



# COMPETITION REGULATIONS 2025

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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 Regional CCC, or the GGE CCC, unless otherwise stated.
4. (Sub)Regional Committees are authorised to amend certain regulations (specified below) as deemed necessary for the development of games in their region. Any changes shall be documented and sent to the CCC Secretary within one week of being approved by the regional committee. Where no such submission has been received, the regulations as detailed in this document shall apply, and where any such amendments are ambiguous or unclear in settling any dispute, the CCC shall be the arbitrator.
5. The multi-purpose astroturf (GAA size) pitch at Sportpark West, 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 corresponding to Regions as specified in GGE Bye-Laws;
3. Sub-regional: entries open only to clubs within a specific geographical area defined by a Regional Committee (or the GGE CCC if no Regional 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 playing rules of the relevant Association's Official Guide will apply.
7. Leagues: played in stages over a series of games, 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:

- Cup (highest)
- Shield
- Plate

9. **Others:** individual competition formats approved by GGE, or Regional CCC as appropriate.

## C - Entry requirements

1. 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.  
(Regional/Subregional Committees may decide to vary this Regulation)
2. Only teams, for which the relevant entry fee has been paid before the set deadline before the competition commences, may be included in draws & schedules.
3. Clubs may join 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.
4. 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. Only full teams are awarded full competition points. A full team consists of the minimum players needed to field a team in the required format (decided before the tournament by CCC)
3. A club entering two, or more, teams in the same competition must designate each team as "A", "B", "C" etc. (Regional/Subregional Committees may decide to vary this Regulation)

4. The maximum number of players permitted in a team squad shall be as follows:

	7-a-side	9-a-side	11-a-side
Maximum squad size	11	14	16

15-a-side may have a maximum squad size as per the official guide of the relevant association (GAA, LGFA, CA).

5. All Teams must have full playing kit with unique numbers on their jerseys (no two numbers shall be the same).
6. The captain of each team shall wear an armband which clearly identifies them as team captain.
  - 6.1 The captain may nominate a designated deputy to wear the armband in the following circumstances:
    - 6.1.1 They are the goalkeeper.
    - 6.1.2 They are off the field for any reason.
    - 6.1.3 There is a language barrier which hinders communication between the team captain and the referee which could be overcome by selecting a different player to wear the armband.
  - 6.2 This deputy is considered to be the team captain as per the Official Guide where speaking to the referee is concerned.
7. 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***

8. Clubs with insufficient numbers for a full team at a competition round may combine. The allocation of these unassigned players is made by the CCC (represented by the CCO or Code Officer) and not clubs.
9. Players or clubs who do not have approval from the CCC 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.

### ***Teams borrowing players for specific games***

10. A team which has insufficient players for a match may borrow players subject to the following restrictions:
  - 10.1 Up to the minimum number of players for the given format plus one with the consent of the CCO/Code Officer.
  - 10.2 The final decision on which players are borrowed for the game lies with the CCO/Code Officer.

### ***Floating players***

11. 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 indicated on all relevant team sheets and must be supplied to the CCO before the commencement of play.
  - 11.1 For the purposes of ranking points, floating players will be considered to be part of the lower ranked team. (i.e. Players floating between the "A" and "B" teams are considered to be part of the B team for any ranking point calculations).
  - 11.2 Floating players count towards the maximum squad size of both teams with which they compete. (i.e. no team may name more than 16 players on a team sheet for an 11-a-side game, including floating players.)
12. 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 any information they deem relevant. Clubs 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 compete in a competition round or match must submit a provisional list of players according to the following conditions:
  - 1.1 The team sheet must be generated using the Foireann system and contain only fully registered players including their unique Foireann ID number.
  - 1.2 The team sheet must be sent to both:
    - 1.2.1 The GGE Teamsheets Mailing list: ggeteamsheets@gaa.ie
    - 1.2.2 The Secretary of the host club
  - 1.3 The team sheet must arrive by 22:00 CET three days before the scheduled game/competition round.
    - 1.3.1 i.e. Wednesday for a Saturday competition.

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

2. Each team shall supply the CCO (or designated person) with a list of players a minimum of

30 minutes before the start of their first game. This shall include each player's shirt number and will be signed by the club secretary (or other person responsible for the team).

