

**TYRONE ADULT CHAMPIONSHIP REGULATIONS 2020**  
**FOOTBALL & HURLING**  
*(Amended Regulations)*

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1. All championships shall be organised on the open draw system.
2. The championship draws in football and hurling, for the year, will be made, where feasible, by the Chairman and Secretary of the Competitions Control Committee not later than its March meeting.
3. No games other than a curtain-raiser will be permitted by the CCC within the county on the day of the Senior Football Championship Final.
4. All Championship fixtures will be played at venues to be decided by the CCC in consultation with the Management Committee
5. All games will be played to a finish on the date of fixture. In the event of a draw at the end of normal time, in accordance with T.O. Cuid II; 2.6, 3.4, 3.5, 3.6 & 3.8, the following measures shall be followed:  
Phase 1) Two periods 10mins of extra time (*As per Regulation 25*)  
Phase 2) Penalty Kick Competition (*As per Regulation 25*)

**Exception:** In the event of an abandonment in a Senior, Intermediate or Junior Championship fixture (football or hurling), the replay will take place at the discretion of CCC, unless participating clubs are notified to the contrary by the C.C.C. Secretary.

6. Number allowed onto the playing enclosure; Players – 24; Officials – 5 (inclusive of Club Chairman); Hurley carriers – 3.  
**N.B.** It is the responsibility of participating clubs to ensure that no more than the maximum 29 people in football and 32 in hurling (as above) enter the field enclosure.
7. No players/officials shall have the use of changing rooms during match days
8. Jerseys must be properly numbered in accordance with the programme. Players to be numbered in accordance with the programme – an exception will be made only in the case of a valid withdrawal. Such withdrawal must be notified, in advance, to the Committee in charge of the fixture. Uniform colour of socks and togs must be worn  
**NB** In the event of teams drawn to play each other having similar colour first kits both teams must wear their official alternative kits as agreed with the organising Committee. In the event that this doesn't resolve the situation the CCC will toss a coin to see who wears their first choice kit.
9. Punctuality: Teams are instructed to take the field 10 minutes before the starting time (for photographs and warm-up) and 15 minutes where a parade is involved. Teams are to take

instructions from CCC re kick/puck about– before the game. The half-time interval should not exceed 10 minutes.

10. Number allowed on field: Strictly as in Regulation 6 above.

11. Water break stoppages shall be called by the referee between 15<sup>th</sup>&20<sup>th</sup> min of each half.

12. Substitutes and officials to remain in the designated areas for the duration of the game except for two substitutes per team warming up at any one time (without ball or sliothar). Warm up can only take place between a team's designated area and the nearest end line.

13. Parade:

(a) Where a parade is organised players will march properly behind the band. Teams will march in numerical order as per the match programme after the captain.

Tracksuits/training tops shall not be worn during the parade.

(b) National Anthem: All players must show respect and remain stationary facing the flag for Amhrán na bhFiann.

12. Kick / puck around is not allowed at half-time in County Finals.

13. Team Officials:

(a) BAINISTEOIR

(i) One authorised Team Official shall wear a distinctive top which shall have the word "BAINISTEOIR" in clear large letters.

(ii) The Bainisteoir is permitted to move along the sideline between the two 45m lines for the purpose of issuing instructions to players, after which he must return to the designated area in front of his own team dug out/designated seating area.

(iii) The Bainisteoir is not permitted to enter the field of play.

**Penalty:** The referee may order the offender out of the playing area (i.e. into the stand or behind the wire fence). The Committee in Charge of the fixture may further penalise the offender under Rule 6.44 (e) T.O. 2020, or, in cases of repeated similar infractions, under Rule 7.2 (c) T.O. 2020.

(b) MAOR FOIRNE/RUNNER

The Maor Foirne (who must be a Selector) may enter the field of play only during a break in play \*via the Substitution Zone and exit the pitch at the nearest endline or sideline after which he must return to the designated area in front of his own team dug out/designated seating area. This named official must wear a coloured bib/top which shall have "MAOR FOIRNE" in clear large letters. The Maor Foirne may not act as a Water Carrier/Hurley Carrier and must not be a listed member of the Team Panel.

