

WATERFORD LGFA

COMPETITION

GUIDELINES /

REGULATIONS

Waterford LGFA County Competition Guidelines / Regulations

Ratified: INSERT DATE 11th Feb'2019

These competition guidelines/ Regulations are to be read in conjunction with the LGFA Official Guide and the Waterford LGFA Bye-Laws.

All communication between Clubs and the Fixtures Committee shall be by email only.

E-Mail: fixtures.waterfordlgfa@gmail.com

GENERAL REGULATIONS

1. Fixtures

Time & Dates of Fixtures	Dates of matches as per the ratified WLGFA Fixture Planner. Times of matches shall be as set out in Section 5 of these Regulations unless BOTH teams agree to an alternative time.
Changing the date of a fixture	For this to be permitted both clubs MUST agree on an alternative date BEFORE seeking permission to change a game from the Fixtures Committee. No Games can be moved or changed without the permission of the Fixtures Committee. Failure to adhere to this WILL result in the loss of points. The onus is on BOTH teams to inform the referee of any change. By agreement fixtures may be brought forward to any extent but must be agreed by the Fixtures Committee, If teams fail to agree on change then the fixture reverts to the original date and time. The Fixtures Committee must get a minimum of two weeks advance notice, by email from the clubs concerned, of any proposed change to a fixture.
Fail to Fulfil Fixture (Walkover)	Teams that fail to fulfil a fixture, on the date specified by the Fixtures Committee, shall forfeit the points for the match concerned and cover the referee's fee in full. A walkover is the automatic victory of a team, if the opposing team withdraws from a game. If both teams fail to fulfil a fixture, both teams shall be deemed to have failed to fulfil the fixture, resulting in neither team receiving points. A Team that gives a two walk-over is NOT permitted to play in a semi-final or Final in that competition

Postponing Matches	Matches can only be cancelled at short notice in the event of a bereavement of a close family member of a player, mentor or club official, serious tragedy in the Parish, and provided the Fixtures Committee and the opposing team have been informed. A close family member is defined as a parent/child, sibling or grandparent. Cousins are included only in tragic circumstances.
Player Availability	Unavailability of any player due to sickness, holidays, work commitments, etc. is not an acceptable reason for seeking postponement of a match.
County Teams	Where Intercounty games are set at a weekend the effected games (games involving panellists) at all ages will be set for the following Monday.
Exceptional Circumstances	In exceptional circumstances the Fixtures Committee may re-fix a match at the request of a club, provided it does not impact the orderly running of the competition. Such a request must be E-Mailed and must reach the County Board Fixtures Committee two weeks before the date of the match.
Pitch Availability	Where a pitch is not available for playing a match at the prescribed date/time the home club shall endeavour to find an alternative pitch or will lose home advantage and will play their home match at the opponents pitch. Where a match is moved the Fixtures Committee must be notified.
Result on Day	When a match must have a result on the day the following shall apply:- 1. Extra time shall be played [10mins each half] 2. If the match is drawn after extra time then each team will take 5 alternating kicks (For points not goals, with no player from either team goal side of the kicker) from the 30m line (20m line for small goals). The ball must go directly over cross-bar, no bounces. Each player may take one kick only. Should the player overstep the line before taking the kick, that kick shall be void, any score will not count and that player may not re-take. Sudden death thereafter, with the remaining players in team taking a free kick. Only players on the field at the final whistle in extra time can participate in the free kicks.

2. Referees

Appointments	The Fixtures Committee shall appoint referees for all games from Under 12 to Adult. It is the responsibility of home club to appoint referees for Go Games.
Contacting the Referee	All Clubs must contact the referee at least 48 hours in advance of the fixture to confirm his/her availability. Referee details are circulated to all clubs. If the appointed referee is not available inform the referee's coordinator immediately. Referees will be confirmed on the Waterford LGFA Web Site
Behaviour and Conduct	Clubs are responsible for ensuring that referees, officials and the opposition are treated with respect at all times by everyone with their club.
Referee's Expenses, Match Reports, Team Sheets and Player Numbering	All referees expenses will be €20 per team* and expenses and Team Sheets are to be given to the Referee BEFORE the game begins. Players Jersey numbers must correspond with the numbers on the Team Sheet. [If a jersey is missing, the original number should be crossed off and replacement number inserted in its place] *€10 per team for small sided games U8 to U14±0 games
Referee's Reports & Team Sheets	All Referee's to issue Match Reports & Team Sheets to attention of Fixture Committee to County Secretary address, after all games