- 2.1 This team sheet remains with the CCO (or designated person) for the remainder of the day.
- 2.2 Any changes made to the team (for example shirt numbers) during the day must be changed on the team sheet and the time documented. The referees can consult with the team sheet at any point during the day.
- 2.3 Amalgamated teams and combined teams shall supply a separate list for players from each club.

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

3. An MVP (Most Valuable Player) award shall be provided for each code. The recipient of the award shall be decided and awarded by the referees. A player who has received a black card or a red card for a playing infraction shall not be eligible for an MVP award. (Regional/Subregional Committees may decide to vary this Regulation)
4. A team shall transfer a non-refundable €100 deposit to the host club 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 considered as a prepayment towards that team's registration fees. (Regional/Subregional Committees may decide to vary this Regulation)
5. Referees may not referee a game where their own club is playing.
6. Referees' reports shall be submitted 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 (or relevant Regional Committee) will be responsible for the draw. The final schedule will be communicated to all teams and referees at least 48 hours 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. Teams will be seeded for the first competition round based on:
  - 3.1. final standings from the previous year's competition; or,
  - 3.2. where a team (or teams) did not compete in the previous season they shall be ranked as bottom seeds in the first round, arranged in alphabetical order. (Regional/Subregional Committees may decide to vary this Regulation)
  - 3.3. Where clubs amalgamate or combine 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. (Regional/Subregional Committees may decide to vary this Regulation)
4. Seeding for rounds thereafter are based on current standings (cumulative) until the end of that competition. (Regional/Subregional Committees may decide to vary this Regulation)
5. 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**

6. Different competition levels (e.g. Championship and Shield) may be combined at group stages.
7. The teams will be placed in groups as per this rule, or alternative arrangements approved by the CCC in light of entries and available facilities. (Regional/Subregional Committees may decide to vary this Regulation)

- 7.1. 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 – 10

Top two teams in group progress to semi-finals; remainder to playoffs

- 7.2. 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 – 10

Top team in each group progress to semi-finals along with best runner-up (based on points then score difference); remainder to playoffs.

- 7.3. 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 – 20

Top team in group progress to semi-finals; 2nd to playoffs for 5-8th places, 3rd to playoffs for 9-12th places, etc.

- 7.4. 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.

- 7.5. 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 playoff games - 10 minutes duration

Shorter duration games may be scheduled if there are limitations on available pitches/time.

- 7.6. 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.

- 7.7. Points awarded in groups shall be: Win = 2 points; Draw = 1 point; and Loss = 0 points.

## **Tie-Breaks**

Should two or more 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. Least number of games forfeited;
2. Points awarded from the games in which only the teams involved (teams tied on points), have played each other (more than two teams only);
3. The winner of the game between the teams; (two teams only);
4. the team with the best aggregate score difference;
5. the team with the highest overall scores for;
6. the team with the lowest number of yellow/black cards - a straight red card shall count as two yellows/blacks;
7. the team that scored the most goals;
8. The team that conceded the fewest goals;
  - i Points Shoot Out (Ladies Football/Camogie)
  - ii Penalty Shoot Out (Men's Football/Hurling)

If one team is eliminated or awarded the higher place, the above procedure will repeat from step 1 until all necessary positions have been filled.  
Unless otherwise specified, the criteria above apply to all relevant games in the group stage.

At the end of a preliminary group stage, **when more than one group is involved**, the best runner-up (or best 3<sup>rd</sup>/4<sup>th</sup> or highest places team, etc.) shall be decided by;

Where the concerned teams come from groups with the same number of teams:

1. Least number of games forfeited;
2. Highest number of points accrued in group;
3. The team with the best aggregate score difference;
4. The team with the highest overall scores for;
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. The team that conceded the fewest goals;
8. Points Shoot Out (Ladies Football/Camogie)  
Penalty Shoot Out (Men's Football/Hurling)

Where the concerned teams come from groups with an unequal number of teams:

1. Least number of games forfeited;
2. Average Score difference - I.e., a team's group score difference, divided by number of games the team played in their group.
3. The team with the highest average score - I.e., total scored by a team in their group games.
4. The team with the lowest number of yellow/black cards – a straight red card shall count as two yellows/blacks.
5. Points shoot out (Ladies Football/Camogie)  
Penalty shoot out (Men's Football/Hurling)

## **Points Shoot-outs**

8. Each team shall take five shots/pucs ('frees'), in turn, for points from the 25m (ladies football) or 45m (camogie) marking. The ball/sliotar must be kicked/struck, in accordance with the normal playing rules before the player crosses the line. Only points count.
9. Each team shall register five free takers.

