



***CONTINENTAL YOUTH CHAMPIONSHIPS CHARTER  
AND COMPETITIONS REGULATIONS TABLE OF CONTENTS***

**CHARTER**

- |                       |        |
|-----------------------|--------|
| 1. Purpose            | page 2 |
| 2. Steering Committee | page 2 |
| 3. Host Committee     | page 2 |

**REGULATIONS**

- |                                |           |
|--------------------------------|-----------|
| 1. Team Accommodations         | page 2    |
| 2. Team Registration           | page 2-4  |
| 3. Team Rosters                | page 4-5  |
| 4. Player Registration         | page 5 -6 |
| 5. Coach Eligibility           | page 6-7  |
| 6. Equipment                   | page 7    |
| 7. Players per Team            | page 8    |
| 8. CYC Playing Rules           | page 8-9  |
| 9. CYC Playing Rules – Camogie | page 9    |
| 10. Draws in Playoffs          | page 10   |
| 11. Tie Breakers               | page 10   |
| 12. Score Objections           | page 11   |
| 13. Team Officials             | page 11   |
| 14. Umpires/Linesmen           | page 11   |
| 15. Heat Index                 | page 11   |
| 16. Player Discipline          | page 12   |
| 17. Coach Discipline           | page 13   |
| 18. Mentor/Parent Discipline   | page 13   |
| 19. Objections and Appeals     | page 13   |
| 20. Trophies and Shields       | page 14   |

*Continental Youth Championships Charter  
And Competition Regulations*

**CHARTER**

**1. PURPOSE**

- a. The Continental Youth Championship (CYC) is a 501(c)(3) non-profit corporation whose purpose is to ensure that Gaelic Games and other Irish cultural activities are promoted in a pleasant and enjoyable environment in North America and follows the principles and practices set out in the Gaelic Athletic Association (GAA) Code of Behavior which applies to games governed by the Ladies Gaelic Football Association, Camogie Association and the GAA.
- b. The CYC shall be managed by the CYC Steering Committee.

**2. THE CONTINENTAL YOUTH CHAMPIONSHIPS (CYC) STEERING COMMITTEE**

- a. CYC Steering Committee members are appointed by the President of the GAA after consultation with the respective county boards.
- b. The CYC Steering Committee is responsible for the organization of the CYC Games including but not limited to oversight of the CYC Host Committee, management of funding, event promotion, accommodations for traveling teams, registration of players, scheduling of games and enforcement of rules.

**3. THE HOST COMMITTEE**

- a. The CYC Host Committee will have the responsibility for the organization of the tournament in accordance with the Host Manual.
- b. The full manual is available on the CYC website and must be reviewed prior to submitting a bid to host CYC.

**REGULATIONS**

**1. TEAM ACCOMMODATIONS AT CYC:**

- a. The CYC Hotel Coordinators will assign specific hotels to each club/team.
- b. All traveling clubs/teams are required to book into the hotel assigned to them by the host city.
- c. Failure to use the assigned hotel accommodations will eliminate the club from competing in the CYC competition.

**2. TEAM REGISTRATION**

- a. Registration Deadline: June 15.
  - i. Registration and the Official Team Information Sheet must be completed online through the CYC registration system at [www.cycgaa.org](http://www.cycgaa.org) no later than June 15 of the playing year.
    - 1. Hurling and Camogie teams must have a separate team profile sheet and roster
    - 2. Any additions or changes requested to any roster in any code after June 15 will be at the Steering Committee's discretion.

- ii. All registration details must be available for inspection upon request at any CYC venue or during the competition

b. Minimum Number of Players

- i. The minimum number of players needed to register as a team must be from the age group in which the team will play. The minimum is based on the minimum required to field a team at each age group:
  - 1. 9 for U9,
  - 2. 11 for U11 as well as for Girls football, Camogie and Hurling ages U13-17.
  - 3. Boys football U13-17 is 13 players.
- ii. CYC Executive Steering Committee will set a cap on team rosters to ensure that there is reasonable playing time for all registered players.
- iii. Players must play in their own age group unless there is no team available at that age group.
  - 1. CYC Executive Steering Committee must review and approve all players playing up.

