**REBEL ÓG REGULATIONS**

**REBEL ÓG GENERAL REGULATIONS 2024**

***(Effective from 15/02/2024)***

Rebel Óg Coiste na nÓg (The Youth Committee) shall operate under Treoraí Oifigiúil C.L.C.G. and in accordance with the current Mion -Rialacha of Choiste Chontae Chorcaí.

Rebel Óg Coiste na nÓg shall be a recognised unit of the G.A.A. under the jurisdiction of Coiste Chontae Chorcaí.

Rebel Óg Coiste na nÓg shall consist of;  
**a.** The County Children’s Officer of the County Committee, the County Coaching Officer of the County Committee and the Head of Cork GAA Games Development.  
**b**. Officers; Cathaoirleach, Leas Cathaoirleach, Rúnaí, Rúnaí Cúnta, Cisteóir, Cisteóir Cúnta, Oifigeach Poiblióchta, Riarthóir na Réiteoirí.  
**c.** One Representative of each of 4 Regional Sub Committees, East, Mid/South, West and North

Each of the four Regional Sub Committees will be comprised of the same set of Officer roles as Rebel Óg Coiste na nÓg.

Rebel Óg Coiste na nÓg shall incorporate a CCC (Coiste CCC) consisting of the Officers of Rebel Óg Coiste na nÓg and a representative of each of the Regional sub-committees. Each Region shall have its own C.C.C comprising of the officers of that Region and up to two club delegates. Each Regional CCC will be responsible for CCC matters in their region, in accordance with County Bye-Laws and as decided by the Rebel Óg Coiste nan Óg CCC. Premier competitions, County Sections of Division 1,2 & 3 Championship competitions, C3 competitions and other competitions, as may be decided by the Rebel Óg Coiste nan Óg CCC, will likewise be organised by a CCC, to be called Premier CCC, comprising the Officers of Rebel Óg Coiste na nÓg and up to two club delegates.

The C.C.C. shall have the power to investigate the constitution of any team at any time.

No officer or C.C.C. member shall take part in any investigation or inquiry involving his/her own club or team.

All communications between Rebel Óg and Clubs/Independent Teams will be from the Coiste na nÓg or Regional Secretary’s or Assistant Secretary’s GAA Email Address to the Club Underage Secretary/ Independent Team Secretary and/or Club Secretary’s GAA Email address, whichever is applicable.

For Rebel Óg purposes, the Team Officials of all club teams shall be recognised as the official officers. All correspondence for Fé18,17,16, 15, 14, 13 and 12 teams shall be signed by the Club Rúnaí, Independent Team Rúnaí or under-age club Rúnaí, except for team lists which shall be signed by the team Rúnaí.

**Independent Teams**

Independent Teams must appoint a secretary and notify [secretarybng.cork@gaa.ie](mailto:secretarybng.cork@gaa.ie) of the secretary’s name, mobile number and email address by 31st January each year. If the independent team does not have a preexisting GAA email address in the name of the Independent Team, Coiste na nÓg strongly recommends that an email in the form of **secretarybng.name of independent** [**team.cork@gmail.com**](mailto:team.cork@gmail.com) is used.

Applications to field an Independent Fé18, Fé16, Fé15, Fé14, Fé13 and/ or Fé12 team are to be made annually to [secretarybng.cork@gaa.ie](mailto:secretarybng.cork@gaa.ie) with all relevant details supplied with application, i.e. number of players complete with date of birth from each of the participants. Applications must be submitted by 12th December for team entry in the following year. The provisions of Part 1 Treoraí Oifigiuíl and Mion Ríalacha Coiste Chontae Chorcaí will apply to applications to form Independent Teams

**Compliance:** Under the Children First Act, every person involved with players from six to eighteen years of age inclusive must be fully compliant with Child Welfare and Safeguarding Regulations i.e. be Garda Vetted within the last three years, has completed a Safeguarding Course within the last three years and has completed the Introduction to Gaelic Games Course. This is a legal obligation.