10. Shots are to be taken into goals already in use for competition. 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.
11. If, before both teams have taken five kicks/pucs, one team has scored more points than the other team could score, even if they were to complete their five kicks/pucs, no more kicks/pucs shall be taken
12. Should the teams be tied after five shots/pucs, they will continue under the sudden death procedure using the same five registered players until one team has scored a point more than the other from the same number of kicks/pucks.
13. Players have the option of taking a kick from the ground or from the hand (Ladies football only).

### ***Post-group stages***

14. The duration of post-group games shall normally be as follows:  
Championship Finals and semi-finals shall be 30 minute games. This can be reduced to a minimum of 20 minutes if ALL teams involved at that stage agree or if the CCO decrees.  
Play offs (or non-Championship Semi-finals/finals) shall be 20 minutes but can be reduced if ALL teams involved at that stage agree or if the CCO decrees.
15. 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 extra time, then a shootout (ladies football/camogie, as per regulations 16-21) or a penalty shootout (men's football/hurling) shall be played.

**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).**

(Regional/Subregional Committees may decide to vary this Regulation)

16. 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.
17. 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. 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.
3. 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,	Eighth:	8 points,	Ninth:	7 points,
Tenth:	6 points,	Below 10th:	5 points		
4. A club must send three players to be entitled to ranking points.
5. Ranking points for a combined team composed of players from different clubs shall be distributed on a pro-rata basis (provided at least three players of the combined team are from the same club).
6. Only full teams are awarded full competition points. A full team consists of the minimum players needed to field a team in the required format (decided before the tournament by CCC)

## I - Competition Standings

1. Competition standings are decided on a simple totalling of the ranking points accumulated over all rounds.
2. Should two teams finish level on accumulated ranking points at the end of a competition then they shall be separated in order of:
  - 2.1 The team who has won the most competition rounds.
  - 2.2 The team that has competed in the most rounds of that competition.
  - 2.3 The team who has won the most head to heads across all competition rounds.
  - 2.4 The team with the best score difference in head-to-head games across all competition rounds.
  - 2.5 The team with the higher overall score difference in all games in that competition.
  - 2.6 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:
  - 1.1 Regional and sub regional championships (where sub regional championships act as qualifiers for the regionals). (team sizes at the discretion of the regional/sub-regional committee)
  - 1.2 European Premier Football Championship (15-a-side competition)
  - 1.3 European Football Championships (11-a-side competition)
  - 1.4 Euro Gaelic Games Football Cup (9-a-side)
  - 1.5 European Football League (15-a-side). This can be organised on a Pan-European and/or a regional/sub-regional league.

### ***B - Ladies Football***

1. The European competition structure shall consist of the following competitions:
  - 1.1 Regional and sub regional championships (where sub regional championships act as qualifiers for the regionals). (team sizes at the discretion of the regional/sub-regional committee)
  - 1.2 European Premier Football Championship (15-a-side competition)
  - 1.3 European Football Championships (9-a-side competition)  
organised as a single round, divided into three grades
  - 1.4 Euro Gaelic Games Football Cup (9-a-side)
  - 1.5 European Football League (15-a-side). This can be organised on a Pan-European and/or a regional/sub-regional league.

## C – Hurling

1. The **European hurling competition structure** shall consist of the following competitions:
  - 1.1 Regional and sub regional championships (where sub regional championships act as qualifiers for the regionals). Team sizes at the discretion of the regional/sub-regional committee concerned.
  - 1.2 European Premier Hurling Championship (15-a-side competition)
  - 1.3 European Hurling (9s) Championships (9-a-side) comprising three levels.
  - 1.4 Euro Gaelic Games Hurling Cup (9-a-side)

### 2. The **European Hurling (9s) Championships**

- 2.1 Shall consist of multiple rounds as defined by the CCC in the GGE Master Fixtures Plan (*following consultations with club hurling representatives via official communication channels*)
- 2.2 Championship Rounds shall be organised into levels as follows:
  - 2.2.1 CUP: up to 5 teams
  - 2.2.2 SHIELD: 6 to 8 teams
  - 2.2.3 PLATE: 9 or more teams