3. Results

<p>If Referee appointed by the fixtures committee</p>	<p>It is the responsibility of the Referee to ensure they send text results back to Servasport after all games. If there is a problem with the text, please text the game result to the relevant co-ordinator.</p> <p>It is recommended that each team checks the website to ensure that the correct results has been entered.</p>
<p>If referee not appointed by the fixtures committee</p>	<p>It is the responsibility of the Home club to ensure they E-Mail “fixture Committee” end results back after all games or use the relevant agreed method of notification for that competition. If there is a problem with the results, please E-Mail fixture committee the game result to the relevant co-ordinators.</p>

4. Decision on Placings

<p>In the event of a tie to qualify from the round, and/or to determine placing at the end of a competition consisting of a round robin</p>	<p>When exactly two teams tie</p> <ul style="list-style-type: none"> • The result of the game between the two teams shall decide • If a drawn game, the number of points scored to decide • Where this doesn't decide, the score difference shall be used to decide <p>When more than two teams tie following round robin phase in Championship/Cup or in league the following procedure shall apply in all competitions:</p> <p>Where more than two teams are involved – Scoring difference (subtracting the total scores against from the total scores for) of the games where the teams tied on points played each other only.</p> <p>In the event that a team involved in a tie consisting of more than two teams had their finishing points total affected by a loss of points on a proven objection, forfeiture of points for breach of rule / regulation, or by loss of points for failing to fulfil a fixture in that competition, that team shall not be included in any play-off and shall deemed to have finished in last place in whatever means is used to decide the tie.</p>
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5. Default Times and Days of Games

Match Times as per Fixtures issued to clubs

Under 8 Third Week of Month (Were possible)	11am Saturday
Under 10 Third Week of Month (Were possible)	11am Saturday (Note: U8 & U10 Blitz together)
Under 12 Days	Wednesday @ 7pm with Final on weekends
Under 13 Days	Wednesday @ 7pm with Final on weekends
Under 14	Sat 1.30pm or Sunday 12pm (Winter) Monday @ 7pm with Final on weekends (Summer)
Under 15	Sat 1.30pm or Sunday 12pm (Winter) Monday @ 7pm with Final on weekends (Summer)
Under 16	Weekends 11.00pm & Weekdays @ 7.00pm Finals on weekends with time and venue to be confirmed
Under 18	Sat 3.00 pm or Sunday 12pm (Winter) Monday @ 7pm with Final on weekends (Summer)
Adult	Weekends 11.00pm & Weekdays @ 7.00pm Finals on weekends with time and venue to be confirmed

Competition Guidelines / Regulations

	U14 / U16/U18 Championship	Adult League 11-A-Side	Adult Championship
Playing Rules	Normal Rules–As per LGFA Official Guide Note - 45's taken from hand in U14 only, U16/18 45 taken from Ground.	Normal Rules –As per LGFA Official Guide	Normal Rules –As per LGFA Official Guide
Number of Players	Grades A,B & C 15-A-Side Grade D : 13-A-Side (or 14/15 if both teams agree)	Division 1 - Maximum available up to 15 (Minimum 9) with sides being equalised for injuries. All other Divisions (2-5) is 11-A-Side Players on Senior Football County Panel can play when they are available	15-A-Side
Substitutions	Unlimited Substitutions	Unlimited Substitutions	Unlimited Substitutions
Pitch Size	Full Pitch	13-15 A-Side Full Pitch. 9-12 A-Side Small Goals on 13m lines, Full width	Full Pitch
Match Duration	2 x 30 minutes halves, 15 min break at half-time	2 x 30 minutes halves, 15 min break at half- time	2 x 30 minutes halves, 15 min break at half-time
Ball	Size 4 Match Ball	Size 4 Match Ball	Size 4 Match Ball
Competition Specific Rules	Double rounds to be played where there are 4 (or less) teams in any grade exception Minor Shield competitions in <u>A Grades only</u>	Double rounds to be played where there are 4 (or less) teams in a Division Winner of each Division promoted as League Champions. Bottom placed team is relegated down a Division	Winners of (Inter / Junior) promoted to higher grade. Bottom placed team relegated to lower grade subject to LGFA rules.