c. Amalgamated Teams

- i. An amalgamated team is defined as a team with 1 (one) or more player(s) from a different club or division.
  - 1. The team seeking players from other clubs must have 5 or more players of their own in that age group before they can seek to amalgamate.
  - 2. No player may play with a team outside of their own club if their home club registers a team at that age group in the same competition.
  - 3. Any club with extra players needing to be placed on an amalgamated team may submit their name(s) to the CYC Registrar by June 14 for a team to be found for them.
  - 4. All amalgamations must be pre-approved by the Executive Steering Committee.
- ii. A club must amalgamate with a local club within their division or county prior to seeking to amalgamate with a club outside of their division or county.
  - 1. Teams that wish to amalgamate must submit their request to be considered an amalgamated team to their Divisional Board and/or County Board for approval prior to registering with the CYC.
  - 2. No amalgamated team will be accepted into the CYC competition without an email verifying approval from their respective Divisional or County Board
  - 3. Once approval has been achieved from the board, a club may submit their board approval email and their team(s) to CYC Executive Steering Committee for approval by the June 14 deadline.
  - 4. Amalgamated Team rosters may have no more than 4 (four) subs on the panel

- iii. Amalgamated Teams that want to compete in the CYC will be reviewed and approved at the discretion of the CYC Executive Steering Committee.
  - 1. A review of all amalgamated team rosters will be completed and a final decision will be sent back to the clubs involved.
  - 2. If the request has been approved, it is the responsibility of the amalgamated club registrar to register all players and print the player profile sheet.
- iv. The name of the amalgamated team must be submitted to the Executive Steering Committee by June 14 for approval prior to completing registration.

d. Registration and Non-Participation Fees:

- i. Registration fee applies to all grades and codes
- ii. Fee to register a non-amalgamated team is \$150 per team.
- iii. Fee for amalgamated teams as defined is \$200 per team.
  - 1. The fee for amalgamated teams must be paid by the team whose name appears on the registration.
    - a. The CYC Executive Steering Committee will not be responsible for collecting separate registration fees from separate clubs.
  - 2. Payments may be made through the online registration system at the time of registration. If payment by check is necessary, contact [Treasurer.cyc.usa@gaa.ie](mailto:Treasurer.cyc.usa@gaa.ie).
    - a. All check payments are due within 5 (five) days of the registration deadline.
    - b. There shall be no refunds for teams withdrawing after the registration deadline.
    - c. Checks should be made payable to **“Continental Youth Championships”** for the full amount of the tournament fee per club.
      - i. Any checks that are returned for payment will be charged an additional \$35 fee.
      - ii. Checks should be mailed or sent FedEx to the CYC Treasurer.

e. Failure to Participate: If after June 15, any registered team fails to participate in the tournament, the penalty will be a \$500 fine per team that fails to compete.

**3. TEAM ROSTERS**

- a. Grading: All rosters (teams) must be graded by A, B or C at the time of registration.
  - i. Final grading status will be determined by the **CYC Executive Steering Committee**.
  - ii. If a club is entering two teams within the same age group the club must e-mail the CYC Registrar to allow the additional team to be set up on the CYC registration system.
- b. Player on Multiple Rosters: If a player is on more than one team, (i.e. football & hurling), that player must be named on both team rosters.

- i. All players must be named on the roster of any team they intend to play with.
  - ii. Only players named on the team panel will be allowed to play.
  - iii. If a club has A, B and/or C teams within the same age group, players can play on no more than one team in the group.
  - iv. If there are non-club players on an amalgamated team list, they must declare their home club. Only players declared on team rosters will be eligible to compete for that team.
- c. Maximum Rosters per Player:
  - i. Any player is allowed to play on a maximum of two (2) rosters. **AT LEAST** one of those rosters must be a Hurling or Camogie team. Exceptions may be granted to individual age groups at the discretion of the Continental Youth Championships Executive Steering Committee. Exceptions will be communicated separately in each playing year.
  - ii. Players not playing Hurling or Camogie are limited to a maximum of one (1)
  - iii. Players must play in their own age group if their club has a team in that age group.
- d. Player Eligibility: A player must be a resident in and attending school in the County they are registered under by January 1st of the Competition year to compete in the CYC. **No Exceptions.**
- e. If a club is fielding a boys and girls team in the competition, the girls must play with the girl's team (no exceptions).
  - i. U9 – U11: Girls can participate on boy's teams.
  - ii. U13-U17: No mixed gender teams are permitted at this age level.

