

Under 8 and under 10 Blitz Guidelines

Under 8 and under 10 blitzes to be held on the same day ---- as requested by the clubs at the last County Board meeting

There would be 4 blitzes held on the same day at 4 separate venues throughout the county, except on Blitz 5 day when there will be 3 venues in operation.

The host clubs would be responsible for the co-ordination and running of the blitzes—organising pitches, referees etc--- no results will be recorded.

Need **Host Club & Attending Clubs** to make contact with each other before each blitz regarding the number of teams they are bringing to the blitz

As requested – no blitzes are fixed for Bank Holiday weekends.

If a club wishes to change their blitz to an alternative date—they must contact all the clubs in their group for that blitz and also the county board.

All players are to get game time on each of the days.

Ideally blitz games should be 9,10 or 11 players a side, but clubs can use their discretion on this on blitz day.

Aim of Under 8 and under 10 blitzes = Provide football and enjoyment for the players

Blitz 1 ---- Under 10 and Under 8 (18th May)

Group A - Kilrossanty Brickey, Dungarvan, Abbeyside, Old Parish & Stradbally.

Venue - Dungarvan **(postponed Dungarvan to advise new date)**

Group B - Erin's Own, Gaultier, Tramore, Ballyduff Lower

Venue – Ballyduff Lower

Group C - Shamrocks, Ballysaggart, Clashmore, Ballyduff Upper & Ardmore Grange.

Venue - Ballyduff Upper **(Will be on Sat 25th May)**

Group D - Na Déise, Ballymacarbry, St Pat's, St Oliver's & Comeragh Rangers

Venue – St. Oliver's **(Will be on Sat 8th June)**

Blitz 2 ---- Under 10 and Under 8 (15th June)

Group A---- Stradbally, Dungarvan, St Pat's, Clashmore & Ardmore Grange

Venue- Stradbally

Group B -Na Déise, Shamrocks, Old Parish, Ballyduff Upper, Comeragh Rangers.

Venue - Na Déise

Group C -Tramore, Abbeyside, Ballymac & Kilrossanty Brickey

Venue - Abbeyside

Group D - St Oliver's, Ballysaggart, Gaultier, Ballyduff Lower & Erin's Own

Venue – Erin's Own

Blitz 3 - Under 10 and Under 8 - (20th July)

Group A -Clashmore, Old Parish, St Oliver's, Ardmore Grange & **Abbeyside**

Venue - Clashmore

Group B - Dungarvan, Ballysaggart, St Pats, Ballyduff Upper & Na Déise

Venue – Ballysaggart

Group C -Tramore, Erin's Own, Ballymacarbry, Gaultier & Kilrossanty Brickey

Venue – Tramore

Group D - **Comeragh Rangers**, Ballyduff Lower, Stradbally, **St Anne's** & Shamrocks

Venue - Comeragh Rangers

Blitz 4 ---- Under 10 and Under 8 – (17th Aug)

Group A -Erin's Own, Dungarvan, Ballyduff Lower, St Pats & Stradbally

Venue -St Pats

Group B – Ballymacarbry, Ballysaggart, Comeragh Rangers, **Na Déise** & Kilrossanty Brickey

Venue – Ballymacarbry

Group C - Ardmore Grange, Ballyduff Upper, Shamrocks, Clashmore, Old Parish

Venue - Ardmore Grange

Group D - Tramore, **St Anne's** , St Oliver's, Abbeyside & Gaultier

Venue – Gaultier

Blitz 5 ---- Under 10 and Under 8 (28th Sept)

Group A -Erin's Own, Clashmore, Kilrossanty Brickey, **St Pats** & Stradbally

Venue - Kilrossanty Brickey

Group B - Old Parish, Abbeyside, Dungarvan, St Oliver's & Ardmore Grange

Venue - Old Parish.

Group C- Shamrocks, Ballysaggart, Ballyduff Upper, Na Déise & Ballymacarbry

Venue - Shamrocks

Group D – **St Anne's**, Comeragh Rangers, Ballyduff Lower, Gaultier & Tramore

Venue – St Anne's

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:

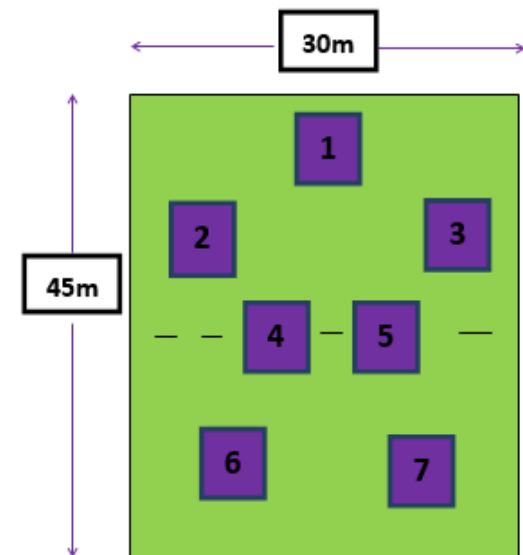
- Goal posts (8ft x 6ft). Training poles optional
- Jerseys or numbered bibs
- Size 2 Quick touch ball
- Cones for halfway line and side lines

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**

