



1. The powers and functions of the Competition's Control Committee (CCC) will be as detailed in rule 3.20(ii) T.O. 2023 and the 2023 Bye Laws.
2. A Club will not be permitted to participate in any competition until it complies with Rules 2.2 and 2.3 T.O. 2023. At youth level a club can only participate when it has registered sufficient youth players, in compliance with Rule 6.17 T.O. 2023 to field a team at a particular level.  
**Penalty:** The failure of a club to register sufficient players in compliance with rules 2.2, 2.3 and 6.17 T.O. 2023 will result in the fixture being forfeited to the opposing team.
3. Trophies:
  - I. Team Trophies must be returned to an officer, specifically designated by the CCC on or before the first Tuesday in April.  
**Penalty:** £20 fine per month per trophy
  - II. The club Committee is responsible for the safe custody of all trophies and shall be held responsible for the cost of repair or replacement necessitated as a result of any damage to trophies, as determined by the CCC.
  - III. The CCC is responsible for all the engraving on a trophy. In no circumstances should a club undertake, or have undertaken, any engraving or repairs to any trophy  
**Penalty:** £100 fine
4. Táille to Adult League and Cup games under the auspices of CCC in 2023 will be £5 (excluding playoff games).
5. Failure of an appointed referee to turn up for a match will leave his/her club liable to a fine of up to £100 (adult) & £50 (youth).
6. The CCC will endeavour to afford all adult championship finalists a minimum of eight days free from competitive adult fixtures.
7. Play-off matches and championship matches, except for the Championship Quarter-Finals, Semi-Finals and Finals, will be winner on the day using the following protocol. In the event of teams finishing level at the end of normal time, two periods – each of ten minutes duration - will be played. If teams remain level at the conclusion of this extra time, a penalty competition will take place in line with the 'Winner On The Day Protocols'.

**Exception** – should the Tyrone Senior Football team qualify for the All-Ireland Championship Final, all championship matches – except the championship finals – will be winner on the day using the following protocol. In the event of teams finishing level at the end of normal time, two periods – each of ten minutes duration - will be played. If teams remain level at the conclusion of this extra time, a penalty competition will take place in line with the 'Winner On The Day Protocols'.

8. Correspondence with clubs regarding fixtures will be through the secretary of the CCC. This correspondence will include regular fixtures' updates.
9. The list of adult players not eligible to participate in the Reserve league must be with the secretary of the CCC in writing prior to the commencement of that competition. Failure to do so will result in reserve league games not being fixed until the list is received. Any requests for changes to the original list can be made in writing to the secretary of the CCC before 1<sup>st</sup> July 2023.

The Number of listed players required for each division is as follows:

- Division 1 – 12 players
- Division 2 – 10 players
- Division 3 – 9 players

10. All correspondence must be from the club secretary to CCC secretary. No phone calls will be accepted by members of the CCC after 10pm.
11. The granting of a postponement of any game is a matter solely for the chairperson of the CCC and requests for postponements will only be considered in very exceptional circumstances. In the absence of the chairperson of the CCC, the secretary of the CCC shall deal with such requests.  
  
No request for a fixture change will be considered unless both clubs can agree on a suitable date/time unless in exceptional circumstances, wherein the CCC will make the final decision. No request for a fixture change will be considered inside a 48hr period of the scheduled throw-in unless in very exceptional circumstances.
12. Although clubs are not entitled to 'free dates', if agreement can be reached between both clubs, the CCC may approve a re-arrangement of a fixture, ideally for a date no later than the original fixture date.
13. Clubs not supplying a qualified Referee cannot be guaranteed a fixture at the normal time but may be asked to play at a time and date when a qualified referee is available.
14. Players who play in any of the current years' Inter-County Senior Championship are not eligible to play in the Reserve Knock-Out.

**Penalty:** Offending Team eliminated from competition

15. If a player has played in his clubs' last adult championship match, in which he is eligible to play in the previous year, he is ineligible to play in this years' Reserve Knockout even if the clubs' last adult championship game falls outside that competition year.
16. The current years' Inter-County Senior Football Panel are available to the County Manager for the County team preparations when the starred rounds of games are fixed.
17. The 2023 Senior Football Championship and Intermediate Football Championship winners automatically play in Division One in 2024. The 2023 Junior Football Championship Winners will automatically play in Division Two in 2024.

18. In Division One, a top four playoff will decide the league winners based on the following draw; Team 1 v Team 4, Team 2 v Team 3 with teams 1 & 2 playing at home.

In Division 1 the bottom placed team (excluding the Senior Championship winners), will be relegated to Division 2 for 2024. A play-off will take place between teams finishing second bottom and third bottom with the third bottom team at home. The losers will be relegated. The winners will play against the playoff winner from Division 2 for the right to play in Division 1 in 2024.

19. In Division 1 the team who finished top of the ACL after all rounds are completed will be presented with a trophy in recognition.

20. In Division 2 the highest placed team (excluding the 2023 Intermediate Championship winners), will automatically be promoted to Division 1 in 2024. The next four highest placed teams (excluding the 2023 Intermediate Championship winners) will playoff as follows; 1<sup>st</sup> highest placed team v 4<sup>th</sup> highest team, 2<sup>nd</sup> highest team v 3<sup>rd</sup> highest team with the two highest placed teams playing at home. The winners of these matches will play at a neutral venue and the winners of that match will go on to play the Division 1 relegation winning team. The winners of this match will play in Division 1 and the losers will play in Division 2 in 2024.

