



Gaelic Games Europe – Implementation of the recommendations of the Football Review Committee for 2025

After consultation with clubs and regions the CCC has made best efforts to implement the spirit of the new football regulations for our 11-a-side competitions in 2025.

We have adopted all regulations as proposed by the Football Review Committee with the exception of

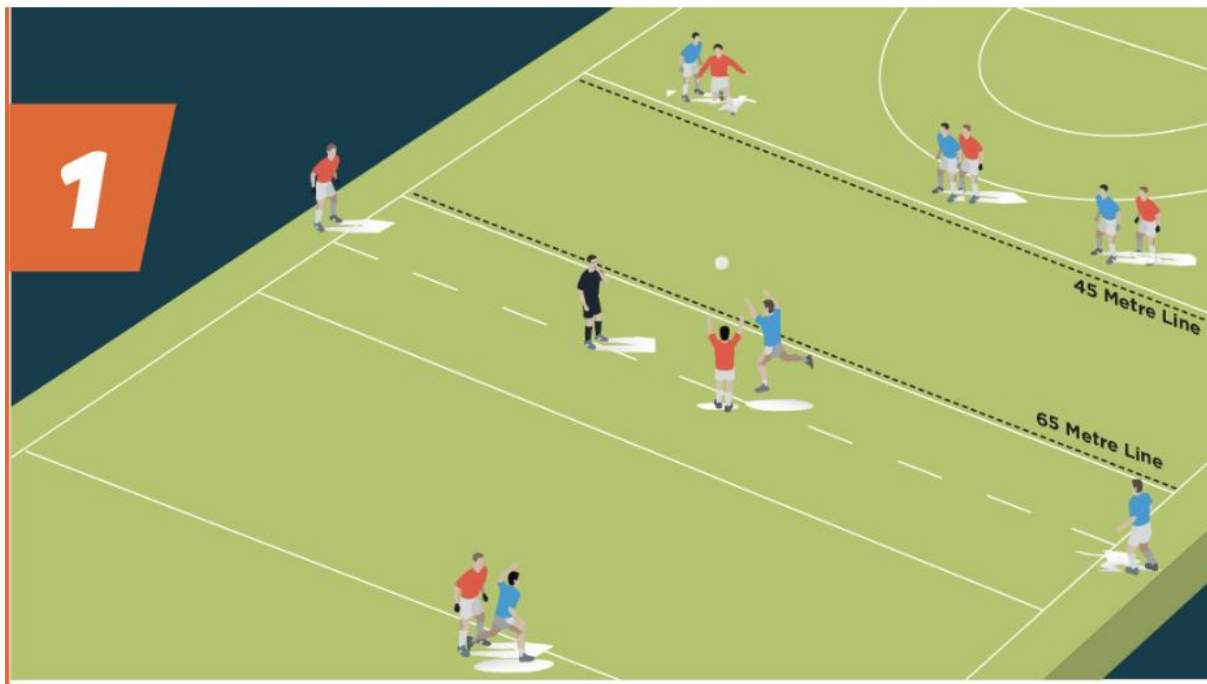
- The 40m arc – for our games and facilities this is impractical, so we decided against bringing this in.
- Changes to the attacking mark – we already decided against implementing the attacking mark, so these changes have no effect on our games.

Additionally we have interpreted some of the remaining changes in a way which is more fitting to the restrictions we operate under in our games.

- The 3 v 3 structure will be 2 v 2 for 11-a-side games
- The captain is the only player who can seek clarification on decisions from the referee, and they shall wear an armband to identify them.
- For kick outs: since the 40m arc is not implemented, we will take kickouts from the 13m line, and the ball must travel beyond the 20m line before being played by the defending team.

The following rule changes will therefore come into effect for all competitions beginning on or after the 11th of February 2025.

1 v 1 Throw In



Instead of two midfielders from each team contesting the throw in - each half will be restarted when the referee throws in the ball between one player from each team. The other two midfielders will stand on opposite sidelines on the halfway line and swap sides at half-time. It is hoped this stops the persistent fouling that happens at throw-ins.

