

# ARMAGH COMPETITION GUIDELINES 2021

## Armagh County Competition Guidelines

**Ratified: Tues 2<sup>nd</sup> March 2021**

These competition guidelines are in conjunction with the LGFA Official Guide and the Armagh Byelaws.

### 1. Fixtures

1a Fixture Changes	Official notification by clubs of any fixture change must be made by email to <a href="mailto:fixtures.armaghlgfa@gmail.com">fixtures.armaghlgfa@gmail.com</a>
1b Age Gradings	<p>For 2021 the Age gradings for Club are Adult, Minor/U18, U16.5, U14.5, U12.5, U10.5, U8.5, U6.5 County are Adult, Minor/U18, U17, U16, U15, U14</p> <p>For Underage players, a player may play her age group and 2 age groups above, for county a player may play her age group and one age group above</p>
1c Changing the date of a fixture	<p>Appointed dates may only be moved ONCE providing there is Mutual agreement between both clubs. Both clubs must give official notification by email to <a href="mailto:fixtures.armaghlgfa@gmail.com">fixtures.armaghlgfa@gmail.com</a> and state why the fixture is being changed and which team cannot fulfil the fixture on the original date. League matches require at least 48hrs notice and Championship matches require 14 days' notice, prior to the original fixture date, except in the case of a death or an unplayable pitch. Failure to give adequate notice will result in a £30 fine. For <b>League</b> fixtures the new date must be rescheduled within 21 days of the official fixture date and for <b>Championship</b> matches there cannot be any room for movement whilst we are still working under Covid-19 regulations. Both clubs must give official notification of the new date by email and this becomes the new official fixture date. Failure to agree on a date within the given time frame WILL result in the loss of points for League fixtures and no progression to the next round of Championship fixtures for the team who was seeking to change the original fixture date. If teams do not mutually agree on change then the fixture reverts to the original date and time.</p>
1d Failure to Fulfil Fixture	Any team that fails to fulfil an appointed fixture date, shall forfeit the points for League matches or cease to progress to the next round for Championship matches.
1e Failure to Fulfil Multiple Fixtures	In the event of a team being excluded or having to withdraw from a competition, the results of its played games shall stand. Points from its remaining unplayed fixtures shall be awarded to its nominated opponents in those matches. The scores from this teams played games cannot be used if a placing in the league is being decided on points difference or total points scored.

1f Postponing Matches	Appointed fixtures can only be cancelled at short notice in the case of a death or an unplayable pitch. The fixtures committee must be informed as soon as possible by phone 07709328818 then by email. In the case of a death this is considered a close family member of a player, mentor, or club official, or a serious tragedy in the Parish. A close family member is defined as a parent/child, sibling. Cousins/grandparents are included only in tragic circumstances. The name of the deceased and connection to the appointed fixture must be included in the email. Unplayable pitches must be confirmed by the referee or the secretary of the club not the team manager by email.
1g Player Availability	Unavailability of any player due to sickness, holidays, work commitments, etc. is not an acceptable reason for seeking postponement of a match. Club must notify the Fixtures committee prior to the club fixtures being drawn up to dates within their club where players maybe unavailable. Eg Parochial events, fundraisers, weddings etc
1h 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 emailed to <a href="mailto:fixtures.armaghlgfa@gmail.com">fixtures.armaghlgfa@gmail.com</a> and must reach the Fixtures Committee at least 10 days before the date of the appointed fixture. The Fixtures Committee will deem if the circumstances are exceptional.
1i Pitch Availability	When a pitch is not available for the appointed date/time the home club shall endeavour to find an alternative pitch or will lose the home advantage and will reverse the fixture and play their home match at the opponent's pitch. The fixtures secretary must be informed of the change by email.

