

REGULATIONS 2023–2024

Leinster Post Primary Schools Competition Control Committee shall be responsible for all arrangements and control of Games under the Provincial Schools Council and matters arising from same, other than those functions reserved to the Provincial Hearings Committee, the Central Competitions Control Committee, the Central Referees' Appointment Committee and the Central Hearings Committee.

It shall hear Objections and Counter Objections arising from any Game under its control. It shall investigate and process matters relating to the Enforcement of Rules and Match Regulations, other than those functions reserved to the Committees (dealing with disciplinary matters) stated above.

It shall, where relevant, delegate authority to other units to carry out its functions and duties.

1 CLASH OF COLOURS

- a. If game is at home venue - home team change to alternative.
- b. If game is at neutral venue - toss of coin decides which team is to change to alternative.
- c. Semi-Finals & Finals - Both teams change to alternative unless otherwise agreed.

2 EXTRA TIME / WINNER ON THE DAY

- a. 'Winner on the Day' applies for all knock-out games.
- b. In the event of teams finishing level in the Knock-Out Stages of any competition, extra time **MUST** be played (20 minutes, 2 x 10 min).
- c. If teams are still level after extra time, penalties determine the winner.
- d. Each team takes 5 penalties – different players – to score a goal.
- e. Should teams still be level after 5 penalties, 'Sudden Death' applies – with the additional penalties taken by the same five players – the order can change.

DETERMINING GROUP POSITIONS

3.1

- a. League results shall be credited as follows – 2 points for a win, 1 point for a draw and 0 points for a loss.
- b. If a team is disqualified or retire during the course of the League stage, their played games shall stand and their un-played games shall be awarded to the opposing teams
- c. Where teams finish with equal points for qualification for the concluding stages of a competition, except where specified, the tie shall be decided by the following means and in the order specified;
 - (i) Where 2 teams only are involved – the outcome of the meeting of the two teams in the previous game of the competition determines group position i.e. the 'head to head' (if the game was a draw or not played, toss of coin decides first and second qualifying position)
 - (ii) Score Difference (Subtracting the total scores against from the total scores for)
 - (iii) Highest total score for
 - (iv) A Play Off. NOTE Leinster Post Primary Schools C.C.C. determines nature of play off e.g. in the event of three teams still being level after all separating steps are exhausted, the first team drawn from the hat will progress - with the two remaining teams playing off to determine the second qualifying position.

3.2

If more than two teams tie for the two qualifying positions

- a. If more than two teams tie for the two qualifying positions, the results of the games between the said teams decides the placings. The Higher number of League Points obtained in the 'Head-to-Head' games defined as the games in which the teams involved in the tie have played each other Then – as per 3.1 c (ii), (iii) and (iv)

3.3

In the event of two or more teams tying for second qualifying position

- a. If two teams tie, the result of the game between the sides decides. If the game ended a draw, score difference from the games involving the Group winners and the two teams tying decides. If still no result then 3.1 c (iii) involving the Group winners and teams tying decides and if necessary 3.1 c (iv)
- b. If three or more teams tie for second position, placings decided as per 3.2 Should teams still be level, the same system is applied with the group winners included. If still no result, 3.1 c (iii) and (iv) applies

3.4

If only one team qualifying from a section

If two teams tie, the result of the 'head to head' determines group winners.

If that game ended in a draw, score difference for the games between the two sides and the next placed team decides.

If more than two teams tie, score difference from the games between the sides concerned decides.

If still no result 3.1 c (iii) and (iv) applicable.

3.5

When a walkover is conceded the games(s) concerned will be deemed to have been played, particularly with regard to the use of 3.1 c (ii) and (iii)

3.6

Additional/alternative regulations may be introduced by the relevant C.C.C. prior to the start of any competition subject to the participating schools being advised accordingly.

