



# Understanding the Gaelic Games Go Games Policy





# GO GAMES

GAA  
Gaelic Athletic Association

LGFA  
Ladies Gaelic Football Association

GOAL  
Gaelic Games Organisation for All

FUN & ENJOYMENT   PLAYING TIME FOR ALL   INCLUSIVE   NON-COMPETITIVE  
 AGE APPROPRIATE   F2 STAGE OF PLAYER PATHWAY   UNDER 7-UNDER 12  
 REFEREE & COORDINATOR EDUCATION   PLAYER DEVELOPMENT  
 SOCIAL   HIGHER SATISFACTION LEVELS   INCREASED SKILL EXECUTIONS  
 ADAPTED EQUIPMENT & PITCH SIZE   GAELIC GAMES FAMILY POLICY  
 U12 COUNTY LEAGUES & LEAGUE FINALS PERMITTED, NO KNOCK OUT ROUNDS





# Purpose of the Go Games Re-Launch

- **Re-focus-** On Child centered, inclusive, activities for our largest playing cohort
- **Reiterate** – Our commitment to developing a fun and learning environment for U7-U12 members
- **Re-imagine** – Playing rules to innovate and enhance the playing experiences and development of all
- **Re-alignment** – with F2 stage of the Gaelic Games Player Pathway





# What are Gaelic Games Go Games?

Gaelic Games Go Games refers to a games development pathway that is aligned to the Gaelic Games Player Pathway Foundation 2 (F2). Emphasis during this phase is on further developing functional movement skills and the early acquisition of the specific skills of Gaelic Games.







# Defining Go Games

- Go Games are modified small-sided versions of Hurling, Camogie, Gaelic Football and Ladies Gaelic Football which have been devised to cater for the development needs of children aged 7 and up to and including 12 years of age.
- Go Games can be played in a club, school and/or community setting to introduce children to Gaelic Games.
- They allow children to have fun, grow, and learn, physically, socially, and psychologically and develop the key attributes for life.
- Go Games are inclusive, structured to cater for the needs, abilities, and backgrounds of all participants.





# What's New??

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Common Policy Across all Associations

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Innovative additions to playing rules and numbers

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Introduction of blitz format as standard

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Self paced educational opportunity

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Self paced referee module

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Activity approval system

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# A Cross-Associational Approach

- Go Games is national policy of the GAA, Camogie Association, Ladies Gaelic Football Association, and their constituent units at provincial, county, club and educational level, responsible for the organisation and delivery of Go Games
- Each unit must be aware of and comply with the provisions of this policy
- All units and members participating in Go Games are bound by the official rules of their Association.





# Policy Purpose

The purpose of this policy is to deliver a structured, standardised, and unified approach to the development of our young players across all three Associations.

We want Go Games to provide children with an appropriate introduction to competition on a phased basis. The game itself provides a sufficient skill development challenge for children. Above all this policy is in line with the Gaelic Games Player Pathway and its six key underlying principles:

- 1. Club is Core
- 2. Player Centred
- 3. Quality Coaching Experiences
- 4. Connection
- 5. Inclusive
- 6. As Many as possible for as long as possible







# Principles and Organisation of Go Games

- All participants play in the Game i.e., everyone 'Has a Go'
- Games are small sided
- Modified playing rules
- Participant needs are catered for at U7, U8, U9, U10, U11, U12.
- The U6 age grade or below is not permitted
- Endeavour to play the minimum numbers recommended; U7 - 4 v 4, U8 – 5 v 5, U9 - 5 v 5, U10 - 6 v 6, U11 – 6 v 6.
- Participants may play up two Go Games age grades – Under 7 may play at their own age grade plus Under 8 or Under-9 level
- In Clubs and Primary Schools, up to under 11, no League or Championship competitions shall be organized
- No provision is made to publish scores. No scores should be kept or utilised in any way
- No provision is made to present trophies, cups, etc.
- Club and Primary School blitzes shall be organised subject to Association rule. No provision is made for the organization of club or primary school Go Games blitzes with formats that include, knock-out games, semi-finals, finals etc.