## **2. Referees/Team Sheets**

2a Appointments	The Fixtures Committee shall appoint referees and match officials for all Championship matches and referees for all League matches from U14.5 to Adult. Linespersons and umpires are the responsibility of the clubs for all League matches. It is the responsibility of the HOME club to appoint referees at U12.5 League matches and U10.5/8.5/6.5 Go Games.
2b Requirements	All referees must have completed the relevant refereeing courses before they can referee an appointed fixture.
2c Behaviour and Conduct	Clubs are responsible for ensuring that referees, officials, and the opposition are always treated with respect by everyone within their club.
2d Team Sheets and Player Numbering	For all Appointed or Challenge games Duplicate list of players, giving full names are to be given to the Referee BEFORE the game begins. Clubs must use the Official Team Sheet book or the Foireann Template (must be 2 copies) and must be signed by the referee. 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] Where more than 15 names appear on the team lists, the first 15 shall be taken as constituting the actual team unless otherwise clearly stated

### 3. Results

3a If referee is appointed by the fixtures committee	It is the responsibility of the <b>Referee</b> to ensure that they text results back to Foireann System after all games. If there is a problem with the text, then they will let the co-ordinator know by text.
3b If referee is appointed by the HOME club	It is the responsibility of the <b>Home club</b> to email the result with the full scoreline to <a href="mailto:armaghlgfa.results@gmail.com">armaghlgfa.results@gmail.com</a> within 24 hours of the appointed fixture. Failure to comply will result in a fine of £10.

### 4. Decision on League Placings

4a Scoring and Results	Win 3 points, Draw 1 point, Loss 0 points. If an appointed fixture is forfeited 3 points go to the relevant team and a notional score is entered as 0-1 to team gaining points, 0-0 to team that forfeits points, this 0-1 is deducted should points difference be an issue for progression in the competition for the team that gained points.
4b Determining placings at the end of the competition	<p>For Leagues <b>the placings</b> are decided by the following criteria in this order</p> <ol style="list-style-type: none"> <li>1) Total Points (3 win, 1 draw)</li> <li>2) Points Difference (Points scored in matches)</li> <li>3) Total points Scored (Points scored in matches)</li> </ol> <p>If at the end of the League 2 teams are on equal points at the top/bottom of the table there will be a League final/relegation match played (result on the day).</p> <p>If there are 3 teams on equal points at the top/bottom of the table then Points Difference is used to determine the top 2 teams to play in the League Final or bottom 2 teams to play in the relegation match (result on the day).</p> <p>In the event of a team withdrawing or being removed from a league the points scored in their matches cannot be used if a placing in the league is being decided on points difference or total points scored.</p>

### 5. Promotion/Relegation/Gradings

5a Adult	<p><b>League</b></p> <p>The Winner of each division is promoted as League champions, the bottom placed team will be relegated down to the next Division.</p> <p>In exceptional circumstances it is the discretion of the fixtures committee to move more than one team up or down or not to move teams up or down, this will depend on such factors as new teams entering the Leagues, existing teams withdrawing from the Leagues,</p>
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	<p>Amalgamations, significant number of Transfer/On Loans to a club, Club requests.</p> <p><b>Championship</b> The Winner of each division is promoted. The promoted team must play at least 2 years in that Division.</p>
5b Underage	<p>Minor/U18 teams are graded primarily on the previous year's Minor results and the U16.5 League and Championship results.</p> <p>U16.5 teams are graded primarily on results and placings from a combination of championship and league results from 2 years prior at U14.5 The previous year's results and placings at U16.5 are also taken into consideration.</p> <p>U14.5 teams are graded primarily on results and placings from a combination of championship and league results from 2 years prior at U12.5 The previous year's results and placings at U14.5 are also taken into consideration.</p> <p>U12.5 teams are graded on results and placings from the Regional League and any in house competitions at that age group.</p>
5c Entering 2 Teams at same Age Group	<p>If a club is entering 2 teams at the same age group, the names of the first 15 players for Team A must be supplied to the fixtures committee by email at least a week before the competition starts.</p> <p>Team A plays in the higher Division.</p> <p>For the first 15 players named on Team A these players <b>can never</b> play on Team B.</p> <p><b>For two-way leagues</b> If a player who is not named on that first 15 starts or comes on as a substitute for Team A twice, they become a Team A player and are added to the list of players who cannot play on Team B.</p> <p><b>For one-way leagues</b> If a player who is not named on that first 15 starts or comes on as a substitute for Team A once, they become a Team A player and are added to the list of players who cannot play on Team B.</p> <p><b>Championship</b> 2 teams from the same club can not play in the same Division.</p> <p>Within 24 hours of any game for both Team A and Team B, the names of the starting 15 on the night plus any substitutes used are to be submitted to the fixtures committee by email.</p>

