



# **Féile 2021**

**In 2021 we celebrate 50 years of Féile.**

**To mark this Anniversary and to address the challenges of COVID 19 two National Féile events will be held this year.**

**21<sup>st</sup> August 2021**

- **John West Féile na nGael (Hurling & Camogie)**

**28<sup>th</sup> August 2021**

- **John West Féile Peil na nÓg (Football & Ladies Football)**

# John West Féile 2021



In 2021 each county is requested to run a County Féile competition with the finals taking place on 21<sup>st</sup> and 28<sup>th</sup> August 2021 as set out below.

To mark the 50<sup>th</sup> anniversary of Féile it is hoped that every county will participate and that every club will be encouraged to take part. With this in mind each county is asked to organise their tournaments with a sufficient number of divisions graded accordingly to allow the tournaments to be run off ideally as a one-day event.

While each county will be responsible for the running of its own Féile tournament the following guidelines are the specific playing rules of the John West Féile na nGael and Féile na nÓg tournaments and are recommended for use. The COVID 19 guidelines for the organisation of blitz competitions are also attached.

## **Féile Charter**

### **John West Féile Charter 2021**

The John West Féile na nGael and Féile Peile na nÓg tournaments are All-Ireland Club festivals for Hurling, Football, Camogie, at Under 15 age level. Coiste Stiúrtha Náisiúnta Féile, appointed by Uachtarán CLG, shall have the overall responsibility for Féile. The internal County Féile Tournaments are the responsibility of the host county / host committee.

This charter and the accompanying abridged version of the playing rules clearly outline the levels of good practice in terms of behaviour and participation that is required from all players, coaches and supporters at Club, County, Regional and National Féile events. A core aim of Féile is to promote a philosophy whereby every player has the opportunity to participate and play in their respective Féile tournament at a level commensurate to their age, skills, and strengths.

### **Code of Behaviour**

This Code of Behaviour (Underage) complements the Irish Sports Council (ISC) Code of Ethics and Our Games - Our Code, the joint Code of Best Practice in Youth Sport.

# John West Féile 2021



An Coiste Stiúrtha Náisiúnta Féile places responsibility on the officers of all participating clubs to ensure that the highest standards of behaviour, practice and conduct required from our young players, officials, coaches, trainers, mentors, supporters, parents/guardians, and clubs is forthcoming. All participating players and those attending John West Féile na nGael and Féile Peil na nÓg are obliged to adhere to and implement the Code of Behaviour when working with underage players.

## **Organisation**

The organisation of Féile tournaments will be the responsibility of each County Competitions Control Committee (CCC) and will be played in accordance with the general playing rules. Any decisions in relation to the organisation and running of local Féile tournaments and any disciplinary matters arising from the organisation of Féile will be the responsibility of the relevant County CCC.

## **Give Respect – Get Respect**

All participating teams shall adhere to the Respect initiative: Give Respect – Get Respect.

This Respect initiative seeks to ensure that, at a very minimum, our Gaelic Games are promoted and played in a positive, fair, and enjoyable manner where players, coaches, spectators and referees Give Respect and Get Respect from each other.

## **1. General Rules**

Games at Féile shall be played in accordance with the relevant playing rules of the particular code, save for the exceptions outlined within this document.

- a. Gaelic Football and Hurling games shall be played in accordance with the playing rules of the GAA effective as outlined in the GAA An Treorí Oifigiúil/Official Guide 2021.
- b. Ladies Gaelic Football games shall be played in accordance with the Ladies Gaelic Football Association's Official Guide 2021. Note Rule 343: Where games are 15 minutes or less per half, the Sin Bin time will be 3 minutes playing time. Where Extra Time is played in such a game, the Sin Bin time shall be for 3 minutes. Note Rule 383: The 45 metre kick shall be taken off the ground in all grades from Under 15 upwards.
- c. Camogie games shall be played in accordance with An Treorí Oifigiúil/Official Guide 2018/21 of the Camogie Association.