#### 4. **PLAYER REGISTRATION**

- a. Health Insurance: All players participating in CYC must have their own health insurance provided by a parent/guardian or the club.
  - i. CYC and its affiliates will not be responsible for any medical costs related to the competition.
  - ii. Failure to provide proof of health insurance upon request will disqualify a player from participating in CYC
- b. In Person Registration Requirement: Every child participating in the tournament will have to appear before a registration committee to be registered.
  - i. When possible, teams will be assigned times and locations at the hotels for registration.
  - ii. At the time of registration, teams will line up in alphabetical order with their coach or club representative and must have their profile sheets with them, no exceptions.
    - 1. Individual players at the registration locations will have to wait until their assigned teams have been registered.
- c. Day of CYC registration: If, on the morning of the tournament, players need to be registered they must report to the registration tent at least one hour prior to their first game and will line up in alphabetical order with their coach or club representative and must have their profile sheet with them.

- d. Wristbands: Properly registered and approved players will be given a colored wristband that reflects their age group.
  - i. The wristbands must be worn by the player for the entire weekend. Should a wristband break, the player must go to the registration tent to receive a replacement.
  - ii. **NO PLAYER IS ALLOWED TO PLAY WITHOUT A WRISTBAND**
  - iii. Referees and field marshals will ensure the wearing of wrist bands.
- e. Team Profile Sheets: All registrars must produce a team profile sheet for each team
  - i. The team profile sheet must list each player alphabetically.
  - ii. Each coach must have their team profile sheet with them at their designated registration time and at each and every game over the tournament
- f. Questioning of Player Eligibility
  - i. If a coach wants to check the eligibility of a player, the request must be made to referee at half time or end of game.
  - ii. The coach of the player involved must identify the player in question to the referee. Failure to comply will cause forfeit of game and discipline action taken against coach.
  - iii. The referee will ask the player in question his/her name and date of birth and player will sign his/her signature.
  - iv. Player in question is not allowed to leave playing area or change any item of playing gear/clothing until inquiry is complete.
    - 1. **CYC Executive Steering Committee** members will respond to field if verification cannot be satisfied by player profile sheet and will then make final decision.
    - 2. Any objection must be lodged no later than 15 minutes after game in question.
  - v. Clubs who field an illegal player will have all teams banned for the remainder of the tournament.

## 5. COACH ELIGIBILITY, REGISTRATION AND BACKGROUND CHECK

- a. CYC Steering Committee has taken important steps to ensure the highest level of player safety within our tournament. One of these steps is the implementation of a standardized approach to background screening for all coaches. **ALL COACHES MUST COMPLETE A BACKGROUND CHECK.**
  - i. Coach Registration: Coaches must register for the CYC tournament by registering on their respective boards Coach Registration website. They must also register with the teams they are coaching on the Official Team CYC Team Registration form which is completed by Club Registrar.
  - ii. Coach Certification: **ALL** Coaches must have completed a GAA recognized Award 1/Level 1 Certification who have qualified with a recognized GAA Foundation Coaching Course.
    - 1. Coaches who have qualified with a Foundation Coaching Course but have been coaching less than one year may be named as a head coach. However, any coach who has exceed one year of coaching must not be named Head Coach without an Award 1 certification completed or in progress.

2. County boards must submit the list of approved Award 1 and Fundamental certified coaches by June 15 to the CYC Secretary.
- iii. Background Check: Each coach and assistant coach will be required to complete a background check through National Center for Safety Initiatives website. This includes a comprehensive background screening, using the Center's Check it Twice product and issuance of a simple "Red Light/Green Light" clearance report in accordance with the Recommended Guidelines published by the National Council of Youth Sports. This is part of a national movement towards the standardization of safety programs for youth-serving organizations in this country. This process is convenient, secure and confidential.
  1. This background check is good for 2 years. It is the responsibility of the coach and assistant coach to pay this fee by credit card.
  2. The USGAA and NY Minor Board have their own background check sites. A separate email will be sent out to clubs with detailed instructions. Canada does not have access to this site.
  3. Canadian coaches and assistant coaches must submit to a police background check in their local region. Since there is no expiration date for these background checks; the Canadian Minor Board Secretary will need to verify all background checks yearly and provide a list with names that have been cleared for the year.
- iv. Coaches and Assistant Coaches who do not complete a background check will **NOT** be issued a Coaches Wristband at the CYC and will not be allowed to coach or be on the field during the tournament. No Exceptions

