

# Kilkenny LGFA – Competition Rules - 2021

Amended and approved at Co Board Meetings on 7<sup>th</sup> April and 5<sup>th</sup> May 2021

## Fixture dates

1. Games to be played by play by dates.
2. Games can be changed to a date before the play date providing both clubs agree. The fixtures committee should be informed of new date 2 days prior to match.
3. Games may be changed to a date within 7 days after the play date providing both clubs agree and inform fixtures before the original play by date and it has been agreed by fixtures committee so that any re-fixture doesn't clash with any other competitions with regard to LGFA rule 298.
4. If one team has made a number of attempts to arrange a fixture without success then they can inform fixtures of the situation and fixtures will endeavour to get a date agreed with both clubs not later than two weeks before league playoffs/finals. If a fixture date does not get agreed then Fixures committee will award game and league points to the team who made the number of attempts to arrange the fixture and no score then given to both teams.
5. The latest date for playing league games is 2 weeks before league playoff/final dates. Any games not played 2 weeks before league playoff/final dates will be deemed cancelled and Fixtures committee will award both teams with zero points and no score given to both teams.

## Referee

6. The home team must organise a neutral referee and inform fixtures committee 2 days prior to match being played.
7. Referees to be drawn from the approved Co Board and LGFA lists only.
8. Referee fees are €30 for grades up to and including minor and €40 for Adult each club to pay half of the relevant fee (except where there an admission fee has been charged for entry to game, in which case the referee is paid from same).
9. Team sheets should be given to referee before each game.

## Results

10. The home team is responsible for communicating the result to the fixtures committee within 24 hours of the game.

### **Final League Standings**

11. Three points are awarded for a win and one point for a draw.
12. In the event of two teams finishing level on league points then their head to head result will be taken into account with the winner of that game ranked higher. If head to head result was a draw then the team with lowest score aggregate conceded will rank higher. If the aggregate conceded is level then play a playoff will take place.
13. In the event of three teams finish level on points then the team with lowest score aggregate conceded will rank higher. If score aggregate conceded is level then playoff(s) will take place.

### **Second Teams**

14. Clubs with a second team in the league must nominate 13 players who will only be permitted to play with their first team. Players not named on the first 13 can play with A and B teams for the League.  
For championship a club can regrade up to 5 players from the A team to play with the B team. If they play all or part of a championship game with the A team then they can no longer play with the B team.  
A club with a second team in the championship must nominate 15 players.
15. List of the 13 nominated A players to be submitted before League competition starts and list of 15 nominated A players to be submitted before Championship competition starts.
16. At U12 Level, a club entering 2 teams must name half their number of registered players at U12/U11 level that can play on one team only. Team lists for both teams to be given in advance to county board.
17. At U12 level, when a club has 2 teams reach a final, there can be no crossover of players from the team listed in the higher graded final to the lower graded final. Team lists for both finals to be given in advance to county board.

### **Other**

18. For all U12 games there will be 5 goal limit i.e. any goal scored after 5 goals will be counted as a point.

## **Fair Play**

19. Fair play rule is where if one team has less than the 15 players or the number of players specified for that competition, then that team can play with the number of players they have (must be 11 or more) and the opposing team must play the same number of players.
20. If a player is injured and that player's team is then reduced to 11 or more players then the opposing team must also reduce their team to same no of players as the injured players team.  
However if a team has just 10 players as a result of an injured player then the other team is not compelled to reduce their no of players below 11.
21. If one team has younger players from 2 age groups below then these players need not be counted when determining the number of players under fair play rules. For example if team has 14 players for an u16 game and 2 of these are u12 then under fair play rule they have the option of playing 12 a-side with the 2 u12s being substitutes, or playing 13 a-side with 1 substitute or 14 a-side and no substitute.
22. Clubs with 2 teams in an age panel, without sufficient numbers for 2 teams should not be allowed to rely on the 'Fair Play' rule. A panel should have at least 35 players within the age group before teams within the panel can rely on the 'Fair Play' rule.
23. In the spirit of development, an addition to the 'Fair Play' rule should allow in any match where the result is certain at half time that the losing team has the choice to concede the match on the agreement that the winning team will play their substitutes and have a more equally contested match for the second half.

## Competition specific rules – approved at Co. Executive / Fixtures meeting 20<sup>th</sup> May

	Adult	Minor/U16/U14	U12
<b>Playing Rules</b>	Normal rules as per LGFA Official Guide	Normal rules as per LGFA Official Guide	Normal rules as per LGFA Official Guide with below modifications No sin bin One hop & one solo 5 goal limit - any goal scored over 5 is counted as a point
<b>No of players</b>	15-a-side	15-a-side	13-a-side (1-5-2-5)
<b>Fair Play rule can apply</b>	Yes for group games only No for knockout games	Yes	Yes
<b>Substituions</b>	Unlimited for group games and then 5 substitutes for knockout games	Unlimited	Unlimited
<b>Pitch size</b>	Full Pitch If 11-a-side under fair play rule then pitch is from 21m to 21m lines	Full Pitch If 11-a-side under fair play rule then pitch is from 21m to 21m lines	Length is 21m line to 21 m line and full width
<b>Match Duration</b>	30 mins per half	30 mins per half	20 mins per half
<b>Ball Size</b>	Size 4 match ball	Size 4 match ball	Size 4 match ball
<b>Approved at Co</b>	Executive/Fixtures Committee Meeting on 20th May 2021		

## **Fixtures Committee**

- John O’Gorman – Kilkenny City  
087-8139948
- Martin Patterson – Muckalee  
086-8041601
- Martin O’Sullivan - Tullogher  
087-7479597
- Sean Butler – John Lockes  
087-2302823
- Email fixtures.kk.lgfa@gmail.com

## **Other Information**

Following conversations with Kilkenny Camogie Fixtures it is agreed that Tuesday and Friday evenings would be free of club camogie fixtures and therefore will be available for Kilkenny LGFA clubs to play ladies football games.

We advise that all LGFA clubs liaise and work with your local camogie clubs to ensure that this works successfully for the benefit of both ladies football and camogie clubs in the coming year.

## Appendix 1

### Under 10 modified rules

#### 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**