4 FIXTURES

- a. All Official Post Primary Schools Notifications and Fixtures will be forwarded to your nominated Schools G.A.A. contact's email account (Which can be the school admin address or the personal school account of the GAA contact.)
- b. The Schools C.C.C. have the discretion to move the date and time of a final - depending on the availability of suitable venue for example, or other relevant factors.
- c. In the event of a clash of dates involving Post Primary School Players with an All Ireland Club Semi Final/ Final, the Post Primary Schools Games will be played on the Sunday immediately after the relevant club Semi Final/Final unless alternative suitable date agreed between relevant teams or as otherwise determined by C.C.C.
- d. Participating schools are responsible for the behaviour of their players, managers and supporters.
- e. Hurling – it is the responsibility of all players to wear approved helmets.
- f. Football – it is the responsibility of all players to wear mouth guards.

5 FIXTURES SCHEDULE/POSTPONEMENTS

- a. Subject to approval of the relevant C.C.C. NO deviations from dates set in the Leabhran Eolais will be accepted unless both Schools are in agreement AND that the game in question is played BEFORE the said date or before next round is scheduled and does not interfere with any other competition (Provincial/Regional/County). In the event that a school cannot fulfil a fixture they concede a walkover.
- b. Postponements WILL NOT be considered due to Work Experience; L.C.A. Placements; CBAs; Christmas/Term Examinations; Mock Examinations; School Musicals or any other activity that is particular to a School unless by agreement with the relevant C.C.C. and schools and that there are no negative implications in the proper running of Competitions.
- c. C.C.C. may decide to re-scheduled a fixture if it coincides with a SEC or HPAT assessment which cannot be moved to another date
- d. Games may not be postponed due to completion dates of state examination project components or state examinations components where individual schools have the flexibility in scheduling of same to avoid class of assessment and the fixture.
- e. Any unfulfilled games not played prior to the final round of league fixtures will be declared null and void unless the relevant Schools Officer is notified and agreement is in place.

6 PROCEDURES FOR SEEKING RE-SCHEDULING OF A GAME

- a. Both Schools involved must agree on an alternative date which does not interfere with any other game.
- b. Proposition at (a) to be given to the relevant Schools Officer for decision on behalf of the relevant C.C.C.

Penalty:

- i. If School fails to fulfil fixture - loss of points
- ii. If both Schools agree not to play game as per schedule but do not obtain permission - game null and void

7 COMPETITION DEADLINES

Deadlines have been specified for the completion of the league section of all competitions and can only be set aside by a decision of the C.C.C.

Unless the specified deadline has been adjusted by the C.C.C., the results of games played after the relevant established deadlines cannot be considered in determining which Schools progress in the respective competition to the quarter finals or semi finals of the respective competitions.

8 VENUES

- a. All League Games - home venues (except where the Comhairle rules otherwise).
If home team is unable to provide a venue the game will be played at the venue of their opponents choice. Astro turf pitches are approved pitches for the playing of school games – competition and challenge. In the event that a school cannot provide a home venue (and the opponents venue is not available), the nearest astro turf pitch available becomes the home venue.
- b. If on the day of the game a home team venue becomes unplayable, the fixture reverts to the opposition on that day if they can provide a suitable pitch. If for some reason the game does not go ahead at the opponent's venue on the day, the re-fixture will revert to the opponent's venue. If all pitches are generally closed during periods of extreme weather, the game is re-fixed for the earliest possible opportunity with the same home venue as per the original fixture.
- c. Knock-Out games - home venues extended to Semi-Finals at Regional Level (Second Year & Junior) where the participants are in the region of 65 miles or less apart. Finals neutral venue unless otherwise agreed. Any issues, if they arise, in terms of distances and venues will be resolved by the Schools CCC.
- d. Knock Out games - Home / away as per detail in each competition page

- e. For Finals at Regional Level at Junior and Second Year, the venue can be determined by toss of coin for home and away once agreed by both teams. If toss is not agreed, it will revert to a neutral venue – grass pitch if possible but given many finals will be played when securing pitches is difficult, it is likely the final could be played on a 3G pitch.
- f. For Regional Finals - the “Home venue” cannot be the home team’s school pitch (unless determined / agreed by Leinster CCC).
- g. For games between Group Teams, Home & Away arrangements will be in place. The 2014-2015 School Year will be the reference year.
- h. County Grounds and County Training Centers are deemed as neutral venues for the purpose of schools games.
- i. For all Shield Competitions, it is expected all games (including finals) will be either home or away – unless determined otherwise by Schools C.C.C.
- j. All venues are subject to the approval of the Schools CCC.
- k. Sustainability - Following the lead from Croke Park, Schools are encouraged to engage in Sustainable practices when it comes to games i.e. participate in Home and Away arrangements where possible and to keep travelling match day Panel sizes to below 24 (requiring smaller bus).