b. Deadline to complete your background check is June 15 of the competition year

c. Coaches and Assistant Coaches must report to the registration tent in person, with identification, to receive their Coaches Wristband and Lanyard.

i. Coaches and Assistant Coaches will be required to wear a wristband and lanyard for the duration of the tournament. **NO EXCEPTIONS.**

ii. Referees and/or Field Marshalls will remove any coach or assistant coach standing on the sideline without a lanyard and wristband.

iii. Should a wristband be lost or damaged the coach or assistant coach must go to the registration tent and receive another one.

**d. NO COACH OR ASSISTANT COACH WILL BE ALLOWED ON THE SIDELINE IF THEY DO NOT HAVE THEIR LANYARD AND WRISTBAND ON THEM, THE REFEREES AND FIELD MARSHALS WILL ENSURE THE WEARING OF SUCH ITEMS**

i. Any coach who permits their badge to be worn by another coach will be barred from the CYC indefinitely

## 6. PLAYER AND GAME EQUIPMENT

- a. Mouth guards are mandatory for both boys and girls football
- b. Go Games Balls:
  - i. U9 – Quick Touch - Football, Camogie/ Quick Touch - Hurling

- ii. U11 – Smart Touch
- iii. U13 – Smart Touch
- iv. U15 – U17 Girls – Size 4 O’Neill’s Ball
- v. U15-U17 Boys Football – Size 5 O’Neill’s Ball
- c. Uniforms: All teams shall wear their official club colors with numbered jerseys.
  - i. If there is a clash of colors, there will be a coin toss, the losing team will change colors.

**7. NUMBER OF PLAYERS PER TEAM: BOYS/GIRLS FOOTBALL, HURLING AND CAMOGIE**

- a. Players per side:
  - i. U9 Boys Football, Girls Football, Hurling and Camogie: 9 a side
  - ii. U11- Boys Football, Girls Football, Hurling, and Camogie: 11 a side
  - iii. U13 - U17 Girls Football, Hurling and Camogie: 11 a side
  - iv. U13–U17 Boys Football: 13 a side
- b. CYC Executive Steering Committee will set a maximum roster size per age group. The CYC registration system will not allow more players than deemed appropriate per age group/code.
- c. Teams must play with a full complement of players. Teams may start a game with a maximum of two players less than the regulation number. If they do not have the full complement of players by half time the match will be considered a forfeit and the points will be awarded to the team with a full complement of players.
  - i. If a team forfeits a game, that team is ineligible to compete in playoffs.
- d. Limit on Game Schedule Changes Due to Player Unavailability: Due to the complexity of scheduling it is the coach’s responsibility to have the appropriate number of players to fulfill game schedule.
  - i. Same age grade dual players or scheduled back-to-back games is sufficient reason to change the schedule or delay game.
  - ii. Any other reasons including travel arrangements, coaching conflicts, girls playing boys football or players playing in an upper age level game is not considered reason for schedule change.

**8. CYC PLAYING RULES**

- a. Game Length:
  - i. U9- U11 ALL CODES: Games will be played 10 minutes a half.
    - 1. Overtime in Boys and Girls Football and Hurling is 1 period of 5 minutes after which the referee will blow whistle restart the game.
    - 2. First score (goal or point) wins the game.
  - ii. U13-U17 ALL CODES: Games will be played 17 minutes a half.
    - 1. Overtime in ALL CODES is 2 periods of 7 minutes a half.
    - 2. If scores are still even after extra time, there will be 1 period of 5 minutes with referee tossing coin to determine sides teams will play on.
  - iii. Length of games may be reduced at the discretion of the CYC Executive Steering Committee.
  - iv. Teams shall take the field no later than the time specified. A team that delays starting of game by 5 minutes shall forfeit the game. The referee will be the official timekeeper.



