



Meath GAA

Development Competitions Control Committee

Competition Regulations

Version 5
29th July 2026



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1. General

1. The **Meath GAA Development Competitions Control Committee / Coiste Rialaithe na gComórtas Forbartha CLG na Mí** shall act as the Youth Committee as per Rule 3.18 (xi) T.O. 2025 and it shall be responsible for the initiation and co-ordination of all Youth Activities within the County.
2. The Development C.C.C. is mindful of the GAA Give Respect/Get Respect campaign and has drawn up these Regulations for the benefit of all stakeholders – players, referees, team management, officials, media, members and spectators and require clubs to follow this campaign in all activities.
3. The Development C.C.C. shall make regulations for competitions under its control subject to the approval of the Management Committee and County Committee and they shall not place restrictions on the Development C.C.C. in its scheduling of Games.
4. Meath GAA shall organise its underage competitions primarily at the following age grades:
U-12, U-14, U-16, and U-18.
 - (a) Minor Competitions shall be organised at the **U-18** age grade.
 - (b) Players eligible for U-18 competitions who **celebrate their 18th birthday on or after January 1st of that Championship year**, may participate in adult competitions.
 - (c) **Minor fixtures shall take precedence** over adult fixtures in all cases. Where a player is eligible for both U-18 and adult competitions, and a same day fixture clash arises, the player shall be deemed **ineligible** to participate in the adult fixture if it coincides with or prevents participation in his U18 fixture.
 - (d) Trophies presented to clubs must be returned to Dunganny within two weeks of the presentation.
 - (e) Clubs not returning a trophy within this timeframe shall be subject to a fine of €500.
 - (f) Trophies may be subsequently signed out to clubs for the purposes of presentations or similar events for a period of one week only.



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- (g) Non-return to Dunganny within one week shall also be subject to a fine of €500.
5. When there is a requirement for juvenile goalposts, in any U-12 or older age grade, the size of the goalposts shall be **4.5m wide** and **2.1m tall**.
6. Please see Meath GAA Child Youth Table for overview of games in 2026. (Appendix 1)



2. Grading

1. The Development C.C.C. shall grade all affiliated teams into appropriate championships, leagues, and other competitions. In coming to their decisions on grading the Development C.C.C. shall use the following criteria:
 - (a) The performance of the team being graded when that group of players played in their relevant league, championship, or other competition previously.
 - (b) Any other relevant information available, e.g. forfeitures of fixtures by a team, the number of players at a relevant age, unavailable players etc.
 - (c) Number of Players in Meath GAA Academy and Development squads
 - (d) Grading will be re-assessed prior to the start of subsequent competitions organised at the same age group by the Development C.C.C.
 - (e) Clubs shall have the right to make written submissions to the Development C.C.C. prior to the grading of each competition.
 - (f) Reclassification of teams based on divisional restructures and number of teams
2. If a permission to play application(s) is granted after a competition is graded, then Meath GAA Development CCC shall consider this and move the team at least one division up.



3. Fixtures

1. Clubs, Players, Referees, and Administrators are all striving for a consistent schedule of fixtures.
2. Change requests for fixtures, already set by Meath GAA Development Competitions Control Committee, will only be considered in exceptional circumstances.
3. With reference to point 2 above, any re-fixture requests shall be requested as follows:
 - (a) Request to Meath GAA Development Competitions Control Committee is emailed by both clubs at least **five days** before fixture with solid justification.
 - (b) Both clubs have agreed a revised date and time that does not clash or interfere with any other fixtures.
 - (c) The clubs have confirmed that the assigned referee, for the original fixture, is available for the revised fixture date being requested.
 - (d) The refixed date must not be later than twenty-one days after the original fixture date and must be prior to final round fixtures of the competition.
 - (e) Knockout fixtures, including finals are the sole discretion of the Meath GAA Development CCC
 - (f) If the altered fixture fails to materialise as agreed, then the Meath GAA Development CCC will decide to whom the match/points will be awarded to.
 - (g) **Clubs shall not contact Meath GAA Development CCC until all the above outlined is fully complied with.**
4. Teams must play their league and tournament fixtures when fixed by the Meath GAA Development CCC regardless of the unavailability of players at any grade of Inter-County competitions, Higher Education competitions, or post-primary competitions, family holidays, school trips, TY balls etc.
5. All Minor (U-18) competitions should be suspended for State Examinations. All U-16 competitions should be suspended for State Examinations. (Junior and Leaving Certificate Examinations).



- 6.** The Meath GAA Development CCC fixtures may be fixed to be played under lights and/or on all-weather/astro-turf surfaces.
- 7.** Minor Football and Hurling Championship, in preliminary rounds (if necessary) and quarter finals, the team drawn first has home advantage. Home venue is decided by highest rank team order. Semi-Finals may be played at either home or neutral venues as determined by the Development C.C.C. and Finals are to be played at neutral venues, where possible.
- 8.** If a club that has home advantage is unable to host the match, home advantage will transfer to the opposition.
- 9.** If a game in a knockout club competition at under-age, up to and including Minor, ends in a draw, two periods of extra-time of ten minutes shall be played. Where there is a draw after extra time the match goes to a replay.
- 10.** In the event of a clash of colours both teams shall change to alternative colours. Clubs must check in advance their opponent's colours as per County Regulations.
- 11.** Referees for all competitions under the control of the Meath GAA Development CCC shall be appointed by Meath GAA Development CCC.
- 12.** Clubs who fail to fulfil fixtures will face sanctions as per the relevant Official Guide Part 1 and Codes 2025.
- 13.** Clubs may be fined as per the relevant GAA Code (16.3) 2025.



4. Named Players

1. Unless provided for under competition specific rules, a club fielding two or more teams at any age level shall submit to the Development C.C.C. a named list of players (as defined in Table 2 below) who shall be ineligible to play for the lower graded teams – the list should include:

- (a) Player's name
- (b) GAA ID Number
- (c) Date of birth
- (d) Date player last played football/hurling
- (e) Please see Appendix 1 for Meath GAA Child Youth Table which provides for the number of named players in each grade for 2026.

2. The named list(s) of players must be submitted. If no list is submitted the official team sheet submitted to the referee at the first competition fixture will act as the named players.
3. Additionally, this shall include any players listed in county academy, or county panels at their final year age grade. For example, an U-14 academy squad player cannot play for a second or subsequent team at U-14 level. However, an U-14 academy squad player can play for a second or subsequent team at the next older age grade. Please see Table 1 below for further explanation.

3.1. Exemptions in relation to Point 3 above, can be submitted to Meath GAA Development Competitions Control Committee for consideration, by fully completing the form attached in Appendix two of these regulations. On receipt of the fully completed form, together with all the required documentation, a hearing will be held.

3.2. The manager of the club team together with the Juvenile Club Chairperson will be required to attend the hearing. Other club personnel may



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be invited to attend the hearing. Other invites to the hearing will be at the discretion of Meath GAA Development Competitions Control Committee.

