

The Competition Rules 2016

1. The Competition is a one day tournament, to be run on the eve of the All-Ireland Football Final each year. Games will be played at various grounds as arranged by the host Club - Kilmacud Crokes G.A.A.
2. Entry to the competition will be by invitation only. An entrance fee will be payable to help defray running expenses of the tournament.
3. The competition will be confined to properly registered G.A.A. Club's and all players must be registered members of their clubs.
4. The Executive Committee of Kilmacud Crokes G.A.A. Club, who are ultimately responsible for this competition, will appoint a controlling committee to run the tournament on the day. This competition committee will make all decisions in relation to the running of the competition.
5. The referees to be used will be drawn from the current inter-county panel of referees and will be submitted for approval to the Games Administration Committee.
6. The teams will be arranged in groups of four and each team in the group will play the other three teams on a league basis, 2 points for a win, 1 for a draw. The winner of each group will proceed to the knock-out stage of the competition. In the event of two or more teams tying on the top of a group the team with the highest aggregate score after deducting all scores conceded, will qualify for the knock-out stage. Should there be equality of scores the team with the highest aggregate scores will qualify and should there still be equality the team with the most goals will go ahead.

The Quarter-Finals, Semi-Finals and Final will be run on a knock-out basis. In the event of a draw in the knockout stage three penalties shall be taken by each team using three different players to decide the winning team. Goals only shall count in the penalty contest. If the sides are level after three penalties are taken by each team the penalty contest will continue, using other players on a "sudden-death" basis - each team taking alternative penalties until one team gains the advantage. This team will then be declared the winner of that game. The number of different players to be used is six - if necessary. Thereafter players may take a second penalty.

7. All games shall be 10 minutes each half.
8. A team fielding 15 minutes late is liable for disqualification subject to the decision of the official in charge of the ground.
9. A panel of 10 players must be submitted by each team on an official registration form to be provided by the Organisation Committee before the commencement of the first-game. Only the players on this panel may be used throughout the competition. Any team using a player outside this panel is automatically disqualified from the competition.
10. The panel lists will be retained by the Organising Committee. One copy of each team list will be submitted to the Games Administration Committee within 3 days of the Competition.
11. Official match report forms will be provided by the Organising Committee. The referee must complete his match report immediately after each game and hand it to the Organising Committee. A copy of each report will be submitted to the Games Administration Committee within three days of the Tournament.
12. Normal playing rules will apply with the following exceptions: The ball may not be played backwards to a player who is in his own half of the pitch. Substitutions can be made as often as wished but only with the consent of the referee, at a break in play and from the centre of the side line.
13. In the event of a colour clash, one team chosen by the toss of a coin will wear an alternative jersey to be provided by the Organising Committee.