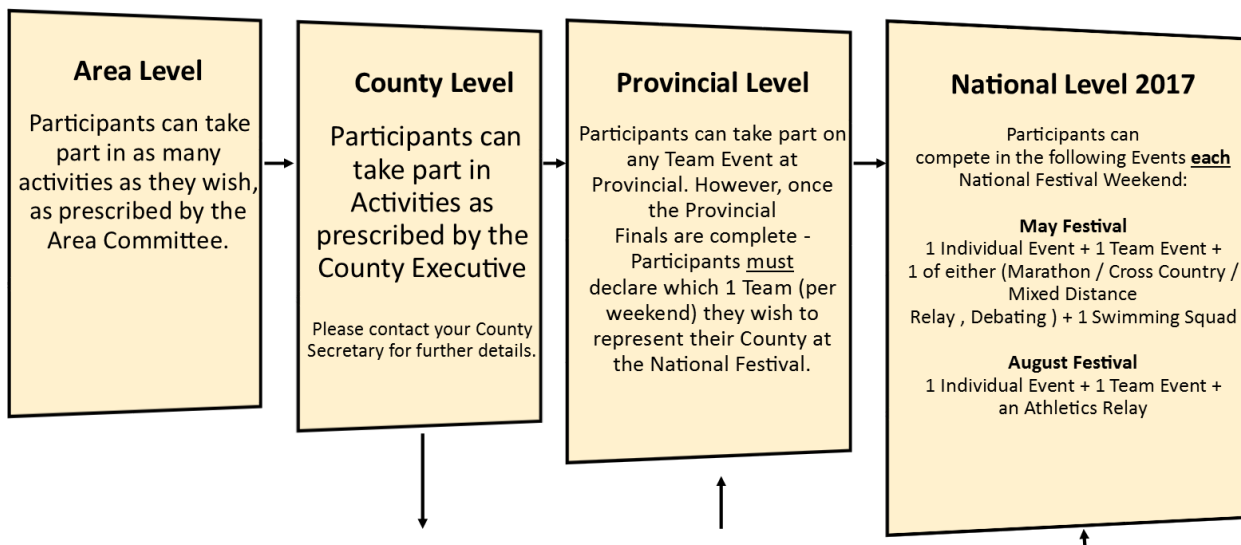




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Competition Qualification Rules Flowchart



NB: National Level

Participants that are entered on a Team Event that qualifies Straight to National from County (ie: Quiz, Project etc) and on a Team Event that qualifies through Provincial must choose which Team Event they wish to represent their County at the National Festival. This decision must be completed immediately on conclusion of the Provincial



INDIVIDUAL EVENTS

ART

Event Type	Individual
Age Category	U8 over 6, U10 over 8, U12 over 10, U14 over 12, U16 over 14
Panel Details	Boys & Girls
	The use of aerosols (spray paint etc.) in Art competitions is not allowed Maximum time allowed is 3 Hours

1. An exhibit must be based on a Community Games Activity.
2. A competitor will enter only one exhibit at each level of competition.
3. The exhibit must clearly state the Name, Age Group, County, Competition on the back of it.
4. An exhibit may be a painting / drawing / collage or a cartoon
5. A supervised competition must be held at both area and county level.
6. At the National Festival Art competition, under the supervision of the adjudicators competitors will be required to paint, draw, sketch or collage:
 - U8s & U10s his/her own choice of any Community Games activity.
 - U12, U14 & U16 one only of 4 (four) taken from a list of 10 (ten) Community Games Activities previously notified to Counties. The 4 chosen topics will be drawn in the venue 15 minutes prior to commencement of competition.
7. There will be a panel of 3 adjudicators at all stages of the competition.

Adjudication will be based on: -

Observation of Events: 20 Marks

Creativity and Originality: 30 Marks

Natural Ability: 50 Marks

8. Exhibits may be reclaimed 2 hours after the conclusion of the competition at the National Festival.
9. Maximum size of an exhibit in the Art competition will be 60cm x 70cm
10. Competitors will use their own choice of paper in accordance with Rule 9.
11. All materials must be scrutinised prior to the commencement of competition and if any material is deemed to be prepared, the competitor will be automatically disqualified.
12. Visual aids i.e. photographs, newspaper cuttings, transfers, etc., will not be permitted and adjudicators will request the removal of any item they consider as helping the competitor.
13. Pre-prepared material is not permitted.

BALL THROW

Event Type	Individual
Age Category	U12 Over 10
Panel Details	Boys & Girls
	Ball Size: Standard 4 Sliotar.

1. The runway will be marked by two parallel lines 4m apart with a 90 degree sector emanating from the corner points. The throw will be made from behind an arc which joins the two parallel lines which is derived from a point 2m back, all measurements will be taken as follows, the tape will be pulled through the centre point of the arc and measured at the dissection of the arc.
2. The competitor may throw the ball from a standing position or use the run up technique.
3. The competitor must throw the ball over arm.
4. If a competitor touches any part of the scratch line or ground beyond with any part of his body, it is deemed a foul.
5. A valid throw is signaled by a white flag being raised in the throwing area and a throw shall be measured. If a red flag is raised this signals a foul and the throw is not measured.
6. A throw is complete when the ball stops rolling and must be measured at that point.

At National Festival, Competitors will have three throws/attempts at the event, following the order of county numbers. After each throw/attempt, the competitor goes to the back of the line to maintain the sequence. The top eight competitors will then proceed to the next round where they will have three further throws. Their distances/heights from the first round are carried forward to this final stage.

The County Executive will decide the format at County Level.

For International Athletics Federation rules please visit www.iaaf.org

DISCUS

Event Type	Individual
Age Category	U16 Over 14
Panel Details	Boys & Girls
Discus Weight	1kg

Weights are specific to Community Games competitions

At National Festival, Competitors will have three throws/attempts at the event, following the order of county numbers. After each throw/attempt, the competitor goes to the back of the line to maintain the sequence. The top eight competitors will then proceed to the next round where they will have three further throws. Their distances/heights from the first round are carried forward to this final stage. The County Executive will decide the format at County Level.
For International Athletics Federation rules please visit www.iaaf.org

HIGH JUMP

Event Type	Individual
Age Category	U16, Over 14
Panel Details	Boys & Girls

At National Festival, Competitors will have three throws/attempts at the event, following the order of county numbers. After each throw/attempt, the competitor goes to the back of the line to maintain the sequence. The top eight competitors will then proceed to the next round where they will have three further throws. Their distances/heights from the first round are carried forward to this final stage.

The County Executive will decide the format at County Level.

For International Athletics Federation rules please visit www.iaaf.org

JAVELIN

Event Type	Individual
Age Category	U14, Over 12
Panel Details	Boys & Girls
	Junior Javelin – 500g for boys, 400g for girls

Weights are specific to Community Games competitions

At National Festival, Competitors will have three throws/attempts at the event, following the order of county numbers. After each throw/attempt, the competitor goes to the back of the line to maintain the sequence. The top eight competitors will then proceed to the next round where they will have three further throws. Their distances/heights from the first round are carried forward to this final stage.

The County Executive will decide the format at County Level.

For International Athletics Federation rules please visit www.iaaf.org

LONG JUMP

Event Type	Individual
Age Category	U14 Over 12
Panel Details	Boys & Girls

At National Festival, Competitors will have three throws/attempts at the event, following the order of county numbers. After each throw/attempt, the competitor goes to the back of the line to maintain the sequence. The top eight competitors will then proceed to the next round where they will have three further throws. Their distances/heights from the first round are carried forward to this final stage.

The County Executive will decide the format at County Level.

For International Athletics Federation rules please visit www.iaaf.org

LONG PUCK

Event Type	Individual
Age Category	Boys U12 Over 10 Girls U14 Over 12
Panel Details	Boys & Girls
	Ball Size: Standard 4 Sliotar

1. In the Long Puck the competitor commences his puck by striking the ball from his hand with his hurley from within a defined sector.
2. At National Festival competitors will have 3 attempts. Each competitor will take their Puck as per County number and after each attempt they will go to the end of the line so that the Puck will be taken in sequence as per County number.
3. The puck may be taken from a running or standing position.
4. The puck must be taken from behind a single line which will be 1.25m in length and all measurements will be made from the centre point of this line to where the ball stops rolling.
5. Should a competitor in taking a puck, cross the line either before or after striking the ball and before the ball has landed then that puck will be declared a foul.
6. Failure to make contact with the ball using the hurley will be considered an attempt and will be declared a foul, i.e. "a fresh air".
7. All Competitors will compete in sequence; one puck at a time and all pucks will be marked immediately after a valid puck.
8. When all pucks have been taken the 8 Competitors with the longest pucks will compete in a Festival "puck off" and will carry into the Final "puck off" their longest pucks.
9. Each of the 8 Finalist will receive a further 3 pucks in their original sequence.
10. Qualifiers from Area or County preliminary competitions will not carry forward measurements to the Area or County Final.
11. In the event of a tie at the end of the competition, a further 3 pucks will be taken by the competitors involved, in order to determine a Final result.

SHOT PUTT

Event Type	Individual
Age Category	U14 O12
Panel Details	Boys & Girls
	The weight of the shot will be 2.72kg for boys and 2Kg for Girls

Weights are specific to Community Games competitions

At National Festival, Competitors will have three throws/attempts at the event, following the order of county numbers. After each throw/attempt, the competitor goes to the back of the line to maintain the sequence. The top eight competitors will then proceed to the next round where they will have three further throws. Their distances/heights from the first round are carried forward to this final stage.

The County Executive will decide the format at County Level.