- 3.3. Where a club fields an Academy player on a second or subsequent team without an approved exemption from the Meath GAA Competitions Control Committee, disciplinary action shall be taken against the club and any relevant club personnel.
- 3.4. Any player attached to a Meath GAA Development squad must not play on a team lower than their second team.
4. The Club Player Pathway encourages players to play at a level commensurate to their age. In relation to academy players this means that they cannot play for a second or subsequent team at their own age grade.
5. Any subsequent third or fourth team shall also require a named list of players (as defined in Table 2 below) for the higher graded team. Should team lists not be submitted prior to commencement of competition the club is liable to a minimum fine of €500 and forfeiture of all team fixtures until receipt of the list of named players. Named list(s) of players will be available online for all clubs and will be subject to audit and review throughout the year.

If a club contravenes anything in this section the Juvenile Chairperson, Juvenile Secretary and the Bainisteoir shall be suspended and fined for a period as determined by Meath GAA Development CCC.



Table 1.

Meath GAA Academy Squads

Under 14 Academy Squad	Under 15 Academy Squad	Under 16 Academy Squad
Can play Club Under 14 first team and Under 16 second team	Can play Club Under 16 first team and Minor second Team	Can play Club Under 16 first team and Minor second team
Cannot play Club second or subsequent team Under 14	Cannot play Club second or subsequent team Under 16	Cannot play Club second or subsequent team Under 16

Table 2.

Named players per team

Club Team	Number of Named Players to be submitted
Under 12	9
Under 14	11
Under 16	13
Under 18	15



5. Referee and Match Officials

1. Referee expenses should be split between teams playing on the day.
2. Each club is directly responsible for paying the referee before the games starts.
3. The fee for 2026 will be €40 per match.
4. Any team that refuses to pay referees expenses will be fined a minimum of €200 plus the travel expenses.
5. Any team that does not fulfil the fixture will be liable to pay the referee plus the relevant fine.
6. All referees must submit their match report to the Development Competitions Control Committee within 3 days of the fixture and must inform the Rúnaí DCCC of the match result within 24 hours.
7. It is the responsibility of the club to ensure that any club official does not approach a match official unless asked to do so by the referee.
8. The principle of Give Respect Get Respect must be adhered to when dealing with Referees and Match Officials. Where this is not done the DCCC will deal with the matters by way of a fine and/or suspension together.
9. Clubs must realise the potential for Criminal or Civil proceedings as a result of infractions by coaches/club officials before during or after matches, and the potential for Meath GAA fines/suspensions.



6. GAA Code of Behaviour (Underage) and Child Safeguarding Policy Statement

1. The Executive Committee, Juvenile Committee and all coaches from each club should be fully aware have a knowledge and full understanding of the GAA Code of Behaviour (Underage) and Child Safeguarding Policy Statement prior to undertaking any role within the club.
2. This policy should be shared with all club members and parents.
3. It is of paramount importance for every club to recruit volunteers, and any person who is paid by the club (whether that is paid employment or contract of services) in accordance with Section 5 of this policy – Recruitment and Selection of Coaches, Supervisors and other Volunteers.
4. It is each club's responsibility to ensure this policy is adhered to in full.
5. A club should not allow any person to coach/volunteer unless they have:
 - (a) Valid Garda Clearance
 - (b) Valid Safeguarding Course completed
6. Valid GAA Course completed relevant to the age grade Audits will take place throughout the year to ensure club compliance with the policies.



7. Match Regulations / Discipline

1. Any person identified by the club to participate in an official role at any match must be fully compliant with the GAA Code of Behaviour (Underage). An official role is identified as a score umpire or line umpire.
2. They must provide their name and club details to the match official prior to the match commencing. Their name(s) must be included on the team sheet submitted to the referee prior to the match commencing.
3. All Meath GAA Development CCC games at Under 16 and Under 18 are 15-a-side at all divisions. All games except Division 1 Minor Hurling & Football championships can be played with reduced numbers if one or both teams do not have 15 players subject to the following:
 - (a) The team list including the full panel of players must be provided to the referee prior to the commencement of the game.
 - (b) The names of the Bainisteoir and Coaches together with their bib number should be included on the list provided to the referee.
 - (c) Playing numbers are determined by the team with the lowest number of players who must start all players as listed in a) above (ie no subs) and a minimum of 11 players.
 - (d) Opposition must match playing numbers down to the minimum if players leave the field through injury but should not match numbers for players leaving the field for disciplinary reasons.
4. Unlimited substitutions shall be allowed during all Competitions organised by Meath GAA Development CCC except in the Division 1 Minor Football and Hurling Championships.
5. All teams and officials must adhere to the Regulations Governing the Organisation and Presentation of Meath GAA Inter-Club Games, and with directions of stewards or county officials. Reported breaches will be dealt with by the Meath GAA Development CCC.



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6. That document takes precedence unless directly stated in these regulations.
7. In particular, the team manager and coaches must wear clearly identified Bainisteoir and Coach bibs with numbers and stay in their designated area.
8. Substitutes must remain in the dugout.
9. All Team Officials including water/hurley carriers must be adults i.e. aged 18 or older.
10. The following are the **five** team officials allowed, per team, in the designated area:
 - (a) **One** Team Manager / Person in charge of the team
 - (b) **Two** Selectors/Coaches
 - (c) **Two** Medical Personnel
 - (d) **Two** Water/Hurley Carriers
11. All Medical personnel must wear an appropriate bib clearly identifying their role.
12. All other team officials involved with the team should be outside the pitch enclosure area.
13. Failure to comply with the points outlined above will result in a minimum fine imposed on the club of €500 per infraction.
14. All team officials should provide their name and club name when asked by a Meath GAA Development CCC official
15. Any instance whereby a member of management challenges the authority of a Referee, Score Umpire, Line Umpire or Sideline Official, the penalty is that the ball/sliotar will be moved forward 50m (football) or 30m (hurling). The referee may consider gesticulating wildly, or arms outstretched, to be dissent.



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15.1. **Rationale:** This means the referee does not have to issue a yellow card to a management team member, as they are currently obliged to do, before advancing the ball and the dissent rule is the same as for players.

15.2. The reason for this regulation is because referees are often inhibited from approaching a hostile line to issue a yellow card before advancing the play. Thus behaviour on the line, during 2026, has disimproved at underage games, having previously improved. Whereas behaviour on the pitch is much better because players get instantaneous and costly consequence for dissent.

16. Clubs should also be aware for underage games mandatory suspensions are doubled.



8. Minor Football

1. Purpose of the competition

- (a) The purpose of the Minor Football Championship is to provide a meaningful developmental based competition for players at the youth stages of the Gaelic Games Player Pathway, with a strong emphasis on retention and progression towards U-20 and adult football.
- (b) The competition supports the transition from juvenile football (U-16 and below) by providing age-appropriate challenge, high-quality coaching experiences and regular meaningful games in a safe, player-centred environment. It is aligned to the principles of the Gaelic Games Player Pathway, that *Club is Core* and *as many as possible, for as long as possible*.

