

U11 Football

Dublin GAA Go-Games Rules – Valid from 2010

Aim: To enable players perform the underlying technical skills accurately and consistently in an open competitive environment and assist with the development of team play i.e. where players anticipate who should go where in order to maximise/minimise scores/scoring opportunities

Playing Rules

- Play to commence with a throw up in centre
- Goalkeeper may advance 10m for a kick out
- The player can carry the ball for one hop and one solo (or two solos)
- The ball must be lifted off the ground using the toe.
- '45's' are awarded. These will be taken from 40m out in line with where the ball went out of play.
- A "square ball" will not be called by referees at this age.
- No frees closer than 13m from the goals. (no Penalties)

Scoring System

- 1 point when the ball is played over the crossbar.
- 3 points when the ball is played under the crossbar.
- No skill points

Time Duration

- 50 minute game
- 25 minutes per half
- 1 game per occasion

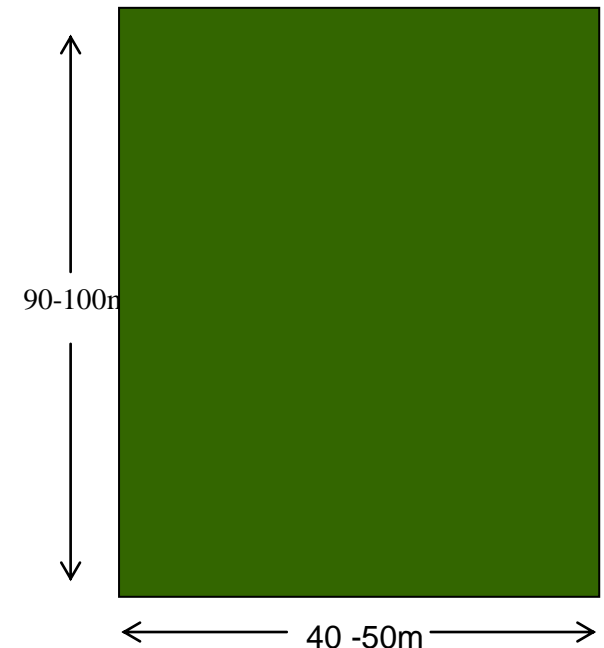
Playing the Game

- 11 v 11 (max), 9 v 9 (min)
- (90-100m) x (40-50m) or 20m line to 20m line
- Teams must be streamed according to ability

Equipment

- Portable Goal posts (15' x 7' or 4.5m x 2.2m)
- Numbered jerseys to be worn
- 3 Smart Touch (Size 3) footballs - one placed behind either goal and one in play

Recommended Playing Area



Notes on Streaming

If a club has 4 teams and enter into 2 X 2 teams section they must rank them A,B,C & D. The Club will then group the A&D teams together and the B&C team together. This will lead to more competitive games when travelling to other clubs