- b. Kick Outs
  - i. U9-U11: Boys and Girls Football - kick outs from the hand from the 13m line
  - ii. U13 & U17: ALL CODES - Follow same rules as adults excluding Mark, Sin Bin and 20m kick out.
    - 1. Kick out shall be from the 13m line.
  - iii. No Scores may be registered from a puck/kick out.
    - 1. In the event of a score from a puck/kick out, the puck/kick out will be retaken.
- c. Frees
  - i. U9 Camogie/ Hurling: Frees may be taken from the hand.
  - ii. For all frees, including penalties, the ball may be struck with the hurley in either of two ways:
    - 1. Lift and strike in one continuous motion.
    - 2. Strike the ball on the ground.
- d. 45's /65's
  - i. When the ball is played over the end line and outside the goalposts by the team defending that end, a free kick/puck should be awarded to the opposing team from:
    - 1. U9: Boys Football/Hurling and Girls Football/Camogie - from the mid field area, out of hand or off the ground
    - 2. U11-U13: Boys/Girls Football - 45m line taken out of the hand  
Hurling/Camogie - 45m line taken off the ground
    - 3. U15-U17: Boys and Girls Football - 45m line taken off the ground
    - 4. U15-U17: Hurling - 65m line taken off the ground
    - 5. U15-U17: Camogie - 45m line taken off the ground
- e. U9- U11: No penalties. 14 yard free in front of goal.
- f. Square ball rule is in effect for all ages
- g. Unlimited substitutions for all games: When substitution is being made, the player must come on at halfway line during a break in play at the referee's direction.
- h. Minor Injury during game: Injured player will be attended to on sideline.
- i. U9 limit on consecutive touches: In the U9 Boys and Girls Football competition players may take a maximum of two touches (1 solo and 1 hop or two solo's) before kicking or hand-passing the ball.
- j. Scoring U9 Boys Football, Hurling and Girls Football: Competition scores are awarded as follows 1 point for a score under the bar, 3 points for a score over the bar.

## 9. CYC PLAYING RULES FOR CAMOGIE

- a. U9 Rules of play shall follow First Touch *Go-Games Camogie*
  - i. Exceptions:
    - 1. A player who is fouled takes her own free like a sideline cut. Frees should never be taken closer than 13m from the opposing end line.
    - 2. When a team plays the sliotar over the sideline, the nearest player on the opposing team takes the sideline cut.
    - 3. Players are not permitted to kick the sliotar but if the ball strikes the foot or leg of a player this does not constitute a foul.
    - 4. First Touch (Large) Sliotar to be used in all games.

- ii. Scoring
  - 1. 3 points when sliotar is played over the crossbar.
  - 2. 1 point when sliotar is played under the crossbar.
- iii. Playing Rules
  - 1. 7-a-side: 1 goalkeeper, 2 defenders, 2 midfielders and 2 attackers
    - a. 10 minutes per half
    - b. Players SHOULD rotate positions (i.e. backs become midfielders, midfielders become forwards/goalie etc.)
- b. U11 Rules of play shall follow Quick Touch *Go-Games Camogie*
  - i. Normal Camogie rules will apply using the Quick Touch sliotar.
  - ii. A player who is fouled must take her own free.
  - iii. When a team plays the sliotar over the sideline, the nearest player on the opposing team takes the sideline cut.
  - iv. Free pucks should never be taken closer than 13m from the opposing end line.
  - v. Players are not permitted to kick the sliotar but if the ball strikes the foot or leg of a player this does not constitute a foul.
- c. Scoring
  - i. 1 point for when ball goes under crossbar
  - ii. 3 points when ball goes over the crossbar where regulation goalposts are being used.
- d. Playing Rules
  - i. 11-a-side: 1 goalkeeper, 4 defenders, 2 midfielders and 4 attackers.
  - ii. 10 minutes per half
- e. U11-U17 Camogie Rules of play shall follow Camogie Association Official Guide