For International Athletics Federation rules please visit www.iaaf.org

ATHLETICS HURDLES

Event Type	Individual
Age Category	U10 Over 8 - 60 metres There will be 4 hurdles 45cm high and spaced 10m apart with a 15metre run-up and 15m finish. U14 Over 12 - 80 metres There will be 8 hurdles 70cm high and spaced 8 metres apart with a 12m run up and 12m finish.
Panel Details	Boys & Girls

ATHLETICS - Track

Event Type	Individual
Age Category/Panel Details	Boys & Girls U/8 years Over 6 60M & 80M Boys & Girls U/10 years Over 8 100M & 200M Boys & Girls U/10 years Over 8 60m Hurdles Boys & Girls U/12 years Over 10 100M & 600M Boys & Girls U/14 years Over 12 100M & 800M Boys & Girls U/14 years Over 12 80m Hurdles Boys & Girls U/16 years Over 14 100M, 200M & 1500M Boys & Girls U/16 years Over 14 7Km Marathon

In the U8 track events at the National Festival after the heats the first 4 competitors will qualify for the semi-final.

Rules of the I.A.A.F. to apply except where amended by Community Games below:

Starting blocks are not permitted.

Spikes are not permitted in the U8/U10 Competitions

For the U10 boys/Girls 200M, in the Semi-Finals a seeded draw based on the heat finishes will apply. An open draw for the finals will be made for lanes at which a Manager from each team will have the right to be present.

1. For U8 and U10 Competitions a whistle may be used to start the competition.
2. On the command "Set", all competitors with the exception of U/8 and U/10 will without delay assume their full and final set position. Failure to comply with this command after a reasonable time will constitute a false start.
3. Any competitor making a false start must be warned. If a competitor is responsible for two false starts he will be disqualified except in the U/ 8 and U/10 events.
4. At the National Festival the first 4 in each heat will qualify for the semi-Final and the first 4 in each semi-Final will qualify for the Final.
5. At National Festival, county numbers must be displayed front and back on all competitors' vests.
6. At all Finals involving U/8 competitors, the track referee is empowered to order a re-run without disqualifying any competitor, following consultation with the starter and finish line judges.
7. At National Festival – Athletic Track electronic equipment approved by National Community Games may be used to assist Judges/Officials and appeals personnel.

JUDO

Event Type	Individual – Straight to National Competition
Age Category	U16
Panel Details	Boys & Girls
	Up to: 25 Kgs, 30 Kgs, 35Kgs, 40 Kgs, 45Kgs, 50Kgs, 55Kgs, Open

1. All competitions will be under International Judo Federation Rules except where amended by Community Games rules.
2. The competition will be on a knockout basis with repechage.
3. Contests will be of 3-minute duration.
4. Strangles and arm locks are not permitted.
5. The score will be displayed after each fight.

All competitors must weigh in at each competition level before being permitted to fight. The weigh-in must take place on the day of the competition. In Area and County competitions the competitor must weigh in to his correct category. In the provincial competition the competitor will be allowed a tolerance of 0.5kg and at National Festival a tolerance of 1 kg will be allowed

CYCLING ON GRASS

Event Type	Individual
Age Category	U12 Over 10/U14 Over 12
Panel Details	Boys & Girls
	Protective headgear must be worn. Cyclist use their own bikes subject to approval of the co-ordinator

1. The distance will be 2km on grass.
2. A fixed gear of the participant's choice to be allowed.
3. This event at the National Festival to be run on the "Hot Point" system.
4. Two "Hot Points" on laps 2, 3, 4 & 5
5. (No "Hot Point" on lap 1) Points (marks) to be awarded to the first six past the "Hot Point" as follows 6, 5, 4, 3, 2, 1, except on the last "Hot Point" (finish) which will be 10, 7, 5, 3, 2, 1.
6. The competitors with the highest points will be placed 1st, 2nd, 3rd & 4th. In the event of a tie at "Hot Points" place points to be added and divided between the competitors involved i.e. a tie between two competitors for first place at a "Hot Point" marks $6 + 5 = 11$ divided by 2 = 5.5 each.
7. In the event of a tie to determine final placing "Hot Point" marks in reverse (count back) order will determine winner.
8. In the National Festival where there are only 16 or less competitors the first 4 be taken from two heats and those 8 go into a straight final.
9. A push start must be from a stationary position. Failure to comply will be deemed a false start. A further false start committed by any member of the start line will incur a disqualification.

DUATHLON

Event Type	Individual
Age Category	U15 Over 13
Panel Details	Boys & Girls
	Helmets are compulsory for the cycle

1400m Run/8000m Cycle/1400m Run

Distances are in kilometres from the start and are approximate.

Race numbers must be worn on the front and back during the entire race.

- Competitors must obey instruction of the Marshals.
- Sequence is Run/Cycle/Run

The Course

The 1st Run

The 1st run is 1400m.

Transition

You will be directed into transition from the 1st Run, you must put your helmet on before touching your bike, you must obey marshals here and everywhere else on the course. You cannot mount your bike until after you cross the line at the exit of transition area.

On leaving the transition area competitors will be joining the main road; there will be marshals at every junction. Normal rules of the road apply. The roads are open to traffic.

The Cycle

Competitors will exit transition and follow Marshal's directions. The cycle is an 8km loop from the Transition area out onto public road and back to the Transition Area again. Drafting is not allowed in duathlon. Crossing the white line in the centre of the road with live traffic, will result in immediate disqualification.

Transition

On re-entry to the Transition, competitors must dismount before the Transition Area, rack their bike properly, fallen bikes, or those obstructing other racking points must be positioned correctly before leaving transition. Competitors must not remove their helmet until they have re racked their bike.

(Time penalties will incur for any indiscretion of the above).

2nd Run

The 2nd run will follow the same route as the 1st 1400 metres.

GYMNASTICS

Event Type	Individual
Age Category	U9 Over 7, U11 Over 9, U13 Over 11, U15 Over 13
Panel Details	Boys & Girls

NB: NEW RULES 2017

Judging procedures:

In the case of a tie, the Head Judge's marking will be utilised to determine the final placing. In the instance of a tie still prevailing, a further competition with the same routine will be used to determine placings.

RULES

1. Routines as outlined must be followed in National Festival Competitions. This rule to be applied at discretion of organisers in Area and County competitions.
2. All routines maybe reversed as a whole but not in part.
3. Competitions will be decided on set work only.
4. No music
5. No time Limit
6. Two attempts at vault allowed. Highest scoring vault to count.
7. Dress:

Girls - shorts and shirt, or leotard

Boys - shorts and singlet or T-shirt

Rules 2017 – please go to www.communitygames/gymnastics for the 2017 revised rules.

HANDWRITING

Event Type	Individual
Age Category	U10, U12
Panel Details	Boys & Girls

1. The competition will last one hour.
2. The exhibit must clearly state the Name, Age Group, County, Competition, on the back of it
3. A supervised competition must be held at County and National level.
4. At the National Festival Handwriting competition under the supervision of the adjudicators, a competitor will be required in their own handwriting, to copy a piece of text. This could be an extract from a newspaper, a poem or an extract from a book etc. This piece of text will be given out to all participants before the start of the competition. It should be between 100-150 words in length.
5. At the National Festival Handwriting competition, competitors must use the materials that the adjudicator supplies. Competitors are not permitted to bring any pens, pencils, erasers or sharpeners into the competition.
 - Paper type: single A4 sheet paper ruled. An example of this will be available on the website. Up to a maximum of two sheets of paper, writing on one side only, may be used for the handwriting piece.
 - Pencil size HB or equivalent.
 - The panel of adjudicators will not be less than three.
6. Competition at Community Games Festival will be adjudicated on supervised work only. Adjudication will be based on: -
 - Correct letter formation
 - Neatness - uniform letter size, uniform distance between words
 - Legibility
 - Fluency: style and flair
 - Completion of piece
 - Punctuation
7. Exhibits may be reclaimed 2 hours after the conclusion of the competition at the National Festival.
8. Visual aids (apart from prescription spectacles) will not be permitted and adjudicators will request the removal of any item they consider giving advantage to the competitor.

MODEL-MAKING

Event Type	Individual
Age Category	U10, U12, U14, U16
Panel Details	Boys & Girls

1. An exhibit must be based on a Community Games Activity.
2. A Competitor must enter one exhibit at each level of competition.
3. Any materials may be used except aerosol and spray paint
4. A supervised competition must be held at both Area and County level.
5. The title of each exhibit must be clearly marked on the front of the exhibit. The exhibit must clearly state the Name, Age Group, County and Competition on the back of it
6. The Competitor, under the supervision of the adjudicators, be required to create his own choice of model in accordance with Rule 1. Time allotted will be 3 hours.
7. The Competitor is required to bring unprepared materials. All materials and equipment will be subject to the approval of the coordinator. Failure to obey the direction of the coordinator's will automatically lead to disqualification. Prepared items/materials will not be permitted; coordinator's decision is final.
8. There will be a panel of 3 adjudicators at all stages
9. Adjudication will be based on:
 - Observation of Events: 20 Marks
 - Creativity and Originality: 30 Marks
 - Natural Ability: 50 Marks
10. Competition at Community Games Festival will be adjudicated on supervised work only.
11. Exhibits may be reclaimed 2 hours after the conclusion of the competition at the National Festival.
12. Maximum size of an exhibit will be 60cm x 60cm x 60cm

SOLO SINGING

Event Type	Individual
Age Category	U12, U16
Panel Details	Boy or Girl
	At National Festival Talent competitions participants can avail of their marks or placements on request after the festival

1. A competitor may sing to a maximum of two songs, not exceeding 5 minutes duration. A medley and mash up composition is permitted. - Definition of a medley is 2 or more songs performed together without a break.
2. He/ She may play an instrument, be accompanied by one accompanist or by pre-recorded music - NO VOCALS ALLOWED ON PRE-RECORDED MUSIC
3. Judging criteria:-
 - Clarity of pronunciation - 20 Marks
 - Tuning - 20 Marks
 - Accuracy of rhythm - 20 Marks
 - Phrasing and Breathing - 20 Marks
 - Stage Presence & Performance - 10 Marks
 - Program Content/Entertainment - 10 Marks
4. Time Penalty Points – One point will be deducted for each 30 seconds or part thereof over the time limit.