Competition Guidelines / Regulations

	U12 League	U13 League	U15 League
Playing Rules	Normal –As per LGFA Official Guide Note - 45's taken from hand , No Sin Bin, All subs to play a minimum of one quarter	Normal –As per LGFA Official Guide Note - 45's taken from hand , No Sin Bin	Normal –As per LGFA Official Guide Note – 45's from ground, Sin Bin
Number of Players	13-A-Side	13-A-Side	Div 2 /3/4 :11-A-Side Div 1: 13-A-Side min aside, if both teams agree can play up to 15 aside
Substitutions	Unlimited Substitutions	Unlimited Substitutions	Unlimited Substitutions
Pitch Size	Small Goals on 20m lines, Full width	Small Goals on 20m lines, Full width	Div 2/3/4: Small Goals on 20m lines, Full width. Div 1: To play 13 / 15 aside with full size pitch
Match Duration	4 x 12½ minutes Quarters,	2 x 25 minutes halves, 10 min break at half-time	2 x 25 minutes halves, 10 min break at half-time
Ball	Size 4 Match Ball	Size 4 Match Ball	Size 4 Match Ball
Competition Specific Rules	Double rounds to be played where there are 4 (or less) teams in any grade exception Minor Shield competitions in <u>A Grades only</u>	Double rounds to be played where there are 4 (or less) teams in any grade exception Minor Shield competitions in <u>A Grades only</u>	Double rounds to be played where there are 4 (or less) teams in any grade exception Minor Shield competitions in <u>A Grades only</u>

COMPETITION REGULATIONS

Under 8 Go Games

The Official rules of LGFA will apply to all games however the following modified rules are applicable at under 8 level:

- 2 Zones: line across halfway. Backs/forwards remain in zone assigned, midfielders can enter any zone
- Play to commence with throw in at centre
- After score, the ball to be thrown in from half way mark (To avoid ball stuck down 1 half) **OR** Goalkeeper may advance 10m for kick out
- 2 touch rule (2 solos or 1 hop & 1 solo)
- Ball can be picked off the ground with the hands provided the player is on her feet
- No 45's (ball is deemed wide if goes over end line)
- No penalties
- 3 Points for over the bar, 1 point for under the cross bar
- Nearest player: (a) Player who is fouled will take the free from her hands (b) Opponents player who is nearest side-line to take from her hands
- **Referees decision is final**

Organising

Equipment:

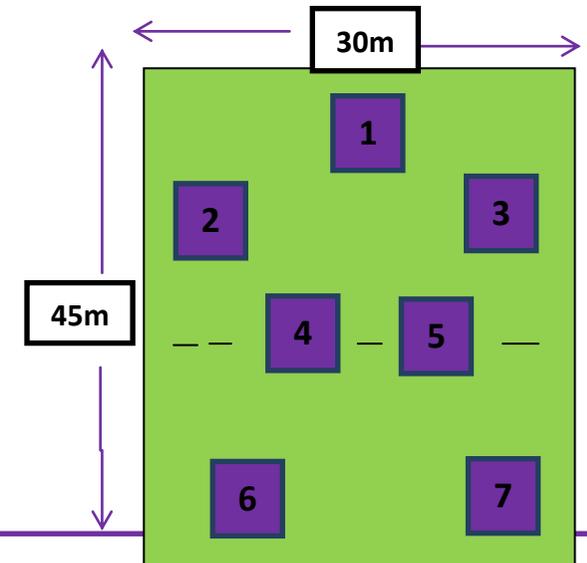
- Goal posts (8ft x 6ft). Training poles optional
- Jerseys or numbered bibs
- Size 2 Quick touch ball
- Cones for halfway line and side lines

Time:

- 20 min games (10 per half)
- At least 2 games per occasion

Playing the Game

- **7 v 7** inc goal keeper
- **Max** 9 v 9
- Pitch 45m x 30m
- 2 Zones: line across halfway. Backs/forwards remain in zone, midfielders can enter any zone
- Players should rotate positions
- Unlimited subs if applicable
- Players should get equal playing time



Under 10 Go Games

Aim:

To continue to develop the basic technical skills in an environment where players are encouraged to develop tactical awareness i.e decision making, time & space

The Official rules of LGFA will apply to all games however the following modified rules are applicable at under 10 level:

- 2 Zones: line across halfway. Backs/forwards remain in zone assigned, midfielders can enter any zone
- Play to commence with throw in at centre
- Goalkeeper may advance 10m for kick out
- 2 touch rule (2 solos or 1 hop & 1 solo)
- Ball can be picked off the ground with the hands provided the player is on her feet
- No 45's (ball is deemed wide if goes over end line)
- No penalties
- 3 Points for over the bar, 1 point for under the cross bar
- Nearest player: (a) Player who is fouled will take the free from her hands (b) Opponents player who is nearest side-line to take from her hands
- **Referees decision is final**

Organising

Equipment:

- Goal posts (8ft x 6ft). Training poles optional
- Jerseys or numbered bibs
- Size 3 smart touch ball
- Cones for halfway line and side lines

Time:

- 30 min games (15 per half)
- At least 2 games per occasion

Playing the Game

- **9 v 9** inc goal keeper
- **Max** 11a side
- Pitch 65m x 40m
- 2 Zones: line across halfway. Backs/forwards remain in zone, midfielders can enter any zone
- Players should rotate positions
- Unlimited subs if applicable
- **Players should get equal playing time**