Teams must be on the sideline ready to play 10 minutes before throw in.

Referees will be encouraged to explain fouls, rule infringements etc to players throughout the day

A strict Code of Conduct must be observed by all players/team/mentors and parents. We will follow the give respect, get respect initiative.

## 2. Tournament Format

- a. The John West Féile na nGael and Féile na nÓg tournaments shall be organised as a County Blitz involving Group games, followed by knockout games
- b. Tournament is an Under 15 Competition - Under 15 years and Over 11 years, i.e., born 2006, 2007, 2008, 2009.
- c. Clubs to be matched for relative playing strength and accommodated together in the same division (and groups)
- d. Independent or group teams are allowed to take part in Féile on the basis that they compete as an independent/group team at U.15 level within their current County Competitions (It is not possible for teams to be created for the purposes of participating in Féile)

### 2.1 Group Stages

- a. Counties to devise a programme of games
- b. The initial group stages of Féile will be played on a league basis with two points awarded for a win and one for a draw.
- c. At the conclusion of the group games, teams shall be ranked in order: One, Two, Three etc
- d. Ranking to be used to decide who qualifies for knockout stage of Cup, Shield etc.
- e. No half time team talks during Group Stages [Ref will throw in the ball once players have switched ends]

### 2.2 Teams Finishing Level on Points

Should two teams finish level on points, the ranking of the teams shall be decided as follows:



- a. The winner of the original game between those two teams shall be ranked higher
- b. If that game ended in a draw, the team with the overall aggregate lowest score conceded shall be ranked higher
- c. If the aggregate lowest score conceded is equal, teams shall be separated by a toss of a coin, with the winner of the coin toss ranked higher

## **2.3 Three or More Teams Finishing Level on Points**

If at the end of the group games more than two teams finish level on points, the ranking of teams within the group shall be decided as follows:

- a. The team with the overall aggregate lowest score against them shall be ranked highest.
- b. If the aggregate lowest score conceded is equal amongst all teams, the total number of goals scored by each team will be used as a further tiebreaker
- c. If the aggregate lowest score conceded is equal amongst two teams, the winner of the original game between those two teams shall be ranked higher
- d. If that game ended in a draw, teams shall be separated by a toss of a coin

## **2.4 Draw in the Knock Out Stages**

- a. In the event of a draw at the knockout stages (not including finals i.e., quarter-final or semi-final stages) ten minutes extra time (2 x 5 minutes) shall be played.
- b. If a draw still results, then five frees will be taken by five different players as follows:

Ladies Football:	30 metres
Camogie:	30 metres
Gaelic Football:	30 metres
Hurling:	45 metres
- c. Frees shall be taken at a central point, identified by the referee at the appropriate distance
- d. In Gaelic football/Ladies Gaelic football, frees may be taken from the hand or from the ground.



In Hurling/Camogie, the sliotar may be lifted and struck without taking the ball into the hand or may be struck along the ground.

- e. There shall be no goalkeeper or other defenders facing the free takers.
- f. Only points shall be counted.
- g. Should a taken free strike either upright or cross bar and go over the bar, the score shall be counted.
- h. Should a taken free bounce off the ground prior to going over the bar, the score shall not be counted
- i. Shots that result in a goal or a wide, rather than a point, shall not be counted
- j. The team with the most points scored, following five frees per team, will be deemed to have won the game.
- k. If teams remain level after five frees per team, then 'sudden death frees' are to be taken. One player on each team shall take a free each until one team has scored a point and the other misses. Players who took a free as part of the original series of five frees shall be eligible to take a free in the 'sudden death' section.

#### **a. Final Draw**

In the event of a draw in the final, ten minutes extra time (2 x 5 minutes) shall be played. In the event of a draw after extra time, the trophy shall be shared. A toss of a coin shall determine which side will receive the trophy for the first few months. The loser of the toss shall be presented with the winner's medals.

### **3. Playing Panels**

Games should be played on a 15-a-side basis, with the playing panel confined to a maximum of 24 players per team with a minimum of 19 players.