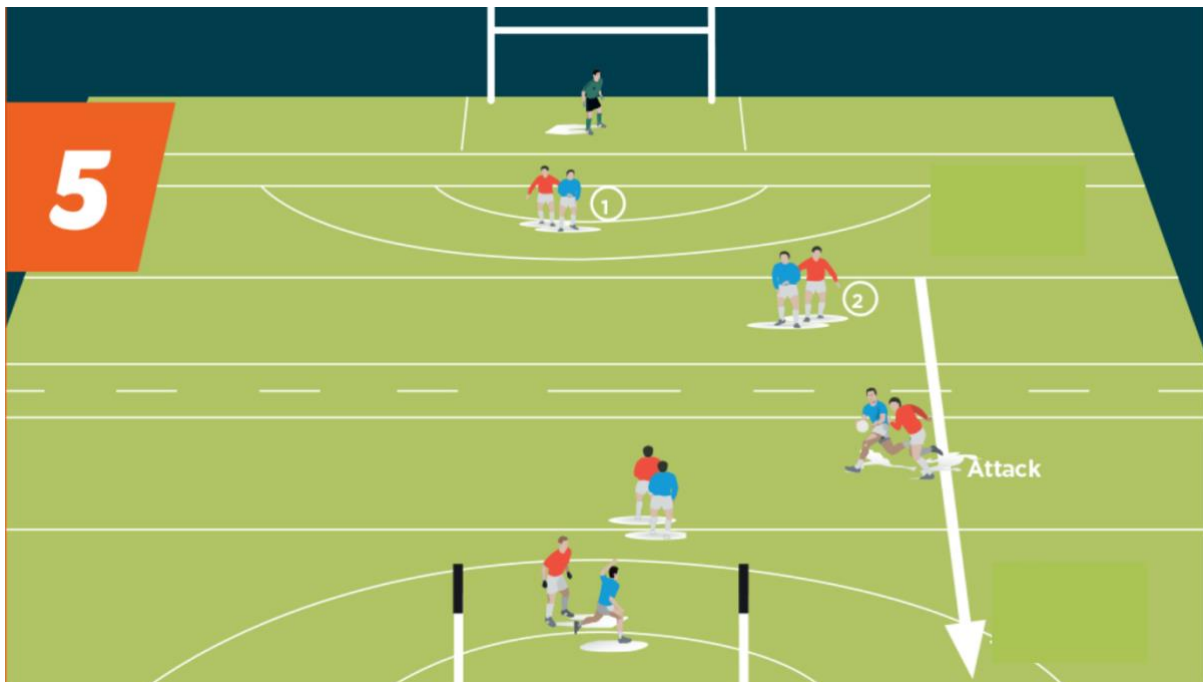
Kick-Outs

After a score or a wide, a kickout to restart the game does not need all of the players to be outside of the 13m line before it is kicked. Players must still be 13m away from the kickout, and it is hoped this will speed up the game. Kickouts must travel beyond the 20m line for the team taking the kickout. If not, it is a free against that team from the place of the foul. The other team can intercept the ball inside the 20m line.

Limiting back passes to a goalkeeper

To encourage teams to move the ball forward, a player may only pass the ball back to his goalkeeper if they are both inside the large rectangle of their own goal and the ball was played into the large rectangle by an opposing player. There are no passing restrictions if the goalkeeper crosses the halfway line in support of an attack.

2 v 2 Structure



Teams must always keep a minimum of 2 outfield players in each half of the pitch. The goalkeeper is not an 'outfield player' and does not count as one of these 2 players. This means a maximum of 8 outfield players can only defend in their half of the pitch and a maximum of 8 outfield players can attack in the opposition half.

If a player crosses the halfway line in the act of carrying, receiving or intercepting the ball and leaves less than 2 up in the opposition half, the penalty is a free kick to the opposition on the point where the player crossed the halfway line.

If a defending team withdraws too many players back and fail to keep 2 up in the opposition half the penalty will be a free kick on the offending team's 20m line.

If an attacking team commits too many players forward and fail to keep 2 back in their own half, the penalty will be a free kick on the offending team's 20m line.

A team that has a player ordered off the field will not be disadvantaged by still having to play 2 v 2. They can amend the number of players so they will always have 8 players defending in their half of the pitch (provided they don't get more than 3 players sent off!). Similarly, if a team has a player off the field for treatment, they can adjust the number of players required and will not be disadvantaged by having to keep 2 v 2.

Solo & Go

Previously, a player could not take a free without the referee's permission. Now however, a player who is fouled can solo (Toe-Tap) immediately, within 4m of where the foul occurred, and continue to attack. If they solo & go they cannot be challenged for 4m. A solo & go is not permitted inside the opponent's 20m line. Any player can avail of the solo & go, it is not confined to the player who was fouled. However, the solo & go must be done instantly and in either a forwards or sideways direction.

Discipline

The penalty for tactical fouling for the purpose of deliberately delaying or impeding play results in the ball being moved forward 30m.

- A player who concedes a free must retreat immediately. A Player who commits a foul while in possession must hand the ball directly to their nearest opponent on the full and retreat. Failure to do so advances the ball 30m.
- To deliberately and cynically hold up but not pull down an opponent for the purposes of gaining an advantage shall be a black card offence.
- There will be zero tolerance to head high challenges.
- To contribute to a melee (third or subsequent player in with the purpose of NOT removing your teammate) receives a black card.
- To show dissent with the referee's decision to award a freekick to the opposing team results in the free being moved forward 50m.
- Misconduct by a Team Official(s) that warrants a Yellow or Red Card results in a free kick on the offending team's 13 m line.
- Teams will nominate a designated player (i.e. captain or his deputy) for the purpose of seeking clarification of a decision made by thereferee. This person will wear an armband to identify them.