SOLO DANCE – MODERN AND DISCO

Event Type	Individual
Age Category	U12, U16
Panel Details	Boy or Girl
	At National Festival Talent competitions, participants can avail of their marks or placements on request after the festival.

1. A competitor may perform one dance not exceeding 4-minutes duration. They may be accompanied by live or pre – recorded music.
2. Judging criteria:
 - Carriage & Interpretation - 20 Marks
 - Timing & Rhythm - 20 Marks
 - Originality - 20 Marks
 - Overall Entertainment - 40 Marks
3. Time Penalty Points – One point will be deducted for each 30 seconds, or part thereof, over the time limit.
4. No props allowed.
5. If there is a story to be told, that it is done by a competitor in the time allotted for the dance.

SOLO MUSIC

Event Type	Individual
Age Category	U12, U16
Panel Details	Boy or Girl
	At National Festival Talent competitions, participants can avail of their marks or placements on request after the festival.

1. A competitor may perform to a maximum of two pieces, not exceeding 5-minutes duration.
2. All music must be performed live by the competitor.
3. All musical instruments must be provided by the competitor.
4. A competitor may use more than one musical instrument.
5. Judging criteria:-
 - Interpretation - 20 Marks
 - Rhythm - 20 Marks
 - Tone - 20 Marks
 - Overall Entertainment - 40 Marks
6. Time Penalty Points – One point will be deducted for each 30 seconds or part thereof over the time limit.

SOLO RECITATION

Event Type	Individual
Age Category	U12, U16
Panel Details	Boy or Girl
	At National Festival Talent competitions participants can avail of their marks or placements on request after the festival.

1. A competitor may perform one recitation only not exceeding 4 minutes duration.
2. Judging criteria:-
 - Diction - 20 Marks
 - Phrasing - 20 Marks
 - Suitability - 20 Marks
 - Overall Entertainment - 40 Marks
3. Time Penalty Points – One point will be deducted for each 30 seconds or part thereof over the time limit.

SWIMMING

Event Type	Individual
Age Category	Boys & Girls U/8 Over 6 1 length 25m Freestyle Boys & Girls U/10 Over 8 1 length 25m Freestyle Boys & Girls U/10 Over 8 1 length 25m Backstroke Boys & Girls U/12 Over 10 2 lengths 50m Freestyle Boys & Girls U/12 Over 10 2 lengths 50m Breaststroke Boys & Girls U/12 Over 10 2 lengths 50m Backstroke Boys & Girls U/14 Over 12 2 lengths 50m Freestyle Boys & Girls U/14 Over 12 2 lengths 50m Backstroke Boys & Girls U/14 Over 12 2 lengths 50m Breaststroke Boys & Girls U/14 Over 12 2 lengths 50m Butterfly Boys & Girls U/16 Over 14 2 lengths 50m Freestyle Boys & Girls U/16 Over 14 2 lengths 50m Backstroke Boys & Girls U/16 Over 14 2 lengths 50m Butterfly
Panel Details	Boys & Girls
	U8 competitors must be able to swim one length of the pool. Note: At the National Festival the top 10 swimmers in each age group for each event will go forward to the final.

1. Rules of Swim Ireland to apply except where amended by Community Games rules.
2. Races will be judged on touching the finish wall.
3. In the breaststroke & butterfly races, the touch must be with both hands.
4. In the squad, the incoming swimmer must "Touch" before outgoing swimmer leaves the block.
5. The start in Freestyle, Breaststroke, Butterfly and Individual Medley races at the National Festival shall be with a dive (U8 swimmers may take the option of starting in the water). After a short whistle- blow a number of times in quick succession (typically 3 times), swimmers must be ready for the swim. On the long whistle from the referee the swimmers shall step onto the blocks and remain there. On the starter's command "take your marks", they shall immediately take up a starting position with at least one foot at the front of the blocks. When all swimmers are stationary, the starter shall give the starting signal and the starting signal will sound. This can be an electronic buzzer/beep or hand signal or whistle.
6. The start in Backstroke and Medley Relay races shall be from the water. At the referee's first long whistle, the swimmers shall immediately enter the water. At the Referee's second long whistle the swimmers shall return without undue delay to the starting position. When all swimmers have assumed their starting positions, the starter shall give the command "take your marks". When all swimmers are stationary, the starter shall give the starting signal.
7. Swimmers must stay in the water at the end of a race until they are given official permission to leave.
8. Technological equipment can be used at the National Festival to assist finish judges in the determination of placings at the finish of all swimming events.
9. Any swimmer starting before the starting signal has been given, shall be disqualified. If the starting signal sounds before the disqualification is declared, the race shall continue and the swimmer or swimmers shall be disqualified upon completion of the race. If the disqualification is declared before the starting signal, the signal shall not be given, but the remaining swimmers shall be called back and start again. The Referee repeats the starting procedure beginning with the long whistle (the second one for backstroke) as per SW 2.1.5.

REPRESENTATIVE EVENTS

CROSS COUNTRY

Event Type	Team
Age Category	U13, Over 11
Panel Details	Panel of 10 (5 boys and 5 girls)
	A minimum of 4 boys and 4 girls per County to compete. Spikes allowed

1. A Minimum of 4 Boys and 4 Girls must be entered on a team. Distance 1,200m
2. Score of first 4 Boys & 4 Girls of each team over the finish line to count to decide the placing.
3. Semi-Finals and Final or Straight Final as decided by Activities Director (Health and Safety).
4. Team must qualify through semi-final to compete in Final subject to Rule 3.
5. The first four boys and first four girls in the U/13 mixed Final will be awarded individual medals.

DEBATING

Event Type	Team (Representative Event)
Age Category	U14
Panel Details	Mixed Panel of 4 (2 Boys and 2 Girls)
	Team to consist of 3

1. Captain and 2 others to speak
2. The format for debates in the competition is three speakers per team, with two teams in each debate, a moderator and two adjudicators one of whom will act as timekeeper.
3. Speaking time for speeches: Minimum for all speakers is 1 minute. For Captains opening and closing speeches, 2 min maximum. All remaining teammates have 1½ min maximum. A signal will be given when 30 seconds of the allotted time is left for the speaker to alert them to the time
4. It is the role of the Captain to inform the adjudicators of the names of their speakers, the order they will be speaking in and the Headings each will be covering.
5. Speakers may use cue cards to refer to their notes but are not to rely solely upon them.
6. Captain of Proposing Team speaks first, followed by Captain of Opposing Team. Second speaker from Team A, then second speaker from Team B and so on until all speakers have concluded. The Captains then make their closing speech.
7. Teams and their supporters should treat their opponents, their peers and the venue with respect. Speakers who resort to sarcasm, personal attacks or criticism will be marked down.
8. Time Penalties: Participants who exceed their allocated time will be penalised.
9. Interruptions –any form of interruption during a speaker's contribution will be penalised.
10. One point of clarification may be sought by the opposing Team Captain on the preceding speech.
11. Marks are to be awarded for content and presentation. Each to be graded out of 5 giving an overall score of 10 per speech. Adjudicators may retire to consult on their decision.
12. The decision of the adjudicators is final.
13. Each team must be accompanied by their team manager
14. Teams will be given the motion for the debate 90 minutes prior to the commencement. The Manager may accompany the team during this time.
15. Marks for CONTENT and presentation based on research, introduction, closing sentence, vocabulary used and rebuttal of opposition points.
16. Marks for PRESENTATION based on role fulfilment, structure of points, voice projection, eye contact, holding their audience, appropriate tone of voice, use of the cue cards.

MARATHON

Event Type	Team – Distance 7km
Age Category	U16 Over 14
Panel Details	Panel of 4 Boys / Girls
	A minimum of 3 boys or 3 girls must compete.

1. At County level, the first four (4) competitors will represent their county at the National Festival in both the Boys and Girls Marathon.
2. At the National Festival the marathon (boys & girls) will be regarded as a team event with 3 of the 4 runners to score per county. The total score per county will determine the result.
3. The first four boys and first four girls will be awarded individual medals.

MIXED DISTANCE RELAY

Event Type	Team
Age Category	U12 Over 10 – Spikes allowed U14 Over 12 – Spikes allowed
Panel Details	Panel of 6 – Team of 4 to run

U12 Over 10 Mixed Distance Relays Boys and Girls (Distances - 400 & 600 metres)

Note: The County Panel should be made up of the first 3 boys and first 3 girls duly qualified in order of finish at the County Finals competition in the 400 metres event and the 600 metres Event.

1. Separate competition for Boys and Girls
2. The race will be run over a Cross Country course in the following order –
1st Runner – 600 metres 2nd Runner – 400 metres
3rd Runner – 600 metres 4th Runner – 400 metres
3. A Runner may only run in one leg of the race
4. The number of Heats will be determined by the number of entries with a selected number of teams from each heat to qualify for the Final.

U/14 Over 12 Mixed Distance Relays Boys and Girls (Distances - 600 & 800 metres)

Note: The county panel should be made up of the first 3 boys and first 3 girls duly qualified in order of finish at the County Finals Competition in the 600 metres event and the 800 metres event.

1. Separate competition for Boys and Girls
2. The Race will be run over a Cross Country Course in the following order –
 - 1st Runner – 800 metres 2nd Runner – 600 metres
 - 3rd Runner – 800 metres 4th Runner – 600 metres
3. A Runner may only run in one leg of the race
4. The number of Heats will depend on the number of entries with a selected number of teams from each heat to qualify for the Final.

TEAM EVENTS

BADMINTON

Event Type	Team
Age Category	U15 Over 12
Panel Details	Panel of 6 Boys / Panel of 6 Girls (Separate Competitions)
	Cork Based medium plastic shuttles only must be used All panel members present at National Festival should participate.