Counties should facilitate 13-a-side and/or 11-a-side as appropriate.

In 13-a-side competitions the playing panels shall be confined to a maximum of 20 players per team, with a minimum of 17 players.

In 11-a-side competitions the playing panels shall be confined to a maximum of 17 players per team, with a minimum of 15 players.



Players must wear the allocated jersey number corresponding to team sheet submitted to organisers at start of day.

*Note:* The above panel sizes are recommended but counties should use discretion in making these obligatory. Where there is sufficient playing numbers clubs should be encouraged to field extra teams to encourage participation.

## 4. Substitutions

- 4.1 As stated in the official Féile Charter, a core aim of Féile is to promote a philosophy whereby every player has the opportunity to participate and play in their respective Féile tournament at a level commensurate to their age, skills, and strengths.
- 4.2 It is recommended that all players should play a minimum of 30 minutes in the Féile Tournament.
- 4.3 All clubs should be encouraged to promote an equal playing time ethos where younger players are not playing above their age grade unless necessary due to a lack of numbers within a catchment area.
- 4.4 There are no limits on the number of substitutions which may take place during a game (in normal time, or in extra time). Roll on/roll off basis from the halfway line.

## 5. Pitch Dimensions

- 5.1 All Gaelic Football, Hurling and Camogie games played on a 15-a-side basis shall take place on a full sized pitch.
- 5.2 Gaelic Football, Hurling and Camogie games played on a 13 a-side-basis shall take place on a full size pitch.
- 5.3 Gaelic Football, Hurling and Camogie games played on an 11-a-side basis shall take place on a pitch of full width, with the goalposts placed on the 20 meter lines of the pitch.

## 6. Playing Time

- 6.1 The duration of games is to be set by County depending on the number of teams in each group etc. Games should be a minimum of 10



minutes per half to a maximum of 15 minutes per half.

- 6.2 Each club should have a minimum of 60 minutes of play, and a maximum of 120 minutes on the day
- 6.3 Additional time at the end of each half for injuries and other stoppages shall be at the discretion of the referee.
- 6.4 Where extra time is required the duration shall be five minutes per half.
- 6.5 In the event of a draw in any knockout game, provisions as per Rule 2.4 shall apply.

## 7. Mentors

- 7.1 Each team shall be accompanied by a maximum of 4 team mentors (plus an additional Covid Officer) one of which must be a female mentor with girls' teams and one of whom should have first aid training to enable them to administer basic first aid if so required.

## 8. Team list

- 8.1 A full team list, consisting of all players and substitutes, shall be submitted to the Féile Event Coordinators at the start of the day.
- 8.2 Players must wear the allocated jersey number corresponding to team list submitted to organisers at start of day.
- 8.3 A team list should be given to the referee before each game.
- 8.4 It is not permissible to replace injured or suspended players with other players from outside of the full panel.
- 8.5 Where clubs have multiple teams taking part in the same competition, i.e. two boy's teams, or two girl's teams, separate panels must be identified for each team. Each panel shall have the minimum number of players as outlined in Rule 3.

It is not permissible for players identified as members of one team's panel to play for another team within the tournament.





## 9. Team and Player identification

- 9.1** All teams shall wear their official club colours.
- 9.2** If there is a clash of colours, a toss of coin to decide which team to change.
- 9.3** Players shall retain the number on his/her jersey as per the official registration form, i.e. if a player is No. 10 on the registration form, he/she may only wear the No. 10 jersey in all games.
- 9.4** Should the team goalkeeper play as an outfield player during any game, he/she will continue to wear their numbered goalkeeper's jersey as per the registration of the player.

In such circumstances, the new goalkeeper must wear a jersey/bib which is distinctive in colour from his/her own team's jerseys, his/her own team's goalkeeper's jerseys and the opposing team's colours.

- 9.5** If the goalkeeper jersey clashes with the colour of the opposing team the use of a bib may be permitted.

