



## General Rules Common to all CCC Cill Dara League Competitions

Rule No.	Rule Title	Rule Text
1	General Regulations – Changing of Games	<p>Approval of CCC Cill Dara is required for proposed fixture changes in relation to <b><u>date, time or venue.</u></b></p> <p>1. Where both Clubs are requesting a postponement/change they must have a proposed re-fixture date, time and venue agreed <b>before</b> contacting CCC Cill Dara for approval. Written confirmation is required from <b>both</b> Club Secretaries (at least 48 hours for date) prior to the game. A confirmation email will issue from CCC confirming the changes as agreed by all parties (including CCC Cill Dara).</p> <p>2. In the event of exceptional circumstances, a Club may make an application for change/postponement, for example: Death of a player, club official, prominent club member or close family relative of above.</p> <p>3. When Championship games are within four days, application can be made for change. Note: Four days defined to include League game date.</p> <p>In all cases, CCC Cill Dara decision is final and for 2 and 3 CCC will re-fix the games.</p>
2	General Regulations – Last Round of Games	All fixtures must be up to date before the Last Round is played. Last Round of each League to be played at the same time. Bye rounds will be excluded from this. No changes or cancellations shall be allowed. Exceptional cases will be dealt with by CCC Cill Dara.
3	General Regulations – County Panellist Exceptions	Clubs shall play all league games without county panellists when unavailable.
4	General Regulations – Appointment of Referees	All referees shall be appointed by CCC Cill Dara. Referee fee for all league games organised by CCC Cill Dara is €40.00. Referee's fee to be paid <b><u>no later</u></b> than the commencement of the second half of the game.
5	General Regulations – Home Venue	First named teams to have home venue. In the event of home side's pitch being unplayable OR unavailable, the game shall be played at opposing team's venue on the same date. Minimum notice of <b>FOUR</b> hours applies. Non-Compliance will be dealt with by CCC Cill Dara.
6	General Regulations – Regrading Lists	Clubs who enter more than one team in any specific code must submit a regrading list to the CCC Cill Dara to be ratified by the CCC. GAA Code 10.8.
7	General Regulations – 2 <sup>nd</sup> Teams in Same Division	Clubs will not be allowed to have two teams in the same league division.
8	General Regulations – Penalty for Walkovers	Clubs giving a walkover or failing to fulfil a league fixture shall forfeit the points and be deducted a further point. Clubs failing to fulfil a second fixture or giving 2 walkovers shall take no further part in the league competition. If both teams fail to fulfil a fixture the penalty shall apply to both teams.
9	General Regulations – Effect of Withdrawal of Teams on Other Club Teams in Lower Divisions	Where a club has several team splaying in different league divisions and a team withdraws or is removed from the competition from the league stages, then all teams in the lower leagues shall automatically be removed from their respective leagues.
10	General Regulations – Withdrawal of Team Post-Entry but Pre-Commencement of Competition	Where a Club has entered a team in a league competition organised by CCC Cill Dara and then withdraws before the commencement of the league, or fails to fulfil two fixtures within the competition, the team will be eliminated from this competition with immediate effect and a fine will be imposed on the Club in breach of this rule.
11	General Regulations – Jersey Clashes	Home team in League games must use alternative colour jerseys i.e., second set, in the event of clash with the opposing team, as per GAA Official Guide Part 2 Rule 4.1(i). Non-compliance will result in a fine. Clubs may come to an alternative arrangement by agreement. Such alternative arrangements must be sent in writing to CCC and agreed by all parties prior to the fixture.
12	Competition Regulations – Winner on the Day Provisions	The Extra Time and Winner on the day Regulations will be applied in all play-offs, semi-finals, and finals.

13	Competition Regulations – Application of GAA Code 11.1 (e) (iii)	<p>Section Split and Final League positions are determined by GAA Code 11.1 (e) (iii) as set out below with the following provisions included:</p> <ul style="list-style-type: none"> <li>(i) The higher number of League Points obtained in the 'Head to Head' games defined as the games in which the teams involved in the tie have played each other.</li> <li>(ii) The higher Scoring Difference (subtracting the total Scores Against from total Scores For) in the 'Head-to-Head' games.</li> <li>(iii) The higher Scores For in the 'Head-to- Head' games.</li> <li>(iv) If having applied criteria (i) to (iii) inclusive, there are still teams with an equal ranking, criteria (i) to (iii) are applied to the 'Head to Head' games between teams which remained tied.</li> <li>(v) The higher Scoring Difference in all games in the League Group.</li> <li>(vi) The higher Scores For in all games in the League Group.</li> <li>(vii) A Play-Off.</li> </ul> <p>Exception: Where the outcome is affected by a walkover or disqualification, points and score difference will be used only for games involving the tied teams i.e. points (v) and (vi) will not be applied.</p>
14	Competition Regulations – Clock/Hooter System	The Clock/Hooter system will not be utilised for any games played in CCC Cill Dara League Competitions. The Referee will record playing time as per the Official Guide Part 2 Rule 3.2.
15	Redrawing of fixtures	Where a Club fails to fulfil a second fixture or gives TWO walkovers and is excluded from the competition, CCC Cill Dara reserve the right to reformat the competition to ensure a meaningful programme of games.
16	Withdrawal of team from final	Where a team grants a walkover or fails to field in a final, a minimum fine of €750 will be levied by CCC Cill Dara.

**Copyright © 2025 GAA. All rights reserved. No use or reproduction permitted without formal written licence from the copyright holder.**