1. All matches will be played in accordance to the International Badminton Federation rules except where amended by Community Games Rules.
2. A team of 4 must field at commencement of match otherwise the team is disqualified.
3. The format of the match will be two Singles & one Double. A player may only play in either a Singles or Doubles.
4. Each Match will consist of the best of 3 games of 21 points.
5. The co-ordinator must be given in writing before the match the order in which members of each team will play. The order may be changed for subsequent matches.
6. The umpire's decision in all games is final.
7. Players must wear appropriate dress.

BASKETBALL

Event Type	Team
Age Categories/Panel Details	Mixed U11 Over 9 (Panel of 10 - 5 boys + 5 girls) Boys & Girls U13 Over 10 (Panel of 10 Boys / Panel of 10 Girls) Boys & Girls U16 Over 13 (Panel of 10 Boys / Panel of 10 Girls) Ball Sizes: U11 – Size 5, U13 / U16 – Size 6
	Playing Times as follows – Mixed U11 - 4 X 5 minute Quarter / Boys & Girls U13 4 X 7 minute quarter / Boys & Girls U16 4 x 9 minutes quarters All panel members present at National Festival should participate.

1. All matches will be played according to the rules of the Basketball Association of Ireland except where amended by Community Games Rules.
2. Team of 5 must commence the game with rolling Substitution thereafter.
3. For Mixed U11's a match will consist of 4 Quarters of 5 minutes running clock each, with an Interval after the 2nd Quarter of 3 minutes. There will be breaks of 1 minutes between 1st and 2nd Quarters and likewise a 1 minute break between 3rd and 4th Quarters. There will be an overtime of 3 minutes where necessary. The game will be played as follows 4 x 5 minute quarters Running Clock except for the last minute of 4th quarter which will be Stop Clock, otherwise the clock will stop for "Time Outs" only.
4. For Mixed U11 years, a minimum of 2 of either gender must be on the court at all times during play.
5. For Mixed U11's No Full court press allowed. Players must return to the back court after a score or when the referee has stopped the game for a violation or a foul.
6. For Boys & Girls U13 a match will consist of 4 Quarters of 7 minutes running clock each, with an Interval after the 2nd Quarter of 3 minutes. There will be breaks of 2 minutes between 1st and 2nd Quarters and likewise a 2 minute break between 3rd and 4th Quarters. There will be an overtime of 3 minutes where necessary. The game will be played as follows 4 x 7 minute quarters Running Clock except for the last minute of 4th quarter which will be Stop Clock, otherwise the clock will stop for "Time Outs" only.
7. For U16's a match will consist of 4 Quarters of 9 minutes each, with an Interval after the 2nd Quarter of 4 minutes. There will be breaks of 2 minutes between 1st and 2nd Quarters and likewise a 2 minute break between 3rd and 4th Quarters. There will be an overtime of 3 minutes where necessary. The game will be played as follows - 4 x 9 minute quarters Running Clock except for the last minute of 4th quarter which will be Stop Clock, otherwise the clock will stop for "Time Outs" only.
8. For U11 / U13/U16 1 time-out is allowed to each team in 1st, 2nd, 3rd quarters and 2 timeouts in the 4th quarter. One timeout will be given to each team during each period of extra time. No carry over (clock stopped during time-out).
9. For U13's / U16's Full court press is allowed only in the 4th quarter. You cannot press if your team is winning by 15 points or more
10. Defensive - Man to Man Defence mandatory for all competitions up to and including U16
11. Three (3) point score is allowed
12. Drawn matches will be decided as follows:
3 minutes extra time must be played.
13. Jump ball to commence the game, alternate possession thereafter.

CAMOGIE

Event Type	Team
Age Category	U14 Over 10
Panel Details	16 Girls (12 + 4 Substitutes)
	Ball size: Standard 4. Gum Shields are recommended. Protective gear such as shin guards and hand protection may be used. All panel members present at National Festival should participate.

1. The playing rules of the Camogie Association will apply except where amended by the Community Games rules.
2. All 4 Substitutes may be used.
3. The game will be 25 minutes each half.
4. Measurements of the playing field at National Festival will be:-
 - Length 95m x 50m: wide.
 - Goals: 4.5m wide x 2.2m high.
 - Markings:- 15m, 20m, 40m and midfield. ("65" becomes "40")
 - Parallelogram to be marked out.
5. In the event of a draw at the end of normal time 7 minutes per half, extra time will be played. If the sides are still level at the end of extra time 5 different players of each team will alternately take a 15m free. If a player fails to rise the ball she may hit it on the ground but may not attempt to rise it again. If the sides are still level at the end of 5 frees per team, **sudden death applies.**

CHESS

Event Type	Team
Age Category	U13 and U16 – All boys, All girls, Mixed
Panel Details	Panel of 7 (5 Players + 2 Substitutes)
	All panel members present at National Festival should participate.

1. Rules as defined in “Laws of Chess” as laid down by F.I.D.E. will apply, except where amended by Community Games rules.
2. Rule of “Touch and Move” will be strictly enforced.
3. A team will consist of 5 players numbered 1 to 5 selected in order of playing strength. One Player to act as captain. The declared Strength order cannot be changed; players will always play in Strength order and substitutes will always play on the lowest boards, also in descending order.
4. The Co-ordinator must be given in writing at least 15 minutes before the scheduled commencement of play the order in which members of each team will play
 - Each game won, scores 1 point, each draw half a point, each loss 0
 - Before each match, opposing captains will draw for colours
5. a. Maximum playing time will be three hours with each player being allocated one and half-hours for all his moves. “Allegro” moves will apply only to the last quarter hour of each players time.
b. A chess clock will be used at the National Festival
6. Allegro Chess.
 - Where a game has not already been decided by checkmate, resignation stalemate, or other form of draw, the player whose allotted time expires first loses unless the material remaining to the opponent is insufficient to secure a victory. In these circumstances the game is declared a draw.
 - In Allegro Chess tournaments, illegal moves lead to an immediate loss.
7. Prompting will lead to the disqualification of the player involved.
8. Any dispute must be brought to the attention of the Co-ordinator immediately - not at the conclusion of play.
9. The National Festival will be played on a knockout system i.e. two semi-final, play off and Final.
10. Each team must be accompanied by a team manager. The Manager must ensure that each team brings three “Staunton” type chess sets and suitable boards to each match venue. These sets should be of a reasonable size with 70mm King.
11. In the event of the game point tie break not deciding the winner, the following shall be applied:
 - A re-count of all game points for the tied teams discounting the board 5 scores.
 - A re-count of all game points for the tied teams discounting the board 4 scores.
 - The result of the match between the tied teams, if they played each other.
 - A re-count of all game points for the tied teams discounting the board 3 scores.
 - A re-count of all game points for the tied teams discounting the board 2 scores.

CHOIR

Event Type	Team
Age Category	U13 and U16 – All boys, All girls, Mixed
Panel Details	Panel of 10 to 20 voices
	All panel members present at National Festival should participate. No tape recorders or pre-recorded or pre-programmed music or sounds will be permitted. At National Festival Talent participants can avail of their marks or placements on request after the festival.

1. Own choice of 2 or 3 songs
2. The duration of the performance must not exceed 12 minutes. A medley is allowed - definition of a medley is 2 or more songs performed together without a break.
3. There will be a minimum of three (3) adjudicators at area, county and National level.
4. One accompanist is allowed who may be an accompanying adult or a member of the choir panel. If accompanist or conductor is U/13 or U/16 he will be considered as part of the panel, max. 20. If not U/13 or U/16, one person over 16 and U/18 may be used as accompanist or conductor. Those over 18 will be considered as team managers.
5. One conductor is also allowed as per rule 4
6. Judging Criteria: - Marks
 - Clarity of pronunciation - 20 Marks
 - Tuning - 20 Marks
 - Accuracy of rhythm - 20 Marks
 - Phrasing and Breathing 20 Marks
 - Stage Presence and Performance - 10 Marks
 - Program content/entertainment - 10 Marks

CULTURE CORNER

Event Type	Team
Age Category	U15
Panel Details	Panel of 6 (Minimum of 3) All boys, All girls, Mixed
	All panel members present at National Festival should participate. At National Festival Talent competitions participants can avail of their marks or placements on request after the festival

1. Performance - Live stage presentation on the theme of 'Stories & Folklore of Ireland'.
2. The presentation must include a Narrator.
3. No pre-recorded music or sounds allowed. All aspects of the presentation to be performed on stage by the team members.
4. Duration of performance - 10 minutes.
5. Time Penalty Points- One point will be deducted for each 30 seconds or part thereof over the time limit.
6. NO PROPS ALLOWED. Instruments or dance equipment necessary in the portrayal of traditional dance allowed.
7. Chairs may be used on stage to seat the performers only.
8. Costumes may be used to depict the character being played.
9. Judging Criteria:-
 - Use of Talent and Versatility 20 Marks
 - Interpretation of Theme 50 Marks
 - Overall Entertainment 30 Marks

DRAUGHTS

Event Type	Team
Age Category	U10, U12, U14, All boys, All Girls, Mixed U16 Mixed (Min 2 of any Gender)
Panel Details	Panel of 7 (5 Players + 2 Substitutes)
	All panel members present at National Festival should participate.

