



Castlebar 9's format and rules.

Official Playing Rules of Gaelic Football (LGFA and GAA) will apply for the respective tournaments with the following local exceptions:

Clubs

- Clubs must provide proof that all registered players are members of their club
- Clubs must register all players before the tournament, indicating the jersey number assigned to each player. Players must wear the same jersey number for the duration of the tournament except if it becomes damaged or stained with blood; clubs must register the new jersey number with the tournament committee
- All games will be nine a side
- Clubs are encouraged to either bring a set of bibs or second alternative colour jerseys, to facilitate a clash in colour with opposition jerseys
- Clubs must supply their own footballs
- Clubs are requested to leave the dressing rooms clean and tidy when they are finished using them

Match Time

- Matches will be seven minutes per half and 10 mins per half in finals.

Competition format

- Teams will get two points for a win
- Teams will be awarded one point if there is a draw
- Should teams be level after the group stages, scoring difference will determine which team will progress, head to head after this and finally a coin toss if necessary.
- If semi-finals or finals finish level after normal time, extra time (five minutes straight will be played.) Should the two teams remain level after extra-time, a penalty competition will decide the outcome:
 - Penalties will be taken for goals only and are in the format of 1v1 from the halfway line.
 - Each team will have five penalty kicks and each penalty must be taken by a different player
 - If after both teams have taken five penalty kicks and both teams have scored the same number of goals, the penalty competition will continue but in sudden death format until one team has scored one goal more than the other team from the same number of kicks
 - In sudden death, the same sequence of penalty takers does not have to be followed as in the first round of penalty kicks

SUBSTITUTIONS

- There will be no limit to the amount of substitutions in each game
- All substitutes must enter from their designated area which will be marshalled by the Pitch Manager
- More than one substitution per team may occur at the same time
- Substitutions can occur without notifying the referee providing the oncoming/departing player makes no attempt to play the ball or interfere with play. **Penalty: free to opposition from where infringement of this rule occurred or on the 45m line, wherever is more advantageous**
- The ongoing substitute must hand their baton to the player who is leaving the game. Batons cannot be thrown by the ongoing substitute to their team mate. **Penalty: free kick to opponent from where the infringement occurs**
- A player in possession of a baton is deemed not to be part of the game

Playing Rules

Kick-Outs

- All kick-outs must be taken from within the small rectangle. The ball may be kicked from the open hands or off the ground (the ball must be stationary). **PENALTY: Free to opposition from where the foul occurred**
- The kick-out does not have to travel 13m but attacking players must be at least 13m from the person taking the kickout. **PENALTY: Free to defending team from where the foul occurred**
- The back-pass rule will apply in this tournament (players may NOT pass back to the keeper after the initial kickout)

Marks

- The mark will not apply in the tournament

Free Kicks

- All free kicks can be taken immediately
- All 45's will be taken from the designated line, off the ground

No Returning Ball

- Once a team enters the opposition's half the ball cannot be played back into their own half of the field. **PENALTY: Free to opposition from the point where the line was crossed by the attacking team. Scoring is allowed from the free kick.**

INFRACTIONS

- Players who are cautioned (Yellow Card) will be "sin-binned" for three minutes and cannot be replaced for that time period
- Players ordered off (Black Card) will be "sin-binned" for the duration of the game but may be replaced after five minutes with a different player.
- Players ordered off (Red Card) cannot be replaced and will be suspended for at least one game (suspension will depend on the category of infraction reported by the referee)

Knock Out Qualification

Mens Cup:

8 Teams qualify for the Cup:

Top 2 teams from each group advance plus two 3rd placed teams.

The two 3rd placed teams that qualify for the cup will be the two best based on following criteria until we have two teams.

- Most Points
- Best Score Difference
- Most Scored (goals and points combined)
- Most Goals Scored
- Best Result against top team in group
- Best Result against lowest team in group
- (If we still don't have two clear teams, team names will be picked from a hat)

Time	Stage	Team		Team
11.00	1/4 1	Mens A Top	v	Mens C Bottom
11.30	1/4 2	Mens B Top	v	Mens A Bottom
12.00	1/4 3	Mens C Top	v	Mens B Bottom
12.30	1/4 4	Remaining 2nd Place	v	Remaining 2nd Place
13.00	Semi 1	Winner 1/4 1	v	Winner 1/4 2
13.30	Semi 2	Winner 1/4 3	v	Winner 1/4 4

14.3

0 Final Winner Semi 1 v Winner Semi 2

Mens Shield:

7 Teams qualify for the Cup:

Bottom 2 teams from each group advance plus worst placed 3rd team. The 3rd placed team will be determined by the following criteria:

- Least Points of 3rd placed team
- Worst Score Difference of 3rd placed teams
- Least Scored (goals and points combined)
- Least Goals Scored
- Worst Result against top team in group
- Worst Result against lowest team in group
- (If we still don't have two clear teams, team names will be picked from a hat)

Time	Stage	Team		Team
11.00	1/4 1	Mens A 4th	v	Mens B 5th
11.30	1/4 2	Mens A 5th	v	Mens C 4th
12.00	1/4 3	Mens B 4th	v	Mens C 5th
12.30	Semi 1	Mens Lowest 3rd Place	v	Winner 1/4 1
13.00	Semi 2	Winner 1/4 2	v	Winner 1/4 3
14.00	Final	Winner Semi 1	v	Winner Semi 2

Ladies Cup:

6 Teams qualify for the Cup:

Top 3 teams from each group qualify.

First placed team in each group advance straight to semi-final, with second and third placed teams playing a quarter final.

Time	Stage	Team		Team
12.00	1/4 1	Ladies A 2nd Place	v	Ladies B 3rd Place
12.30	1/4 2	Ladies B 2nd Place	v	Ladies A 3rd Place
13.30	Semi 1	Ladies A 1st Place	v	1/4 2
14.00	Semi 2	Ladies B 1st Place	v	1/4 1
15.00	Final	Semi 1 Winner	v	Semi 2 Winner

Ladies Shield:

5 Teams qualify for the Shield:

Bottom 2 teams from Group A and bottom 3 teams from Group B.

First placed team in each group advance straight to semi-final, with second and third placed teams playing a quarter final.

All 5 teams will be ranked based on the following criteria with the 1st ranked team getting a bye straight to semi-final. Remaining 4 teams play quarter finals based on ranking. The winning team of the quarter final with largest margin of victory advances to final and other quarter final winner plays the first ranked team in a semi-final.

- Most Points
- Best Score Difference

- Most Scored (goals and points combined)
- Most Goals Scored
- Best Result against top team in group
- Best Result against lowest team in group

Time	Stage	Team		Team
11.00	1/4 1	Second Ranked	v	Fifth Ranked
11.30	1/4 2	Third Ranked	v	Fourth Ranked
13.00	Semi	First Ranked	v	1/4 Winner with smallest win
14.30	Final	Winner of Semi	v	Winner of 1/4 with largest victory