2. Competition Format

- (a) Minor Football Championship Competition shall be run on a combination of a league and a knockout basis under GAA Code 11.1, with group winners and runners-up qualifying for semi-finals (or finals where appropriate). The final format will depend on affiliations and clubs will be advised of any changes in advance of fixtures. The Meath GAA Development CCC may regrade teams where appropriate.

3. Regulations regarding Eligibility

- (a) A Player shall have celebrated their 14th birthday prior to January 1st and their 18th birthday on or after January 1st of the Championship Year.
- (b) Only players who are U-16 and U-18 are eligible to play in this competition. For avoidance of doubt, U-14 and younger players, and U-19 and older players, are ineligible to play in this competition.
- (c) Players who have played a competitive inter-county minor football game for Meath (League or Championship), in the current year or the previous year, are only eligible to play for the club's first Minor Championship team.



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- (d) Eligibility in respect of players also participating in U-20 or adult competitions shall be in accordance with the GAA Official Guide and the relevant competition regulations.

4. Competition Regulations

- (a) In Division 1, seven substitutions are allowed in normal time. A maximum of three substitutes remains for extra time in knockout games.
- (b) From Division 2 down, Unlimited substitutions are allowed in normal time and extra time.
- (c) When a team is withdrawn from a competition, all teams playing at grades below that team are automatically withdrawn.

5. Failure to fulfil a fixture fine

- (a) A minimum fine of €200 shall be imposed on the team failing to fulfil the fixture.
- (b) Any team that withdraws from a competition shall be fined a minimum of €500.



9. Minor Hurling

1. Purpose of the competition

- (a) The purpose of the Minor Hurling Championship is to provide a meaningful developmental based competition for players at the youth stages of the Gaelic Games Player Pathway, with a strong emphasis on retention and progression towards U-21 and adult hurling.
- (b) The competition supports the transition from juvenile hurling (U-16 and below) by providing age-appropriate challenge, high-quality coaching experiences and regular meaningful games in a safe, player-centred environment. It is aligned to the principles of the Gaelic Games Player Pathway, that *Club is Core* and *as many as possible, for as long as possible*.

2. Competition Format

- (a) Minor Hurling Championship Competition shall be run on a combination of a league and a knockout basis under GAA Code 11.1, with group winners and runners-up qualifying for semi-finals (or finals where appropriate). The final format will depend on affiliations and clubs will be advised of any changes in advance of fixtures. The Development CCC may regrade teams where appropriate.

3. Regulations regarding Eligibility

- (a) A Player shall have celebrated their 14th birthday prior to January 1st and their 18th birthday on or after January 1st of the Championship Year.
- (b) Only players who are U-15, U-16, U-17, and U-18 are eligible to play in this competition. For avoidance of doubt, U-14 and younger players, and U-19 and older players, are ineligible to play in this competition.
- (c) Players who have played a competitive inter-county minor hurling game for Meath (League or Championship), in the current year or the previous year, are only eligible to play for the club's first Minor Championship team.



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- (d) Eligibility in respect of players also participating in U-21 or adult competitions shall be in accordance with the GAA Official Guide and the relevant competition regulations.

4. Competition Regulations

- (a) In Division 1, seven substitutions are allowed in normal time. A maximum of three substitutes remains for extra time in knockout games.
- (b) From Division 2 down, Unlimited substitutions are allowed in normal time and extra time.
- (c) When a team is withdrawn from a competition, all teams playing at grades below that team are automatically withdrawn.

5. Failure to fulfil a fixture fine

- (a) A minimum fine of €200 shall be imposed on the team failing to fulfil the fixture.
- (b) Any team that withdraws from a competition shall be fined a minimum of €500.



10. U-16 Football

1. Purpose of the competition

- (a) The purpose of the U-16 Football Championship is to provide a meaningful developmental based competition for players in the youth stages of the Gaelic Games Player Pathway, with a strong emphasis on retention and progression towards Minor (U-18) and, ultimately, adult football.
- (b) The competition supports the transition from U-14 football by providing age-appropriate challenge, regular meaningful games and high-quality coaching experiences in a safe, player-centred environment. It is aligned to the principles that *Club is Core* and *as many as possible, for as long as possible*.

2. Competition Format

- (a) The U-16 Football Championship Competition shall be run on a combination of a league and a knockout basis under GAA Code 11.1, with group winners and runners-up qualifying for semi-finals (or finals where appropriate). The final format will depend on affiliations and clubs will be advised of any changes in advance of fixtures. Meath GAA Development CCC may regrade teams where appropriate.

3. League Regulations regarding Eligibility

- (a) A Player shall have celebrated their 12th birthday prior to January 1st and their 16th birthday on or after January 1st of the Championship Year.
- (b) Only players who are U-13, U-14, U-15, and U-16 are eligible to play in this competition. For avoidance of doubt, U-12 and younger players, and U-17 and older players, are ineligible to play in this competition.



4. Competition Regulations

- (a) In all games, unlimited substitutions are allowed in normal time and extra time.
- (b) When a team is withdrawn from a competition, all teams playing at grades below that team are automatically withdrawn.

5. Failure to fulfil a fixture fine

- (a) A minimum fine of €200 shall be imposed on the team failing to fulfil the fixture.
- (b) Any team that withdraws from a competition shall be fined a minimum of €500.



11. U-16 Hurling

1. Purpose of the competition

- (a) The purpose of the U-16 Hurling Championship is to provide a meaningful developmental based competition for players in the youth stages of the Gaelic Games Player Pathway, with a strong emphasis on retention and progression towards Minor (U-18) and, ultimately, adult hurling.
- (b) The competition supports the transition from U-14 hurling by providing age-appropriate challenge, regular meaningful games and high-quality coaching experiences in a safe, player-centred environment. It is aligned to the principles that *Club is Core* and *as many as possible, for as long as possible*.

2. Competition Format

- (a) The U-16 Hurling Championship Competition shall be run on a combination of a league and a knockout basis under GAA Code 11.1, with group winners and runners-up qualifying for semi-finals (or finals where appropriate). The final format will depend on affiliations and clubs will be advised of any changes in advance of fixtures. Meath GAA Development CCC may regrade teams where appropriate.

3. League Regulations regarding Eligibility

- (a) A Player shall have celebrated their 12th birthday prior to January 1st and their 16th birthday on or after January 1st of the Championship Year.
- (b) Only players who are U-13, U-14, U-15, and U-16 are eligible to play in this competition. For avoidance of doubt, U-12 and younger players, and U-17 and older players, are ineligible to play in this competition.



4. Competition Regulations

- (a) In all games, unlimited substitutions are allowed in normal time and extra time.
- (b) When a team is withdrawn from a competition, all teams playing at grades below that team are automatically withdrawn.

5. Failure to fulfil a fixture fine

- (a) A minimum fine of €200 shall be imposed on the team failing to fulfil the fixture.
- (b) Any team that withdraws from a competition shall be fined a minimum of €500.