1. Any action which may tend to annoy or distract the attention of an opponent, such as making signs or sounds, pointing or hovering over the board, unnecessarily delaying to move a piece touched or displaying any form of unsporting behavior is strictly forbidden. One warning will be given by the referee and if the perpetrator should continue such action he will be disqualified and his opponent awarded the game.
2. While a game is in progress neither opponent may leave the room without sufficient reason or receiving the others consent or company.
3. A team will consist of 5 players numbered 1 to 5 selected to play in any order. Substitutes are allowed to play in any position the manager of the Team decides. One player to be named as Captain.
4. Teams will report to the playing venue at least 15 minutes before the time scheduled for the commencement of play so that normal formalities may be completed.
5. A match will consist of 2 games so that each player will have the first move the same number of times. One point awarded for a win and half a point for a draw.
6. Inadvertently removing, touching or disturbing from its position any piece that is not playable while in the act of jumping or making an intended move does not constitute a move and the piece or pieces will be returned to their proper position and the game continued.
7. The size of the board should be not less than 37cm or more than 51cm square.
8. The board will be placed so that the double corner of the playing squares is on the right hand side.
9. The standard pieces technically described as black and white must be clearly contrasting colours turned and round, and not less than 28mm or more than 38mm diameters.
10. The pieces will be placed on the dark squares. In printed diagrams the white squares are used.
11. The black or dark pieces will be placed on the first twelve squares of the board (numbers 1 to 12). The white or light pieces will be placed on the last twelve squares (numbers 21 to 32). Boards have numbers 1 to 32 for the purpose of recording games although the actual numbers are not written on the boards.
12. Each player will play alternatively with "black" and "white" pieces and lots will be cast for the colour only once – viz.- at the commencement of a match .The winner will have choice of "black" or "white". In team events, only players on the opposing top boards will toss for colours and then it will be every second board, black or white as the case may be.
13. Competition will be free style in which the opening move is made by the player with the "Black" pieces.
14. A player loses when all his pieces have been taken or when he cannot move any of his remaining pieces.
15. Either player is entitled, after first advising his opponent, to arrange his own or his opponent's pieces properly on the squares. After this adjustment has been made, however, if either player touches or arranges any piece without advising his opponent, he will be cautioned for the first offence and will forfeit the game for any subsequent offence.
16. In the event of a clock not being in use there will be a 3-minute limit on a move. At the end of 3 minutes "Time" must be called by the person appointed for that purpose and then there is only a further minute allowed for the move to be made. If the move is not then made, the game will be deemed lost through improper delay.(If clocks are in use there will be a standard 30 moves per hour observed - less or more moves per hour can be agreed prior to commencement of

17. play).
18. After the pieces have been arranged if the person whose turn it is to play touches one of his own playable pieces he must either play it or forfeit the game.
19. If any part of a playable piece is played over an angle of the square on which it is stationed the play must be completed in that direction.
20. Pointing at a jump by either player is not allowed. Should a player offer a piece or pieces to be jumped by his opponent and the opponent fails to jump the said piece or pieces e.g. by moving another piece then the player has the right to compel his opponent to jump the piece or pieces offered and move back any piece moved instead of taking the jump. (The only exception to Rule 18). If there exists more than one way to jump the player takes his choice.
21. A capturing play, as well as an ordinary one is completed whenever the hand is withdrawn from the piece played even though two or more pieces should have been taken.
22. When a piece reaches for the first time the squares on the extreme opposite line of the board it becomes a king and can be moved backwards or forward as the limits of the board permit (though not in the same play) and must be crowned by the opponent by placing a piece on top of it.
23. A draw occurs when neither of the players can force a win. When a position is reached where a player has two kings only and the opponent has three kings or more kings plus one piece or pieces then the player with the most material is required to complete the win in forty of his moves to be counted from the point at which notice was given. Failure to achieve this will result in a draw. Should a player with two kings lose a king at any point during the count then the player with the extra material is required to complete the win.
24. When a position is reached when one player has one king only and the opponent has two kings or more kings plus a piece or pieces then the player with the extra material must complete the win in 24 of his own moves or relinquish the game as a draw.
25. When teams are tied at the end of a match the result will be determined by Captains Board only.

FUTSAL

Event Type	Team
Age Category	Boys U13 Over 10 / Girls U13 Over 10, Boys U15 Over 12 / Girls U15 Over 12.
Panel Details	Panel of 8 (5 Players + 3 Substitutes)
	All panel members present at National Festival should participate. A Futsal Ball Size 4 will be used

[FIFA Rules](#)

- 15 Minutes a half
- In the event of a draw two further equal periods of 3 Minutes each to be played.
- Penalties apply in the event of a draw at the end of Extra time.

GAELIC FOOTBALL

Event Type	Team
Age Category	U10 Over 7
Panel Details	Panel of 16 (Team of 11+ 5 Substitutes) All Boys, All Girls or Mixed.
	All panel members at National Festival should participate. Rolling substitutions will be used. No formal team talks at 1st & 3rd intervals Gum shields are Mandatory Size 4 Football

1. The playing rules of the Gaelic Athletic Association will apply except where amended by Community Games. Please see: www.gaa.ie
2. A team must field minimum of 9 players at commencement of play. Failure to do so will result in disqualification. A team may compete with minimum of 9 players.
3. A player may pick the ball off the ground with the toe or with one or both hands, providing he/she is in standing position.
4. The measurements of the playing field at the National Festival will be:
 - Pitch size will be 80m x 40m.
 - Goalpost 4.5m x 2.2m (or as available)
 - Marking 13m, 20m, 35m, midfield lines. The 45 becomes 35m.
 - Parallelogram to be marked out
5. The goalkeeper may advance 20m for the kick-out.
6. In the event of a draw at the end of normal time, two periods of 5 minutes each of extra time will be played. If sides are still level, sudden death applies.

Gaelic Football Girls

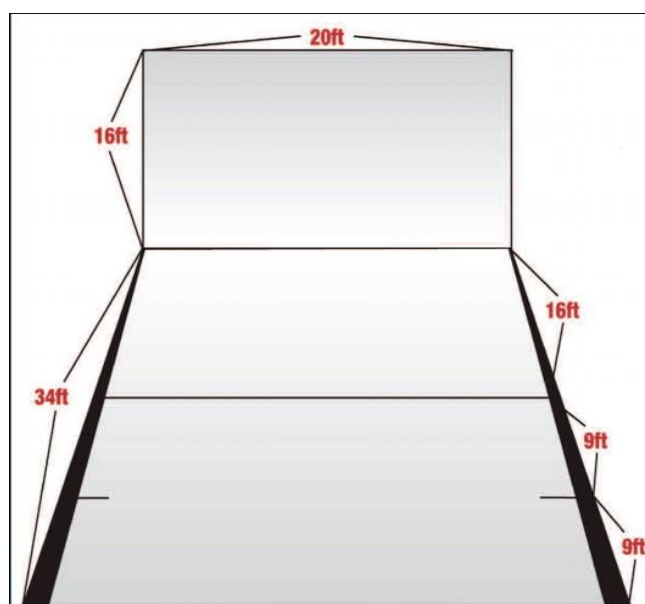
Event Type	Team
Age Category	Age Category - U12 Over 9, U14 over 11.
Panel Details	Panel of 16 (Team of 11 + 5 Substitutes) all Girls. All panel members present at National Festival should participate. Rolling substitutions will be the method used.
	No formal team talks at 1st & 3rd intervals. Gum Shields are Mandatory Size 4 Football

1. The playing rules of the Ladies Gaelic Football Association www.ladiesgaelic.ie will apply, except where amended by Community Games Rules
2. The game will be 4 quarters. 10 minutes per quarter.
3. A team must field minimum of 9 players at commencement of play. Failure to do so will result in disqualification. A team may compete with minimum of 9 players.
4. The measurements of the playing field at the National Festival will be:
 - Pitch size will be 80m x 40m.
 - Goalpost 4.5m x 2.2m (or as available).
 - Pitch Marking: - 13m, 20m, 35m and midfield. The 45 becomes 35m.
 - Parallelogram to be marked out
5. The goalkeeper may advance 20m for the kick-out
6. In the event of a draw at the end of normal time, two periods of 5 minutes each of extra time will be played. If sides are still level, sudden death applies.

HANDBALL– ONE-WALL

Event Type	Team
Age Category	Boys U13 Over 9 / Girls U13 Over 9 Boys U16 Over 13 / Girls U16 Over 13
Panel Details	Panel to consist of six – four to play and two substitutes.
	The playing rules of “Comhairle Liathroid Laimhe na hEireann” shall apply except where amended by the Community Games Rules. All panel members present at National Festival should participate. One Wall ball to be used.

Standard Specifications for a One Wall Handball Court



Court Dimensions

For information on Court Markings and dimensions please go to

http://www.gaahandball.ie/index.php?option=com_content&view=article&id=257&Itemid=56

and download the WWBA One-Wall Rule book.

1. The serving zone is the floor area inside and including the short, service and sidelines.
2. The receiving zone is the floor area beyond the short line, inside and including the side and long lines.
3. The playing zone is the floor area between the front wall and the outside edges of the side and long lines.
4. The top edge of the wall, if any, is not part of the court. A ball striking the top edge is an out.
5. A ball that's hits a spectator before hitting the wall shall be considered an out.
6. All matches to follow the same order:
7. Singles, Doubles, Singles.
8. Matches will be as follows:-
 - Singles – 2 games of 7 minute duration each
 - Doubles – 3 games of 7 minute duration each
 - Singles – 2 games of 7 minute duration each
9. All seven games must be played and the aggregate score decides the winner

10. 1 minutes rest between games.

11. No time out by players.

Time out at the referee's discretion and the clock is stopped

12. Drawn matches.

In the event of a draw each team chooses any double pair for an additional 10 minutes. The team with the most aces win. If level after extra game of doubles then Sudden Death first "Ace" winner.

HURLING

Event Type	Team
Age Category	U11 Over 8 (B Competition U11 Over 8)
Panel Details	Panel of 16 (11 players + 5 Substitutes – All Boys)
	All panel members present at National Festival should participate. Rolling Substitutions will be used. Gum Shields are recommended. Protective gear such as shin-guards, hand protection may be used. Ball Size will be a No.4 Sliotar.