(c) SELECTORS

All Selectors (other than the Selector acting as the Maor Foirne) shall remain seated in the designated area on the sideline throughout the game. Selectors may not act as Water Carriers/Hurley Carriers.

(d) MEDICAL PERSONNEL

The Medical Personnel shall wear a distinctive top/bib which shall have the word "DOCHTÚIR or PHYSIO" in clear large letters and can only enter the field of play to attend to an injured player. Medical Personnel are not permitted to carry out the role of Water Carriers but are not restricted in providing fluids in their medical capacity. When not attending to injured players, Medical Personnel shall remain seated in the designated area on the sideline.

(e) RUNAÍ or NOMINATED REPRESENTATIVE

The Runaí or nominated representative is permitted to move to the Sideline Official to relay details of substitutions. When not notifying the Sideline Official of substitutions, the Runaí or Nominated Representative shall remain seated in the designated area on the sideline.

(f) HURL CARRIERS (Hurling)

One Water/Hurl Carrier to be stationed at each side of the field of play and must remain seated when not dispensing water or providing a replacement hurl. Water/hurl Carriers may not enter the field of play with water at any stage, but may enter with a replacement hurl when necessary. They may only approach the sideline within 10 meters of their designated position to dispense water to a player and must then return to their designated position.

Water/Hurl Carriers must wear a distinctive numbered bib with the words MAOR

UISCE / MAOR CAMÁN in clear large letters

Water / Hurl Carriers are not permitted to carry sliotars at any stage.

The following persons are not permitted to act as Hurl Carriers; Bainisteoir, Maor Foirne or other Selectors, Runaí or Nominated Representative, Medical Personnel, Substitutes or Injured Players

None of the above team officials may: interfere with play, remain behind the goal area, and engage in any behaviour which is deemed by the Committee in Charge to interfere with the control of the game by Referee, Linesmen, Umpires and Sideline Official.

**Penalty:** Exclusion from the pitch enclosure for one or more games as determined by the Committee in Charge, and not replaced.

Offenders reported by the Referee for unauthorised entry on to the field of play shall be dealt with under Rule 6.44 (e) T.O. 2020

14. The Referee has the authority to send any person in contravention of Match Regulations 10 (a), (b), (e) and (f) to the stand/outside the pitch enclosure and such person cannot be replaced.
15. Policy on players sent off: Such players may not take any further part in the day's official proceedings.
16. Swopping jerseys: During the post-match presentation ceremony all players must wear their own team jerseys.
17. Presentation of trophy:

- a) The club should instruct its captain to have a short acceptance speech prepared, totally or part of as Gaeilge, having regard to the dignity of the occasion.
- b) The Club Committee is responsible for the safe custody of the winner's trophy and shall be held responsible for the cost of repair or replacement necessitated as a result of any damage to the trophy, as determined by the Competitions Control Committee. The Competitions Control Committee is responsible for all the engraving on a trophy. In no circumstances should a club undertake, or have undertaken, repairs to any trophy.

**18. Match Programme:**

Names of players to be provided in Irish and in English, and all the full names of all 24 players to be included.

Teams are to be submitted for the official programme seven days before the game and to be correct.

**19. Mascots:**

Mascots are not permitted to accompany teams onto the playing area, or to be included in team photographs.

**20. Match Video:**

Coiste Chontae Thír Eoghain will video all championship games. Coiste Chontae Thír Eoghain has full control of all the video rights of its Championship games.

**21. Penalties for breaches of Regulations will be imposed by the Competitions Control Committee. Clubs will be informed by the Competitions Control Committee of any breaches in regulations, and the penalties incurred, within twenty eight days of the fixture.**

**22. Procedure for substitutions**

**a) For normal substitutions**

The team wishing to make the substitution must present to the 4th official a slip of paper which clearly shows the number and the name of the player going off and the number and name of the player going on. Failure to present this to the 4th official will mean that no substitution will be permitted by the match officials. The team wishing to make the substitution must ensure that the player who is coming on is within the substitution zone before the linesman notifies the referee that a substitution is to be made.

A substitute will not be permitted on to the field of play until the player coming off is within 10 metres of the side-line or in the case of a player being stretchered off when the stretcher has fully crossed the side-line.