12. U-14 Football

1. Purpose of the competition

- (a) The purpose of the U-14 Football League is to provide a meaningful developmental based competition for players at the early youth stages of the Gaelic Games Player Pathway, with a strong emphasis on retention and progression towards U-16, Minor (U-18) and, ultimately, adult football.
- (b) The competition supports the transition from Go Games / U-12 football into full competitive games by providing age-appropriate challenge, regular meaningful fixtures and high-quality coaching experiences in a safe, player-centred environment. It is aligned to the principles that *Club is Core* and *as many as possible, for as long as possible*, and is consistent with the national Go Games policy and Player Pathway.

2. Competition Format

- (a) The U-14 Football League shall be run on a combination of a league and a knockout basis under GAA Code 11.1, with group winners and runners-up qualifying for semi-finals (or finals where appropriate). The final format will depend on affiliations and clubs will be advised of any changes in advance of fixtures. The Development CCC may regrade teams where appropriate.

3. Regulations regarding Eligibility

- (a) A Player shall have celebrated their 10th birthday prior to January 1st and their 14th birthday on or after January 1st of the Championship Year.
- (b) For the avoidance of doubt, only players who are U-11, U-12, U-13, and U-14 are eligible to play in this competition. For avoidance of doubt, U-10 and younger players, and U-15 and older players, are ineligible to play in this competition.



4. Competition Regulations

- (a) In all games, unlimited substitutions are allowed in normal time and extra time.
- (b) When a team is withdrawn from a competition, all teams playing at grades below that team are automatically withdrawn.

5. Failure to fulfil a fixture fine

- (a) A minimum fine of €200 shall be imposed on the team failing to fulfil the fixture.
- (b) Any team that withdraws from a competition shall be fined a minimum of €500.



13. U-14 Hurling

1. Purpose of the competition

- (a) The purpose of the U-14 Hurling League is to provide a meaningful developmental based competition for players at the early youth stages of the Gaelic Games Player Pathway, with a strong emphasis on retention and progression towards U-16, Minor (U-18) and, ultimately, adult hurling.
- (b) The competition supports the transition from Go Games / U-12 hurling into full competitive games by providing age-appropriate challenge, regular meaningful fixtures and high-quality coaching experiences in a safe, player-centred environment. It is aligned to the principles that *Club is Core* and *as many as possible, for as long as possible*, and is consistent with the national Go Games policy and Player Pathway.

2. Competition Format

- (a) The U-14 Hurling shall be run on a combination of a league and a knockout basis under GAA Code 11.1, with group winners and runners-up qualifying for semi-finals (or finals where appropriate). The final format will depend on affiliations and clubs will be advised of any changes in advance of fixtures. The Development CCC may regrade teams where appropriate.

3. Regulations regarding Eligibility

- (a) A Player shall have celebrated their 10th birthday prior to January 1st and their 14th birthday on or after January 1st of the Championship Year.
- (b) For the avoidance of doubt, only players who are U-11, U-12, U-13, and U-14 are eligible to play in this competition. For avoidance of doubt, U-10 and younger players, and U-15 and older players, are ineligible to play in this competition.



4. Competition Regulations

- (a) In all games, unlimited substitutions are allowed in normal time and extra time.
- (b) When a team is withdrawn from a competition, all teams playing at grades below that team are automatically withdrawn.

5. Failure to fulfil a fixture fine

- (a) A minimum fine of €200 shall be imposed on the team failing to fulfil the fixture.
- (b) Any team that withdraws from a competition shall be fined a minimum of €500.



14. U-12 Football

1. Purpose of the competition

- (a) The purpose of the U-12 Football is to provide a meaningful, development-focused competition for players at the late childhood / early youth stages of the Gaelic Games Player Pathway, with a strong emphasis on enjoyment, skill development and retention, and progression towards U-14, U-16 and, ultimately, adult football.
- (b) The competition supports the transition from Go Games (U-11 and below) into more formally structured games by providing age-appropriate challenge, regular meaningful fixtures and high-quality coaching experiences in a safe, player-centred environment. It is aligned to the principles that *Club is Core* and *as many as possible, for as long as possible*, and is consistent with the national Go Games policy and Player Pathway.

2. Competition Format

- (a) The U-12 Football shall be run on a combination of a league and a knockout basis under GAA Code 11.1, with group winners and runners-up qualifying for semi-finals (or finals where appropriate). The final format will depend on affiliations and clubs will be advised of any changes in advance of fixtures. Meath GAA Development CCC may regrade teams where appropriate.

3. Regulations regarding Eligibility

- (a) A Player shall have celebrated their 9th birthday prior to January 1st and their 12th birthday on or after January 1st of the Championship Year.
- (b) For the avoidance of doubt, only players who are U-10, U-11, and U-12 are eligible to play in this competition. For avoidance of doubt, U-9 and younger players, and U-13 and older players, are ineligible to play in this competition.



4. Competition Regulations

- (a) In all games, unlimited substitutions are allowed in normal time and extra time.
- (b) When a team is withdrawn from a competition, all teams playing at grades below that team are automatically withdrawn.

5. Failure to fulfil a fixture fine

- (a) A minimum fine of €200 shall be imposed on the team failing to fulfil the fixture.
- (b) Any team that withdraws from a competition shall be fined a minimum of €500.

6. Silent Sidelines

- (a) All matches should be conducted under the Silent Sidelines rules. Please click on the following link to obtain the rules. www.meathgaa.ie



15. U-12 Hurling

1. Purpose of the competition

- (a) The purpose of the U-12 Hurling is to provide a meaningful, development-focused competition for players at the late childhood / early youth stages of the Gaelic Games Player Pathway, with a strong emphasis on enjoyment, skill development and retention, and progression towards U-14, U-16 and, ultimately, adult hurling.
- (b) The competition supports the transition from Go Games (U-11 and below) into more formally structured games by providing age-appropriate challenge, regular meaningful fixtures and high-quality coaching experiences in a safe, player-centred environment. It is aligned to the principles that *Club is Core* and *as many as possible, for as long as possible*, and is consistent with the national Go Games policy and Player Pathway.

2. Competition Format

- (a) The U-12 Hurling shall be run on a combination of a league and a knockout basis under GAA Code 11.1, with group winners and runners-up qualifying for semi-finals (or finals where appropriate). The final format will depend on affiliations and clubs will be advised of any changes in advance of fixtures. The Development CCC may regrade teams where appropriate.

3. Regulations regarding Eligibility

- (a) A Player shall have celebrated their 9th birthday prior to January 1st and their 12th birthday on or after January 1st of the Championship Year.
- (b) For the avoidance of doubt, only players who are U-10, U-11, and U-12 are eligible to play in this competition. For avoidance of doubt, U-9 and younger players, and U-13 and older players, are ineligible to play in this competition.



4. Competition Regulations

- (a) In all games, unlimited substitutions are allowed in normal time and extra time.
- (b) When a team is withdrawn from a competition, all teams playing at grades below that team are automatically withdrawn.