#### 2.3 Groups/Play-offs

No. of teams	No. of Groups	CUP or CUP/SHIELD group(s)	SHIELD/PLATE group(s)
3 - 5	One x CUP	1 <sup>st</sup> + 2 <sup>nd</sup> → CUP final; 3 <sup>rd</sup> , 4 <sup>th</sup> , 5 <sup>th</sup> → 3/4/5 <sup>th</sup> play-offs	
6 - 8	Two x CUP/SHIELD	1 <sup>st</sup> + 2 <sup>nd</sup> → CUP semi-finals 3 <sup>rd</sup> + 4 <sup>th</sup> → SHIELD semi-finals	
9 - 11	Two x CUP/SHIELD One x SHIELD/PLATE	1 <sup>st</sup> + 2 <sup>nd</sup> → CUP semi-finals 3 <sup>rd</sup> → SHIELD semi-finals	1 <sup>st</sup> + 2 <sup>nd</sup> → SHIELD semi-finals 3 <sup>rd</sup> + 4 <sup>th</sup> → PLATE final (if 5 teams) 4 <sup>th</sup> + 5 <sup>th</sup> → PLATE semi-final
12 - 14	Two x CUP/SHIELD Two x SHIELD/PLATE	1 <sup>st</sup> + 2 <sup>nd</sup> → CUP semi-finals 3 <sup>rd</sup> → SHIELD semi-finals	1 <sup>st</sup> → SHIELD semi-finals 2 <sup>nd</sup> → PLATE semi-finals 3 <sup>rd</sup> + 4 <sup>th</sup> → PLATE quarter-finals
15 - 18	Two x CUP/SHIELD Three x SHIELD/PLATE	1 <sup>st</sup> + 2 <sup>nd</sup> → CUP semi-finals 3 <sup>rd</sup> → SHIELD semi-finals	2 best 1 <sup>st</sup> 's → SHIELD semi-finals other 1 <sup>st</sup> + 2 <sup>nd</sup> 's → PLATE QFs 3 <sup>rd</sup> /4 <sup>th</sup> 's → PLATE QF play-offs
19 – 22	Two x CUP/SHIELD Four x SHIELD/PLATE	1 <sup>st</sup> + 2 <sup>nd</sup> → CUP semi-finals 3 <sup>rd</sup> → SHIELD semi-finals	1 <sup>st</sup> → SHIELD quarter-finals 2 <sup>nd</sup> → PLATE quarter-finals 3 <sup>rd</sup> /4 <sup>th</sup> 's → PLATE QF play-offs

- 2.4 Request to compete in a different level
  - 2.4.1 Teams seeded 5<sup>th</sup> or 6<sup>th</sup> may request to be moved to a SHIELD level group. The GGE Hurling Officer (or if unavailable, the CCO) shall deal with such requests.
  - 2.4.2 If both teams apply, priority shall be accorded to the lower seeded team.
  - 2.4.3 A request can only be granted if a SHIELD level team(s) agrees to compete in a CUP level group. If a request is received, SHIELD level teams will be canvassed to see if any team(s) wishes to compete in the CUP groups.
  - 2.4.4 If there are more SHIELD teams willing to compete in the CUP level than required, priority will be accorded to the higher seeded team.

#### 2.5 “Development Players”

Each participating team shall designate at least one player as a “Development Player”. Development Players may be assigned to play with another team if the need arises during the competition round.

**2.5.1** “Development Players” must be identified on the list of players submitted to the CCO prior to the commencement of the competition round. A list of “Development Players” will be compiled by the CCO and retained at the registration desk where teams may request the use of one or more “Development Player(s)” when required.

**2.5.2** Any “Development Player” may be assigned by the CCO, with agreement from the designated players’ team captain, to play with another specified team for one or more games. A “Development Player” is entitled to return to play with his own team in any subsequent competition round game(s).

**2.5.3** Regulation D.10.2 shall **not** apply to European (9s) Hurling Championship rounds.

## 2.6 Provision of sliotars

Before a competition round commences, each team shall provide five GAA approved sliotars in good condition to the host club at the registration desk. The host club will compile a list of clubs providing sliotars.