**b) For temporary (blood substitutions)**

A temporary substitution may only be made after the required signal has been given by the referee.

A team wishing to make a temporary substitution must present to the 4th official a slip of paper which clearly shows the number and the name of the player going off and the number and name of the player going on. This may be completed after a temporary substitution has made his way on to the field.

A team wishing to replace the temporary substitute with the original player must present to the 4th official a slip of paper which clearly shows the number and the

name of the player going off and the number and name of the player going on. Failure to present this to the 4th official will mean that no substitution will be permitted by the match officials.

23. At least one official will be present to ensure that all regulations are complied with and to report on any further breaches in rules or regulations to the Competitions Control Committee.

24. \*A Break in Play—The Definition

A break in play is when the ball has crossed the endline, out of play, following a score or a wide or a stoppage in play called by the Referee for medical attention to an injured player. The taking of a free and / or sideline kick / puck does not constitute as a break in play.

25. **Winner On The Day Protocols**

**Phase 1**

- Proceed to Extra time as provided for in T.O Cuid II (two periods of ten minutes each way)

**Phase 2 (Penalty Kicks/Pucks)**

If still level, a “penalty competition” to decide the outcome:

- The relevant rules in T.O. Cuid II shall apply in relation to Penalty Kicks/Pucks, unless otherwise stated.
- Penalties will be taken for goals only.
- The Referee shall choose the end at which the penalty kicks/pucks will be taken. The end may be changed by the referee if it becomes unplayable during the course of the penalties.
- The Referee will ensure two goal umpires are in place at the end in which the penalty kicks/pucks are to be taken;
  - Both umpires shall position themselves on the end line at opposite side of the goals facing inwards
  - If a penalty is scored, the goal umpire, will wave the green flag once the referee has signalled
  - If the penalty is saved or missed the point umpire will signal a wide once the referee has signalled
- Each team shall register five penalty takers, a goal keeper & a substitute goal keeper with the referee and indicate in which order the penalty takers will take their penalties. (A penalty taker can also be a goalkeeper or a substitute goalkeeper.)
- The Referee shall toss a coin in the presence of the two captains to see which team will have the option of going first.
- Only players who are on the field of play at the end of Phase 1 (i.e. end of Extra Time), shall be allowed to be registered as a penalty taker or goalkeeper.  
**Exception:** The substitute goalkeeper can come from the team panel.
- A goalkeeper who is injured while the penalty kicks/pucks are being taken and is unable to continue as a goalkeeper may be replaced\* by the substitute goalkeeper who has been nominated in advance, provided the referee is notified. If in the event the substitute goalkeeper also gets injured, one of the registered penalty takers may replace\* the substitute goalkeeper, provided the referee is notified. (\*Once replaced, the goalkeeper/ substitute goalkeeper cannot be reintroduced as a goalkeeper at a later stage)
- Subject to the conditions below both teams will take five penalty kicks/pucks

which are taken alternately by the teams. The game is awarded to whichever team scores more of their five penalty kicks/pucks

- If, before both teams have taken five penalty kicks/pucks, one team has scored more goals than the other team could score, even if they were to complete their five penalty kicks/pucks, no more penalty kicks/pucks shall be taken
- If, after both teams have taken five penalty kicks/pucks and both teams have scored the same number of goals, the penalty competition will continue but in sudden death format using the same five registered players until one team has scored a goal more than the other from the same number of kicks/pucks.
- In sudden death, the same sequence of penalty takers does not have to be followed as in the first round of penalty kicks/pucks.
- Each penalty kick/puck is taken by a different player. All registered players must take a penalty kick/puck before any player can take an additional penalty kick/puck.
- The referee shall signal for the penalty to be taken. The penalty kick/puck is completed when the ball stops moving, goes out of play (including over the crossbar) or a goal is scored.
- Only the players involved in the penalty taking competition, as well as the Referee, Linesmen and Umpires are permitted on the pitch. With the registered penalty takers located between the 45m & 65m lines closest to the end selected by the referee. Goalkeepers to be located 20m from the goals.
- All other players (including substitute goalkeepers), managers, officials, backroom personnel etc should be at their designated sideline area, and off the field of play when the penalty-taking competition is taking place.