5. Failure to fulfil a fixture fine

- (a) A minimum fine of €200 shall be imposed on the team failing to fulfil the fixture.
- (b) Any team that withdraws from a competition shall be fined a minimum of €500.

6. Silent Sidelines

- (a) All matches should be conducted under the Silent Sidelines rules. Please click on the following link to obtain the rules. www.meathgaa.ie



16. U-11 Go Games

1. Purpose of U-11 Go Games

- (a) The purpose of U-11 Go Games is to provide a positive, fun and development-focused programme for players at the late childhood stages of the Gaelic Games Player Pathway, with a strong emphasis on enjoyment, skill development, inclusion and retention, and progression towards U-12 and U-14 competitions.
- (b) U-11 Go Games aim to ensure that all participating players receive meaningful involvement in every fixture, through small-sided games, regular ball contacts, and age-appropriate playing rules. It is aligned to the principles that *Club is Core and as many as possible, for as long as possible*, and is fully consistent with the National Go Games Policy and Player Pathway.

2. Format

- (a) U-11 Go Games shall be organised on a Go Games basis (blitzes and/or grouped fixtures).
- (b) Games shall be development-focused, with no formal league tables, no knock-out stages, and no cup, shield or championship finals.
- (c) Fixtures may be arranged in rounds by the Development CCC on a regional or graded basis to ensure games between teams of similar ability.
- (d) Results shall not be officially recorded or published by the County Committee, clubs, or any third party.
- (e) Team lists may be used for administration and safeguarding purposes only.

3. Regulations regarding Eligibility

- (a) A player shall have celebrated their 8th birthday prior to January 1st and their 11th birthday on or after January 1st of the Championship Year.
- (b) All participants play at their own age grade. All participants may play up two Go Games age grades – Under 7 may play at their own age grade plus Under 8 or Under-9 level; Under 8 can play their own age grade plus Under 9 or Under 10 level;



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Under-9 may play at their own age grade plus Under 10 or Under 11; Under 10 may play their own age grade and Under 11 or Under 12 for example.

- (c)** Where a club has more than one U-11 Go Games team, players should be allocated on a development basis to ensure that all players receive appropriate and regular game-time.
- (d)** Meath GAA Development CCC may issue further guidance on movement of players between teams in line with Go Games policy.

4. Playing Regulations

- (a)** All games shall be played in accordance with the National Go Games Policy and the Meath Go Games guidelines in relation to pitch size, playing numbers, ball size, playing time and playing rules.
- (b)** Unlimited rolling substitutions are allowed and should be used to ensure, as far as possible, that all players receive equal or near-equal playing time in every fixture.

5. Failure to fulfil a Go Games

- (a)** A minimum fine of €200 may be imposed on any club that fails to fulfil an agreed U-11 Go Games fixture without providing reasonable notice or acceptable cause, as determined by the Meath GAA Development CCC.
- (b)** Any club that fully withdraws a team from the U-11 Go Games programme after fixtures have been set may be fined a minimum of €500.

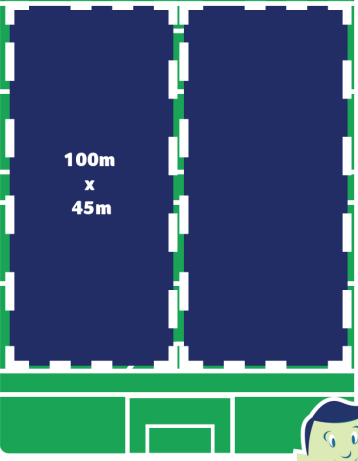


Meath GAA - Development CCC Competition Regulations (V5 – 29/07/26)



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Table 4

 100m x 45m		Under -11	
Festivals per year (One or both codes) (Not blitz weeks): Max. 4 (Hosting or travelling)		Team Sizes	Min 6 v 6 Max. 11 v 11
		Substitutions	Unlimited – Equal Game Time For All
		Zones	None
		Pitch Size	100 m. x 45 m.
		Goal Size	Portable goals
		Ball Size	Smart Touch
		Football - In play rules	One hop & one solo allowed Standard: As per existing Association rule
		Hurling/Camogie- In play rules	One touch of ball on hurl permitted. Standard. As per existing rules. Additional rules can be modified to meet local needs.
		Duration	20-minute Blocks up to 60 Minutes
		Restarts	Puck/Kick outs from the hand
		Frees/Sidelines Hurling/Camogie	Frees/ Side-lines – Normal rules. Players must be 10m away from player taking. Modified 45/65 taken from the centre point of the half-way line
		Frees/Sidelines Football	Frees/45° Side-lines – Normal rules. Players must be 10m away from player taking. No penalties to be awarded. Free in front of goals to be awarded if foul is committed in front of goals.



17. U-10 Go Games

1. Purpose of U-10 Go Games

- (a) The purpose of U-10 Go Games is to provide a positive, fun and development-focused programme for players at the childhood stages of the Gaelic Games Player Pathway, with a strong emphasis on enjoyment, skill development, inclusion and retention, and progression towards U-11 and U-12 Go Games.
- (b) U-10 Go Games aim to ensure that all participating players receive meaningful involvement in every fixture, through small-sided games, regular ball contacts, and age-appropriate playing rules. It is aligned to the principles that *Club is Core and as many as possible, for as long as possible*, and is fully consistent with the National Go Games Policy and Player Pathway.

2. Format

- (a) U-10 Go Games shall be organised on a Go Games basis (blitzes and/or grouped fixtures).
- (b) Games shall be development-focused, with no formal league tables, no knock-out stages, and no cup, shield or championship finals.
- (c) Fixtures may be arranged in rounds by the Development CCC on a regional or graded basis to ensure games between teams of similar ability and to minimise travel.
- (d) Results shall not be officially recorded or published by the County Committee, clubs, or any third party.
- (e) Team lists may be used for administration and safeguarding purposes only.

3. Regulations regarding Eligibility

- (a) All participants play at their own age grade. All participants may play up two Go Games age grades – Under 7 may play at their own age grade plus Under 8 or Under 9 level; Under 8 can play their own age grade plus Under 9 or Under 10 level; Under 9 may play at their own age grade plus Under 10 or Under 11; Under 10 may play their own age grade and Under 11 or Under 12 for example.



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- (b)** Where a club has more than one U-10 Go Games team, players should be allocated on a development basis to ensure that all players receive appropriate and regular game-time.
- (c)** The Meath GAA Development CCC may issue further guidance on movement of players between teams in line with Go Games policy.

