

SOUTH DERRY BOARD

2006 REGULATIONS

1. Authority and responsibility for all fixtures lies with the Senior Board.
2. A club shall not be permitted to take part in competition under the authority of the Board until all debts owing the Board have been settled to the satisfaction of the Board.
3. A fixture may be postponed on the death of a registered player or official of the club, or on the death of a member of the immediate family of a player or official. The immediate family is defined as; mother, father, wife, husband, daughter, son, brother or sister.

The Club Secretary must request postponement from the Board Secretary, and if granted, inform the Secretary of the opposing Club and the Referee. The Board will rearrange the postponed game.

4. Postponement in circumstances other than Regulation 3 shall be only for reasons that the Board considers sufficient.
5. If a game is to be cancelled it must go through the Senior Board Secretary.
6. Postponed games to be played within 7 days. The Club not responsible for the postponement of the game shall have the right to decide the time and date of the re-scheduled game within 7 days.
7. Clubs cancelling games after consulting each other and without the Board being informed - the game shall be declared void.
8. A postponed or cancelled game, allowed by the Senior Board, will be discussed at the next Board meeting.

9. Before commencement of the leagues each club will submit to the treasurer their underage referee fees for the incoming year. The fee shall be £25 per home match.
10. Referees to be paid on those reports returned within 3 days to the Senior Board Secretary.
11. Referees failing to turn up to a fixture without 24 hour prior notification to the South Derry Board - Their club shall be fined £25.
12. A team failing to fulfil a fixture and without informing the Board Secretary will be responsible for paying the referee's expenses.
13. Direct notification will be sent to those appointed referees.
14. Under 12 games referee - The Home club to supply an official referee, one who attended the course. It is the responsibility of the referee to furnish the result of the game to the Board Secretary. Failure to do so within 7 days will result in the Club being fined £15.
15. Team sheets shall be written in Irish - giving full christian names and dates of birth of each player. U-12 and U-14 may be signed by the Club Secretary or responsible person. U-16 and minor, the Club Secretary must sign these sheets.
16. All underage teams shall play in official club colours, as registered with County Board. When there is a clash of colours, both teams must change.
17. All underage registrations must be with the South Derry Board Registrar before Tuesday 21st March. Failure to comply means no games.
18. U-12 and U-14 goalkeepers may take all kick-outs from the hand.
19. U-12 league shall be played on a shortened pitch (20 minutes each way), with small goal posts 12ft. X 6ft set on each 13metre line. A "large square" should be marked out on a temporary basis to enable the referee to make decisions in relation to the awarding

of penalties.

20. Separate Regulations for the conduct of U-12 Blitz are included in Schedule 1. Separate Regulations for the conduct of U-10 Blitz are included in Schedule 2.

21.U-14 league shall be played on a full length pitch (25 minutes each way).

22.U-16 league shall be played on a full length pitch (30 minutes each way).

23.Minor league 13 a-side shall be played on a full length pitch (30 minutes each way).

24.All championship games will be played 30 minutes each way.

25.The management of all underage and adult competitions organised by the District Board, shall be under the control of the District Board.

26.The South Derry Board reserves the right to alter any of the regulations due to unforeseen circumstances.

**IT IS THE RESPONSIBILITY OF ALL CLUB
SECRETARY'S TO ENSURE THAT ALL TEAM
MANAGERS HAVE A COPY OF THESE RULES**

Schedule One

U/12 Blitz's will start on such dates as are determined by the Board and notified to participating Clubs. All Blitz's will take place on Saturdays, with three Clubs at each venue. The recommended start time is 11 o'clock and finishing time is 12.30.

The following regulations apply to the running of each Blitz:

1. Host Club to set out three pitches across the main pitch.
2. Games will be 10 minutes each way, 2 minutes at half time.
3. Each Club will, where possible, have three teams made up of "stronger", "medium" and weaker" ability players. Each team should be given a designated "name" e.g. "Ulster", "Munster" etc. The teams **MUST NOT** be mixed i.e. the "stronger" ability players should only play on the "stronger" ability team etc. All Coaches/Mentors are expected to be honest in their appraisal of players. Remember, the emphasis is on matching similar ability players to advance the skills and playing ability of **ALL**. This includes opposing players. Winning at all costs is **NOT** the overriding consideration.
4. It is **VITAL** that each Club team ("Ulster", "Munster" and "Lenister") has at least **TWO** adults in charge (e.g. Coach and a parent).
5. Teams will consist of at least 7 a-side. If participating Clubs agree then the teams can consist of 8 but no more than 9 players. Depending on the numbers available to participating Clubs, the use of a "rolling" substitution system should be agreed between the Clubs prior to the commencement of the games. Substitutions should, where possible, be limited to no more than 3 per game.
6. The games will be played as per official game rules; with the exception of two touch (i.e. players are restricted to one bounce or one toe-tap per possession).
7. During each game it is expected that 3 size 4 footballs are available. One football should be placed behind either goal and the third one will be in play.
8. Play commences with a throw-in between two players from each team in the middle of the pitch.
9. The goalkeeper kicks from the hand and he may advance 20 m for a kick out.
10. The side-to-side (shoulder) charge is permitted.
11. 45's are taken from the halfway mark from the hand.
12. Free kicks may be taken from the hand or the ground.
13. A player who is fouled takes the free kick and when an opponent fouls the ball e.g. over carries it, the player **NEAREST** to the ball takes the free.
14. Where a free is awarded the ball must be given, on the full, to the player taking the free kick. If this doesn't happen the ball is advanced 5 m.
15. The opponent **NEAREST** to where the ball crosses the sideline takes the sideline kick from the hands.

