

## All motions come into effect from 2<sup>nd</sup> April 2022

### Competitions

**Rule 295** amended to read:

Games in Under 7 to Under 11 shall be organised on the Go Games Model in line with F3 development stage of the Gaelic Games Player Pathway. Go Games are modified where results are not formally recorded, and where all participants get to play during the course of the game.

Teams at Under 7 shall be a maximum of 7-A-Side. Teams at Under 8 and 9 shall be a maximum of 9-A-Side. Teams of Under 10 and 11 shall be a maximum of 11-A-Side.

At Under 12 level, competitions may be organised on a league format, with no championships, on the basis that participating teams should be a maximum of 13-A-Side. **Only children whose 10th, 11th or 12th birthday is on or after January 1st can play at the U-12 age grade in that calendar year.** Games should be organised over four quarters, and provision shall be made for all members of the team panel to participate in a minimum of one quarter.

A breach will be referred to CODA for sanction.

### Medals and Trophies

**Rule 323** amended to read

There shall be one captain per team. Captain must be part of the pane 1 – 30. **Where captain is not listed on starting 1 – 15, the team must name a vice captain or a player who will take the on-field responsibilities of the captain, such as the toss.** It shall be the privilege of the captain of the winning team to accept the cup or trophy on behalf of her team. The safe custody of the cup or trophy shall be the responsibility of the successful club, County, School, College or Province. Any costs incurred in the replacement or repair of cups or trophies shall be borne by the Club, County, School, College or Province responsible. A cup or trophy shall not be filled with any type of alcoholic beverage.

### Blood Subs

**Rule 346** amended to read:

When the player who had the Blood Injury **or suspected head injury** is ready to resume playing she shall present herself to the referee or fourth official during a stoppage in play. The referee or fourth official should ensure that the bleeding has stopped, the attire is replaced or cleaned and that the Blood Substitute has left the field.

Where the injured player resumes with a different numbered jersey, the referee or fourth official should note the new number.

**Rule 347 amended to read:**

A player who suffers a blood Injury, **or suspected head injury** may be replaced by a Blood Substitute or **suspected head injury substitute**, who shall notify the referee or fourth official in writing, that she is a Blood Substitute **or suspected head injury substitute**. The Blood Substitute **or suspected head injury substitute** shall NOT count as a substitute allowed under Normal Substitution rules. If the Blood Injured player **or suspected head injury player** returns to the field of play as a direct replacement for the player who replaced her, her team shall not be deemed to have used a Normal Substitute.

**Rule 348 amended to read:**

Where the Blood Injured player **or suspected head injury player** returns to the field of play for any other player, apart from the player that directly replaced her, her team shall be deemed to have used a Normal Substitute.

**Rule 349 amended to read:**

If a Blood Substitute **or suspected head injury substitute** is sent off for a first Yellow Card offence, the team management must take off another player if they wish to bring the player who sustained the Blood Injury **or suspected head injury** back onto the field of play, before

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the 5/10 minute playing time ban has expired for the Blood Substitute **or suspected head injury substitute**. This shall NOT count as a Normal Substitution. The team has to be down to 14 players.

**Rule 350 amended to read:**

Where a Blood Substitute **or suspected head injury substitute** was sent off for a Yellow Card offence, and the team management wish to bring her on after the 5/10 minutes Playing Time ban has expired, they shall be deemed to have used a Normal Substitute, if the player whom she has replaced who suffered the blood injury has already resumed playing.

**Rule 351 amended to read:**

Where a Blood Substitute **or suspected head injury substitute** is sent off for a Red or 2nd Yellow Card offence, her team shall substitute another player, if they wish to bring the Original Blood Injured Player or suspected head injury player back onto the field of play. This shall NOT count as a Normal Substitute.

**Rule 352 amended to read:**

Where a team has used its full complement of Normal Substitutes in either Normal or Extra Time, and a player suffers a Blood Injury **or suspected head injury**, she may be replaced by a Blood Substitute **or suspected head injury substitute**.