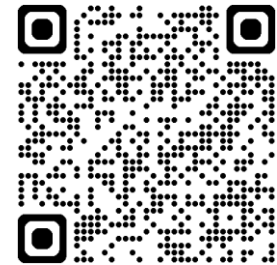




# General Guidelines



- Children at 7 years of age and younger are still in the process of developing the fundamental skills required to support early acquisition of the specific skills of Gaelic Games. It is therefore recommended children aged 7 and younger are introduced slowly to Go Games with their continued participation in the club Nursery Programme (F1) preferred



- Go Games explicitly commences at U7 age grade, with participants permitted to play at 2-year cohorts
- Children whose sixth birthday is on or after January 1st can play at the Under 7 age grade in that calendar year only



# U12 Age grade

- Only children whose 10th, 11th or 12th birthday is on or after January 1st can play at the U-12 age grade in that calendar year
- U12 age grade is organised on a league and blitz basis. No knockout rounds are permitted as part of the U12 league programme.
- Go Games should not be used as grading for any older age grades
- 1 V 1 Games are permitted at this grade only



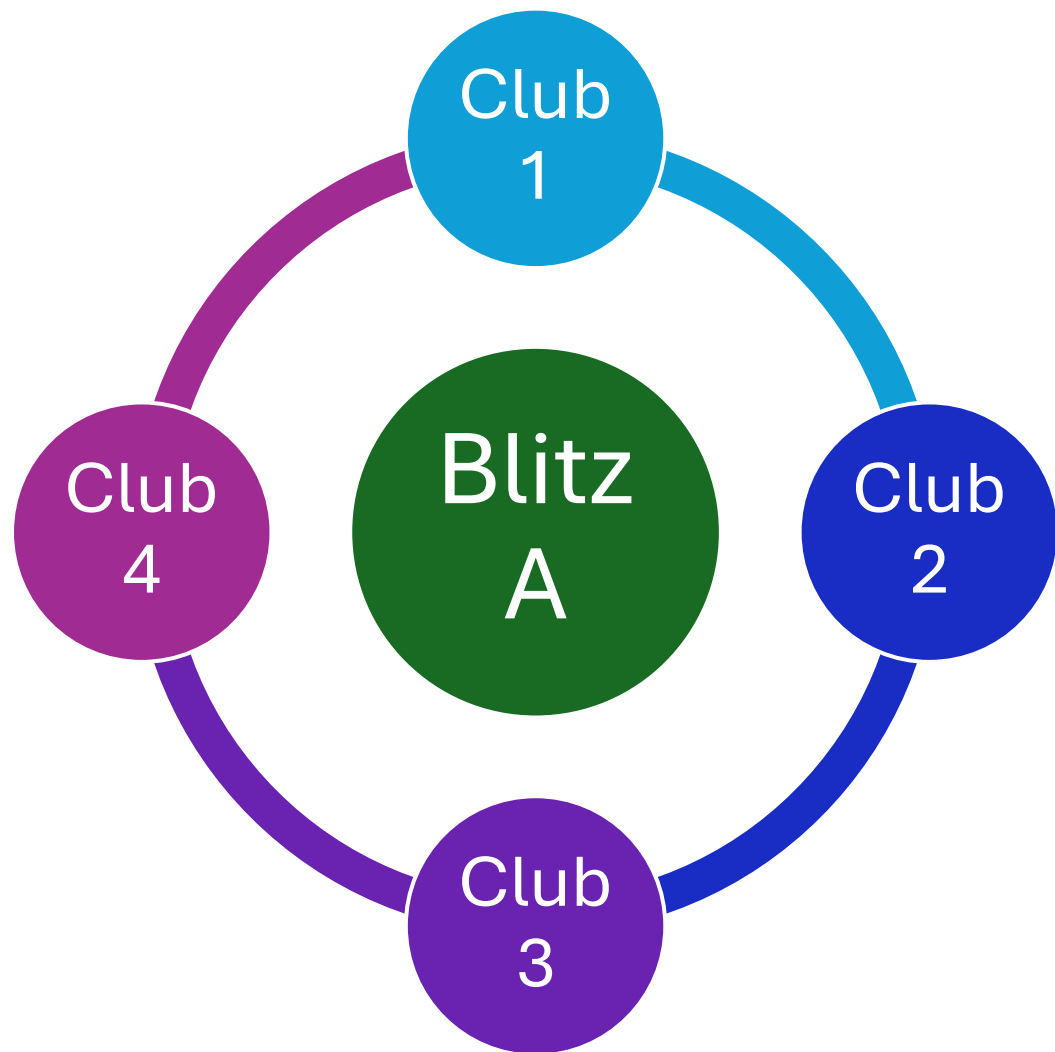


# Events Definitions

- A blitz or a festival must include a minimum of three clubs or multiple teams from two clubs
- A blitz is defined as an event containing no less than four teams with each team playing multiple games with a minimum of three games per team at an event
- There are no knock-out rounds (e.g. semi-finals, finals) in any type of Go Games
- There are no cups or trophies to be presented to any teams playing Go Games U7-U11 including tournaments and commemorative events
- Where prizes (e.g. medals, certificates etc.) are being given out, every child participating should receive the same.