**2.7** Host club shall ensure there are four sliotars at each goal before the start of every game. After the conclusion of the competition round, the remaining sliotars shall be evenly distributed between the teams that provided sliotars.

## 2.8 Ranking Points

Teams shall be awarded ranking points as follows:

LEVEL		RANK	POINTS	LEVEL		RANK	POINTS	LEVEL		RANK	POINTS
CUP	Winner	1st	100	PLATE	Winner	9th	55	PLATE	9th	17th	15
	Runner-up	2nd	90		Runner-up	10th	50		10th	18th	10
	3rd	3rd	85		3rd	11th	45		11th	19th	8
	4th	4th	80		4th	12th	40		12th	20th	6
SHIELD	Winner	5th	75		5th	13th	35		13th	21st and below	5
	Runner-up	6th	70		6th	14th	30		14th		
	3rd	7th	65		7th	15th	25		15th		
	4th	8th	60		8th	16th	20		15th		

## **2.9 “Non-Irish” Bonus Ranking Points**

As an incentive for clubs/teams to play more “non-Irish” players [*players not born on the Island of Ireland, and who did not participate in the Games Development youth structure (12-17 years old) in the 32 counties of Ireland*] a club shall be awarded bonus points if the club plays such a player for the first half of every competition round game.

- 2.9.1** A club shall be awarded a maximum two bonus points per round if they play two or more “non-Irish” players for the first half of every competition round game.
- 2.9.2** If two or more clubs contribute “non-Irish” players to a “combined” or “amalgamated” team, each club may be awarded a maximum of one bonus point provided that one of the club’s “non-Irish” players plays for the first half of every competition round game.
- 2.9.3** “Non-Irish” players must be identified on the list(s) of players submitted to the CCO before the round commences.
- 2.9.4** A club shall inform the Pitch Coordinator of the number of the “non-Irish” player(s) that will play the first half of a game before each game commences.

## **2.10 Eligibility criteria for winning a Championship level**

To be eligible to win a Championship level (CUP,/SHIELD/PLATE), a club/team must;

- 2.10.1** field at least 7 players at a majority of competition rounds of the relevant Championship season;
- 2.10.2** compete in the relevant level in at least two competition rounds; and,
- 2.10.3** have accumulated the highest number of ranking points amongst the teams eligible to win the relevant level. All ranking points shall count regardless of the level the team competes in at each competition round.
- 2.10.4** A club/team that satisfies the eligibility criteria for more than one Championship level shall be regarded as competing in the higher level.

## ***D - Camogie***

- 1.** The European Camogie Championship shall be decided over multiple rounds as defined in the Master Fixtures Plan.
- 2.** All competition rounds shall be seven-a-side, unless decided otherwise by the CCO or Code Officer in advance of the tournament round.
- 3.** At the start of each camogie tournament, each participating team will provide 5 size 4 match sliotars, in new or good condition, to the CCO at the registration desk. This supply of sliotars is to be used throughout the day’s competition. At the end of the day the remaining sliotars will be evenly divided back among the participating teams.

## ***E - Handball***

### **1. Court Specs**

- 1.1** Regional and sub regional championships (where sub regional championships act as qualifiers for the regionals). (team sizes at the discretion of the regional/sub-regional committee)
- 1.2** One Wall: 6.1m wide (from the outside edge of one side line to the outside edge of the other side line), and 4.9m high including any top line. Courts should be numbered.
- 1.3** Floor: The floor shall be 6.1m wide from the outside edges of the side lines. It shall be 10.4 from the wall to the back edge of the long line. The side lines should extend at least 3m. beyond the long line. There also should be a minimum border of at least 3m (but ideally 6m of floor beyond each side line, as well as 4.9m beyond the long line) to allow for playing space.
- 1.4** Handball courts shall be divided and marked on the floors with 5cm wide lines. Recommended colours are white, yellow, or red. The lines shall be marked as follows:
  - 1.4.1** Short Line. The short line runs parallel to the wall, between the side lines, with its back edge 4.9m from the wall.
  - 1.4.2** Long Line. The long line runs parallel to the wall, between the side lines, with its back edge 10.4m from the wall.
  - 1.4.3** Top Line. The top line runs parallel to the floor, between the side lines, with its top edge 4.9m from the floor.
  - 1.4.4** Receivers Restraining Lines. There shall be service markers, lines of at least 15cm in length extending inward from the side lines, parallel to the short and long lines and located midway between them. The imaginary extension of these lines across the court indicates the service line.
  - 1.4.5** Service Zone. The service zone is the floor inside and including the short, service, and side lines.
  - 1.4.6** Receiving Zone. The receiving zone is the floor area behind the short line, inside and including the side and long lines.
  - 1.4.7** Playing Zone. The playing zone is the floor area between the wall and the outside edges of the side and long lines.
  - 1.4.8** Wall Edge. The top edge of the wall, if any, is not part of the court. A ball striking the top edge is an out.