**COMPETITION REGULATIONS (Championship & League)**

The provisions of Code 11 will apply to Championships and of Code 13 will apply to Leagues, except as provided for otherwise in these Regulations.

Knockout games and playoffs games will be played on a “Winner on the Day” basis except for Fé14, Fé16 and Fé18 Championship Finals where, in the event of a draw, a replay will take place. Championship Final Replays will be played on a “Winner on the Day” basis.

A CCC, with the agreement of the two Units involved, may also make a decision prior to the date of a specific Game that  
(i) in the event of a Draw in that game after normal time, Extra-Time shall be played.  
(ii) in the event of a Draw after Extra-Time in that Game, it shall have a ‘Winner on the Day’.

In Championship Competitions, where a club has a second championship team in a particular age grade, the club must name 15 players who cannot play on the second team in the event of the second team playing championship prior to the first team playing in that age grade championship. Normal rules of championship grading apply once the first team has played, with the following exception; Players who come on as subs after the commencement of the second half of a championship game are not tied to that team for championship.

In Fé14 to Fé18 age grade Competitions, when teams finish with equal points for Qualification for the Concluding Stages of a Competition, the tie or ties will be decided as follows:

(A) Where two teams only are involved, the tie shall be decided by the following means and in the order specified:

(i) The outcome of the meeting of the two Teams in the previous game in the Competition

(ii) If the meeting of the two Teams in the Competition was a draw, the tie will be decided by a Play-Off with the following exception. When both teams qualify to advance in the Competition and the resolution of the tie is to decide placings only, the tie will be decided by the toss of a coin.

(iii) If the two Teams did not play a previous game in the Competition, the tie will be decided by a Play-Off.

(B) Where more than two teams are involved, the tie shall be decided by the following means:

(i) Where three Teams are involved and one team only will advance in the Competition, the CCC will arrange an open draw to decide which two teams will playoff. The winner of this playoff will play the third team in a playoff to determine which team will advance in the Competition.

(ii) Where three Teams are involved and two teams will advance in the Competition, the CCC will arrange an open draw; one team will advance in the Competition and the other two teams will playoff to determine which of these two teams will also advance in the Competition. Placings of the two teams that advance will be in accordance with (A) (i) & (ii) above.

(iii) Where four Teams are involved and one team only will advance in the Competition, the CCC will arrange an open draw to decide pairings for two playoff games. The winner of these playoff games will then play to determine which team will advance in the Competition.

(iv) Where four Teams are involved and two teams will advance in the Competition, the CCC will arrange an open draw to decide pairings for two playoff games. The winners of these two playoff games will advance in the Competition. Placings of the two teams that advance will be in accordance with (A) (i) & (ii) above.

(v) Where five Teams are involved and one team only will advance in the Competition, the CCC will arrange an open draw to decide pairings for playoff games to reduce the number of teams from five, to four, to two, to one. The winner of these playoff games will determine which team will advance in the Competition.

(vi) Where five Teams are involved and two teams will advance in the Competition, the CCC will arrange an open draw to decide pairings for playoff games to reduce the number of teams from five, to four, to two. These two teams will advance in the Competition. Placings of the two teams that advance will be in accordance with (A) (i) & (ii) above.

In Fé12 and in Fé13 Competitions, when teams finish with equal points for Qualification for the Concluding Stages of a Competition, all ties will be decided by means of a playoff which will be arranged by the relevant CCC.

**Fé12 Nominations:**  
For entry to Fe12 Leagues, clubs must nominate players as follows;  
2 teams at Fé12- a club must nominate 11 players as first team players; these players are ineligible for the second team  
3 teams at Fé12- a club must nominate 13 players as first team players, these players are ineligible for the second or third team; also nominate 11 players as second team players, these players are ineligible for the third team.  
4 teams at Fé12- a club must nominate 13 on first team, 13 on second team, 11 on third team, eligibility to follow pattern as above.  
If the leagues are organised in phases ,nominations made for Phase 1 can be changed for Phase 2.