## Attire

### **Added to Rule 354:**

For games played on artificial surfaces, players may wear protective leg wear, provided there is uniformity of colour within the team.

## Football

### **Rules 359 amended to read:**

A size 4 football shall be used in all grades of competition from Under **12 upwards**. **A smaller size 3 or relevant recommended size Go-Games football should be used for Go-Games**. The Size 4 football shall not weigh less than 400g and not more than 420g and shall have a circumference of not less than 62.5cm and not more than 64.5cm. The ball should be pumped to 6.5psi

## Extra Time and Replays

### **Rules 366 amended to read:**

In exceptional circumstances, the Organising Committee, Board or Council may instruct teams to play One Period of Extra Time followed by a point shoot-out from **25 metres**. The kicks must be taken between the two posts and from where indicated by the referee. In the case of Under 14 competitions and below, the point shoot-out shall be from the 20 metre line.

Only players who are remaining on the field of play at the end of Extra Time are eligible to take the kicks. Each team shall take 5 kicks at point scoring. If the scores are still tied after each team has taken their 5 kicks, sudden death procedure shall follow, using different players, until such time as there is a winner.

The ball must go directly over the crossbar, off the crossbar and over, or, off the uprights and over the crossbar, to be counted as a point. A ball that hops in front of the goal and goes over the bar shall not be counted as a point. Any player that crosses the **20/25m** mark while kicking for a point shall have her score disallowed.

## Commencement of Play

### **Rules 378 amended to read:**

Before commencing play, the referee shall toss a coin in the presence of both captains for the choice of ends and ensure that no team has more than 15 players on the field. **Where the captain is not listed in the starting 1 – 15, the vice-captain or nominated player will represent the team for the toss of the coin.**

## Free Kicks

### **Rule 420 amended to read:**

If a foul occurs, the referee may allow play to continue, if s/he considers this to be to the advantage of the offended team for up to 5 seconds after the foul. Where no advantage accrues the referee may award a free from where the original foul occurred. Should another foul be committed on the offended team within the 5 seconds then the free is awarded from the most advantageous position.

Should the player in possession of the ball commit a Technical or Non-Technical foul while advantage is being allowed, she shall retain her free from where the original foul occurred.

Should the player in possession of the ball commit a foul that warrants a Yellow or Red Card, while advantage is being played, she shall lose the advantage. She shall be given a Yellow or Red card and play resumed with a throw in between a player from either side where the Yellow or Red card offence occurred. Should the foul occur inside the 13-metre line apart from Penalty Kicks, the referee shall award the free from the 13 metre line opposite to where the foul occurred.

Disciplinary action, if warranted, may be applied to the offender, who, in any event should be advised by the referee at the next break in play, that a foul had been committed.

## Kick Out

### **Rule 444 amended to read:**

The ball may be kicked from hands or off the ground from the **20** metre line, directly in front of the goalposts, for a kick out from goal after a score or wide in all competitions. All players except the kicker and the goalkeeper shall be outside the 20 metre line, and at least 13 metres from the ball until it is kicked.

The ball must cross the 20 metre line before being played by another player. Where another player offends, a free shall be awarded to the opposing team on the 20 metre line opposite to where the foul occurred.

### **Rule 447 deleted due to above**

### **New Rule added after 447 to read:**

Where in the referee's opinion, a kick out is being taken from the incorrect position, the kick out should be retaken from where indicated by the referee. Continued breach of this rule shall result in the kick out being disallowed and the ball being thrown in between a player from each side on the 20m line. All other players shall be 13 metres from the throw in.

### **Rule 448 amended to read:**

The player taking the kick out may play the ball more than once before any other player plays it, provided, she does not take it into her hands.

If the goalkeeper plays the ball over the side-line directly from a kickout, it shall be a side-line kick to the opposing team from where it crossed the line.