### **2. Draws, Format, scoring, schedule:**

- 2.1** Rally scoring should be used in all tournaments. Games should be to an odd number of points (9,11,13,15,17,19,21,23 or 25).
- 2.2** Schedule of matches should be made available to players in advance of the tournament as well as on the day.
- 2.3** If using a seeding to create groups/schedule the seed numbers and/or method used should be made available.
- 2.4** The minimum number of games for a player should be 3.
- 2.5** After the tournament all results should be sent to the Europe GAA Handball Officer in any desired format, along with a player list that has club and nationality listed.

## 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 €55 per player, comprising of €10 for Lunch packs maximum, €20 for registration and water maximum and €25 for catering/dinner maximum, whereby the traveling club may choose to avail or not of lunch packs or dinner/catering.  
(Regional/Subregional Committees may decide to vary this Regulation)

For European Football Finals, Hurling/Camogie Championship Rounds. GGE may pay a subsidy of up to a maximum of €5 per attending player towards the hosting club upon the submission of a budget. This is subject to a cap of €2,500 for Football Finals and €2,500 for the Hurling/Camogie Championship.

4. In the event that a host club is 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 three 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 adjusted fees must be communicated to clubs at least two weeks before the date of the competition round.  
(Regional/Subregional Committees may decide to vary this Regulation)
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.
6. Any lunch provided shall meet the minimum guidelines in Appendix 9.
7. Adequate supplies of 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 each venue.
9. The host club shall have a copy of these Regulations available for consultation at a central location.
10. All trophies regardless of code (i.e. men's/ladies) are to be of equal size in their respective categories.

*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/sliotar 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/sliotar 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 sliotar 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*
5. Men's Football (non-15-a-side): The 40m arc will not be implemented and therefore there shall be no two-point scores in non-15-a-side games.

### B - Advanced Mark + Kick-Outs

1. Men's Football: The advanced mark rule shall not apply to non-15-a-side games.
2. Men's Football (non-15-a-side): where the 20m line is referred to in the Official Guide relating to the kick out only, the 13m line shall be used. The ball must travel 13m and beyond the 20m line before being played by another player on the defending team.
3. Ladies Football: all kickouts on reduced size pitches shall be taken from the 20m line equivalent.

### C - Outfield Players & Free Kicks

1. Men's Football (non-15-a-side): Where it states in the Official Guide that at least three outfield players must remain on each side of the half-way line, a minimum of **two** outfield players shall be required for non-15-side games.
2. Men's Football (non-15-a-side): Where 50m is referred to in the Official Guide relating to *delay fouling* and *dissent*, free kicks will instead be moved 30m more advantageous.

### D - Substitutions

1. Unlimited substitutions may be used in all codes except for 15-a-side competition. The replacement player shall enter the playing area from within five metres of the half-way line and only when given permission by the Referee.

## ***E - 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*

## **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 group games, or any two following 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, or vice versa, or two black cards, in the same game of a competition round, shall be suspended for their team's next game in that round.
5. A player receiving a first black card in a game will be sent to a sin bin' for 3 minutes playing time where games are 15 minutes or less per half. Games of a longer length will be sent to the sin bin as per the official guide.
6. A player who receives a yellow and a black card, or vice versa, or two black cards, in two group games, or any two following consecutive games, shall be suspended from playing in their team's next game (even if the next game is in a subsequent competition round).

#### **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 playing time where games are 15 minutes or less per half. If she receives a second yellow card in the same game, she will be shown a red card and ordered off.