In Division 2 the bottom placed team will be relegated to Division 3 for 2024. A playoff will take place between teams finishing second from bottom and third from bottom (excluding Intermediate Championship winners), with the third from bottom team playing at home. The losers will be relegated, and the winners will play the playoff winner from Division 3 for the right to play in Division 2 in 2024.

21. In Division 3 the highest placed team (excluding the Junior Championship winners), will be automatically promoted to Division 2 for 2024. The next four highest placed teams (excluding the Junior Championship winners) will playoff as follows; 1<sup>st</sup> highest placed team v 4<sup>th</sup> highest team, 2<sup>nd</sup> highest team v 3<sup>rd</sup> highest team with the two highest placed teams playing at home. The winners of these matches will play at a neutral venue with the winners then playing the Division 2 relegation playoff winning team for the right to play in Division 2 in 2024.

22. Failure to field / fulfil a fixture:

- I) The penalty for a team failing to fulfil an CCC fixture will be award of the game to the opposition
- II) Failure to field in two consecutive matches in the same season will leave the team liable to disqualification from that competition for the rest of the season
- III) The penalty for a team failing to fulfil a championship or league playoff fixture will be the forfeiture of the game

23. When teams finish with equal points for qualification for the concluding staged, or for promotion or relegation, the tie shall be decided by the following means and in the order specified:

- i) The outcome of the meeting(s) of the teams in the previous game(s) in the competition

- ii) The largest scoring difference (subtracting the total scores against from the total scores for) in the meetings of the teams in the previous game(s)
- iii) The highest total scores for, in the meeting(s) of the teams in the previous game(s)
- iv) Largest overall league scoring difference (subtracting the total scores against from total scores for)
- v) The highest overall league total score for
- vi) A playoff

**Exceptions:**

- a) In relation to means outlined in (ii), (iii), (iv) and (v) above, if the accumulated scores of a team, so involved, are affected by a disqualification, loss of game on a proven objection, retirement or walk over, the tie shall be decided by playoff.
- b) Regulations (i), (ii), (iii), (iv) and (v) shall not apply to Under16 or younger age grade competitions

24. Referees are responsible for texting match results to the automated system.
25. It is the responsibility of the participating clubs to ensure that no more than a maximum of 24 players and 6 officials (inclusive of chairperson and secretary) per club (30 total) to be permitted into the field during any competitions organised by CCC. Three Hurley carriers per club will also be permitted in all hurling fixtures.
26. The names of the following six team officials must be included on a list provided to the referee prior to commencement of all adult fixtures.
- 1) Baineoir
  - 2) Medical Person
  - 3) Club Chairperson
  - 4) Runai or nominated representative
  - 5) Water Carrier / selector
27. Clubs wishing to video-record an official league fixture must obtain permission from CCC. Approval would be granted on the understanding that the CCC would be provided with a copy of the recording if requested. They must inform the opposition of the recording and a copy provided if requested. A Club, or individual not involved in the fixture does not have any right to undertake a video-recording.
28. The fixtures holiday period notified by the CCC to clubs will be adhered to.
29. In adult football the Division 2 and Division 3 reserve leagues will be played as a 13 a side competition unless in individual games where both clubs agree to play 15 a side. Reserve Knock-Out in all divisions will be 15 a side.
30. The Reserve League game will precede the Senior League game in all divisions, unless clubs agree to reverse.
31. Where a club wishes to enter a third (and fourth) team into adult competitions, the third team must enter into the Division 3 ACL and the fourth team must enter Division 3 Reserve League.

32. Where a club wishes to enter a third (and fourth) team into adult competitions, their third (and fourth) team(s) may not compete in the same division as their first team and reserve team.

33. Where a club enters a third (and fourth) team into the adult competitions, they must name a panel of 40 players prior to the commencement of the competition, compliant with Rule 6.2 T.O. 2022, who may not play for their third (or fourth) team.

Exceptions:

- Where a player on the 'list of 40' has not played for either the clubs first team or reserve team before 1<sup>st</sup> July, they may be permitted to regrade to the third/fourth team with permission of CCC.
- Where a player, not on the 'list of 40', plays for the first and/or reserve team, they may not subsequently play for the thirds or fourths team.

34. The collection of admission charges at all playoff matches, under the jurisdiction of the CCC, is the responsibility of the Tyrone County Committee. The County Treasurer will appoint gate personnel to all such fixtures. Clubs failing to comply with this regulation will be dealt with in accordance with Chapter 7 T.O. 2023.

35. In circumstances where a club is unable to field at a particular age group, owing to lack of numbers, all eligible affected players within that club can request that the CCC authorise them to declare as a player with a neighbouring club at the age group concerned. The application of this rule by CCC will pay due regard to T.O. 2023 rule 6.1, as the player concerned will remain a member of their first club and as such the players is eligible to play other age groups with their first club.

### **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; o Both umpires shall position themselves on the end line at opposite side of the goals facing inwards o If a penalty is scored, the goal umpire, will wave the green flag once the referee has signalled o 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 o 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 o 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. o 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