## 6. Match Day

6a Number	From U12.5 to Adult, the number of players allowed into the dressing room and onto the playing enclosure for 15-a-side competitions is a maximum of 30 as per rule 378 of LGFA Official Guide and 7 officials.
6b Side-line	<p>Only the manager is permitted to move along the side-line and the maor foirne (runner) may enter the field of play only during a break in play but must then return to designated area away from side-line. All other officials shall remain back from side-line for duration of game.</p> <p>Three substitutes may warm up at any one time on the side-line but must wear bibs while doing so.</p> <p>Teams may have a maximum of 4 water carriers, and they must not be under 16 years of age.</p>
6c Number of Players	<p>15 a side in League and Championship.</p> <p>Each team must have at least 11 players to commence a match, but a match may be continued or finished with less than 11 players, the full complement of players may join during the course of the game upon notifying the referee.</p> <p>See rule 6e if a team has not got 15 players to start.</p>
6d Substitutions	<p>Unlimited substitutes in League matches.</p> <p>A maximum of 5 substitutes in Championship matches.</p>
6e Fair Play Rule	<p><b>League</b></p> <p>When a team has less than 15 players the opposition must match their number of players (must be 11 or more). The team with less than 15 players must have no substitutes.</p> <p>If a player is injured and that players team is reduced to 11 or more then the opposition must also reduce their team to match the number of players. However, if a team has just 10 players as a result of an injured player then the opposition is not compelled to reduce their number of players to below 11.</p> <p><b>Championship</b></p> <p>If a team cannot field with 15 players the opposition must match their number of players as long as it is 13 or above. The team with less than 15 players must have no substitutes.</p> <p>If a team has 11-13 players, the opposition is under no obligation to match the number of players but must play 13 players.</p>

## 7. Adult

7a Playing Rules	Normal playing rules as per LGFA Official Guide
7b Age eligibility	<p>Only girls born in/or before 2006 are eligible to play Club Adult Football</p> <p>Only girls born in/or before 2004 are eligible to play County Adult Football</p>

<p>7c League Competition</p>	<p>There are 4 Divisions. Div. 1, Div. 2, Div. 3, and Div. 4</p> <p>Teams are entered into their Division on the Foireann system and the system randomly draws up the Rounds.</p> <p>Leagues can be one or two way at the discretion of the fixtures committee, this can depend on the time frame available of number of teams in the division.</p> <p>First team named on appointed fixture has home advantage.</p> <p>Each team must supply 2 Umpires and a Linesperson.</p>
<p>7d Championship Competition</p>	<p>There are 3 Divisions. Senior, Intermediate and Junior</p> <p>Draws are done at a County Board meeting or live on Facebook. All rounds will be drawn.</p> <p>The fixtures committee will supply neutral venues for all finals, for all other rounds a neutral venue will be sought if possible, however if a neutral venue is unavailable the first team drawn out has the home advantage if they can meet Championship requirements, i.e. the pitch must be an enclosed, full sized grass pitch. If this teams pitch does not meet the requirements or the pitch is unavailable the opponents then get home advantage.</p> <p>In the event of a drawn game in any of the rounds Extra time shall be played [10mins each half] If after Extra time it is still a draw, 5 kicks [For Points not goals, with no player from either team goal side of the kicker] to be taken by each side from the 30m line. Only players on the field after the Extra time is played can take the kicks. Each player may take one attempt 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. If it is still a draw after each team has taken 5 kicks then its sudden death thereafter.</p>