4. Playing Regulations

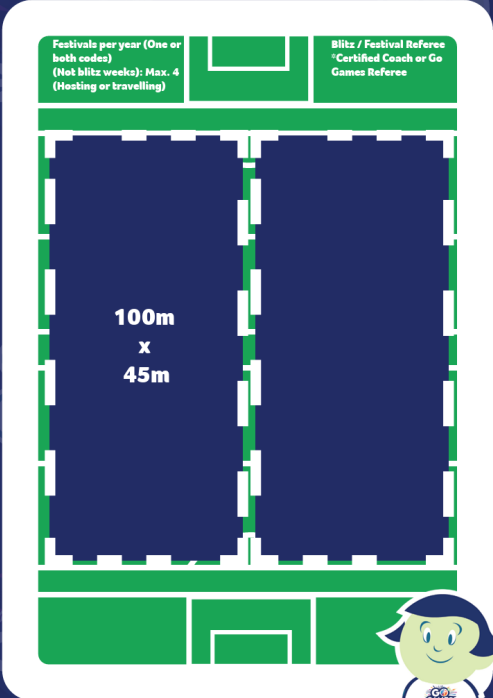
- (a)** All games shall be played in accordance with the National Go Games Policy and the Meath Go Games guidelines in relation to pitch size, playing numbers, ball size, playing time and playing rules.
- (b)** Unlimited rolling substitutions are allowed and should be used to ensure, as far as possible, that all players receive equal or near-equal playing time in every fixture.
- (c)** The Meath GAA Development CCC should be notified in writing at the earliest possible opportunity.

5. Failure to fulfil a Go Games

- (a)** A minimum fine of €200 may be imposed on any club that fails to fulfil an agreed U-10 Go Games fixture without providing reasonable notice or acceptable cause, as determined by the Meath GAA Development CCC.
- (b)** Any club that fully withdraws a team from the U-10 Go Games programme after fixtures have been set may be fined a minimum of €500.



Table 5

		Under -10	
Festivals per year (One or both codes) (Not blitz weeks): Max. 4 (Hosting or travelling)		Blitz / Festival Referee *Certified Coach or Go Games Referee	
		 Team Sizes	Min 6 v 6 Max. 10 v 10
		 Substitutions	Unlimited – Equal Game Time for All
		 Zones	None
		 Pitch Size	100 m. x 45 m.
		 Goal Size	Portable goals
		 Ball Size	Smart Touch
		 Football - In play rules	One hop & one solo allowed Standard: As per existing Association rule
		 Hurling/Camogie- In play rules	One touch of ball on hurl permitted. Standard. As per existing rules. Additional rules can be modified to meet local needs.
		 Duration	2 x 10 minutes x 3 games
		 Restarts	Puck/Kick outs from the hand
		 Frees/Sidelines Hurling/Camogie	Frees/ Side-lines – Normal rules. Players must be 10m away from player taking. Modified 45/65 taken from the centre point of the halfway line
		 Frees/Sidelines Football	Frees/45'/ Side-lines – Normal rules. Players must be 10m away from player taking. No penalties to be awarded. Free in front of goals to be awarded if foul is committed in front of goals.



18. U-9 Go Games

1. Purpose of U-9 Go Games

- (a) The purpose of U-9 Go Games is to provide a positive, fun and development-focused programme for players at the early stages of the Gaelic Games Player Pathway, with a strong emphasis on enjoyment, basic skill development, inclusion and retention, and progression towards U-10 and U-11 Go Games.
- (b) U-9 Go Games aim to ensure that all participating players receive meaningful involvement in every fixture, through small-sided games, regular ball contacts, and age-appropriate playing rules. It is aligned to the principles that *Club is Core and as many as possible, for as long as possible*, and is fully consistent with the National Go Games Policy and Player Pathway.

2. Format

- (a) U-9 Go Games shall be organised on a Go Games basis (blitzes and/or grouped fixtures). Games shall be development-focused, with no formal league tables, no knock-out stages, and no cup, shield or championship finals.
- (b) Fixtures may be arranged in rounds by the Development CCC on a regional or graded basis to ensure games between teams of similar ability and to minimise travel.
- (c) Results shall not be officially recorded or published by the County Committee, clubs, or any third party.
- (d) Team lists may be used for administration and safeguarding purposes only.

3. Regulations regarding Eligibility

- (a) All participants play at their own age grade. All participants may play up two Go Games age grades – Under 7 may play at their own age grade plus Under 8 or Under-9 level; Under 8 can play their own age grade plus Under 9 or Under 10 level; Under-9 may play at their own age grade plus Under 10 or Under 11; Under 10 may play their own age grade and Under 11 or Under 12 for example.



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- (b)** Where a club has more than one U-9 Go Games team, players should be allocated on a development basis to ensure that all players receive appropriate and regular game-time.
- (c)** Meath GAA Development CCC may issue further guidance on movement of players between teams in line with Go Games policy.

4. Playing Regulations

- (a)** All games shall be played in accordance with the National Go Games Policy and the Meath Go Games guidelines in relation to pitch size, playing numbers, ball size, playing time and playing rules.
- (b)** Unlimited rolling substitutions are allowed and should be used to ensure, as far as possible, that all players receive equal or near-equal playing time in every fixture.

5. Failure to fulfil a Go Games

- (a)** A minimum fine of €200 may be imposed on any club that fails to fulfil an agreed U-9 Go Games fixture without providing reasonable notice or acceptable cause, as determined by the Meath GAA Development CCC.
- (b)** Any club that fully withdraws a team from the U-9 Go Games programme after fixtures have been set may be fined a minimum of €500.



Table 6

Festivals per year (One or both codes) (Not blitz weeks): Max. 4 (Hosting or travelling)		Blitz / Festival Referee *Certified Coach or Go Games Referee
Under -9		
Team Sizes	Min. 5 v 5 Max. 9 v 9	
Substitutions	Unlimited – Equal Game Time for All	
Zones	None	
Pitch Size	65 m. x 40 m.	
Goal Size	Training poles or portable goals: Where available	
Ball Size	Quick Touch	
Football - In play rules	One hop & one solo allowed Standard: As per existing Association rule	
Hurling/Camogie- In play rules	One touch of ball on hurl permitted. Standard: As per existing rules.	
Duration	10-minute blocks up to 50 Minutes	
Restarts	Puck/Kick outs from the hand	
Frees/Sidelines Hurling/Camogie	Frees - Strike from the hand or lift and strike. Side-lines taken off the ground. Player fouled or nearest player to take all. Players must be 10m away from player taking. Modified 45/65 taken from the centre point of the halfway line	
Frees/Sidelines Football	All taken from the hands. Players 10m away. Player fouled or nearest player to take. No penalties to be awarded. Free in front of goals to be awarded if foul is committed in front of goals.	



19. U-8 Go Games

1. Purpose of U-8 Go Games

- (a) The purpose of U-8 Go Games is to introduce players to structured Gaelic games in a positive, fun and development-focused environment, with a strong emphasis on enjoyment, fundamental movement skills, basic playing skills, inclusion and retention, and progression towards U-9 and U-10 Go Games.
- (b) U-8 Go Games aim to ensure that all participating players receive meaningful involvement in every fixture, through small-sided games, regular ball contacts, and age-appropriate playing rules. It is aligned to the principles that *Club is Core and as many as possible, for as long as possible*, and is fully consistent with the National Go Games Policy and Player Pathway.