#### **10. DRAWS IN PLAYOFFS**

- a. A coin toss will determine which way the teams will play.
- b. U9-U11 All sports: In case of a draw in the U9–U11 semi-finals or finals, one period of 5-minute extra time will be played.
  - i. If, at the end of extra time a draw still exists, the game will go to a penalty shoot-out.
  - ii. U9 Camogie only: Players will strike the ball along the ground from 8 yards out. Defending teams will be allowed 1 player to stand on goal line
- c. U11-U17 Boys and Girls Football and Hurling: In the case of a draw in the semi-finals or finals, two 7-minute periods of extra time will be played.
  - i. A halftime interval in extra time shall not exceed 2 minutes.
  - ii. If at the end of extra time a draw still exists, there will not be a break. The referee will throw the ball in at midfield and teams will play until one team registers a score.

#### **11. TIE BREAKERS**

- a. Equal Points: Where teams (having won all their games) from the same group are level on points after the end of group stages, a coin toss will determine the seeding for the teams, if all other efforts as listed below have been exhausted.
  - i. A coin toss will not cause a team to exit the tournament.

- b. Tie Breaker Permutations: Where teams are equal on the same number of points the following criteria for determining playoff seeding will apply.
  - i. Head-to-head
  - ii. Whoever beats the highest seeded team
  - iii. Whichever team has conceded the least total (goals and points included)

**12. SCORE OBJECTIONS**

- a. A Referee's Report shall be presumed to be correct in all factual matters and may only be rebutted where the referee revises the game report.

**13. TEAM OFFICIALS**

- a. U9: 2 officials allowed on sideline
- b. U11-U17: Up to 3 coaches on sideline
- c. All coaches must be identifiable by wearing a vest that will be provided by the field marshal.
  - i. Officials must wear their coaching credentials lanyard card and wristband during the game.
- d. No encroachment: Under no circumstances are coaches allowed onto the playing field without permission of the referee.
  - i. Coaches will remain in their designated area. Violation of this rule will result in coaches being ejected.
  - ii. Failure to comply will result in a forfeit of game.
- e. **NO PARENTS/SUPPORTERS WILL BE ALLOWED ON THE SAME SIDELINE AS PLAYERS AND COACHES. NO EXCEPTIONS**
- f. Coaches are responsible for ensuring that all participating have all the necessary equipment prior to starting the game.
  - i. Schedule will not be changed due to clubs having a lack of equipment.

**14. UMPIRES AND LINESMEN**

- a. Each team, after the completion of their game, is required to have 3 experienced officials to officiate the next game on the field they just played on.
- b. Officials must be a non-player, 18+ years old and know the rules of the game. Failure to comply with this will result in a \$500 fine per game.
- c. Officials must stay for the duration of the game. Failure to do so they will result in a \$500 fine for the club.
- d. Officials must check in with the Field Marshall giving name and club.
- e. The host city will provide the umpires and linesmen for the first games of each day.

**15. CYC HEAT REGULATIONS**

- a. **Temperature under 90° - All Codes**
  - i. 9 a side Games to take place at 10 minutes a half.
- b. **Temperature between 90- 95° - All Codes**
  - i. 9 a side Games to take place at 8 minutes a half.
  - ii. U11-U17 Games to have designated water break every 10 minutes. This will be part of the playing time.
    - 1. Water break to take a maximum of 2 minutes before play resumes and should take place during stoppages in play.

- c. **Temperature above 95° all play suspended, all codes**

**16. PLAYER DISCIPLINE/JUVENILE SUSPENSION – SPECIAL RULES:**

a. Player Discipline

- i. U9-U17 ALL CODES – Sin Bin is in effect. In the event of Cynical Behaviour players will be sent to the sideline for 3 minutes to “cool off”.

ii. Suspensions

- 1. Suspensions for Infractions are governed by CYC Executive Steering Committee.

a. ***CYC Category I***

- i. Being ordered off because of a second Cautionable Infraction or being ordered off as a result of a Cautionable Infraction followed by a Cynical Behaviour : Fixed Penalty - Debarment from playing for the remainder of the game to include any extra time.

b. ***CYC Category II***

- i. Striking or attempting to strike, kicking or attempting to kick, spitting, abusive language towards Official.
  - 1. Minimum - A One Match Suspension in the same Code and at the same Level, applicable to the next game in the CYC.
  - 2. Players are not permitted to participate in any games until the suspension has been served.
  - 3. If a player plays in a game under suspension, it will be considered Cheating.

