

# ***Cork GAA Competitions Document 2026***



*Approved by County Committee on 18 November 2025.*

## Cork GAA Competition Regulations 2026



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## **County League & Championship Regulations 2026**

These regulations apply to all Adult League, Championship, U21, Secondary Competitions and Challenge games / Tournaments played under the jurisdiction of Cork County Committee and its eight Divisional Sub-Committees.

### **(1) Correspondence**

(a) All correspondence in relation to County Committee fixtures is to be submitted from the Club Secretary's official email account to the County Secretary's official email account. (b) All correspondence in relation to Divisional Committee fixtures is to be submitted from the Club Secretary's official email account to the Divisional Secretary's official email account.

### **(2) League & Championship Placings**

League & Championship placings shall be determined as follows:

- (a) League results shall be credited as follows: 2 points for a win, and one for a draw.
- (b) If a Team is Disqualified or Retires during a Group Stage, its played Games shall stand and its unplayed Games shall be awarded to the Opposing Teams.
- (c) When Teams Finish with Equal League Points for either Qualification for the Concluding Stages and / or for Promotion or Regulation, the tie(s) shall be determined by the following criteria and in the order specified:

Where Two Teams only are involved:

- (i) 'Head-to-Head'; The outcome of the meeting of the two Teams in the previous game in the Competition;
- (ii) 'Total Scoring Difference' for all games in the Group (subtract total Scores Against from total Scores For);
- (iii) 'Highest Total Score For' for all games in the Group;
- (iv) 'Highest Number of Goals Scored' for all games in the Group;
- (v) A Play-Off.

Where Three or More Teams are involved:

- (i) 'Total Scoring Difference' for all games in the Group (subtract total Scores Against from total Scores For)
- (ii) 'Highest Total Score For' for all games in the Group;
- (iii) 'Highest Number of Goals Scored' for all games in the Group;
- (iv) A Play-Off.

If application of criteria (i) to (iii) results in a team(s) being successful or eliminated, but there is still a relevant tie to be decided, criteria (i) to (iii) is to be repeated for the 'Head-to-Head' games only of the still tied teams. If a tie remains, (iv) a Play-Off is required.

(d) In the event that Three teams or More Finish with Equal Points, but have been affected by a disqualification, loss of game on a proven objection, retirement or walk-over, the tie shall be decided by the following means:

- (i) 'Head-to-Head': The higher number of League Points obtained in the 'Head-to-Head' games defined as the games in which the teams involved in the tie have played each other;
- (ii) Total number of Games Played (plus walkovers received) for all Games in the Group.
- (iii)\*'Total Scoring Difference' in the 'Head-to-Head' games (subtract total Scores Against from total Scores For);
- (iv) 'Highest Total Score For' in the 'Head-to-Head' games;
- (v) 'Highest Number of Goals Scored' in the 'Head-to-Head' games;
- (vi) A Play-Off.

If application of criteria (i) to (v) results in a team(s) being successful or eliminated but there is still a relevant tie to be decided, criteria (i) to (v) is to be repeated for the 'Head-to-Head' games only of the still tied teams. If a tie remains, (vi) a Play-Off is required.

\*In this scenario, where a team's total Scores For and total Scores Against record is affected by there not being a score for a game consequent on a disqualification, loss of game on a proven objection, retirement or walk-over, an Average Score For and an Average Score Against achieved by the team in all Group games played shall be applied to the game concerned and calculated as follows: The team's Scores For and Scores Against made in all games played shall be separately totalled and both the Scores For and Scores Against totals shall be separately divided by the number of all games the team has actually played.

### **(3) County Senior Leagues**

#### League Placings

Teams will be separated as per Regulation 2 as outlined above.

#### Dates

All League fixture dates will be included in the Master Fixture Plan. The completion dates for the group stages and finals of the County League will be determined by the County CCC. Completion dates for Divisional Leagues are to be determined by the relevant Divisional CCC.

#### Times

County League fixtures are scheduled for 11.30am each Sunday. This can be changed by agreement, as per the Regulations below. Where a second team of a club is involved in a County fixture, this fixture will be scheduled for 3pm on Saturday. Times for Divisional League fixtures are to be determined by the relevant Divisional CCC.

