



The Mo Fearon Memorial Cup
at Father Lynch Park
05 March 2016

Mo Fearon Memorial Cup

Saturday 5th March 2016

Rules & Fixtures: Version 1.1 (3 March 2016)

GROUP 'A' [Pitch 1]:

- 1) MAYOBRIDGE
- 2) THE MOURNES
- 3) THE LOUP
- 4) DROMINTEE

GROUP 'B' [Pitch 2]:

- 1) CARRICKCRUPPEN
- 2) BURREN
- 3) SAVAL
- 4) BALLYHOLLAND

GROUP 'C' [Pitch 3]:

- 1) SHAMROCKS
- 2) MITCHELS
- 3) SLAUGHTNEIL
- 4) KILCOO

GROUP 'D' [Pitch 4]:

- 1) BELLAGHY
- 2) AN RIOCHT
- 3) KILLEAVY
- 4) CROSSMAGLEN

REGISTRATION IS AT 12PM SHARP IN THE CLUB ROOMS

ALL TEAMS MUST ATTEND THE REGISTRATION. BE ON TIME.

TOURNAMENT BEGINS AT 1PM SHARP

Recommended charitable contribution of £10 per player. Lunch is included for all players.



Local Rules and Clarifications

Rule 1: Kick-outs can be taken from the hand or from the ground, but must be taken from within the small parallelogram.

Application: If a kick-out is taken from outside the parallelogram, and the team in question gains an advantage, play is stopped, and the kick-out is re-taken. To be clear, an advantage would require the restarting team to retain possession.

Rule 2: A team forces the ball over their own end line (“a 45”).

Application: “45s” are taken from the halfway line, and only from the ground. 45s cannot be kicked backwards into your own half (see rule 4).

Rule 3: Passing the ball backwards is not permitted within your own half.

Application: A free is awarded to the opposing side, from the point where the ball was passed backwards. If inside 14m of goal, the free will be taken from 14m out, in line with the foul. **This rule has been removed.**

Rule 4: Passing the ball back over the halfway line is not permitted.

Application: A free is awarded to the opposing side on the halfway line, at the point where the ball would have crossed.

Rule 5: Substitutions may only occur during breaks in play.

Application: If the team in question gains an advantage during a phase of play in which the substitute entered, their opponents are awarded a free from halfway line. To be clear, an advantage would require the newly entered player to become active in play. **This rule has been removed.**

Rule 6: Substitutes must only enter play from a marked parallelogram at the halfway line, and strictly only after a teammate has left the pitch.

Application:

1. If any team has more than 7 players on the field at any time, then an immediate free will be awarded against them from the halfway line.
2. If entering from any point except the parallelogram, and the team in question gains an advantage during the phase of play immediately afterwards, their opponents are awarded a free from halfway line. To be clear, an advantage would require the newly entered player to become active in play.

Rule 7: Serious foul play, including striking an opponent, will result in a red card.

Unnecessary aggression or unsporting behaviour will result in a yellow card.

Application: A player who receives a red card will not be eligible to play in the remainder of that match, or in any part of their subsequent fixture. **A player who receives a yellow card will not be eligible for the rest of the match in question.**

Tournament Rule: A panel can be a maximum size of 12 players, and all players must be aged 35 or over on 5th March 2016.

Application: Breaking this rule in any match will see the automatic loss, on a score line of 0 points to 10. If both teams break the rule, the match will be declared void.

Advice: Injuries will not always require stoppages.

Application: Use common sense. Be sporting. A game will not stop to allow players to catch their breath, run off a minor knock, or adjust their footwear. Leave the field of play at the nearest point, and wave a substitute on at the next break in play.



Match Times

- All group matches are a continuous 10 minutes in length, and will start at the exact time allocated on the fixture list.
- All knockout matches are 6 minutes each way, with a 1-minute interval for teams to get organised. Knockout matches will begin at the exact times allocated on the fixture list. Teams should be aware that there will be less than 5 minutes interval between knockout stage games.
- For all matches, the team named first will play from the Newry-side goals in the first half (knockout), or the full match (group).

Progress

- a) The top two teams in each section will progress to their allocated spot in the knockout schedule.
- b) In event of a two-way tie for a group position, the head-to-head result between those sides, and then scoring difference, will be used as the delimiters.
- c) In event of a three-way or four-way tie for a group position, scoring difference will be used as the delimiter.
- d) In event of a tied group position after b) and c) have been applied, the organising committee will draw lots.
- e) In event of a tie after a knockout match, a penalty shoot out (3 per team, then sudden death) will decide the winners. Only goals count in a penalty shoot out; over the bar is classified as a wide.
- f) Note that at each knockout stage, all matches will start simultaneously. So if a penalty shootout is required in one or more matches, all timings will move back 5 minutes.

All matches will begin and end with a hooter.

During knockout matches only, and in exceptional circumstances only (e.g. a serious injury), the referee can advise teams that a final whistle will overrule the hooter.



GROUP A FIXTURES – ALL PLAYED ON PITCH 1

Mayobridge	V	Mournes	1.00pm
Loup	V	Dromintee	1.15pm
Mayobridge	V	Loup	1.30pm
Mournes	V	Dromintee	1.45pm
Mournes	V	Loup	2.00pm
Dromintee	V	Mayobridge	2.15pm

GROUP B FIXTURES – ALL PLAYED ON PITCH 2

Carrickcruppen	V	Burren	1.00pm
Saval	V	Ballyholland	1.15pm
Carrickcuppen	V	Saval	1.30pm
Burren	V	Ballyholland	1.45pm
Burren	V	Saval	2.00pm
Ballyholland	V	Carrickcruppen	2.15pm



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GROUP C FIXTURES – ALL PLAYED ON PITCH 3

Shamrocks	V	Mitchels	1.00pm
Slaughtneil	V	Kilcoo	1.15pm
Shamrocks	V	Slaughtneil	1.30pm
Mitchels	V	Kilcoo	1.45pm
Mitchel	V	Slaughtneil	2.00pm
Kilcoo	V	Shamrocks	2.15pm

GROUP D FIXTURES – ALL PLAYED ON PITCH 4

Bellaghy	V	An Ríocht	1.00pm
Killeavy	V	Crossmaglen	1.15pm
Bellaghy	V	Killeavy	1.30pm
An Ríocht	V	Crossmaglen	1.45pm
An Ríocht	V	Killeavy	2.00pm
Crossmaglen	V	Bellaghy	2.15pm



QUARTER FINALS

GAME 1 – PITCH 1

WINNERS OF GROUP A V RUNNERS UP GROUP B 2.30PM

_____ V _____

GAME 2 – PITCH 2

WINNERS OF GROUP B V RUNNERS UP GROUP A 2.30PM

_____ V _____

GAME 3 – PITCH 3

WINNERS OF GROUP C V RUNNERS UP GROUP D 2.30PM

_____ V _____

GAME 4 – PITCH 4

WINNERS OF GROUP D V RUNNERS UP GROUP C 2.30PM

_____ V _____



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SEMI FINALS

PITCH 1

WINNERS OF GAME 1 V WINNERS OF GAME 4 2.50PM

_____ V _____

PITCH 2

WINNERS OF GAME 2 V WINNERS OF GAME 3 2.50PM

_____ V _____

FINAL OF THE MO FEARON MEMORIAL CUP

PITCH 1 – _____ 3.15PM

_____ V _____