# Sample Club Blitz

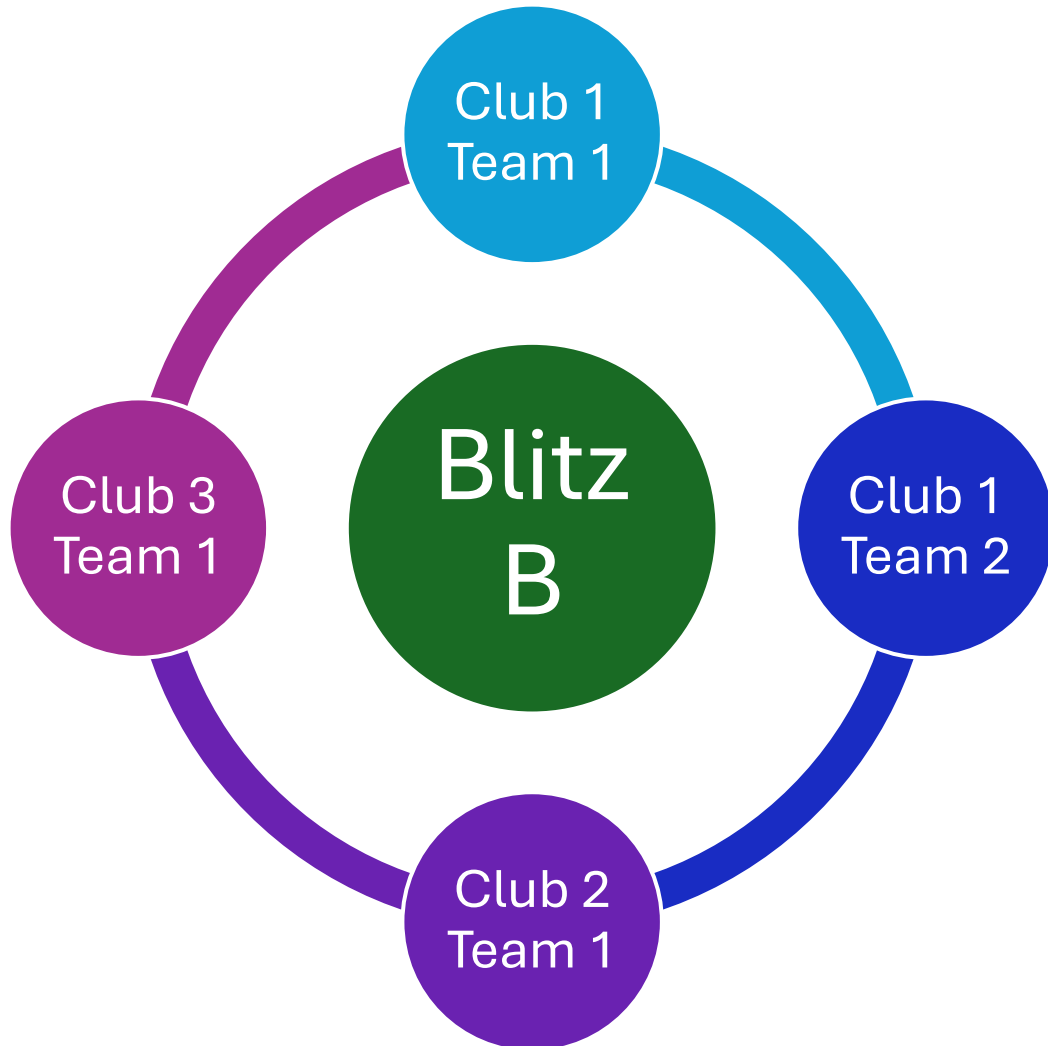


<b>Club 1</b>	<b>V</b>	<b>Club 2</b>
<b>Club 3</b>	<b>V</b>	<b>Club 4</b>
<b>Club 1</b>	<b>V</b>	<b>Club 3</b>
<b>Club 2</b>	<b>v</b>	<b>Club 4</b>
<b>Club 3</b>	<b>V</b>	<b>Club 2</b>
<b>Club 1</b>	<b>V</b>	<b>Club 4</b>

- At least 4 teams
- Minimum of three clubs or multiple teams from two clubs



# Sample Club Blitz



<b>Club 1 Team 1</b>	<b>V</b>	<b>Club 1 Team 2</b>
<b>Club 2 Team 1</b>	<b>V</b>	<b>Club 3 Team 1</b>
<b>Club 1 Team 1</b>	<b>V</b>	<b>Club 2 Team 1</b>
<b>Club 1 Team 2</b>	<b>v</b>	<b>Club 3 Team 1</b>
<b>Club 2 Team 1</b>	<b>V</b>	<b>Club 1 Team 2</b>
<b>Club 1 Team 1</b>	<b>V</b>	<b>Club 3 Team 1</b>





# Memorial Events

Can blitzes still be organised as memorial events for example?

