



## Extra Time and Finishing Games on the day

The Special U-17 Football and Hurling Competitions in 2017 and the new U-20 Football Championship in 2018 will require to finish “on the day”. In addition, in 2017 the Division 1 Hurling Quarter and Semi-Finals will be completed “on the day” on a pilot basis.

Ard Chomhairle instructed at their meeting on November 19<sup>th</sup> 2016, that games which finish level should:

- **Phase 1:** Proceed to Extra time as provided for in T.O Cuid II (two periods of ten minutes each way)
- **Phase 2:** If teams are still level, an additional two periods of five minutes each way will be played.
- There shall be a maximum time space of five minutes between the end of the first phase of Extra Time and the beginning of the second phase.
- The Half Time interval in the second phase of Extra time should not exceed five minutes.
- For the purposes of Riail 2.6 (a) (f) “Players in Extra Time” – Rules of Specification T.O Cuid II, Phase 2 of Extra Time shall be considered an extension of the initial “Extra Time” provision rather than as a new period of Extra Time (e.g. a team reduced to 14 players because of a sending off during the playing of the first phase of Extra Time must start Phase II with only 14 players etc.)
- **Phase 3:** If still level, a “Free taking competition” to decide the outcome:
  - Each team will nominate 5 free takers for the competition and indicate to the referee in which order (1 to 5) the free takers will take the frees
  - The 5 players above must be chosen from players who have participated in the game, either in normal time or in one of the periods of Extra Time.
  - Players who receive a red card in Hurling or Football, and players who receive a black card in Football, in normal time or any of the four periods of Extra Time are not permitted to participate in the free-taking competition.
  - The Referee will toss a coin for choice of ends in the presence of the Team Captains. The Captain who wins the toss will choose which end the free taking competition should be played into and will have the option of his team going 1<sup>st</sup> or 2<sup>nd</sup>.
  - The Referee will ensure two goal umpires are in place at the end in which the competition is being played into.
  - Frees will be taken by each of the five players from a position of their choosing on the 65 (Hurling) or 45 (Football) metre line. Frees in football may be taken from the hands or off the ground.
  - In Hurling, frees shall be taken in accordance with the provisions of T.O 2016 Cuid II – Rules of Set Play Riail 2.5 (a) and (b) and Rules of Foul Play 4.24, 4.25 and 4.27. Breaches of these provisions will render frees null and void and they cannot be retaken.
  - In football, frees shall be taken in accordance with the provisions of T.O 2016 Cuid II Rules of Set Play - Rule 2.5 and Rules of Foul Play 4.23, 4.24 and 4.26. Breaches of these provisions will render frees null and void and they cannot be retaken.



- Frees will be taken for points only, with no goalkeeper / defenders facing the free-takers.
- With the exception of the player taking the free, all other players, managers, officials, backroom personnel etc should be at their designated sideline area, and off the field of play when the free-taking competition is taking place.
- The game is awarded to whichever team scores more of their 5 frees.
- If still level then sudden death frees to be taken using the same 5 players in order (i.e. first sudden death free is taken by the player who took the first free for each side, 2<sup>nd</sup> sudden death free if required to be taken by the player who took the 2<sup>nd</sup> free and so on).
- If a player scores in sudden death and his direct opponent misses, the game is awarded to the team of the player who has scored.
- The sudden death element will continue until such time as there is a definite outcome (i.e. returning to the first player(s) and repeating the sequence again if required)