**8. Juvenile (U12.5 – U18)**

<p>8a Playing Rules</p>	<p>Minor/U18, U16.5, U14.5 Championship Normal playing rules as per LGFA Official Guide</p> <p><b>U14.5 League (Pilot)</b> -Two Touches one hop &amp; one solo or 2 solos</p> <p><b>U12.5</b> -Two Touches one hop &amp; one solo or 2 solos -25mins per half</p>
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	<p>-No penalties- 13m free instead -No square ball rule. -45's to be taken as normal of the 45m line. <b>-No Red or Yellow Cards in League Matches.</b> If a challenge deserves a yellow card, the referee will caution the player, they will not be sent off for Sin bin, if the player continues to foul the referee will instruct the management to replace the player with a substitute. If a challenge deserves a Red card the referee will instruct the management to replace the player with a substitute.</p>
8b Age Eligibility	<p><b>Club</b> Minor/U18 Girls born in 2003/04/05/06/07/08.</p> <p>U16.5 (Yr11/12) Girls born on/or after 1<sup>st</sup> July 2004 - 30<sup>th</sup> June 2010.</p> <p>U14.5 (Yr9/10) Girls born on/or after 1<sup>st</sup> July 2006 - 30<sup>th</sup> June 2012.</p> <p>U12.5 (P7/Yr8) Girls born on/or after 1<sup>st</sup> July 2008 - 30<sup>th</sup> June 2014.</p> <p><b>County</b> Minor/U18 Girls born in 2003/04 U17 Girls born in 2004. U16 Girls born in 2005/06 U15 Girls born in 2006. U14 Girls born in 2007/08 U13 Girls born in 2008.</p>
8c Pitch	<p>Full size pitch and full-size goals except for U12.5.</p> <p>U12.5 Goalposts positioned on the 13m line and full width of the pitch.</p> <p>Mini Goalposts should be well secured and netted and of the dimensions 15ftx7ft.</p>
8d League Competition	<p>The number of Divisions is determined by the fixtures committee depending on the number of teams entering the Competition each year.</p> <p>Teams are entered into their Divisions on the Foireann system and the system randomly draws up the Rounds.</p> <p>Leagues can be one or two way at the discretion of the fixtures committee, this can depend on the time frame available of number of teams in the division. First team named on appointed fixture has home advantage. Each team must supply 2 Umpires and a Linesperson.</p>
8e Championship Competition	<p>The Divisions are the same as the League in the same age group.</p> <p>Draws are done at a County Board meeting or live on Facebook. All rounds will be drawn.</p>

	<p>The fixtures committee will supply neutral venues for all finals, for all other rounds a neutral venue will be sought if possible, however if a neutral venue is unavailable the first team drawn out has the home advantage if they can meet Championship requirements, i.e. the pitch must be an enclosed, full sized grass pitch. If this teams pitch does not meet the requirements or the pitch is unavailable the opponents then get home advantage.</p> <p>In the event of a drawn game in any of the rounds Extra time shall be played [10mins each half]</p> <p>If after Extra time it is still a draw, 5 kicks [For Points not goals, with no player from either team goal side of the kicker] to be taken by each side from the 30m line for Minor &amp; U16.5 and 20m for U12.5 &amp; U14.5.</p> <p>Only players on the field at the end of Extra time can take the kicks.</p> <p>Each player may take one attempt only.</p> <p>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.</p> <p>If it is still a draw after each team has taken 5 kicks then its sudden death thereafter.</p>
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**9. Under 6.5 – Under 10.5 Go Games**

<p>9a Small Sided 'Go Games'</p>	<p>The fixtures committee encourage clubs to organise games between themselves. These games are non-competitive.</p> <p>Players should wear jerseys or bibs.</p> <p>Unlimited subs if applicable</p> <p>Players should rotate positions.</p> <p>Players should get equal playing time.</p> <p>Emphasis is Fun.</p> <p>U10.5 (P5/6) Girls born on/or after 1<sup>st</sup> July 2010.  U8.5 (P3/4) Girls born on/or after 1<sup>st</sup> July 2012.  U6.5 (P1/2) Girls born on/or after 1<sup>st</sup> July 2014.</p>
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## Armagh Go Games Rules