- Yes, but not with a cup or trophy being presented so no finals
- This can be Gerry McDonald Memorial Festival of Football for example rather than Gerry McDonald Tournament
- Think about it, will more people remember Gerry if one child takes home a cup or if every child at the Festival has a medal or certificate for example with Gerry's name?

# Playing Rules

## Under -7



**Team Sizes**

Min. 4 v 4 Max. 7 v 7



**Substitutions**

Unlimited - Equal Game Time for All



**Zones**

2 Zones - Pitch split with cones across at halfway



**Pitch Size**

45 m. x 30 m.



**Goal Size**

Training poles: 3m Apart



**Ball Size**

First Touch



**Football - In play rules**

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



**Hurling/Camogie - In play rules**

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



**Duration**

10-minute blocks up to 40 Minutes



**Restarts**

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



**Frees/Sidelines Hurling/Camogie**

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



**Frees/Sidelines Football**

All taken from the hands. Players 10m away. Player fouled or nearest player to take



## Under -8



**Team Sizes**

Min. 5 v 5 Max. 8 v 8



**Substitutions**

Unlimited - Equal Game Time for All



**Zones**

2 Zones - Pitch split with cones across at halfway



**Pitch Size**

65 m. x 40 m.



**Goal Size**

Training poles or portable goals: Where available



**Ball Size**

Quick Touch



**Football - In play rules**

One hop & one solo allowed  
Standard: As per existing Association rule



**Hurling/Camogie - In play rules**

One touch of ball on hurl permitted.  
Standard: As per existing rules.



**Duration**

10-minute blocks up to 50 Minutes



**Restarts**

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



**Frees/Sidelines Hurling/Camogie**

Frees - Strike from the hand or lift and strike. Side-lines taken off the ground. Player fouled or nearest player to take all. Players must be 10m away from player taking. Modified 45/65 taken from the centre point of the halfway line



**Frees/Sidelines Football**

All taken from the hands. Players 10m away. Player fouled or nearest player to take



# Playing Rules

## Under -9



Team Sizes

Min. 5 v 5 Max. 9 v 9



Substitutions

Unlimited - Equal Game Time for All



Zones

None



Pitch Size

65 m. x 40 m.



Goal Size

Training poles or portable goals: Where available



Ball Size

Quick Touch



Football - In play rules

One hop & one solo allowed  
Standard: As per existing Association rule



Hurling/Camogie - In play rules

One touch of ball on hurl permitted.  
Standard. As per existing rules.



Duration

10-minute blocks up to 50 Minutes



Restarts

Puck/Kick outs from the hand



Frees/Sidelines  
Hurling/Camogie

Frees - Strike from the hand or lift and strike. Side-lines taken off the ground.  
Player fouled or nearest player to take all. Players must be 10m away from player taking. Modified 45/65 taken from the centre point of the halfway line



Frees/Sidelines  
Football

All taken from the hands. Players 10m away.  
Player fouled or nearest player to take



## Under -10



Team Sizes

Min 6 v 6 Max. 10 v 10



Substitutions

Unlimited - Equal Game Time for All



Zones

None



Pitch Size

100 m. x 45 m.



Goal Size

Portable goals



Ball Size

Smart Touch



Football - In play rules

One hop & one solo allowed  
Standard: As per existing Association rule



Hurling/Camogie - In play rules

One touch of ball on hurl permitted. Standard. As per existing rules. Additional rules can be modified to meet local needs.



Duration

2 x 10 minutes x 3 games



Restarts

Puck/Kick outs from the hand



Frees/Sidelines  
Hurling/Camogie

Frees/ Side-lines - Normal rules. Players must be 10m away from player taking. Modified 45/65 taken from the centre point of the halfway line



Frees/Sidelines  
Football

Frees/45's/ Side-lines - Normal rules. Players must be 10m away from player taking.





