



Playing Guidelines

General

- ✓ All teams will be assigned pitches as per master match schedule for each of their games.
- ✓ Four groups of 5 teams where everyone in the group plays each other once.
- ✓ Games are between 10 (minimum) and 13 (maximum) a side with unlimited substitutions according to the Go Games principles, with a team required to match playing numbers of the opponent if the opponent has less than 13 players.
- ✓ Mentors should ensure all players get adequate playing time.
- ✓ All games will last 20 minutes, with no half time.
- ✓ There will be a 10 minute break after each game.
- ✓ In case of disputes the decision of the organising committee is final.
- ✓ All players to wear a helmet with full facial protection.

Matches

- ✓ Teams line up and shake hands at the end of each game.
- ✓ All games to start and finish on sound of klaxon.
- ✓ Play to commence with a throw-in at the halfway line by referee.
- ✓ Free pucks and 65's shall be lift and strike, from the assigned spot.
- ✓ Players permitted ONE kick of sliotar on the ground, but no score can be kicked.
- ✓ A penalty will be awarded (from 20m) if a player is fouled via an aggressive foul within 13m of the goal.
- ✓ No frees closer than 20m from the goal
- ✓ A 'square ball' will be called by referee

Scoring System

- 1 point when the sliotar is played over crossbar.
- 3 points when the sliotar is played under the crossbar.
- After a score, the play recommences with a puck-out from the goalkeeper.
- No publishing of final scores.