2. Format

- (a) U-8 Go Games shall be organised on a Go Games basis (blitzes and/or grouped fixtures). Games shall be development-focused, with no formal league tables, no knock-out stages, and no cup, shield or championship finals.
- (b) Fixtures may be arranged in rounds by the Development CCC on a regional or graded basis to ensure games between teams of similar ability and to minimise travel.
- (c) Results shall not be officially recorded or published by the County Committee, clubs, or any third party.
- (d) Team lists may be used for administration and safeguarding purposes only.

3. Regulations regarding Eligibility

- (a) All participants play at their own age grade. Participants may play up two Go Games age grades – Under 7 may play at their own age grade plus Under 8 or Under-9 level; Under 8 can play their own age grade plus Under 9 or Under 10 level; Under-9 may play at their own age grade plus Under 10 or Under 11; Under 10 may play their own age grade and Under 11 or Under 12 for example.



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- (b)** Where a club has more than one U-8 Go Games team, players should be allocated on a development basis to ensure that all players receive appropriate and regular game-time.
- (c)** The Meath GAA Development CCC may issue further guidance on movement of players between teams in line with Go Games policy.

4. Playing Regulations

- (a)** All games shall be played in accordance with the National Go Games Policy and the Meath Go Games guidelines in relation to pitch size, playing numbers, ball size, playing time and playing rules.
- (b)** Unlimited rolling substitutions are allowed and should be used to ensure, as far as possible, that all players receive equal or near-equal playing time in every fixture.

5. Failure to fulfil a Go Games fixture

- (a)** A minimum fine of €200 may be imposed on any club that fails to fulfil an agreed U-8 Go Games fixture without providing reasonable notice or acceptable cause, as determined by Meath GAA Development CCC.
- (b)** Any club that fully withdraws a team from the U-8 Go Games programme after fixtures have been set may be fined a minimum of €500.



Table 7

Festivals per year (One or both codes) (Not blitz weeks): Max. 4 (Hosting or travelling)	Blitz / Festival Referee *Certified Coach or Go Games Referee
Under -8	
Team Sizes	Min. 5 v 5 Max. 8 v 8
Substitutions	Unlimited – Equal Game Time For All
Zones	2 Zones - Pitch split with cones across at halfway
Pitch Size	65 m. x 40 m.
Goal Size	Training poles or portable goals: Where available
Ball Size	Quick Touch
Football - In play rules	One hop & one solo allowed Standard: As per existing Association rule
Hurling/Camogie - In play rules	One touch of ball on hurl permitted. Standard. As per existing rules.
Duration	10-minute blocks up to 50 Minutes
Restarts	Side-line free from halfway to team that concedes score. Puck/Kick outs from the hand on wide ball
Frees/Sidelines Hurling/Camogie	Frees - Strike from the hand or lift and strike. Side-lines taken off the ground. Player fouled or nearest player to take all. Players must be 10m away from player taking. Modified 45/65 taken from the centre point of the halfway line
Frees/Sidelines Football	All taken from the hands. Players 10m away. Player fouled or nearest player to take. No penalties to be awarded. Free in front of goals to be awarded if foul is committed in front of goals.



20. U-7 Go Games

1. Purpose of U-7 Go Games

- (a) The purpose of U-7 Go Games is to introduce young players to Gaelic games in a safe, positive, fun, and games-based environment, with a strong emphasis on enjoyment, fundamental movement skills, simple game-play, inclusion and retention, and progression towards U-8 and U-9 Go Games.
- (b) U-7 Go Games aim to ensure that all participating players receive meaningful involvement in every fixture, through small-sided games, maximum ball contacts, and very simple, age-appropriate playing rules. It is aligned to the principles that *Club is Core and as many as possible, for as long as possible*, and is fully consistent with the National Go Games Policy and Player Pathway.

2. Format

- (a) U-7 Go Games shall be organised on a Go Games basis (blitzes and/or grouped fixtures). Games shall be development-focused, with no formal league tables, no knock-out stages, and no cup, shield or championship finals.
- (b) Fixtures may be arranged in rounds by Meath GAA Development CCC on a regional or graded basis to ensure games between teams of similar ability and to minimise travel.
- (c) Results shall not be officially recorded or published by the County Committee, clubs, or any third party.
- (d) Team lists may be used for administration and safeguarding purposes only.

3. Regulations regarding Eligibility

- (a) All participants play at their own age grade. All participants may play up two Go Games age grades – Under 7 may play at their own age grade plus Under 8 or Under-9 level; Under 8 can play their own age grade plus Under 9 or Under 10 level; Under-9 may play at their own age grade plus Under 10 or Under 11; Under 10 may play their own age grade and Under 11 or Under 12 for example.



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- (b) Children at 7 years of age and younger are still in the process of developing the fundamental skills required to support early acquisition of the specific skills of Gaelic Games. It is therefore recommended children aged 7 and younger are introduced slowly to Go Games with their continued participation in the club nursery preferred.
- (c) Children whose sixth birthday is on or after January 1st can play at the Under 7 age grade in that calendar year only.

4. Playing Regulations

- (a) All games shall be played in accordance with the National Go Games Policy and the Meath Go Games guidelines in relation to pitch size, playing numbers, ball size, playing time and playing rules, with particular emphasis on maximum participation and safety.
- (b) Unlimited rolling substitutions are allowed and should be used to ensure, as far as possible, that all players receive equal or near-equal playing time in every fixture.
- (c) When a team is withdrawn from the U-7 Go Games programme, all teams playing at grades below that team are automatically withdrawn.
- (d) Meath GAA Development CCC should be notified in writing at the earliest possible opportunity.

5. Failure to fulfil a Go Games

- (a) A minimum fine of €200 may be imposed on any club that fails to fulfil an agreed U-7 Go Games fixture without providing reasonable notice or acceptable cause, as determined by Meath GAA Development CCC.
- (b) Any club that fully withdraws a team from the U-7 Go Games programme after fixtures have been set may be fined a minimum of €500.



Table 8

Under -7

Team Sizes

Min. 4 v 4 Max. 7 v 7

Substitutions

Unlimited - Equal Game Time For All

Zones

2 Zones - Pitch split with cones across at halfway

Pitch Size

45 m. x 30 m.

Goal Size

Training poles: 3m Apart

Ball Size

First Touch

Football - In play rules

Only 1 v 1 Tackling; Allowed carry ball with bounce for 8 steps or 8 seconds.

Hurling/Camogie - In play rules

Only 1 V 1 Tackling / Allowed to crowd on a loose Slotar; 6 seconds to strike before referee intervenes. Ground Hurling with goalkeeper allowed to lift, catch and strike from hand. No deliberate kicking of Slotar. Additional rules can be modified to meet local needs.

Duration

10-minute blocks up to 40 Minutes

Restarts

Side-line Free from halfway to team that concedes score. Puck/Kick outs from the hand on wide ball

Frees/Sidelines Hurling/Camogie

All taken off ground. Players 10m away. Player fouled or nearest player to take

Frees/Sidelines Football

All taken from the hands. Players 10m away. Player fouled or nearest player to take. No penalties to be awarded. Free in front of goals to be awarded if foul is committed in front of goals.