# Playing Rules

## Under -10

 **Team Sizes**

Min 6 v 6 Max. 10 v 10

 **Substitutions**

Unlimited - Equal Game Time for All

 **Zones**

None

 **Pitch Size**

100 m. x 45 m.

 **Goal Size**

Portable goals

 **Ball Size**

Smart Touch

 **Football - In play rules**

One hop & one solo allowed  
Standard: As per existing Association rule

 **Hurling/Camogie-  
In play rules**

One touch of ball on hurl permitted. Standard. As per existing rules. Additional rules can be modified to meet local needs.

 **Duration**

2 x 10 minutes x 3 games

 **Restarts**

Puck/Kick outs from the hand

 **Frees/Sidelines  
Hurling/Camogie**

Frees/ Side-lines - Normal rules. Players must be 10m away from player taking. Modified 45/65 taken from the centre point of the halfway line

 **Frees/Sidelines  
Football**

Frees/45's/ Side-lines - Normal rules. Players must be 10m away from player taking.

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

Blitz / Festival Referee  
\*Certified Coach or Go Games Referee

100m  
x  
45m



## Under -11

 **Team Sizes**

Min 6 v 6 Max. 11 v 11

 **Substitutions**

Unlimited - Equal Game Time for All

 **Zones**

None

 **Pitch Size**

100 m. x 45 m.

 **Goal Size**

Portable goals

 **Ball Size**

Smart Touch

 **Football - In play rules**

One hop & one solo allowed  
Standard: As per existing Association rule

 **Hurling/Camogie-  
In play rules**

One touch of ball on hurl permitted. Standard. As per existing rules. Additional rules can be modified to meet local needs.

 **Duration**

20-minute Blocks up to 60 Minutes

 **Restarts**

Puck/Kick outs from the hand

 **Frees/Sidelines  
Hurling/Camogie**

Frees/ Side-lines - Normal rules. Players must be 10m away from player taking. Modified 45/65 taken from the centre point of the halfway line

 **Frees/Sidelines  
Football**

Frees/45's/ Side-lines - Normal rules. Players must be 10m away from player taking.

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

Blitz / Festival Referee  
\*Certified Coach or Go Games Referee

100m  
x  
45m



# Under -12



Team Sizes

Min 8 v 8 Max 13 v 13



Substitutions

Unlimited – Equal Game Time for All



Zones

None



Pitch Size

105 m x 50 m.



Goal Size

Portable goals



Ball Size

Hurling/Camogie Smart Touch/ Size 4  
Football Smart Touch



Football - In play rules

Two touches of ball permitted. Hop & Solo or Solo & Solo Standard. As per existing rules. Additional rules can be modified to meet local needs.



Hurling/Camogie-  
In play rules

One touch of ball on hurl permitted. Standard. As per existing rules. Additional rules can be modified to meet local needs.



Duration

20-minute Blocks up to 60 Minutes



Restarts

Puck/Kick outs from the hand



Frees/Sidelines  
Hurling/Camogie

Frees/ Side-lines – Normal rules. Players must be 10m away from player taking. Modified 45/65 taken from the centre point of the halfway line



Frees/Sidelines  
Football

Frees/ Side-lines – Normal rules. Players must be 10m away from player taking.

105m  
x  
50m





# Under 12 League – What it Can Look Like?

Week 1	Team 1		v	Team 2
Week 1	Team 3		v	Team 4
Week 1	Team 5		v	Team 6
Week 2	Team 2		v	Team 3
Week 2	Team 1		v	Team 5
Week 2	Team 4		v	Team 6
Week 3	Team 2		v	Team 5
Week 3	Team 3		v	Team 6
Week 3	Team 4		v	Team 1
Week 4	Team 2		v	Team 6
Week 4	Team 3		v	Team 1
Week 4	Team 5		v	Team 4
Week 5	Team 1		v	Team 6
Week 5	Team 4		v	Team 2
Week 5	Team 5		v	Team 3

