



TOURNAMENT HURLING RULES

ITEM	UNDER 10	UNDER 11
1. Team sizes/ Participation	<p>11 -a -side (Maximum 18 per Team permitted)</p> <p>Coach / mentor allowed substitutions at any time.</p> <p>Note: Game commences with Air Hooter, <i>game starts even if players are missing no delays.</i> The Hooter also is used for stopping and restarting at half time. The Hooter is used for all matches except the last one to be played by each Team. This is started and timed by the referee only. When each match is over, all players line up in mid-field and shake hands then leave the pitch making way for next match.</p> <p>At all Times “Give Respect Get Respect” for Referee and other volunteers.</p>	<p>11- a- side (Maximum 18 per Team permitted)</p> <p>Coach / mentor allowed substitutions at any time.</p> <p>Note: Game commences with Air Hooter, <i>game starts even if players are missing no delays.</i> The Hooter also is used for stopping and restarting at half time. The Hooter is used for all matches except the last one to be played by each Team. This is started and timed by the referee only. When each match is over, all players line up in mid-field and shake hands then leave the pitch making way for next match.</p> <p>At all Times “Give Respect Get Respect” for Referee and other volunteers.</p>
2. Pitch Dimensions	86m x 36m (Refer to Pitch Layout for Blue / Green Group location sharing pitches 3 & 4)	86m x 38m Refer to Layout for Gold/Purple Group location sharing pitches 1 & 2,
3. Zones	None	None
4. Duration	10 min per half; 2 min break between halves	10 min per half, 2 min break between halves
5. Goalposts	Standard for age group	Standard for age group
6. Sliotar	Go Games “Smart Touch”	Go Games “Smart Touch”
7. Commence	With throw in at halfway mark by Referee All other players must stand 10m away from players taking part	With throw in at halfway mark by Referee All other players must stand 10m away from players taking part
8. Outfield Play	Full rules except: Solo run up to 10m permitted.	Full rules except: Solo run up to 10m permitted.
9. Goalkeeper	Catch, Lift into the hand and strike or Ground Strike at all times. May use leg to block / save. Ball may be kicked once, but not in succession.	Catch, Lift into the hand and strike or ground strike at all times. May use leg to block/save. Ball may be kicked once, but not in succession.
10. Frees / ‘65’s / Sideline – ‘Nearest Player’	<p>Strike from hand or Lift and strike (Frees & 65’s) Sideline puck taken off the ground. All opposing players should be at least 10m from player taking. Free pucks should be no closer than 20m from opposing end line. Nearest Player Frees: Player who is fouled or nearest fouled ball takes. Sideline; Player nearest ball when crosses line takes. ‘65’s’; Player who last strikes the ball on attacking team takes from halfway line in line where ball crosses end line. Referee chooses player nearest/last struck to take free.</p>	<p>Strike from the hand or lift and strike (Frees & 65’s) Sideline puck taken off the ground. All opposing players should be at least 10m from player taking. Free pucks should be no closer than 20m from opposing end line. Nearest Player Frees; Player who is fouled or nearest fouled ball takes. Sideline; Player nearest ball when crosses line takes. ‘65’s’; Player who last strikes the ball on attacking team takes from halfway line in line where ball crosses end line. Referee chooses player nearest/last struck to take free.</p>
11. Scoring	1 point for over crossbar and 3 points for goal.	1 point for over crossbar and 3 points for goal.
12. Other	<p>Shoulder charge is permitted as standard. No rectangle rules apply.</p> <p>“Go Games Rules apply” No scores published or Finals</p> <p>Each Team must supply provide per game</p>	<p>Shoulder charge is permitted as standard. No rectangle rules apply.</p> <p>“Go Games Rules apply” No scores published or Finals</p> <p>Each Team must provide a umpire per game</p>