## 10. Disciplinary Matters

Each tournament will be organised by the County CCC, and disciplinary matters will be dealt with as an internal competition within the County. Rule 315 LGFA Official Guide – Féile disciplinary rules shall apply.

## 11. Responsibility

Each county is requested to:

- Appoint an Event Coordinator
- Adhere to COVID 19 Blitz Guidelines (see separate document)
- Appoint a results administrator to record and communicate results.
- Appoint Pitch Coordinators
- Organise First Aid at each venue.
- Ensure venues are prepared – line pitches, flag, nets.
- Appoint Referees
- Prepare and communicate Fixtures, Timetable & rules
- Organise photographers and signage for photos of teams at each venue.





## SAMPLE FORMAT – 10 Teams

Registration is at 10.00am. Games will take place in xxxx and will be 13 a-side.  
 First set of games is due to start at 10.20am.  
 All games will be 7.5 mins E/W – with straight switch around within group games.

It is proposed that we will have 4 groups of 3 teams  
 All teams will get a minimum of 3 games – 2 group games and 1 knockout game

The following teams make up Division 3 and Division 4

Section A	Section B	Section C
<ul style="list-style-type: none"> <li>• Team 1A</li> <li>• Team 2A</li> <li>• Team 3A</li> <li>• Team 4A</li> </ul>	<ul style="list-style-type: none"> <li>• Team 1B</li> <li>• Team 2B</li> <li>• Team 3B</li> </ul>	<ul style="list-style-type: none"> <li>• Team 1C</li> <li>• Team 2C</li> <li>• Team 3C</li> </ul>

### Group Game Schedule will be as follows

Section A	Game 1	Team 1 v Team 2	Pitch 1	@ 10.20am
Section A	Game 1	Team 3 v Team 4	Pitch 2	@ 10.20am
Section B	Game 1	Team 1 v Team 2	Pitch 1	@ 10.40am
Section C	Game 1	Team 1 v Team 2	Pitch 2	@ 10.40am
Section A	Game 2	Team 1 v Team 3	Pitch 1	@ 11.00am
Section A	Game 2	Team 2 v Team 4	Pitch 2	@ 11.00am
Section B	Game 2	Team 2 v Team 3	Pitch 1	@ 11.20am
Section C	Game 2	Team 2 v Team 3	Pitch 2	@ 11.20am
Section A	Game 3	Team 1 v Team 4	Pitch 1	@ 11.50am
Section A	Game 3	Team 2 v Team 3	Pitch 2	@ 11.50am
Section B	Game 3	Team 1 v Team 3	Pitch 1	@ 12.10pm
Section C	Game 3	Team 1 v Team 3	Pitch 2	@ 12.10pm

### After Group Stages

Top Team in each Group qualifies for Cup Semi Finals and 2<sup>nd</sup> place from the Group with 4 teams  
 2<sup>nd</sup> and 3<sup>rd</sup> Placed Teams qualify for Shield

### CUP

#### Semi Finals (2 Games)

Div. 3 SF Game 1	1 <sup>st</sup> A v 1 <sup>st</sup> B	G2	Pitch 1	@ 1.00pm
Div. 3 SF Game 2	1 <sup>st</sup> C v 2 <sup>nd</sup> A	G2	Pitch 2	@ 1.00pm

Final	Winner SF G1 v Winner SF G2	Pitch 1	@ 1.20pm
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### Shield

#### Quarter Finals (4 Games)

QF Game 1	3 <sup>rd</sup> A v 3 <sup>rd</sup> C	Pitch 1	@ 12.40pm
QF Game 2	4 <sup>th</sup> A v 3 <sup>rd</sup> B	Pitch 2	@ 12.40pm

#### Semi Finals (2 Games)

SF Game 1	2 <sup>nd</sup> B v Winner QF G1	Pitch 1	@ 1.20pm
SF Game 2	2 <sup>nd</sup> C v Winner QF G2	Pitch 2	@ 1.20pm

Final	Winner SF G1 v Winner SF G2	Pitch 2	@ 1.40pm
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