



DG Stoves & Fireplaces Minor Hurling 7-A-Side Tournament - Rules

1. Competition Format:
Day One: 5 team groups at two venues on Friday June 7th with each team playing one another. The top two teams in each group progress to the semi-finals.
Day Two: Semi-Finals and Finals on Friday June 14th.
2. 7-a-side pitch size to be 80/90m long x 60/70m wide, depending on area available. On a regular pitch this would place goalposts on the 20m lines.
Note: Pitches should be marked out appropriately with flags or cones.
3. Juvenile goals to be used. Ensure they are stabilised.
4. Teamsheet and €20 referee expenses per club to be presented to referee before your first game. Panel sizes limited to 12 players with player numbers staying the same for all games. Teamsheet also to be given to Host Club organizer before start of 1st game.
5. Coiste Mionúir to appoint referees to officiate at each venue.
6. Unlimited substitutions allowed during break in play, no slips needed. Subs must enter playing area at the half-way line.
7. Playing Time:
 - 5 Team Group: 16 minutes in duration (Two 8-minute halves).
 - Semi-Finals/Finals: 28 minutes in duration (Four 7-minute quarters). Change ends after each quarter.
 - Half time break 3 minutes, quarter time break 1 minute.
7. One touch hurling rule applies.
8. Goals and points are counted as equal scores, with the exception of scores from side-line cuts, which count as three points.
9. Panel sizes to be provided with correct numbers to referee before game. List also given to Host Club organizer before start of 1st game.
10. There are no penalties.
11. Black card sin-bin time is 3 minutes. Red carded players miss remainder of game plus the next game.
12. All puck-outs from goal-line. Ball can also be carried out from the centre of the goals but cannot bring the sliotar back into hand before striking.
13. The sliotar cannot be passed from the opposition half back into your own half. Penalty for this is a free from the halfway line.
14. Scores can only be taken inside the opposition half.
15. Goalkeeper jersey is not necessary due to last man back being in operation.
16. In the event of teams finishing on level points in their group, placings will be determined in the following order: 1) Head-to-Head. 2) Score Difference. 3) Scores For. 4) Coin-toss.
17. In the event of a draw in semi-finals and finals, there shall be extra time of 5 minutes each half. If teams are still tied, a penalty shootout will take place. Each club nominates 3 players and a goalkeeper. Player carries the ball in from halfway and can shoot for goal from no closer than 10 metres out. Goalkeeper can come off the line as far as he wishes once the player leaves the halfway line.