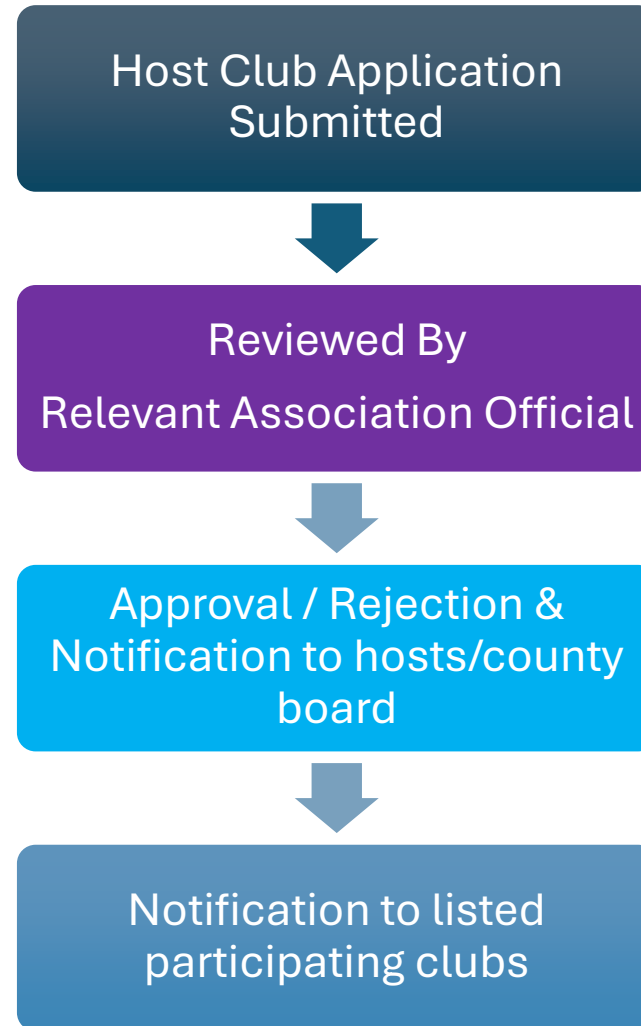
- No scores published:  
W= Win D= Draw L=Loss
- Top 2 Play League final
- Option for 3<sup>rd</sup> V 4<sup>th</sup> & 5<sup>th</sup> V 6<sup>th</sup> in  
“Finals Festival Day”

	Played	W	L	D	Points
Team 4	5	5	0	0	15
Team 2	5	4	1	0	12
Team 6	5	3	2	0	9
Team 3	5	2	3	0	6
Team 5	5	1	3	1	4
Team 1	5	1	3	1	4





# Blitz Event Application





# Go Games Applications

Hi, Vincent. When you submit this form, the owner will see your name and email address.

\* Required

## 1. Code \*

If you are hosting an event with multiple codes, an application must be submitted to each Association. For example, for a hurling and camogie application must go to each relevant code/Association: i.e. "Hurling" and "Camogie"

Ladies Gaelic Football



## 2. Go Games Teams location-Ladies Gaelic Football \*

Teams are from within the one county



## 3. Please Confirm Host County Secretary \*

Secretary Dublin LGFA



Next



Go Games Applications

\* Required

## Event Details

### 4. Event Date \*

1/18/2025

### 5. Venue \*

whitehall

### 6. Please list all clubs, including the number of teams of that club and their counties \*

moate

### 7. Age Grade \*

☒ U7s

☐ U8s

☐ U9s

☐ U10s

☐ U11s

☐ U12s

### 8. Minimum number of games each team will play \*

2



### 9. Event Structure \*

Blitz



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# Breaches of Go Games Policy

## LGFA

Official Guide – Rule 279 - Games in Under 7 to Under 12 shall be organised on the Go Games Model in line with the Gaelic Games Go Games Policy. A breach will be referred to the Provincial or National CODA for sanction