ITEM	U6.5 (P1/2)	U8.5 (P3/4)	U10.5 (P5/6)
<b>1. Team sizes/ Participation</b>	7 -a-side. Goalie 3 Backs, 3 Forwards (Minimum 5 a side)  If teams have panels with 10 or more players, they should make two or more teams to play in games, where possible.  Coach/mentor encouraged to rotate positions at half-time.	9 -a-side. Goalie 3 Backs, 2 Midfielders, 3 Forwards (Minimum 7 a side)  If teams have panels with 14 or more players, they should make two or more teams to play in games, where possible.  Coach/mentor encouraged to rotate positions at half-time.	11-a-side, Goalie 4 Backs, 2 Midfielders, 4 Forwards (Minimum 9 a side)  if teams have panels of 18 or more players, they should make two or more teams to play in games, where possible.  Each sub should play a minimum of a full half in each game.  Coach/mentor encouraged to rotate positions at half-time.
<b>2. Pitch Dimensions</b>	30m x 45m Make pitch smaller, if appropriate.	65m x 40m Make pitch smaller, if appropriate.	90m x 40-50m Make pitch smaller, if appropriate.
<b>3. Zones</b>	2 Zones: Line across halfway, Backs/Forwards must remain in zone they are assigned, no Midfielders.	2 Zones: Line across halfway, Backs/Forwards must remain in zone they are assigned, Midfielders can enter any zone.	2 Zones: Line across halfway, Backs/forwards must remain in zone they are assigned/ midfielders can enter any zone.
<b>4. Duration</b>	10min per half. At least 2 games per occasion	Minimum 8min to Maximum 15min per half. At least 2 games per occasion	Minimum 10min (blitz) Max 20 -25min per half (Normal game) 4 quarters as per rule 348 (12.5min per quarter)
<b>5. Goalposts</b>	Well secured goalposts; 8ft x 6ft Training Poles are optional.	Well secured goalposts; Minimum 8ft x 6ft to Maximum 15ft x 7 ft. Training Poles are optional.	Well secured goalposts; Minimum 8ft x 6ft to maximum 15ft x 7 ft.
<b>6. Ball</b>	Size 1 First Touch	Size 2 Quick Touch	Size 3 Smart Touch
<b>7. Commence</b>	With throw in at halfway line All other players must stand 10m away from the players taking	With throw in at halfway line All other players must stand 10m away from the players taking.	With thrown in at halfway mark. All other players must stand 10m away from the players taking.
<b>8. Outfield Play</b>	<b>Full rules except:</b> Two touches- one hop & one solo or 2 solos	<b>Full rules except:</b> Two touches- one hop & one solo or 2 solos	<b>Full rules except:</b> Two touches- one hop & one solo or 2 solos
<b>9. Goalkeeper</b>	After a score the ball is thrown in from the halfway line (to avoid ball being stuck on one half of the pitch) otherwise, restart play with kick out from hands 10m from goal	After a score the ball is thrown in from the halfway line (to avoid ball being stuck on one half of the pitch) otherwise, restart play with kick out from hands 10m from goal	Restart play with kick out from hands 10m from goals
<b>10. Restarts: 'Nearest Player' Frees / '45's' / Side-line –</b>	All taken from the hand. All opposing players should be at least 10m from player taking. Free kicks should be no closer than 10m from opposing end line.  <b>Nearest Player</b> <b>Frees;</b> Player who is fouled or nearest fouled ball takes. <b>Side-line:</b> Player nearest ball when crosses line takes. <b>'45's';</b> No 45's  Referee chooses player nearest/last struck to take free.	All taken from the hand. All opposing players should be at least 10m from player taking. Free kicks should be no closer than 10m from opposing end line.  <b>Nearest Player</b> <b>Frees;</b> Player who is fouled or nearest fouled ball takes. <b>Side-line:</b> Player nearest ball when crosses line takes. <b>'45's';</b> No 45's  Referee chooses player nearest/last struck to take free.	All taken from the hand. All opposing players should be at least 10m from player taking. Free kicks should be no closer than 10m from opposing end line.  <b>Nearest Player</b> <b>Frees;</b> Player who is fouled or nearest fouled ball takes. <b>Side-line:</b> Player nearest ball when crosses line takes. <b>'45's';</b> No 45's, play commence with kick out.  Referee chooses player nearest/last struck to take free.
<b>11. Scoring</b>	3 points for over crossbar and 1 point for goal.	3 points for over crossbar and 1 point for goal.	3 points for over crossbar and 1 point for goal
<b>12. Other</b>	No Penalties	No Penalties	Penalties

