



John West Féile na nGael and Féile Peil na nÓg Playing Rules 2023

The John West Féile na nGael and Féile na nÓg tournaments are organised under the auspices of An Coiste Stiúrtha Náisiúnta. The following are the specific playing rules of the John West Féile na nGael and Féile na nÓg National and Regional tournaments. Please note these can be used as guidelines for County Féile.

1. General Rules

Games at Féile shall be played in accordance with the relevant playing rules of the particular code, save for the exceptions outlined within this document.

- a) Gaelic Football and Hurling games shall be played in accordance with the playing rules of the GAA effective as outlined in the GAA An Treorí Oifigiúil/Official Guide 2023.
- b) LGFA games shall be played in accordance with the LGFA Official Guide 2023. Note the following rules which are applicable to LGFA only: Rule 329: Where games are 15 minutes or less per half, the Sin Bin time will be 3 minutes playing time. Where Extra Time is played in such a game, the Sin Bin time shall be for 3 minutes. Note Rule 373: The 45-metre kick shall be taken off the ground in all grades from Under 15 upwards. Note Rule 401: Two points shall be awarded when a 45m kick, taken off the ground, goes directly over the bar or is deflected over the bar by a member of the defending team.
- c) Camogie games shall be played in accordance with An Treorí Oifigiúil/Official Guide 2023 of the Camogie Association.
- 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.
- f) Teams must be on the side-line ready to play 10 minutes before throw in.
- g) Referees will be encouraged to explain fouls, rule infringements etc. to players throughout the day.
- h) A strict Code of Conduct must be observed by all players/team/mentors and parents. We will follow the give respect, get respect initiative.
- i) A sending off is an automatic one match ban.
- j) 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.

2. Tournament Format

- a) The tournament will be organised on a league basis with the number of divisions set by An Coiste Stiúrtha Náisiúnta on an annual basis with 2 points for a win and 1 point for a draw.
- b) Clubs, as representatives of their county will be graded in divisions by An Coiste Stiúrtha Náisiúnta with gradings based on previous National Féile results and any other organisational factors considered appropriate by An Coiste Stiúrtha Náisiúnta.
- c) Independent/amalgamated or group teams are permitted to take part in Féile tournament on the basis that they compete as that Independent/amalgamated/group team at **U.14 or U15** level in their own County. It is not possible for teams to be created for the purposes of participating in Féile.

2.1 Group Stages: Structure for National and Regional Tournaments



Note: Where fewer than/more than 8 teams are taking part within a particular division, An Coiste Féile Náisiúnta shall devise a programme of games.

- (a) In an 8 team Division, the top two in each group will progress to Cup Semi-Finals with the bottom two teams progressing to Shield Semi-Finals.
- (b) In a 12 team Division, the group winner will proceed to Cup Semi-Finals, the group runner up will progress to the Shield Semi-Final with the third placed team in a group progressing to the Plate Semi-Final.
- (c) Regional knockout processes will be the responsibility of each Association.

2.2 Two 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, the ranking will be decided by a free taking competition.
- d) Five frees will be taken by five different players as follows:

Ladies Football:	25 metres	Camogie:	30 metres
Gaelic Football:	30 metres	Hurling:	45 metres
- e) Frees shall be taken at a central point, identified by the referee at the appropriate distance.
- f) In Gaelic football/Ladies Gaelic football, frees may be taken from the hand or from the ground. In Hurling/Camogie, the sliotar may be lifted and struck without taking the ball into the hand or may be struck along the ground.
- g) There shall be no goalkeeper or other defenders facing the free takers.
- h) Only points shall be counted.
- i) Should a taken free strike either upright or cross bar and go over the bar, the score shall be counted.
- j) Should a taken free bounce off the ground prior to going over the bar, the score shall not be counted.
- k) Shots that result in a goal or a wide, rather than a point, shall not be counted.
 - i) The team with the most points scored, following five frees per team, will be deemed to have won the game.
 - ii) 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 (same five players rotating in the event of sudden death). In such instances the five players can change order in the event of sudden death.

2.3 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, the total number of goals scored by each team will be used as a further tiebreaker.
- c) If the aggregate lowest score conceded is equal amongst two teams, the winner of the original game between those two teams shall be ranked higher.
- d) If that game ended in a draw, a frees competition as per 2.2 above shall take place.



2.4 *Draw in a Quarter-Final/ Semi-Final*

In the event of a draw at a quarter-final or semi-final stages ten minutes extra time (2 x 5 mins.) shall be played. If the game is still undecided a frees competition as per 2.2. above shall take place.