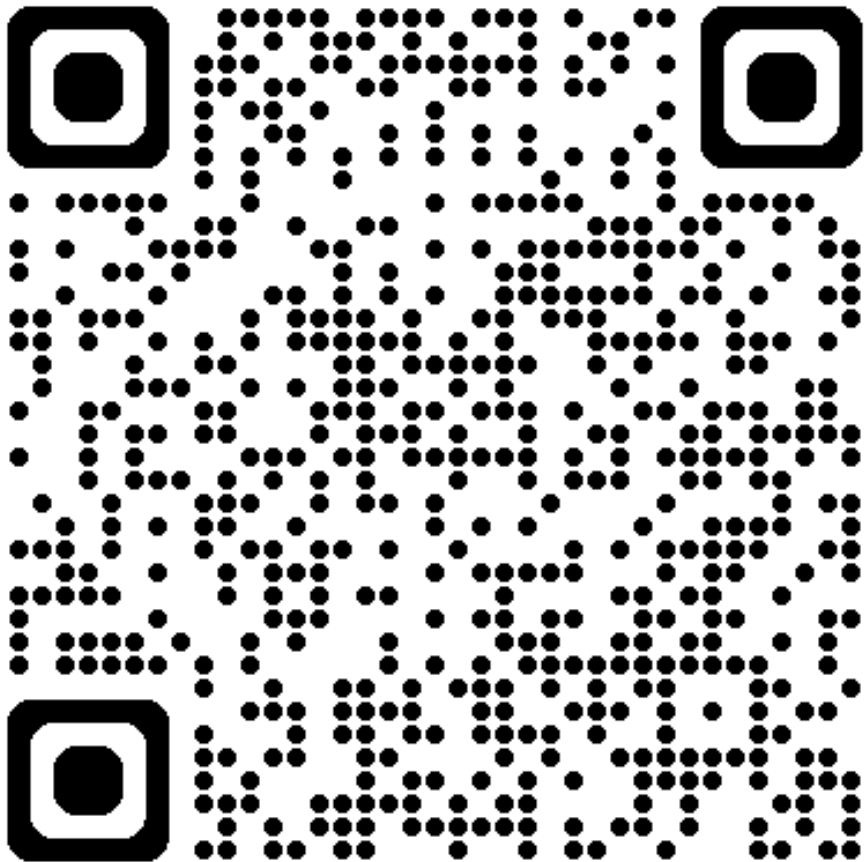
## GAA

- Non-compliance with Codes 11.7 and Association policy by a unit, depending on the circumstances shall result in
- An 8-week suspension for the host Club Secretary. In the case of an independent team, each subsequent parent club Secretary shall be sanctioned
- Clubs who do not adhere to policy will not be permitted to participate in their next due appearance in the Go Games Activity Days in Croke Park. In the circumstances of a repeat offence(s) by a club or non-compliance from a County, Development CCC shall consider further sanctions

## Camogie Association

- Rule Breaches by clubs or mentors: THDC. As per rule 33.8 and ratified Gaelic Games Go Games Policy, non-compliance with policy by a unit will be referred to the relevant Transfers, Hearing and Disciplinary Committees (THDCs) for sanction.
- Non-compliance with Go Games Programme: National Where a county fails to comply with the Go Games Policy for the provision on their games programme structure from U7 to U11, breaches shall be reported to the Coaching and Games Committee and any proposed sanctions will be subject to ratification by Ard Chomhairle.
- Non-compliance with Go Games policy by a unit may result in the exclusion of that unit from Games Development Activity Days (county, provincial or national), and Exhibition Games for a period of 12 months from date of breach.
- For Organising an Unauthorised Tournament - County - Fine €1,000 - Club - Fine €500; Liable to a minimum Suspension of 8 weeks. For Participation in Unauthorised Tournament - County - Fine €500 - Club - Fine €250

# Go Games Landing Page





## BENEFITS OF THE GO GAMES PROGRAMME



### FOR PARTICIPANTS

- Introduction to club at an early age
- Develop Fundamental Movement Skills
- Fun (Lifelong participation)
- Make new friends
- Increase/help with confidence
- Increase/help with self esteem
- Safe & Child centered environment
- Cognitive & emotional development
- Personal growth

### FOR THE CLUB

- Increase player retention
- Strong club culture & identity
- Improve player development pathway
- Greater volunteer engagement
- Inclusive & welcoming environment
- Stronger community & school links
- Alignment with Go Games policy & best practice
- Sustainable club growth

### ETHOS OF A GO GAMES PROGRAMME

Fun

Positive

Everybody treated equally

Supportive

Inclusive

Fair Play

Child Centred

Safe

Give Respect Get Respect

## Go Games Resources

 <h3>POLICY &amp; GUIDELINES</h3> 	 <h3>APPLICATION FORM</h3> 	 <h3>GO GAMES RULES</h3> 	 <h3>ONLINE WORKSHOP</h3> 
Go Games Policy	Go Games Application Form	Go Games Rules	Go Games Online Workshop

 <h3>ONLINE REFEREE COURSE</h3> 	 <h3>PLAYER PATHWAY</h3> 	 <h3>COACH PATHWAY</h3> 	 <h3>ACTIVITY PLANNER</h3> 
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# Online Educational Workshop-



☰

Introduction

☰

What are Go Games?

☰

Why Go Games?