## **B - Suspensions**

Suspensions shall be as specified in the relevant Official Guides and interpreted, where necessary, in line with the provisions specified below:

(i) “game” applies when the 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 (i.e. a suspended player cannot begin a game as a substitute and be brought on as a substitute during the game, the player must wait until the next full 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.

## **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 may be used where the tuft or pile is less than 40mm. No hard hockey-style pitches may be used.
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
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 approximately 2/3rds of dimensions given in A2 above by length and width 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/sliotar

and secured sufficiently to ensure player safety.

**3. Ladies football (7 & 9-a-side) and Camogie (7-a-side)**

Portable (juvenile) goalposts may be used. They must be of a metal or timber construction, capable of withstanding direct contact with a football or sliotar, secured to the ground and strong enough in every other respect to always ensure player safety. 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) and **Men's football** (non-15-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 in the opposite half.
2. Any existing markings within +/- 2 metres can be used (i.e. certain rugby pitch markings)
  - i) Generally, the soccer penalty area lines are not very suitable as they extend 16.5m out from the end-line (i.e., half-way 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).
  - ii) The soccer goal area is acceptable as it extends out 5.5m from the end-line and 5.5m from each goalpost, a total of 18.3m wide (the GAA small rectangle is 13m x 4.5m from the end-line and 3.75m from each goalpost, a total of 14m wide).
  - iii) The rugby 5m line is acceptable for marking the outer line of the small rectangle and the 22m line is acceptable from the GAA 20m lines, however the 10m lines from the half-way 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.  
(Regional/Subregional Committees may decide to play ladies football on a normal sized GAA pitch)
4. A specific provision for Men's football (non-15-a-side) is that the 40m arc will not be implemented.

5. 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.
4. 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. Regional Committees shall appoint the Chairperson and Secretary of Regional CCCs. If either the Chair or Secretary of a Regional CCC is absent from a meeting, the members of that CCC shall elect one of their members to deputise.
5. Regional Committees shall appoint the Chairperson and Secretary of Regional CCCs. If either the Chair or Secretary of a Regional CCC is absent from a meeting, the members of that CCC shall elect one of their members to deputise.
6. 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.
7. 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.
8. 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.

9. The author of a referee's report must recuse themselves fully from the CCC disciplinary investigation that concern that report.

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

### **Appointments**

**For Regional rounds:** CCO appointment and function for regional rounds are at the discretion of the regional committee, so long as the tasks listed below are fulfilled.

### **Duties and Powers**

1. To record and keep all scores and ensure that the 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 ensure bibs/coats are available for umpires and lines people.
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 implement any Penalties involving the deduction of ranking points and report all Penalties to the CCC.

16. To ensure the tracking of cards in a competition round and inform the referees as required.
17. To decide 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. Players should bring their own re-usable water bottle to a tournament. If a potable water supply is not available, each team must be provided with 1.5 litres of water per player.
2. Lunch packs should consist of the following, or alternative arrangements approved by the CCC:
  - a. A substantial sandwich/roll with high carbohydrate/low fat contents – cheese, egg or lean meats, (chicken, turkey) and a vegetable garnish for micro-nutrients. Please ensure there are vegetarian and vegan options available.
  - b. high-energy (low fat) sports snack (dried apricots, dates) or similar (whole grain, muesli based bar), preferably not packaged in plastic.
  - c. fresh fruit (min. 2 pieces) (required for protein/potassium.) Seasonal, local and organic fruits 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 overuse of plastic, when sourcing, preparing and distributing lunch packs.
5. In certain exceptional circumstances, host clubs may forego offering lunch packs to players. This is only permitted with the prior approval of the CCC.
6. The host club shall provide a few centralised locations at the venue for separate waste collection and segregation according to local best practices. All participating teams should make a conscious effort to use these correctly to encourage recycling and reduce food waste. The host club shall also provide a central point for the collection of uneaten food and should try to donate excess edible food where possible.

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

## Appendix 10 - Glossary of Terms/Acronyms

Term/Acronym	Interpretation
Bye-laws	The Bye-Laws of Gaelic Games Europe – as adopted and approved by Central Council of the GAA from time to time
CA	Camogie Association (An Cumann Camógíochta)
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 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
Team Sheet	List of players produced from the Official Registration (“Foireann”) System

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