Festivals per year (One or both codes)
(Not blitz weeks): Max. 4
(Hosting or travelling)

Blitz / Festival Referee
*Certified Coach or Go Games Referee

45m
x
30m



21. Nursery (U-4 – U-6)

1. Purpose of GAA Nursery

- (a) Children at 7 years of age and younger are still in the process of developing the fundamental skills required to support early acquisition of the specific skills of Gaelic Games. It is therefore recommended children aged 7 and younger are introduced slowly to Go Games with their continued participation in the club nursery preferred.
- (b) Go Games explicitly commences at U7 age grade, with participants permitted to play at 2-year cohorts i.e., an 8-year-old can play U9
- (c) Children whose sixth birthday is on or after January 1st can play at the Under 7 age grade in that calendar year only
- (d) A GAA Nursery is a club's introductory programme for young children, typically aged 4–6, to experience Gaelic games in a fun, safe and very simple way.
- (e) It's not about teams or competitions – it's about play, with exciting, game-based activities that build children's basic movement and motor skills (running, jumping, balancing, throwing, catching, kicking).
- (f) The Nursery sits at the F1 stage of the Gaelic Games Player Pathway, giving many children – and their parents/guardians – their first experience of organised sport and exercise in a planned, structured environment, and often their first introduction to the club itself.
- (g) [F1 Nursery Programme | Tobar](#)



Appendix 1

Pathway	F2					F3			
Rules	Under 7	Under 8	Under 9	Under 10	Under 11	Under 12	Under 14	Under 16	Under 18
Ground Size	45 m. x 30 m.	65 m. x 40 m.	65 m. x 40 m.	100 m. x 45 m.	100 m. x 45 m.	105m v 90m (goal posts on the 13m line)	105m x 90m	Full pitch	Full pitch
Game Time	10-minute blocks up to 40 Minutes	10-minute blocks up to 50 Minutes	10-minute blocks up to 50 Minutes	2 x 10 minutes x 3 games	20-minute Blocks up to 60 Minutes	4 x 15 mins	2 x 30mins	2 x 30mins	2 x 30mins
Break Times						10 min	10 min	10 min	10 min
Ball size	Go Games 1	Go Games 2	Go Games 2	Go Games 2	Go Games 2	4	4	5	5
Sliothar size	First Touch	Quick Touch	Quick Touch	Smart Touch	Smart Touch	4	4	5	5
Ball type	Synthetic	Synthetic	Synthetic	Synthetic or Leather	Synthetic or Leather	Synthetic or Leather	Leather	Leather	Leather
Zones	✓	✓	X	x	x	x	x	x	x
Team No's	Min. 4 v 4 Max. 7 v 7	Min. 5 v 5 Max. 8 v 8	Min. 5 v 5 Max. 9 v 9	Min 6 v 6 Max. 10 v 10	Min 6 v 6 Max. 11 v 11	Min 9 v 9 (for 9 v 9 matches move the goal posts to the 20m line and use pitch size 105m x 50m) Max 13 v 13	Min 11 v 11 Max 13 x 13	15	15
Substitutions	Unlimited – Equal Game Time for All	Unlimited – Equal Game Time for All	Unlimited – Equal Game Time for All	Unlimited – Equal Game Time for All	Unlimited – Equal Game Time for All	County Competiton Regulations	County Competiton Regulations	County Competiton Regulations	County Competiton Regulations
Named Players	x	x	X	x	x	9	11	15	15



Appendix 2



Development Competitions Control Committee
An Mhí

Regulation 4 - 2026
Academy Squad Players
Submission for Exemption

Version 1

3rd April 2026

Club to complete this section

<u>Club Details</u>	
1. Name of Club	
2. Name of Academy player for which exemption is being requested	
3. Football or Hurling	Football Hurling (Please underline one)
4. Age Grade	Under 14 Under 15 Under 16 Under 18 (Please underline one)
5. Name of Club Juvenile Chairperson	
6. Phone number of Juvenile Chairperson	
7. Name of Juvenile Secretary	
8. Phone number of Juvenile Secretary	
9. Name of Club Pathway Manager	
10. Phone number of Club Pathway Manager	

Club Details

11. Date fully completed 2026 Club Football Pathway Plan submitted to Meath GAA (this plan must have all policies attached and be approved by the Club Executive before submission of this form)	Date submitted / / Name of person who submitted the plan with all attachments completed _____
12. Names of Club Coaches assigned to this players team (these names should correspond with the teamsheets submitted with this application)	
13. Confirm that all club coaches named above have 2026 a. Garda Vetting and clearance b. Child Safeguarded certificate c. GAA Award 1 course completed	Yes No (Please underline one) If the answer is No please provide further detail
14. Team in the Club above the age grade of the Academy player (e.g. if this form is being completed for an Under 15 Academy squad player then the Club Under 16 team details should be included here	Higher Team in Club and next age grade _____ How many Club teams at next age grade _____ How many Club players at the next age grade per team _____ Age profile of the higher team _____
15. Name of Club Pathway Manager	
16. Phone Number of Club Pathway Manager	

Club Details

17. Identify the day, date, time and venue of the last five games the player played at Club level. This information must be supported by the match teamsheets, signed by the referee, which should be attached to the submission	Match 1 details
18.	Match 2 details
19.	Match 3 details
20.	Match 4 details
21.	Match 5 details

Club to complete this section

Player Details	
22. Name of Player	
23. Date of Birth of Player	
24. Foireann ID Number	
25. Confirm player membership is paid for the current year	Yes No (Please underline one)
26. Parents/Guardian Names	
27. Parents/Guardians Phone numbers	

Meath GAA Development Competitions Control Committee to complete this section (in conjunction with relevant Meath GAA Academy stakeholders)

Meath GAA Development Competitions Control Committee	
28. Date player joined the Academy/Development Squad	
29. Any other relevant information as provided by Meath GAA Academy/Squad management	

Meath GAA Development Competitions Control Committee to complete this section

Meath GAA Development Competitions Control Committee	
30. Confirmation of last five games team sheets for the player	Yes/No
31. All evidence requested and queries raised submitted	Yes/No
32. Hearing Date	____/____/____
33. Name of Meath GAA Representative 1	
34. Name of Meath GAA Representative 1	
35. Name of Meath GAA Representative 1	
36. Name of Meath GAA Representative 1	
37. Date	

Decision:-

Important notes:-

If the exemption is approved this will only be valid for the current year i.e. 2026. Meath Development Competitions Control Committee has the right to withdraw the exemption during the term of the exemption.

Please include with this submission:

- a. 2026 Club Football Pathway Plan together with all 2026 club policies
- b. 2026 Club Coaching Plan

If all boxes above are not completed, in full, and if any documents requested are not submitted the submission will be deemed null and void.

When fully completed please email the form to secretary.youth.meath@gaa.ie