16. Opposing players to be at least 5m from the player taking a free kick, sideline kick, 45 kick or kick out. Free kicks should be no closer than 13m from the opposing end line.
17. The following scoring system shall apply: 1 point when the ball is played over the crossbar. 3 points when the ball is played under the crossbar. With the emphasis being on the development of players, the Board would encourage Coaches from the competing Clubs to agree to the awarding of additional points for ability e.g. 1 point for blocking a kick with the hands; 2 points if the ball is fisted over the crossbar; 1 point for an overhead catch. This is not a requirement but rather a recommendation from the Board as it places an emphasis on skill development.
18. At half-time teams change sides. Players rotate positions between goalkeeper, defence, midfield and attack at half-time.
19. Points will be awarded on the following basis:
3 points for a win, 2 points for a draw, 1 point for participation.
The number of points collected by the “stronger”, “medium” and “weaker” ability teams will be totalled at the end of each Blitz.

ORDER OF PLAY

In order to minimise confusion and delay on a day where a Blitz has been fixed, the Board would suggest the following:

- a. The “Host” Club should have the pitches marked out well in advance e.g. the previous evening. If the “Host” Club has insufficient portable goal posts the Board would expect the “Host” Club to contact the other Clubs coming to compete at its venue and organise the provision of additional portable goal posts between themselves. **ONLY** if this approach fails should the “Host” Club contact the Board to ask for its assistance in locating additional portable goal posts. Co-operation between competing Clubs is a key to success.
- b. The Board would suggest that pitches could be set out as follows:
Pitch “A” - Create a side line (using flexi markers) 5 m from the main goals and set the other side line along the 45m line (i.e. to give a 40m wide area). Place portable goals (securely pinned to the ground) at a maximum distance of 80m apart across the width of the main Club pitch. Pitch “B” – do likewise at the other end of the Club’s main pitch. Pitch “C” – you should now be left with an area in the middle (between the two 45’s) Do not use all of this for pitch “C”. Instead, create walkways up to 3m wide between the “A” and “C” pitch (on one side) and the “B” and “C” (pitch on the other side). In effect, pitch “C” will now have its own sidelines and a width of approximately 35m. It is advisable to shorten the length of this pitch to e.g. 60-70m.
- c. Games should be run in the following order: All three teams from a Club (“Ulster”, “Munster” and “Lenister”) play at the same time. The “Host” Club teams play in the first and last games (giving them the middle rest). The visiting teams play each other in the second game.
- d. Coaches are expected to referee games when their teams are resting.

Schedule Two

U/10 Blitz's will start on such dates as are determined by the Board and notified to participating Clubs. All Blitz's will take place on Sundays, with three Clubs at each venue. The recommended start time is 11 o'clock and finishing time is 12.30.

The following regulations apply to the running of each Blitz:

1. Host Club to set out three pitches across the main pitch.
2. Games will be 5 minutes per quarter, 3 minutes at half time.
3. Each Club will, where possible, have three teams made up of "stronger", "medium" and weaker" ability players. Each team should be given a designated "name" e.g. "Ulster", "Munster" etc. The teams **MUST NOT** be mixed i.e. the "stronger" ability players should only play on the "stronger" ability team etc. All Coaches/Mentors are expected to be honest in their appraisal of players. Remember, the emphasis is on matching similar ability players to advance the skills and playing ability of **ALL**. This includes opposing players. Winning at all costs is **NOT** the overriding consideration.
4. It is **VITAL** that each Club team ("Ulster", "Munster" and "Lenister") has at least **TWO** adults in charge (e.g. Coach and a parent).
5. Teams will consist of at least 7 a-side. If participating Clubs agree then the teams can consist of 8 but no more than 9 players. Depending on the numbers available to participating Clubs, the use of a "rolling" substitution system should be agreed between the Clubs prior to the commencement of the games. Substitutions should, where possible, be limited to no more than 3 per game.
6. The games will be played as per official game rules; with the exception of two touch (i.e. players are restricted to one bounce or one toe-tap per possession).
7. During each game it is expected that 3 size 3 footballs are available. One football should be placed behind either goal and the third one will be in play.
8. Play commences with a kick out from the hands of one goal keeper. The next quarter will commence with a kick out from the hands of the other goal keeper. The order of the kick outs are then repeated for the second half. The first kick out to be either agreed between opposing Coaches/Mentors before the start or on the toss of a coin.
9. The goalkeeper kicks from the hand and he may advance 20 m for a kick out.
10. The side-to-side (shoulder) charge is permitted.
11. 45's are taken from the halfway mark from the hand.
12. Free kicks may be taken from the hand or the ground.
13. A player who is fouled takes the free kick and when an opponent fouls the ball e.g. over carries it, the player **NEAREST** to the ball takes the free.