2.5 *Final Draw*

In the event of a draw in the final, ten minutes extra time (2 x 5 mins.) shall be played. In the event of a draw after extra time, the trophy shall be shared. A toss of a coin shall determine which side will receive the trophy for the first six months. The loser of the toss shall be presented with the winner's medals.

3. Playing Panels

- 3.1 Gaelic Football, Hurling and Camogie games shall be played on a 15-a-side basis, with the playing panel confined to a maximum of 26 players per team with a minimum of 19 players.

Coiste Stiúrtha Náisiúnta Féile may decide that a certain Division may deviate from the 15-a-side rule. Such divisions may be designated as 13-a-side. In 13-a-side competitions the playing panels shall be confined to a maximum of 22 players per team, with a minimum of 17 players.

4. Substitutions

- 4.1 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.
- 4.2 It is recommended that all players should play a minimum of 30 minutes in the Féile Competition.
- 4.3 All clubs should be encouraged to promote an equal playing time ethos where younger players are not playing above their age grade unless necessary due to a lack of numbers within a catchment area.
- 4.4 There are no limits on the number of substitutions which may take place during a game (in normal time, or in extra time)
- 4.5 Each team shall introduce a minimum of four substitutes at designated stages of the game, as follows:
- a) Regardless of whether games are taking place on a 15 or 13 a side on the referee's signal, two substitutes shall be introduced 8 minutes into the first half and 4 minutes into the second half. The referee will stop play at this point. Four substitutions minimum to be made during a game.
 - b) These players shall remain on the field for the remainder of the game (except in the case of injury).
- 4.6 There is no requirement to make mandatory substitutions in the case of extra time where required.
- 4.7 Where a team, due to unavailability, injuries, or suspensions, may not have 19 players available to them for 15 a side competition or 17 for 13 a side competition they must submit their full list of available players to the Féile Official at the venue before the game and play each of these players in that game in accordance with the interchange policy.



i.e., such teams must introduce two players after 8 minutes into the first half, and 6 minutes of the second half.

- 4.8 The referee shall make a T gesture to the dugout area at the designated times to indicate when the mandatory substitutions must be made.

Penalty for Breach of Rule:

- 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. In the case of a group game, the match points shall be awarded to their opponents. In the case of a knockout game, the game shall be awarded to their opponents.
- b) Where both clubs in the same match fail to observe the Féile rules regarding substitutes the match shall be deemed void. In the case of a group game, no match points shall be awarded for this game. In the case of a knockout game, the Féile CCC shall decide whether to replay the fixture, or to progress the tournament without either team progressing.

5. Pitch Dimensions

- 5.1 All Gaelic Football, Hurling and Camogie games played on a 15-a-side basis shall take place on a full sized pitch
- 5.2 Gaelic Football, Hurling and Camogie games played on a 13 a–side-basis shall take place on a full size pitch.

6. Ball Size:

- 6.1 All Gaelic Football games shall use a Size 4 football and all Hurling and Camogie games shall use a Size 4 sliotar.

7. Playing Time

- 7.1 The duration of Gaelic Football, Hurling and Camogie Games shall be 12 minutes per half with a short half time break to keep games on schedule. This applies to all Féile competitions at local, regional, and national level. Additional time at the end of each half for injuries and other stoppages shall be at the discretion of the referee.
- 7.2 Where there are groups of three teams at local, regional, and national competitions group games shall be 15 minutes per half. Subsequent knockout games in such competitions shall be 12 minutes per half as per 7.1. above.
- 7.3 Where extra time is required, the duration shall be five minutes per half.
- 7.4 In the event of a draw in any knockout game, provisions as per Rule 2.4 shall apply.

8. Mentors

- 8.1 Each team shall be accompanied by a maximum of 4 team mentors one of which must be a female mentor with girls’ teams and one of whom should have first aid training to enable them to 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 Féile Official at the venue before the commencement of the competition. Where the competition is continued at another venue during the day, a copy of the registration form will be required to be produced at the second venue.
- 9.2 A team outlined for any game must only be composed of members of the full panel as identified to An Coiste Stiúrtha Náisiúnta.
- 9.3 It is not permissible to replace injured or suspended players with other players from outside of the full panel.
- 9.4 Where clubs have multiple teams taking part in the same local Féile competition, i.e., two boy's teams, or two girl's teams, separate panels must be identified for each team. Each panel shall have the minimum number of players as outlined in Rule 3. It is not permissible for players identified as members of one team's panel to play for another team within the tournament.