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

**Eligibility Criteria for C3 and Secondary Age Grade Leagues 2024**

1. Squad players at Fe15 and Fe16 cannot play Fe16C3 or Fe18C3, squad players at Fe14

cannot play Fe14C3.

2. Squad players are defined as players who are listed in the squads in March of the

competition year

3. Players on Cork Minor panels and Celtic Challenge panels are defined as squad players.

4. Players who were on Cork Minor Training Panels in their 17th year cannot play Fe18C3 in

the following year

5. Squad players can only play on their club’s first team, on the age, they cannot play on

second or C3 teams;

6. Squad players can also play at higher age grades as per general rule, but not C3 as per 1

above

7. C3 games will generally be scheduled for Squad days, usually but not always Saturday

8. C3 competitions will be organised at Fe14, 16 and 18 only

9. Competitions in Divisions 4,5 & 6 will be discontinued

10. The second team of clubs with sufficient players to field two teams (not C3) will generally

be graded two levels below their first team

11. Exceptions to 10 above will be at the discretion of the Gradings Committee

12. A club cannot enter a C3 team as Team 1

**Eligibility for Fé15 Team entry**

A club that wishes to enter a team at Fé15 must also enter at Fé14 and Fé16. Rebel Óg may allow

very limited exceptions to this requirement in very particular situations. To enter Fé15, a club must

demonstrate to the satisfaction of Rebel Óg that they have 13 eligible players, on the age, who

played competitive games in the previous year; to enter 2 teams, a club must likewise demonstrate

that they have 28 eligible players as above and must list 15 players, on the age, who cannot play

with Team2.

Fé15 games will generally be scheduled for Sundays.

**Eligibility for Fé13 Team entry**

A club that wishes to enter a team at Fé13 must also enter at Fé12 and Fé14.

To enter Fé13, a club must demonstrate to the satisfaction of Rebel Óg that they have 13 eligible

players, on the age, who played Fé12 games in the previous year; to enter 2 teams, a club must

likewise demonstrate that they have 28 eligible players as above and must list 15 players, on the

age, who cannot play with Team2. Fé13 games will generally be scheduled for Sundays.

**Eligibility for C3 and multiple Team entry**

**Fé14**

Clubs who wish to enter Fé14C3 as a second team will be required to submit a list of players who

will be ineligible for Fé14C3 competitions, as follows;

8 most capable players on the age plus 5 most capable players from the year below; e.g. in

2024, clubs to list 8 players born in 2010 and 5 players born in 2011

All other eligible player can play Fé14C3 subject to the General criteria listed above

Clubs who wish to enter Fé14C3 as a third team will be required to submit a list of players who

will be ineligible for Fé14C3 competitions, as follows;

List 15 players who will be eligible to play on Team 1 and at a higher age grade, but will be

ineligible to play with Team 2 or C3 at their own age grade

List an additional 8 players who will be eligible to play on Teams 1 and 2 and at a higher age

grade, but will be ineligible to play C3 at their own age grade

List 5 most capable players from the year below (on the age 13), these players will be ineligible

for Fé14 C3

An individual player cannot be included in more than one list

All other eligible players can play Fé14C3 subject to the General criteria listed above

**Fé16**

Clubs who wish to enter Fé16C3 as a second team will be required to submit a list of players who

will be ineligible for Fé16C3 competitions, as follows;

8 most capable players on the age plus 5 most capable players from the year below; e.g. in

2024, clubs to list 8 players born in 2008 and 5 players born in 2009

All other eligible players can play Fé16C3

Clubs who wish to enter Fé16C3 as a third team will be required to submit a list of players who

will be ineligible for Fé16C3 competitions, as follows;