1. The playing rules of the Gaelic Athletic Association will apply except where amended by Community Games Rules. [GAA](#)
2. The game will be 20 minutes each half.
3. A team must field a minimum of 9 players at the commencement of the game. Failure to do so will result in disqualification.
4. Measurements of the playing field at the National Festival will be:-
 - Length 95m x 50m wide
 - Goals 4.5m wide x 2.2m high.
 - The 65m becomes 40m.
 - Markings -13m, 20m, 40m and midfield line.
 - Parallelogram to be marked out
5. Solo running with the sliotar on the Hurley is permitted.
6. Side to Side (shoulder) charge is permitted.
7. A player who catches the sliotar may take four steps with it in his hand before playing it away.
8. The player who is fouled takes the free lifting and striking the ball-without taking it in his hand-or by striking it on the ground.
9. When a player fouls the sliotar e.g. over carries it, the opponent nearest to the sliotar takes the free puck.
10. When a free is awarded, the sliotar is to be given, on the full, to the player taking the free puck. If this does not happen the ball is advanced 5m.
11. When a team plays the sliotar over the side-line, the opponent nearest to where the sliotar crosses the line takes the side-line puck from the ground.
12. When a team plays the sliotar over its own end line, the other team are awarded a free puck from the 40m line opposite to where the sliotar crossed the end line.
13. Opposing players to be at least 10m from the player taking the free puck, side-line puck or puck out. Free pucks should be no closer than 20m from the opposing end line.
14. In the event of a draw at the end of normal time 5 minutes per half extra will be played. If the sides are still level at the end of extra time, 5 different players on each team will alternately take a 20m free. If a player fails to raise the ball he may hit it on the ground but may not attempt to raise it again. If the sides are still level at the end of 5 frees per team, **sudden death applies.**

INDOOR SOCCER

Event Type	Team
Age Category	Boys & Girls U10 Over 8 and Boys & Girls U13 Over 10
Panel Details	Panel of 8 (5 players + 3 Substitutes – Boys and Girls)
	All panel members present at National Festival should participate. Size 4 Football

1. The panel shall consist of 8 (5 players and 3 substitutes). A minimum of 4 players must start and finish a game, if less than 4 players a walkover will be given. In the event of a team having 2 or more players sent off in a game, that team will be eliminated from the competition.
2. The duration of the game shall be two periods of 10 minutes for U10s & two periods of 15 minutes for U13s.
3. The interval shall not exceed 2 minutes
4. Indoor Playing Area
 - The playing area will be as approved by the organizing committee. At the National Festival must be a minimum of 30m x 80m
 - The goal area shall be 6.7m and 4.5m. arc
 - The goals shall be 5m long x 1.2m high.
5. Dress. Players must wear rubber or soft-shoes and shin guards.
6. A penalty kick shall be taken 5m from the goal line. It must be taken from a standing position and the goalkeeper cannot move until the ball is kicked.
7. In the event of scores being level at the end of normal time, extra time of two periods of 3 minutes will be played. If the scores are still level, a penalty shootout with the best of five penalties will apply (i.e. five penalties per team). If a team finishes with only 4 eligible penalty takers their opponents must reduce their penalty takers to 4) and if then still level, sudden death penalties will apply. Only the players participating on the “field of play” after the end of extra time are eligible to participate in the penalty shoot-out or in a “sudden death” penalty shoot-out. FIFA Penalty shoot-out regulations apply. The Goal-keeper may be changed with an outfield player who has finished the game on the court for a penalty shoot-out etc., but cannot be changed during the penalty shoot-out
8. Ball in & out of play:
 - Where sidewalls are in use the ball shall be in play at all times from the start of the game unless the ball rises above 1.2m (to be marked on the wall if possible). If there is any infringement, a direct free kick is awarded.
 - Where sidewalls are not in use, when the ball goes out of play, a member of the opposing team shall kick the ball into play.
 - End wall will always be in play.
9. Substitutions may be made on a continuous basis
10. Goal keeper returning the ball into play:
 - After taking possession of the ball the goalkeeper must immediately return the ball into play with an under arm throw and it must be kept below 1.2m (height of goal).
 - If the keeper saves the ball with his foot he may kick or roll the ball back into play.
 - After receiving the ball from a back pass the keeper must kick the ball back into play.
 - For the above infringement a 2m free kick is awarded
11. Playing the game within the goal area:
 - Only the defending goalkeeper is allowed to play the ball within the goal area.
 - A penalty kick shall be awarded against a defender who interferes with play in the goal area. A FREE KICK SHALL BE AWARDED FOR AN INFRINGEMENT BY A FORWARD IN THE GOAL AREA.
 - All goals must be scored from outside the goal area.

MINI RUGBY RULES

Event Type	Team
Age Category	Boys U11 Over 9 All Boys / All Girls or Mixed
Panel Details	12 (8 players and 4 Substitutes)
	Wearing of glasses/sports goggles not allowed All panel members present at National Festival should participate. A team has to have a Minimum of 8 players to participate in this competition

Rules as per IRFU Mini 2 Rules – Please go to IRFU website to download a copy of their current Rules for Mini 2.

<http://www.irishrugby.ie/agegrades/minirugby/>

1. In the event of a game ending level in normal time, 6 minutes extra time will be completed (3mins each half with a 1 minute break). If the teams are still level at the end of extra time the game will go to sudden death play.
2. The extra time and sudden death will start with the completion of a toss of a coin by the referee for tip off.
3. A period of sudden death play should last no longer than 4 minutes at which point a break of two minutes is taken.
4. Restart of sudden death play after the 2 minute break is taken in accordance with rule 2
5. Periods of 4 minutes are played to a maximum of 3 periods at which point a 15 minute break must be taken.
6. In the event of no result on completion of rule 5 the process will recommence in accordance with rule 2 followed by rule 5.
7. Matches in sudden death play is decided by the first try scored.

PITCH AND PUTT

Event Type	Team
Age Category	Boys U16 (18 Hole Stroke Play) /Girls U16 (18 Hole Stroke Play)
Panel Details	5

1. The playing rules of the Pitch and Putt Union of Ireland apply.

PROJECT

Event Type	Team
Age Category	U11 , U13 , U16
Panel Details	Maximum of 4, Minimum of 2, All Boys /All Girls or Mixed
	All panel members present at National Festival should participate.

1. One area team for each age group may be entered from each county.
2. Projects may be supported in their presentation by any suitable means
3. Maximum exhibition space is 2m high by 2m wide (or as available). A table of 61cm by 61cm may be used.
Floor space must not be used for exhibits.
4. During judging a team must be represented by a member of the panel.
5. Judging Criteria:
 - Research – range, depth & quality 30 Marks
 - Originality – unique approach 20 Marks
 - Presentation – quality of presentation 20 Marks
 - Knowledge of topic - 30 Marks

QUIZ

Event Type	Team
Age Category	Boys/ Girls/Mixed U14
Panel Details	Panel of 6 (4 Players + 2 Substitute)
	All panel members present at National Festival should participate in at least one round in each session of 8 rounds. Panel 6- 4 to compete at any one time. A maximum of two substitutions may be made. Substitutions may be made at the end of any round. The coordinator must be informed of substitutions.

1. One area team may be entered from each county.
2. The Competition will consist of two sessions, each of 80 questions 8 rounds of 10 questions in each session. 9 Questions on General Knowledge and one question in each round will be Community Games related, 2 rounds of the 8 to consist of a picture, audio, spelling or logo round
3. Queries will be accepted by the quiz master from one member of the seated team only.
4. In the event of a tie, one round of five questions will be asked, followed by sudden death questions if required.
5. Spectators or team managers must not approach or assist a team in any manner during the competition. Any such infringement will result in disqualification of the team.

ROUNDERS

Event Type	Team
Age Category	Boys U13 Over 10 / Girls U13 Over 10
Panel Details	Panel of 12 (9 players and 3 Substitutes)
	All panel members present at National Festival should participate. The size of the ball will be: Size 4 sliotar

Rounders will be played according to the rules of the “Irish Rounders Association Handbook (Cumann Cluiche Corr na hÉireann)” except where amended by Community Games Rules

RUGBY TAG

Event Type	Team
Age Category	Mixed U11 Over 8 / Mixed U14 Over 11
Panel Details	Panel of 12 (Team 7 +5 Substitutes - Minimum of 2 Girls on Field at all times)
	<p>All panel members present at National Festival should participate. Size 4 Ball will be used</p> <p>Players may wear specially designed and manufactured “Sports Goggles” provided that (a) They only allow the player to have properly corrected vision and do not substantially restrict any normal field of vision. (b) They do not constitute a physical danger to the wearer or other players.</p> <p>Tags worn one on each hip must be no shorter than 12 inches</p> <p>All teams must wear numbered tops</p>

1. Rolling substitutions
2. The duration of the Match will be 15 minutes each half. In the event of a draw, extra time (5 minutes a side) is played. In the case of it still being a draw after extra time, sudden death rules apply.
3. Pitch size where possible will be:
 - Under 11 will be 40m wide x 60m in length.
 - Under 14 will be 50m wide x 80m in length.
4. Method of scoring:
 - A try is worth 1 point.
 - After a try has been scored the game restarts from the centre of the field with a tap and pass, by the non-scoring team.
 - Note: When playing on hard surfaces a try is scored by players merely running over the goal line with the ball. The definition of the surface will be at the discretion of the referee.
5. Passing:
 - No forward passes are allowed and will be penalised by a tap and pass being given to the non-offending team. A forward pass is any pass where the ball travels in the direction of the opponent’s goal line. Note: - A pass directly sideways is allowed.
6. The “Tackle” (Tag)
 - Only the player with the ball can be tagged and a tag is simply the removal by a defender of one of the two tags from the ball carrier. Ball carriers can run or dodge potential taggers. Ball carriers cannot fend off or guard or shield their tags in any way.