10. Team and Player identification

- 10.1 All teams shall wear their official club colours.
- 10.2 If there is a clash of colours, a toss of coin to decide which team to change.
- 10.3 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.
- 10.4 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. In such circumstances, the new 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.
- 10.5. If the goalkeeper jersey clashes with the colour of the opposing team the use of a bib may be permitted.

11. Disciplinary Matters for National and Regional Tournaments

(Note: Disciplinary issues arising from local County Féile Competitions are the responsibility of the local Organising Committee)

- 11.1 Sending off procedures will apply as per each rules set in the Official Guide of each Association.

11.2 Féile Competitions Control Committee

The Féile Competitions Control Committee (CCC) of John West Féile na nGael/ Féile na nÓg shall comprise of the Cathaoirleach and Rúnaí of An Coiste Stiúrtha Náisiúnta, a member of the Development CCC and a nominee from the host county/region (or an alternate nominated by any of above). For matters pertaining to Camogie, LGFA, Rounders or Handball, a representative from Rounders, Handball, LGFA or Camogie shall join the committee.



The Féile CCC shall be composed of a minimum of five members, including a Chair – the Chair of an Coiste Stiúrtha Náisiúnta Féile. The remaining members shall be drawn from the membership of an Coiste Stiúrtha Náisiúnta Féile, the Development CCC and the host county/region. The Secretary of an Coiste Stiúrtha Náisiúnta Féile shall operate as Secretary of the Féile CCC.

The Féile Competitions Control Committee (CCC) shall:

- Be responsible for the scheduling, arrangements, and control of games (excluding the appointment of referees) under the auspices of the Féile Committee.
- Investigate and process matters relating to the enforcement of the Féile Charter and playing rules (including hearing objections and counter objections) and match regulations for competitions and games under the auspices of the Féile Committee.

GAA Handball and GAA Rounders will be responsible for the scheduling, arrangements, and control of games at Feile. This will include all disciplinary matters arising from the organisation of Feile competitions under their jurisdiction.

11.3 Féile Hearings Committee

The Féile Hearings Committee of John West Féile na nGael and Féile Peil na nÓg shall be composed of representatives of the Hearings Committee of the host County/region. For matters pertaining to Camogie or Ladies Gaelic Football, a Camogie or Ladies Gaelic Football representative shall join the committee.

The Féile Hearings Committee shall:

- Act in lieu of the Central Hearings Committee in order to adjudicate on all matters where a Hearing is prescribed and requested relating to the Enforcement of Rules arising from matters under the jurisdiction of the Féile Committee during the Féile National and Regional Tournaments.

Hearings required in advance of or after the Féile National and Regional Tournaments shall be adjudicated upon by the Central Hearings Committee.

11.3 Féile Appeals Committee

The Féile Appeals Committee of John West Féile na nGael and Féile na nÓg shall be composed of representatives of the Hearings Committee of the host County/region. For matters pertaining to Camogie or Ladies Gaelic Football, a Camogie or Ladies Gaelic Football representative shall join the committee.

The Féile Appeals Committee shall:

- Act in lieu of the Central Appeals Committee in order to adjudicate on all matters where an appeal is prescribed and requested relating to the Enforcement of Rules arising from matters under the jurisdiction of the Féile Committee during the Féile National and Regional Tournaments.

Its decisions shall be final and binding, subject only to a case being taken to Arbitration under the Disputes Resolutions Code, provided for in these rules. Appeals required in advance of or after the Féile National and Regional Tournaments shall be adjudicated upon by the Central Appeals Committee.



11.4 Within Féile, the disciplinary procedures of the Camogie Association and the LGFA shall follow the procedures set out below:

- Incidents shall be reported by the match referee to the Féile Competitions Control Committee.
- The Féile CCC shall process all disciplinary cases in a speedy manner.
- Individual(s) reported by the match referee shall be processed in the normal manner.
- Individuals must notify the Féile CCC verbally of any proposals to challenge a proposed penalty and request a hearing within 15 minutes of the conclusion of the game.
Such a request for hearing shall be received in writing within 30 minutes of the conclusion of the game.
- Where a hearing is conducted, an individual must notify the Féile Appeals Committee verbally of any proposal to Appeal the decision of the Féile Hearings Committee within 15 minutes of the penalty being imposed.
Such a request for an appeal shall be received in writing within 30 minutes of the imposition of the penalty.

11.5 Disciplinary matters arising from the John West National and Regional Féile competitions that are not subject to sanction on the day of the competitions may be referred to the relevant disciplinary bodies of the GAA, LGFA or Camogie Association.

11.6 Any disciplinary matters that involve sanctions beyond the date of the National and Regional Féile competitions will be notified in writing and copied to the relevant club and County Boards of the GAA, LGFA and Camogie Association.