☰

Player Pathway

☰

Go Games Regulations and Guidelines

☰

Organising a Go Games Blitz

☰



Gaelic Games Activity Planner & Other Resources

☰

EXIT COURSE

## What are Go Games?

CEAIGHT 2 OF 7



# Go Games Online Referee Course-



## Sections

This online course for Go Games Referees is separated into 4 main content sections with a quiz at the end. The sections are as follows:

- 1 Introduction to Go Games
- 2 Introduction to Refereeing
- 3 Communication
- 4 Rules
- 5 Rules Quiz

SECTION 1: INTRODUCTION TO GO GAMES

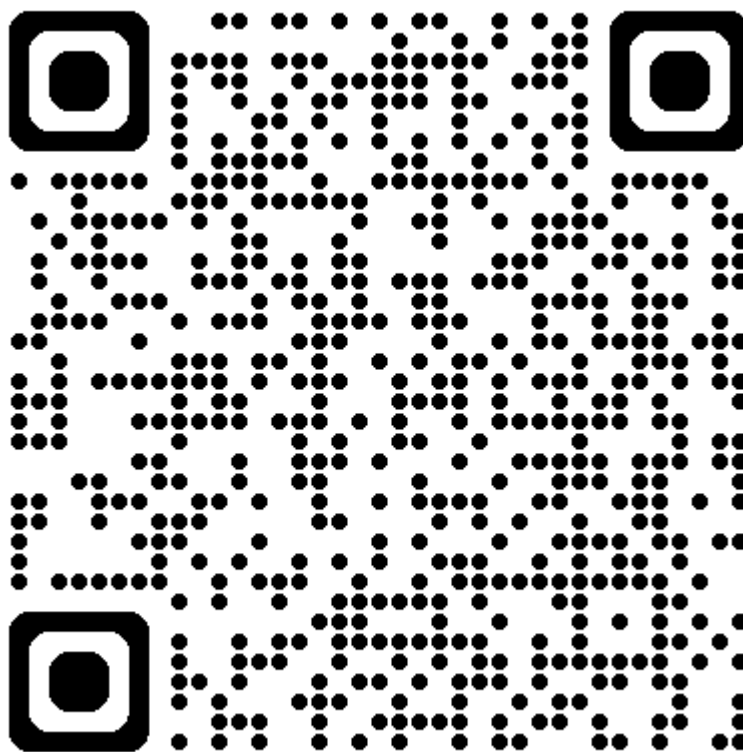


# Go Games Supports



## GO GAMES FAQ DOCUMENT

- **My event has changed due to a withdrawal, what do I do now?**
  - Just inform the individual who approved the blitz on your latest plans, whether you are changing the structure or including another team to ensure it is still within the Go Games Policy
- **I haven't heard anything regarding my event and if it has been received. Who do I contact?**
  - Did you use your correct email address (@camogie.ie, @gaa.ie, @lgfa.ie)
  - Did you select the correct code?
  - If you are experiencing any issues on the above, please contact your National Coordinator
    - **Camogie:** [shauna.fox@camogie.ie](mailto:shauna.fox@camogie.ie)
    - **GAA:** [karen.togher@gaa.ie](mailto:karen.togher@gaa.ie)
    - **LGFA:** [vincent.whelan@lgfa.ie](mailto:vincent.whelan@lgfa.ie)



## GO GAMES FAQ DOCUMENT

- **What is Go Games?**
  - Small adapted versions of Hurling, Camogie, Gaelic Football and Ladies Gaelic Football which have been devised to cater for the development needs of children
- **Who are Go Games for?**
  - Go Games are for children aged U7 and up to and including U12 years of age
  - Children whose sixth birthday is on or after January 1st can play at the Under 7 age grade in that calendar year only
- **What is the aim of Go Games?**
  - They allow children to have fun, grow, and learn, physically, socially, and psychologically and develop the key attributes for life
  - Go Games aim is to provide children with an appropriate introduction to competition on a phased basis
  - All participants play in the Game i.e., everyone 'Has a Go'

# What style of Go Game Programme best suits your County?

**All-In:** Every club plays everyone (this model would suit smaller sized Counties with little travel time regardless of the hosting club)

**Hub Format:** Grouping teams together where they play the same teams for a set period of time before being allocated a new hub

**Region Format:** Splitting the County into regions due to large amount of clubs or for geographically larger Counties

**Number of Teams Format:** Splitting clubs into the number of teams they have (e.g all clubs with 3x teams paired together, all clubs with 4x teams paired together)





# Go Games National Contacts:

## **GAA**

Karen Togher – Participation & Programmes Coordinator:

[karen.togher@gaa.ie](mailto:karen.togher@gaa.ie)

## **Camogie Association**

Shauna Fox – Participation & Retention Coordinator :

[shauna.fox@camogie.ie](mailto:shauna.fox@camogie.ie)

## **LGFA**

Vinny Whelan- Head of Growth & Participation:

[vincent.whelan@lgfa.ie](mailto:vincent.whelan@lgfa.ie)