Note: - Defenders should keep their head to the side or behind the ball carriers body for safety.

 - The defender holds the tag above their head and shouts tag for all to hear. They must step back at least 1m from the ball carrier allowing space from them to pass.
 - Defenders are not allowed to snatch the ball from the player’s hand.
 - Once tagged the player in possession of the ball must attempt to stop as soon as possible and pass the ball within 3 seconds of being tagged.
 - Immediately after the pass has been made the defender must then present the tag back to the tackled player. The defender can take no further part in the game until they have returned the tag.

Note: Giving the tag back simulates time taken up by defenders when tackling in full contact rugby and stops defenders being unrealistically active in some forms of touch rugby. It also maintains space for the attacking team.

 - Players must receive back their tags as no player can take any further part in the game without both tags properly in place on their belt. There should be no tags on the playing surface at any time.

7. Tap and pass:
 - A tap and pass is used to start the game (from the centre of the field) or to restart it at the place where the ball went out of play or where the infringement took place.
 - Note: If an infringement takes place over the goal line or within 5m of the goal line, then a tap and pass should be awarded to the non-offending team 5m out from the goal line to create some space.
 - At a tap and pass the ball is held in two hands and on the instruction "PLAY" By the referee the player taps the ball with his foot and passes the ball to a team mate.
 - The player making a tap and pass must pass the ball and not just pick it up and run themselves.
 - The ball must be passed through the air and not taken from the hands of the first player.
 - To ensure safe practice the receiver of a tap and pass should start from no more than 2m behind the passer.
 - The opposition cannot start moving forward until the player has tapped the ball.
 - At a tap and pass the opposition must be 10m back.
8. Ball out of play:

If the ball or carrier goes out of play a tap and pass is given to the other team from the sideline.
9. Each team has 5 tags to score, on the 6th tag, possession changes (a turn over). That the ball must be carried in two hands at all times.
10. The Sin bin:

Players can be sin binned for 5 minutes for the following:

 - Deliberate aggressive fouling of any kind.
 - Continuous fouling or unsporting behavior.
11. Sending Off:

A player may be sent off for the following:

 - Striking or kicking an opponent.
 - Verbal abuse or use of bad language towards opponents or officials.
 - A player who is sent off shall not be allowed to take any further part in that game or in the following game that his team participates in.
12. A player in the act of scoring is allowed one step after being tagged to score.
13. In the event of a draw, extra time (5 minutes a side) is played. In the case of it still being a draw after extra time, sudden death (first team to score a try wins) is played.

SKITTLES

Event Type	Team
Age Category	U12 Over 9 All Boys, All Girls, Mixed / U14 Over 11 All Boys, All Girls, Mixed U16 Over 13 All Girls, All Boys, Mixed
Panel Details	Panel of 7 (5 Players + 2 Substitutes)
	All panel members present at National Festival should participate.

1. The ring is 1.5m in diameter.
2. STANDER OR SKITTLE:-
 - Is an oblong four sided block 10cm high and tapered from a 7.5cm sq base to a 5cm sq top.
 - There are five standers numbered 1, 2, 3, 4 and 10.
3. These are placed in the RING in a cross shape about 60cm apart, with no.10 in the centre, no.1 at the bottom (nearest the player) of the cross (inside the ring), no.2 on the left, no.3 on the right and no.4 at the top of the cross.
4. THROWER (throwing skittle):
 - Is a cylindrical block of wood/ plastic/rubber 25 cm to 30 cm long and 5 cm to 7.5 cm diameter.
 - There are four "Throwers". Each player may have their own throwers provided they conform to the above standards.
 - The throw line is marked (5m for U12, 6m for U14 & 7m for U16) from skittle number 1 and is 3m long squared at the ends with a 5cm line.
5. A foul line is marked 1m from skittle number 1.
6. Rounds:
 - The game is played in "ROUNDS" and there are 5 rounds in a game.
 - Each player throws 4 throwers in a round.
 - The number marked on the stander denotes the points scored, e.g. if no 4 is knocked out four points are scored, no 10 - ten points scored and so on.
 - For a score to count a stander must be knocked clear of the ring. If a stander is knocked out of the ring and rolls back in without striking an obstacle outside the ring it is not counted as a score, but a stander knocked back by a later skittle remains a score.
 - If a ring is tossed (all standers knocked out of the ring) with 3 fair skittles (or less) the ring is put up again to finish the throw.
7. Foul Throws:
 - Throwers landing short of or on the "foul line" do not count whatever is tossed. The player may not have the thrower back.
 - A throw taken when a player steps on or over the throw line is a foul throw.
 - Players may not follow through over the throw line.
 - Any stander knocked with a foul throw will be deemed dead for the duration of the throw and is to be removed from the ring.
8. Subs can be introduced after one round.

SOCCER – OUTDOOR

Event Type	Team
Age Category	Boys U12 Over 8 / Girls U15 Over 11
Panel Details	Panel of 16 (11 Players + 5 Substitutes)
	All panel members present at National Festival should participate. Size 4 ball will be used Rolling Substitutions will be the method used. Shin-guards must be worn by all players

1. Soccer will be played according to the Rules of the F.I.F.A. [FIFA](#) except as amended by Community Games Rules.
2. The game will be 25 minutes each half.
3. A team must field a minimum of 9 players at the commencement of the game

SOCCER – 7 a side

Event Type	Team
Age Category	Girls U12 Over 9
Panel Details	Panel of 10 (7 Players + 3 Substitutes)
	All panel members present at National Festival should participate. Size 4 Ball Rolling Substitutions will be the method used. Shin-guards must be worn by all players

1. The field of play shall be rectangular.
2. Size: Maximum Dimensions of 70 metres by 50 metres, minimum dimensions of 50 metres by 35 metres.
3. A centre spot
 - The goal size shall be 5 metres by 2 metres.
 - The goal area shall be 8 metres by 20 metres.
4. A penalty spot – 7 metres from the goal line.
5. Seven players from each team allowed on the field of play at any one time (7-aside). One player from each team must play as goalkeeper.
6. The game will be 20 minutes each half with 5 minute half time break.
7. No offside rule.
8. For free kicks the opposing players must be at least 5 metres from the ball.
9. Penalty kicks shall be taken from a mark 7 metres from the goal line.
10. Throw-in from the touch line: The opposition must retreat at least 5 metres from the ball.
11. Goal kicks are taken from the ground anywhere inside the penalty box.
12. In event of a draw the FIFA extra time/Penalty rules apply

SPIKEBALL

Event Type	Team
Age Category	Boys U14 Over 11 / Girls U14 Over 11
Panel Details	Minimum Panel Size 5 - Panel of 7 (4 Players + 3 Substitute)
	All panel members present at National Festival should participate.

1. Spike Ball will be played according to the VAI Spike Ball competition rules except where amended by Community Games Rules.
2. A panel may consist of a maximum of 7. A team must consist of a minimum of 5 players, 4 players on court and substitutes. The team list numbered 1 to 7 must be submitted before the commencement of a match. Team must commence game with 5 players minimum. Failure to field 5 players will lead to disqualification.
3. A team must rotate one position clockwise when;
 - Team wins back the right to serve.
 - After three consecutive serves by the same player.
4. Automatic substitutions occur each time a team rotates.
 - The player in the front right position goes off and the substitute goes on to serve from the back right position.
 - Substitutes are made automatically without any signal required from coach or referee.
5. Player injury: - if an injured player cannot play on, the team may continue that match with 4 players.
6. For any subsequent match an injured player can be replaced by a member from the panel.
7. A match will consist of the best of 3 sets.
8. Match playing time will be 10 minutes per set.
9. Each team is permitted 1 x 30 seconds Time Out per set.
10. Court Dimensions:-

The court is 6.1 metres wide by 6.7metres in length, the length is divided by a net into two half's. A doubles badminton court may be used, the outside lines being the boundary lines. Net height will be 2.10 metres. A volleyball or badminton net set to the appropriate height may be used.
11. In event of a drawn game 3 minutes per half extra time will be played. If still level at this stage sudden death will apply.

TABLE TENNIS

Event Type	Team
Age Category	Boys U13 Over 10 / Girls U13 Over 10, Boys U16 Over 13 / Girls U16 Over 13
Panel Details	Panel of 5 (3 Players + 2 Substitutes)
	All panel members present at National Festival should participate.

1. The competition will be run according to the rules of the I.T.T.F. except where amended by Community Games Rules.
2. A panel will consist of 5(3 players plus 2 substitutes).
3. All games will consist of 5 sets. To win a set a player must reach 11 points and win by 2 points. If the score goes to 10 all, play will continue with service changing every point, (up to 10 all service consists of 2 points) until one player wins by 2 points.
4. The referee must be given in writing before the match commences the order in which members of each team will play. The order may be changed for subsequent matches.
5. The line out for the singles will consist of 3 players who will be numbered 1,2,3.
6. The doubles will consist of any two players from the entire panel of 5.
7. Competitors must wear a non-reflective shirt.

GROUP DANCE – MODERN AND DISCO

Event Type	Team
Age Category	U12, U16 All Boys / All Girls / Mixed
Panel Details	Maximum 6 – Minimum of 2
	All panel members present at National Festival should participate. At National Festival Talent competitions participants can avail of their marks or placements on request after the festival

1. Competitors may perform one dance not exceeding 4 minutes duration which may be accompanied by live (maximum of 2 persons) or pre-recorded music.
2. Judging criteria:-
 - Carriage & Interpretation 20 Marks
 - Timing & Rhythm 20 Marks
 - Originality 20 Marks
 - Overall Entertainment 40 Marks
3. Time Penalty Points – One point will be deducted for each 30 seconds, or part thereof, over the time limit.
4. No props allowed.
5. If there is a story to be told, this is done by a competitor in the time allotted for the dance.

