**REBEL ÓG MATCHDAY GUIDELINES & INFORMATION 2024**

**Equipment:**  
Football Sizes; Fé12/13/14/15 – Size 4 Fé16/17/18 – Size 5  
Sliotar Sizes; Fé12/13/14/15– Size 4/Juvenile Fé16/17/18 – Size 5/Senior

**Pitch Sizes**  
Regular Pitch: Length 130m(min) to 145m(max) x width 80m(min) to 90m(max)  
Reduced Pitch: Length 90m(min) to 100m(max) i.e. 20m line to 20m line x width 80m(min) to 90m(max)  
for Fé12 (all grades)

**Portable Goals** (for reduced pitch)  
4.57 m wide by 2.13m high (15 feet wide by 7 feet high)  
N.B. Please ensure that portable goals are fixed in position in accordance with manufacturer’s instructions and Club Safety Statement and procedures.

**Match Time**: All 60 minutes (30 mins x2) except Fé12 which is 50 minutes (25 mins x2).

**Team Lists:**  
Team Sheets –Team sheets are required for all games, including challenge games, in accordance with Treoraí Oifigiúil.

Team sheets are to include players name in both Irish and English along with their GAA registration number from the GAA Foireann System.  
The 15 starting players (or 13 in a 13 aside competition) must be clearly indicated on the team sheet by the number on their jerseys. The first 15 names (13 for 13-a-side and games held under Fair Play Rule) appearing on a list shall be taken as constituting the actual team, unless otherwise clearly indicated.All team mentors’ names must also be listed.

Team sheets [in duplicate] must be handed to the match referee before the start of the game.  
Substitutes: The referee must be notified of, and give permission for, all substitutions

**Number of Substitutes;**  
**Championship**: 5 in normal time plus 3 in extra time.  
**League**: Unlimited number in all grades up to and including Fé15; 9 substitutes may be used in Fé16 & Fé18

**Sidelines:**  
A maximum of eight team officials (to include team management, club officials, hurley carriers, water carriers, medical personnel) are permitted on the sideline from each team.  
A Club shall be held responsible for the conduct of its members and known partisans as per Treoraí Oifigiúil

Disciplinary procedures for all reported infractions by mentors, officials, supporters and partisans will be referred to the Rebel Óg Coiste na nÓg CCC, irrespective of which region the reported infractions took place.

**Bibs**  
Bibs must be worn by all team mentors. Where a team’s mentors are reported for failing to wear bibs, their club will be fined €50 for each offence.

**Club Colours**  
All Clubs are to play in their registered club colours. Where a clash of colours occurs, both teams are obliged under General Rule to change, unless both clubs are in agreement on an alternative arrangement, which must be approved by the relevant C.C.C.

**MODIFICATION TO PLAYING RULES:**

**Peil;**  
At Fé12,13 and 14, kick outs may be taken from the hand from the 20-metre line. [A player may also kick from the ground/tee if he chooses]  
At Fé15, 16, 17 and 18 kick outs are from the ground as per Treoraí Oifigiúil.  
Marks; (Kick out and Advanced) as per Treoraí Oifigiúil.  
At Fé12,13,14 and 15, One Hop/ One Solo will apply as follows; A player in possession of the ball is entitled to one hop and one hand to toe but he must then release the ball and not play it again until after another player plays it.

**Iomáint:**  
Rules as per GAA Official Guide with the following exception;  
Fé12; A player may take 4 steps and catch the ball twice as per normal rules but may not go on a “solo run” (i.e. may not run with the ball balanced on or hopping on his hurley) before striking the sliotar and may not play the sliotar again until after another player plays it.

**Fair Play Rule**:  
Where teams are struggling to field a team in regional leagues, clubs are permitted to play up to 2 players less than the number officially stated for that competition.  
**Exception**; The Fair Play Rule does not apply in Premier 1 & 2 Leagues, League semi-finals, League finals or in any Championship game.

If a team wishes to avail of the Fair Play Rule, they must inform the opposition in plenty of time to avoid the disappointment for players of being picked and then being told that they will not be playing.

The referee must also be informed before the game. All clubs are expected to follow this policy.  
For 13-a-side competitions (Div 3) from Fé13 up, when both teams have more than thirteen players, the teams are encouraged to play up to fifteen-a-side by agreement. This will not apply in Premier 1 & 2, league semi-finals, league finals or championship games.

Fé12 cannot be more than 13-a-side as per Central Council Policy

The number of players at the start of the game is the number for the entire game with both teams fielding the same number of players. If a team loses a player through injury and they do not have a sub the other team doesn’t have to reduce their number.

**Composition of Team:**  
In the circumstances of the unavailability or late arrival of players, a team may commence a game with thirteen players, or eleven in the case of a 13-a-side game. Players arriving late may join in the game during a break in play but must report to the referee before so doing. The game shall be played for the full playing time. Provided a team has fielded thirteen players, or eleven in the case of 13-a-side, including players ordered off or retired injured, the final score shall stand as the result of the game.