List 15 players who will be eligible to play on Team 1 and at a higher age grade, but will be ineligible

to play with Team 2 or C3 at their own age grade

List an additional 8 players who will be eligible to play on Teams 1 and 2 and at a higher age grade,

but will be ineligible to play C3 at their own age grade

List 5 most capable players from the year below (on the age 15), these players will be ineligible for

Fé16 C3

An individual player cannot be included in more than one list. All other eligible players can play Fé16C3

**Fé18**

Clubs who wish to enter Fé18C3 as a second team will be required to submit a list of players who

will be ineligible for Fé18C3 competitions, as follows;

12 most capable players including players on the age and players from the year below; e.g. in

2024, clubs to list 12 players born in either 2006 or 2007

All other eligible players can play Fé18C3

Clubs who wish to enter Fé18C3 as a third team will be required to submit a list of players who

will be ineligible for Fé18C3 competitions, as follows;

List 15 players who will be eligible to play on Team 1 and at a higher age grade, but will be

ineligible to play with Team 2 or C3 at their own age grade

List an additional 12 players who will be eligible to play on Teams 1 and 2 and at a higher age

grade, but will be ineligible to play C3 at their own age grade

An individual player cannot be included in more than one list

All other eligible players can play Fé18C3

Clubs that wish to enter Fé15, Fé16 and Fé16C3

Clubs who wish to enter a team at Fé15 together with Team1 at Fe16 and a C3 team at Fé16C3

must demonstrate to the satisfaction of Rebel Óg that they have 17 eligible players, on the age

16, who played competitive games in the previous year. The club must also fulfill the criteria for

Fé15 entry outlined above

**Clubs that wish to enter Fé13, Fé14 and Fé14C3**

Clubs who wish to enter a team at Fé13 together with Team1 at Fé14 and a C3 team at Fé14C3 must

demonstrate to the satisfaction of Rebel Óg that they have 17 eligible players, on the age 14, who

played competitive games in the previous year. The club must also fulfil the criteria for Fé13 entry

outlined above.

**Please note:** All players who are members of Cork Minor Panels, Celtic Challenge Panels or Cork Development Squads must be active playing members of their clubs. The onus is on a club to notify Rebel Óg of any player from their club who is not fully compliant in this regard.

**REFEREE:**

Where the appointed referee fails to attend, agreement must be reached on a substitute referee by either tossing a coin or by agreement. The “agreed” referee may either be a recognised referee or a club mentor for this or from another team within one of the clubs but who is fully compliant with child welfare and safeguarding regulations. Failure to comply with this rule will result in forfeiture of the league points by the club failing to agree. In the event of a referee being agreed by both clubs it is the responsibility of the club of the referee to ensure that the Official Report of the game is submitted within three days of the game. Should the agreed referee not be a member of either participating club, the responsibility for ensuring the report is submitted shall rest with the home club.

**FIXTURES:**  
All fixtures will be presented in three-week blocks of which the first week’s fixtures will have been ratified at the previous meeting. This arrangement may change at the discretion of the CCC.

All CCCs will, as far as possible, adhere to the fixtures plan and the relevant agreed days of the week for playing the various age group competitions. The relevant CCC has the discretion to change the date and time of any and all fixtures as it deems appropriate. All fixtures in the Fixture Plan are provisional until they are ratified by the CCC.

Proposed fixtures in all competitions will be notified by GAA email to the clubs in advance of the next fixtures meeting (meetings are either in-person or online). All requests for a change must be returned to the competition secretary before the date of the next fixtures meeting, outlining the reason for the request. Clubs must ensure that the proposed change does not affect another fixture. The original proposed date will stand unless a change is approved by the CCC.

Once a fixture is ratified a referee will be appointed.

If a pitch is unplayable, this must be notified to the board and the opposition at least 4 hours before the starting time. If the opposition pitch is playable, the fixture will go to the opposition venue.  If the game goes off due to weather and is not re-fixed before the next fixture meeting, the CCC will decide on the fixture.

Requests for postponements of ratified fixtures will only be granted in exceptional circumstances. Such requests must be made to the appropriate Competition Secretary and Regional/Coiste Chairperson.