9 APPOINTMENT OF REFEREES

League Games – the appointment of referees for League Games is delegated by the relevant C.C.C. to the schools involved. C.C.C. will assist if required. When results are being sent the relevant Schools Officer, the referee’s name to accompany the result

10 KNOCK OUT GAMES

C.C.C. will appoint referees for Knock out games but may delegate the authority.

11 SECOND YEAR HURLING & FOOTBALL

- a. Unlimited substitutions in all games (advise referee of same in advance of games)
- b. Size 4 Football/Sliotar to be used
- c. 30 Minutes per half
- d. Re Football – all kickouts from the 20m line from the ground or out of the hands
- e. Open to all Boys in Second Year. Teams playing at ‘A’ and ‘B’ Level cannot play First Years in Second Year Competition. For schools competing at ‘C’ Level or lower, the option is there to play First Years – but encouraging all schools to use Second Years only where possible.
*As per Leinster Post Primary Schools AGM on April 20th, 2023

12 PLAYING NUMBERS- “DI” LEVEL (SENIOR/JUNIOR/SECOND YEAR)

- a. Ideally all games to be 15-a-side. If one team requests 13-a-side, this to be accommodated. Should a school be unable to field a 13-a-side team, a request should be made to the Competition Coordinator. Any requests will be reviewed by the Schools C.C.C. If a lower number is facilitated, 11-a-side will be minimum allowable
- b. Unlimited substitutions allowed for all competitions that do not lead to an All Ireland series (i.e. all competitions other than Senior ‘A’, ‘B’, ‘C’ and ‘D’)

15 USE OF SCHOOL PITCHES

- a. Be full size and School No. 1 pitch to be used
- b. Marked and flagged
- c. Goal nets
- d. Member of staff from home team to stay with visiting team and ensure that dressing rooms are secure
- e. Goalposts and Crossbars correct width and height

16 STARTING TIME

- a. Starting times for all games during School hours is **1.00pm** unless schools agree otherwise – or arranged by Leinster Post Primary Schools C.C.C. For knockout games with 'Winner on the Day' the starting time is 12.30pm, unless schools agree otherwise and it's approved by Leinster Post Primary Schools C.C.C.
- b. Blitz Days may have an earlier start.
- c. C.C.C. may require a number of games to be played at the same Astro turf pitch on the same day.
- d. C.C.C. has the authority to deviate from the 1.00pm start time for practical reasons.

17 ELIGIBILITY

- a. To be eligible for a Competition a player shall not be more than 4 years younger than the age limit of the particular Competition (Inter Schools)
- b. To be eligible for Group Team participating in a Provincial Competition with an All Ireland Series, a player must not be eligible for Provincial Competition other than Senior.
- c. P.L.C. Students or Students of Further Education are NOT eligible to participate in Post Primary Schools Competition.
- d. Girls may participate only up to and including U-12 Grade, U-12 meaning the 01.01 of a given year i.e. girls cannot play boys Post Primary Competition.

N.B. All Official Post Primary Schools Notifications and Fixtures will be forwarded to your nominated Schools G.A.A. contact's email account (Which can be the school admin address or the personal school account of the GAA contact.)

AGE LIMITS 2023 - 2024

Senior	Born on / after 01.01.2005 (not before 01.01.2009)
Junior	Born on / after 01.06.2007
Second Year	No age limit. See Point 11 (e) in terms of player eligibility Highlighting first years not allowed play in second year competition at 'A' and 'B' level.
First Year	For First Year Boys only (No Second Years allowed in any circumstances)