GROUP DANCE – IRISH CONTEMPORARY

Event Type	Team
Age Category	U12, U16 All Boys / All Girls / Mixed
Panel Details	Maximum 6 – Minimum of 2
	All panel members present at National Festival should participate. At National Festival Talent competitions participants can avail of their marks or placements on request after the festival

1. Competitors may perform one dance not exceeding 4 minutes duration which may be accompanied by live (maximum of 2 persons) or pre-recorded music.
2. Judging criteria:-
 - Carriage & Interpretation 20 Marks
 - Timing & Rhythm 20 Marks
 - Originality 20 Marks
 - Overall Entertainment 40 Marks
3. Time Penalty Points – One point will be deducted for each 30 seconds, or part thereof, over the time limit.
4. Dance equipment necessary in the portrayal of Traditional dance allowed.
5. If there is a story to be told, this is done by a competitor in the time allotted for the dance.

GROUP SINGING

Event Type	Team
Age Category	U12, U16 All Boys / All Girls / Mixed
Panel Details	Maximum 6 – Minimum of 2
	All panel members present at National Festival should participate. At National Festival Talent competitions participants can avail of their marks or placements on request after the festival

1. Competitors may perform one or two songs to a maximum duration of 5 minutes. A medley and mash-up composition is permitted. Definition of a medley is 2 or more songs performed together without a break
2. They may be accompanied by live music provided by a member or members of the group or by pre- recorded music only – No vocals Included.
3. Conductors not allowed during the performance.
4. Judging Criteria:-
 - Time Penalty Points – One point will be deducted for each 30 seconds or part thereof over the time limit.
 - Clarity of pronunciation - 20 Marks
 - Tuning - 20 Marks
 - Accuracy of rhythm - 20 Marks
 - Phrasing and Breathing - 20 Marks
 - Stage Presence & Performance - 10 Marks
 - Program Content/Entertainment - 10 Marks

GROUP DRAMA & Comedy Sketch

Event Type	Team
Age Category	U12, U16 All Boys / All Girls / Mixed
Panel Details	Maximum 6 – Minimum of 2
	All panel members present at National Festival should participate. At National Festival Talent competitions participants can avail of their marks or placements on request after the festival

1. Competitors may perform one Drama or Comedy Sketch to a maximum duration of 5 minutes.
2. Strictly no props allowed: the use of props will result in immediate disqualification and performance will not be judged.
3. Chairs may be used on stage to seat the performers only
4. Costumes may be used to depict the character being played
5. Judging Criteria:-
 - Suitability - 20 Marks
 - Delivery - 20 Marks
 - Acting Skills - 20 Marks
 - Overall Entertainment - 40 Marks
6. Time Penalty Points – One point will be deducted for each 30 seconds or part thereof over the time limit.

GROUP MUSIC

Event Type	Team
Age Category	U12, U16 All Boys / All Girls / Mixed
Panel Details	Maximum 6 – Minimum of 2
	All panel members present at National Festival should participate. At National Festival Talent competitions participants can avail of their marks or placements on request after the festival

1. Competitors may perform one or two pieces to a maximum duration of 5 minutes.
2. All music must be performed live by the competitors. No pre-recorded music allowed.
3. All musical instruments must be provided by the competitors.
4. Judging Criteria:-
 - Interpretation - 20 Marks
 - Rhythm - 20 Marks
 - Tone - 20 Marks
 - Overall Entertainment - 40 Marks
5. Time Penalty Points – One point will be deducted for each 30 seconds, or part thereof, over the time limit.

RELAY

RELAY RACES

Event Type	RELAY - Relay Races 4 x 100M
Panel Details/Age Categories	Mixed U/10 Over 8 - Panel 6 (3 boys/3 girls) Boys U/12 Over 10 - Panel 6 Girls U/12 Over 10 - Panel 6 Mixed U/13 Over 10 - Panel 6 (3 boys/3 girls) Boys U/14 Over 12 - Panel 6 Girls U/14 Over 12 - Panel 6 Mixed U/15 Over 13 - Panel 6 (3 boys/3 girls) Boys U/16 Over 14 - Panel 6 Girls U16 Over 14 - Panel 6 Relay Race 4 X 200M - Mixed U16 Over 14 – Panel of 6 (3 Boys and 3 Girls)
	All panel members present at National Festival should participate

1. Rules as per IAAF www.iaaf.org
2. For all Relays in the semi-finals, a seeded draw based on the heat finishes will be adopted. An open draw for the finals will be made for lanes at which a manager from each team will have the right to be present.
3. In U10, U13, U15 & U16 mixed relay 2 boys and 2 girls must run. Any member of the panel may run any leg of the relay at any stage of the competition

SQUADS

SWIMMING

Event Type	SQUAD
Panel Details/Age Categories	Boys U/13 over 10 (Squad) (Panel of 6) (four to swim and two subs) 4 x 25m length freestyle Girls U/13 over 10 (Squad) (Panel of 6) (four to swim and two subs) 4 x 25m length freestyle Boys U/16 over 13 (Squad) (Panel of 6) (Four to swim and two subs) 4 x 50m medley order: Backstroke, Breaststroke, Butterfly and Freestyle. Girls U/16 over 13 (Squad) (Panel of 6) (Four to swim and two subs) 4 x 50m medley order: Backstroke, Breaststroke, Butterfly and Freestyle.
	All panel members present at National Festival should participate.

Rules of Swim Ireland to apply except where amended by Community Games rules.
Races will be judged on touching the finish wall.

In the breaststroke races, the touch must be with both hands.

In the squad, the incoming swimmer must "Touch" before outgoing swimmer leaves the block.

The start in Freestyle, Breaststroke, Butterfly and Individual races at the National Festival shall be with a dive. After a short whistle- blow a number of times in quick succession (typically 3 times), swimmers must be ready for the swim. On the long whistle from the referee the swimmers shall step onto the blocks and remain there. On the starter's command "take your marks", they shall immediately take up a starting position with at least one foot at the front of the blocks. When all swimmers are stationary, the starter shall give the starting signal and the starting signal will sound. This can be an electronic buzzer/beep or hand signal or whistle.

The start in Backstroke and Medley Relay races shall be from the water. At the referee's first long whistle, the swimmers shall immediately enter the water. At the Referee's second long whistle the swimmers shall return without undue delay to the starting position. When all swimmers have assumed their starting positions, the starter shall give the command "take your marks". When all swimmers are stationary, the starter shall give the starting signal.

Swimmers must stay in the water at the end of a race until they are given official permission to leave. Technological equipment can be used at the National Festival to assist finish judges in the determination of placings at the finish of all swimming events.

Any swimmer starting before the starting signal has been given, shall be disqualified. If the starting signal sounds before the disqualification is declared, the race shall continue and the swimmer or swimmers shall be disqualified upon completion of the race. If the disqualification is declared before the starting signal, the signal shall not be given, but the remaining swimmers shall be called back and start again. The Referee repeats the starting procedure beginning with the long whistle (the second one for backstroke) as per SW 2.1.5.

Once a panel has been submitted for a squad no alteration or addition can be made. A member of the panel may compete and swim any leg of the squad at any stage of the competition. No competitor may swim two legs of the squad.

Eligibility

County Finals: As prescribed by the County Executive

Provincial Finals: A Competitor can take part in any team event at Provincial but must choose which 1 Team event he/she wishes to Participate in May and if applicable which Team event he/she wishes to Participate in August (no individual events at Provincial level). This choice must be completed on completion of the Provincial finals.

May National Festival 2017: a competitor can only take part in one team event + one individual event and **1 of (Marathon, Mixed Distance, Cross Country, Debating) per National Festival weekend** and a swimming squad event.

August National Festival 2017: a competitor can only take part in one team event + one individual event and an athletics relay event.

Declaration of Team Colours

All Counties must notify the Activities Director of the relevant Team Colours before the National Festival Event. In the event of a clash a toss of a coin will determine which Team must change.

Replacements at National Festival

In Exceptional Circumstances a maximum of two individual team members may be replaced on teams qualified for the National Festival. Applications for replacements will only be considered where the original team panel form has been completed in full. The County Secretary must supply valid reasons for the replacement to be granted no later than 48 hours prior to the event at the National Festival. A three person Panel will adjudicate on all applications

Round Robin Rules

At the completion of the round robin series of games, where teams are on equal points the winner will be decided on A: the result of the head to head game. B: Score difference, C: if A or B fail to determine the outcome of the competition a playoff / playoff's involving the tied teams will determine the outcome.

Misconduct

The Referee will have serious regard for personal fouls, vulgar or abusive language, and after a warning a player will be sent off the field for a second offence. A player who is sent off shall be automatically suspended for the following game. Further sanctions may be imposed by the Disciplinary Committee following consideration of the Referee's report.

All decision of the Referee's/Umpires/Judges/Quizmaster are final.

Managers, coaches and or other team officials must comply with the Code of Conduct and will be subject to sanction for any breaches of the code.

Tied Results at National Festival

In the event of a joint placing, only 4 medals will be presented to competitors in either team or individual events. Example – If there is a joint 2nd there will be no 3rd place.

Age Guidelines 2017

- Under 16: Competitors born on or before 31 July 2001 are overage
- Under 15: Competitors born on or before 31 July 2002 are overage
- Under 14: Competitors born on or before 31 July 2003 are overage
- Under 13: Competitors born on or before 31 July 2004 are overage
- Under 12: Competitors born on or before 31 July 2005 are overage
- Under 11: Competitors born on or before 31 July 2006 are overage
- Under 10: Competitors born on or before 31 July 2007 are overage
- Under 9: Competitors born on or before 31 July 2008 are overage
- Under 8: Competitors born on or before 31 July 2009 are overage

All Participants must be over the age of 6 on the 31st July in the year of National Competition.

All ages mentioned are relevant to the 31st July in the year of National competition.