**Unfulfilled fixtures – penalties**  
**Championship**: 1st Walkover - €100 fine :2nd Walkover - €100 fine  
3rd Walk over - €200 fine

Any club who gives a walkover in a championship game will not be permitted to take part in the subsequent Challenge Cup or Shield Competition

**League**: 1st Walkover - €50 fine :2nd Walk over - €50 fine  
3rd Walk over - €100 fine and disqualification plus €50 fine for each remaining fixture.

Clubs who initially enter and subsequently withdraw from a competition, after final gradings have been notified to clubs and prior to the commencement of the competition, may be fined €150.

**PRESENTATION OF GAMES:**  
Pitches are to be properly lined and flagged. The National flag is to be flown at all games.

All teams are to be numbered properly and clubs are requested to dress uniformly, i.e. wear matching club socks and shorts.

Where clubs are requested for team panels for programmes, they are required to supply team panels correctly numbered and ensure that the players taking the pitch for the game are numbered in accordance with the programme. Failure to comply with this requirement will result in the Club(s) being fined €100.00 for each offence.

Coiste na nÓg may introduce separate regulations to govern other specific competitions (e.g. non-examination leagues, Féile, IR Leagues, certain county competitions).

**CHALLENGE OR TOURNAMENT GAMES**

Permission for Challenge Games within and outside county. Permission must be obtained in order to play challenge or tournament games. This applies to all ages and grades in every club from fé12 to fé18 inclusive. Below this level blitzes, etc can be informed to Games and Coaching with referees available from the young referees list. It is most important to secure clearance as games played without permission could invalidate any potential insurance claim should a player receiving an injury in such a game wish to make a claim.

There is a protocol for arranging permission and it is as follows: In all cases you must outline the following:  
The teams, age grade and code involved.  
Date and time of game  
Venue  
Referee.

The Referee for the challenge must be from an approved list of Referee’s and who have taken part in the various refresher courses. Challenge games SHOULD NOT be refereed by coaches who have no qualification to referee games. There are 3 jurisdictions involved in obtaining permission:

County – email secretarybng.cork@gaa.ie & your regional secretary  
Provincial – email chaltour.munster@gaa.ie  
Nationwide – email challengegames@gaa.ie  
You need to give 3 clear working days’ notice

**TRANSFERS**  
Transfer regulations are in accordance with An Treoraí Oifigiuíl and Mion- Ríalacha Coiste Chontae Chorcaí.

All applications for Transfer shall be made on an official form.

No application shall be considered unless received after January 1st and not later than the last day of January except in the case of a player who has not taken part in any official or trophy competition in the previous number of weeks stipulated below;  
a) A player over the age of 16 – 96 weeks.  
b) A player eligible for Under 16 and Younger Grades at the time of his last game – 48 weeks.

Transfers applications in these cases are to be submitted when the 48 weeks or 96 weeks, whichever applies, has passed.

All under-age transfer applications will be made to Coiste na nÓg and will be referred to Coiste na nÓg CCC for adjudication.

When a transfer request is received, the Club of the player seeking a transfer shall be notified of the application and its observations shall be considered if received within 10 days

**TROPHIES**  
Winning teams must return all trophies won in the previous season before May 1st of the following year or one month prior to the final for which the trophy is required whichever is the earlier. All trophies are to be inscribed with the name of the winning team and the year by all winning teams. If not, Coiste na nÓg will inscribe the trophy and charge the club for costs incurred. All trophies are to be returned in presentation condition.

Failure to comply with this regulation may result in a €50 fine being imposed on the defaulting club for each outstanding trophy for each defaulting week.

The expense incurred by the Coiste/Region in repairing or replacing through damage or loss of any trophy shall be borne by the club concerned.

**All GAA Activities, Games, Training, Club events must fall under the Health & Safety Guidelines as laid out by the GAA in association with the HSE in 2021 and are liable to change from time to time.**