14. Where a free is awarded the ball must be given, on the full, to the player taking the free kick. If this doesn't happen the ball is advanced 5 m.
15. The opponent **NEAREST** to where the ball crosses the sideline takes the sideline kick from the hands.
16. Opposing players to be at least 5m from the player taking a free kick, sideline kick, 45 kick or kick out. Free kicks should be no closer than 13m from the opposing end line.
17. The following scoring system shall apply: 2 points when the ball is played over the crossbar. 3 points when the ball is played under the crossbar. With the emphasis being on the development of players, the Board would encourage Coaches from the competing Clubs to agree to the awarding of additional points for ability e.g. 1 point for blocking a kick with the hands; 3 points if the ball is fisted over the crossbar; 1 point for an overhead catch. This is not a requirement but rather a recommendation from the Board as it places an emphasis on skill development.
18. Ideally, the Board would expect that in the second and fourth quarters players would play the ball away by kicking it with the "weaker" foot or striking it with the "weaker" fist. A free would be awarded to the opposition when the "stronger" foot/fist is used. In order to identify the "weaker" foot a different colour of sock should be worn i. e. all players should wear the Club coloured sock on their "stronger" side and a different coloured sock on their "weaker" side. The "weaker" fist should be identified by either wearing a glove on that side or a wrist band or an arm band.
19. At half-time teams change sides. Players rotate positions between goalkeeper, defence, midfield and attack at the end of each quarter.
20. Points will be awarded on the following basis:
3 points for a win, 2 points for a draw, 1 point for participation.
The number of points collected by the "stronger", "medium" and "weaker" ability teams will be totalled at the end of each Blitz.

ORDER OF PLAY

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- a. The "Host" Club should have the pitches marked out well in advance e.g. the previous evening. If the "Host" Club has insufficient portable goal posts the Board would expect the "Host" Club to contact the other Clubs coming to compete at its venue and organise the provision of additional portable goal posts between themselves. **ONLY** if this approach fails should the "Host" Club contact the Board to ask for its assistance in locating additional portable goal posts. Co-operation between competing Clubs is a key to success.
- b. The Board would suggest that pitches could be set out as follows: Pitch "A" - Create a side line (using flexi markers) 5 m from the main goals and set the other side line along the 45m line (i.e. to give a 40m wide area). Place portable goals (securely pinned to the ground) at a

maximum distance of 60m apart across the width of the main Club pitch. Pitch “B” – do likewise at the other end of the Club’s main pitch. Pitch “C” – you should now be left with an area in the middle (between the two 45’s) Do not use all of this for pitch “C”. Instead, create walkways up to 3m wide between the “A” and “C” pitch (on one side) and the “B” and “C” (pitch on the other side). In effect, pitch “C” will now have its own sidelines and a width of approximately 35m. It is advisable to shorten the length of this pitch to e.g. 40-50m.

- c. Games should be run in the following order: All three teams from a Club (“Ulster”, “Munster” and “Lenister”) play at the same time. The “Host” Club teams play in the first and last games (giving them the middle rest). The visiting teams play each other in the second game.
- d. Coaches are expected to referee games when their teams are resting.

ALL CLUBS MUST ENSURE THAT ANY ADULT PRESENT AT ANY BLITZ ADHERES TO CHILD PROTECTION RULES WHETHER THEY ARE COACHING, SUPPORTING ETC.

THE USE OF BAD LANGUAGE AND/OR ANY OTHER VERBAL ABUSE TO ANY PLAYER, OPPOSING COACH/MENTOR AND/OR ANY PERSON REFEREEING A GAME IS TO BE SEVERELY DEALT WITH.

IF THE OFFENDER IS AN ADULT, WHETHER A COACH/MENTOR OR A SPECTATOR, THE OFFENDING INDIVIDUAL IS TO BE ASKED TO LEAVE THE PITCH AREA IMMEDIATELY AND IS NOT TO BE PERMITTED TO PARTICIPATE ANY FURTHER IN THE BLITZ.

IF THE OFFENDER IS A PLAYER, THEY SHOULD BE REPLACED/SUBSTITUTED IMMEDIATELY.

These games are designed to be fun games, with the main focus on player development.

The Board would expect coaches/team mentors to emphasis this to all players.
The Board would expect all persons refereeing to explain why a free has been awarded.

In an effort to monitor the efficient running of these Blitz's and with a view to potential improvements being made the Board would appreciate a written feedback report from each Host Club each Saturday.