, his/her own team's goalkeeper's jerseys and the opposing team's colours.

## **11. Disciplinary Matters**

- 11.1 Accommodation
  - a) Where a visiting club fails to stay in the host accommodation provided by the host club, the visiting club may be suspended for the remainder of the Féile competition.
  - b) An Coiste Stiúrtha Náisiúnta may impose further sanctions against the club including suspension from participating in future Féile competitions.
- 11.2 Substitutions
  - a) Where a club fails to observe the Féile rules regarding the minimum number of substitutes to be made that club shall forfeit the match.
  - b) Where both clubs in the same match fail to observe the Féile rules regarding substitutes the match shall be deemed void.