

# U14 Championship 2026 — Club guidelines & information

May'26 v2

<b>Substitutions/ Reduced panel numbers</b>	<ul style="list-style-type: none"> <li>▪ Unlimited Substitutions for all Grades</li> <li>▪ If a team in Group C1 &amp; D can only field 12 to 14 players, both clubs must confirm their available numbers prior to the fixture being played, the club reducing its numbers to accommodate can avail of the unlimited substitution rule.</li> </ul>
<b>Pitch Sizes</b>	<ul style="list-style-type: none"> <li>▪ FULL SIZE pitch for all Grades</li> </ul>
<b>Sliotar Size</b>	<ul style="list-style-type: none"> <li>▪ Size 4</li> </ul>
<b>Game Duration</b>	<ul style="list-style-type: none"> <li>▪ 25 mins a half for all groups.</li> </ul>
<b>Guidelines for group games</b>	<ul style="list-style-type: none"> <li>▪ All group games <u>must be completed</u> on or before the dates set out in the fixture calendar. All games not played on or before the dates set out in the schedule will be voided, unless authorised by the Juvenile Committee due to exceptional circumstances.</li> <li>▪ Games are on a home/away basis – with first named team having home venue. The home team must offer a minimum of two fixture dates to the away team. Mayo teams to travel for all games.</li> <li>▪ A minimum of 4 days' notice to the group co ordinator is required to book Referee's for games.</li> <li>▪ If the fixture is not notified to the coordinator in this time, the home club will lose home advantage, and it will be awarded to the away club. <b>The away club has 24 hours to arrange this fixture.</b></li> <li>▪ You must play all your games to proceed. Any team who concedes a fixture cannot progress to the knock-out stages (i.e., quarter final/semifinal/final).</li> <li>▪ If the home team cannot provide a pitch, then the game automatically goes to the oppositions pitch.</li> <li>▪ If teams are unable to agree on match arrangements, the fixture date as published will stand, and a neutral venue will be appointed by the co-ordinator.</li> </ul>
<b>Results</b>	<p>Win = 3 points            Draw = 1 point            Concession/failure to fulfil fixture = -3 points</p>
<b>Position on Table</b>	<ul style="list-style-type: none"> <li>▪ Where teams finish level for Points the tie shall be decided by the following means and in order as follows:               <ol style="list-style-type: none"> <li>1. The outcome of the group fixture between two clubs (Head-to-Head)</li> <li>2. After completion of all group fixtures the team with the lowest conceded score will rank highest</li> <li>3. Coin Toss</li> </ol> </li> </ul>
<b>Tie-Break Rules</b>	<p>If <u>two teams</u> finish level on points, ranking is decided by:</p> <ol style="list-style-type: none"> <li>a. The winner of original game between the 2 teams shall be ranked higher.</li> <li>b. If a game ends in a draw, the team with the lower aggregate score conceded shall rank higher.</li> <li>c. If teams remain level on aggregate score conceded, ranking shall be decided by a coin toss</li> </ol>

	<p>If <u>three or more teams</u> finish level on points ranking is decided by:</p> <ol style="list-style-type: none"> <li>The team with the overall aggregate lowest score against them shall be ranked highest.</li> <li>If the aggregate lowest score conceded is equal amongst all teams, the total number of goals scored by each team will be used as a further tiebreaker.</li> <li>If the aggregate lowest score conceded is equal amongst two teams, the winner of the original game between those two teams shall be ranked higher.</li> <li>If that game ended in a draw, teams shall be separated by a toss of a coin</li> </ol>
<b>Draw match at full time for Quarter &amp; Semi Finals</b>	<ul style="list-style-type: none"> <li>▪ Quarter Finals and Semi Finals will be decided on the day.</li> <li>▪ Should a game end up level after the full time whistle, a further 7 mins per side will be played. If teams remain level after this time, a further 4 mins per side will be played. Should teams still remain level, the game will be decided upon by the taking of frees.</li> </ul>
<b>Draw match at full time for Final</b>	<ul style="list-style-type: none"> <li>▪ In the event of a drawn game at <u>Quarter finals, Semi-finals and Finals</u>, extra time will be played, as follows: <ul style="list-style-type: none"> <li>➢ Two periods of 10-minute extra time will be played if required.</li> <li>➢ If the game is still level after extra time, a replay will be arranged</li> </ul> </li> </ul>
<b>Referees</b>	<ul style="list-style-type: none"> <li>▪ Appointed by the co-ordinators – a minimum of 4 days' notice is required to book in Referee's for games.</li> <li>▪ Fee for all fixtures including Finals will be 25 euro for each club, payable directly to Referee.</li> </ul>
<b>Team Sheets</b>	<ul style="list-style-type: none"> <li>▪ Foireann CC2 team sheets must be completed in full and submitted to the referee no later than half-time. Clubs must ensure that their starting players are clearly ticked on the CC2 team sheets for all matches. Names are not permitted to be written onto sheet by hand.</li> </ul>
<b>Multiple Teams</b>	<ul style="list-style-type: none"> <li>▪ Any player that plays with their clubs 1<sup>st</sup> team cannot play with the clubs 2<sup>nd</sup> team.</li> <li>▪ Any player that plays with their clubs 2<sup>nd</sup> team cannot play with the clubs 3<sup>rd</sup> team.</li> </ul>
<b>Postponement of a game</b>	<ul style="list-style-type: none"> <li>▪ The only reason acceptable for postponement of matches shall be the death of an immediate family member or grandparent. The games must be re-fixed within 7 days. Club Secretary must email postponement request to Fixtures Secretary for approval.</li> </ul>

- **We advise each club to consult with opposition teams regarding upcoming fixtures and to ensure all home games for group fixtures are booked in advance.**
- **Juvenile Fixtures Committee decision is final.**
- **Where competition rules are not specified by the Juvenile Fixtures Committee – An Treoir Oifigiúil applies.**