c. ***CYC Category III***

- i. Striking or attempting to strike with the head, Striking or attempting to strike with the hurley, Stamping, an act of any intentional bias related to diversity.
  - 1. Minimum – Player is gone for the tournament in that code.
  - 2. Fixed Penalty on Repeat Infraction – Debarment from playing in all Codes and all Levels for the remainder of the CYC.

d. **CYC Category IV**

- i. Threatening or abusive conduct towards a Referee, Umpire, Linesman, Field Marshall, Host Committee Member or Steering Committee Member.
  - 1. Fixed Penalty - Debarment from playing in all Codes and all Levels for the remainder of the CYC.

**17. CYC COACH DISCIPLINE**

There is zero tolerance for threatening or abusive conduct towards a Player, Coach, Parent, Referee, Umpire, Linesman, Field Marshall, Host Committee Member or Steering Committee Member.

- a. Fixed Penalty - Debarment from coaching in all Codes and all Levels for the remainder of the CYC.
  - i. If referee observes any threatening or abusive conduct, Referee will notify Field Marshall to remove coach from field area the Field Marshall shall take the name of the coach and club, the steering committee will notify the club if the coach is allowed back for the next game.
- b. Fixed Penalty on Repeat Infraction – Debarment from the host facility for the remainder of the CYC.

If this occurs the coach will be ejected for the entire tournament and be required to submit a request to the Executive Steering Committee to participate in future CYC Tournaments.

**18. CYC MENTOR/PARENT DISCIPLINE**

There is zero tolerance for threatening or abusive conduct towards a Player, Coach, Parent, Referee, Umpire, Linesman, Field Marshall, Host Committee Member or Steering Committee Member.

- a. Fixed Penalty - Debarment from the host facility for the remainder of the day in which infraction occurred.
- b. Fixed Penalty on Repeat Infraction – Debarment from the host facility for the remainder of the CYC.

**19. OBJECTIONS AND DISCIPLINE**

- a. It is the responsibility of each club to be familiar with the objections and disciplinary process of the GAA and CYC.
- b. Removal of individuals: The CYC Executive Steering Committee has the right to remove any person from the tournament without right to an objection and hearing.
- c. No Appeals: All Executive Steering Committee decisions are final.
- d. Objections related to games: An objection shall be lodged in writing with a CYC Executive Steering Committee member no later than 15 minutes after the conclusion of the game in question.

- i. Objections must be lodged with \$100 objection fee from the team in question. \$100 fee is refundable upon a successful objection and nonrefundable upon an unsuccessful objection.
- ii. The lodgment of the objection shall be conveyed verbally to the relevant team by a member of the CYC Executive Steering Committee.
- iii. A counter objection shall be lodged in writing, with a member of the CYC Executive Steering Committee, no later than 15 minutes after the verbal notification of the objection by a member of the CYC Executive Steering Committee. Notice of the counter objection shall be conveyed verbally to the objecting team representative within 30 minutes of receipt of the counter objection.
- iv. Written objections and counter objections can be viewed at the CYC main tent, upon request of a designated club official.
- v. All hearings will be heard on the day of the objection. The written objection shall be heard by at least 3 members of the Executive Steering Committee within three hours. Involved clubs will be verbally advised of the time and place of the hearing at least 30 minutes prior to the hearing.

e. No Right to Objection or Hearing allowed for:

- i. Straight red card.
  - ii. Removal or disqualification of coach, player, team, or club due to improper or illegal registration.
- iii. Removal for abuse towards another individual as determined by the CYC Executive Steering Committee. "Another individual" include, but are not limited to CYC officials, Field Marshalls, referees, players, coaches, observers, and volunteers.

**20. TROPHIES, MEDALS AND SHIELDS**

- a. Winning teams will receive a shield to carry home to their club. Perpetual cups will be ceremonial and used only for photos.
- b. Cups will be retained by the CYC Committee for engraving and presentation at the next CYC.
- c. Only winners will receive medals.
- d. U7 Is Noncompetitive and will each receive a medal