#### Venues

The first named team has home venue for League fixtures. If this venue is not available, the game will be played at the (i) opponent's venue or (ii) at a neutral venue, in that order. If no venue is available, home venue reverts to the first named team for the re-fixture.

#### Groupings

County Senior League Divisions for 2026 are listed as follows:

<b>Red FM County Senior Hurling Leagues 2026</b>							
	<b>Division 1</b>	<b>Division 2</b>	<b>Division 3</b>	<b>Division 4</b>	<b>Division 5</b>	<b>Division 6</b>	<b>Division 7</b>
<b>1</b>	Blackrock	Ballincollig	Ballinhassig	Aghabullogue	Ballygarvan	Aghada	Ballinora
<b>2</b>	Carrigtwohill	Ballymartle	Bandon	Ballyhea	Castlemartyr	Argideen Rgs	Barryroe
<b>3</b>	Charleville	Bride Rovers	Blarney	Bishopstown	Cloyne	B'nascarthy	C'aig na bhFear
<b>4</b>	Douglas	Carrigaline	Castlelyons	Blackrock	Dungourney	Ballygiblin	Douglas
<b>5</b>	Fr. O'Neill's	Erins Own	Coursey Rvs	Cloughduv	Glen Rovers	DOMathunas	Killeagh
<b>6</b>	Glen Rovers	Kanturk	Fermoy	Kildorrery	Kilbrittain	Erins Own	Meelin
<b>7</b>	Killeagh	Newcestown	Éire Óg	Kilworth	Tracton	Killavullen	Na Piarasaigh
<b>8</b>	Midleton	N'townshandrum	Inniscarra	Mallow	Midleton	Kinsale	Passage
<b>9</b>	Sarsfields	Na Piarasaigh	Lisgoold	St Catherine's	Milford	Mayfield	St. Finbarr's
<b>10</b>	St. Finbarr's	Valley Rvs	Russell Rvs	Watergrasshill	Youghal	Sarsfields	<i>JAH Winner*</i>

\* If this team is already in the County Hurling League, the runner-up of the County Junior Hurling League will be promoted.

## McCarthy Insurance Group County Senior Football Leagues 2026

No.	Division 1	Division 2	Division 3	Division 4	Division 5	Division 6	Division 7
1	Carbery Rgrs	Ballincollog	Aghabullogue	Adrigole	Ballinora	Aghinagh	Ballygarvan
2	Castlehaven	B'A Ghaorthaidh	Bandon	Aghada	Ballydesmond	Argideen Rgrs	Carbery Rangers
3	Cill na Martra	Carrigaline	Bishopstown	Boherbue	Bantry Blues	Cobh	Castlemagner
4	Clonakilty	Castletownbere	Fermoy	Buttevant	Canovee	Cullen	Inniscarra
5	Douglas	Clyda Rovers	Kanturk	Gabriel Rgrs	Ilen Rovers	Dromtarriffe	LC Gaels
6	Eire Og	Dohenys	Kilshannig	Glanmire	Kinsale	Glanworth	Mayfield
7	Knocknagree	O'Dvan Rossa	Mallow	Kilmurry	Milstreet	Glenville	Nemo Rangers
8	Nemo Rgrs	St.Michael's	Naomh Aban	Kiskeam	Mitchelstown	Kildorrery	St. James'
9	Newcestown	Uibh Laoire	Newmarket	Macroom	St.Nick's	Kilmacabea	St. Michael's
10	St. Finbarr's	Valley Rovers	Rockchapel	Nemo Rgrs	St.Vincent's	Na Piarsaigh	<i>J AFC Winner*</i>

\* If this team is already in the County Football League, the runner-up of the County Junior Football League will be promoted.

### Substitutions

Up to and including nine (9) substitutions shall be permitted in the playing of normal time in all non-championship games. General Rule shall not be affected by this deviation. A maximum of three substitutes remains for extra-time in play-offs / finals.

### Referees

Where the appointed referee fails to attend a League fixture, the CCC's Referee Co-Ordinator is to be contacted immediately. If the Referee Co-Ordinator fails to get a neutral referee, the game will then be postponed and refixed in line with the calendar month window, specified in these Regulations.

### League Finals / Promotion / Relegation

A fully integrated League programme is in place, incorporating all teams in the county in one overall structure, consisting of County Senior Leagues and Divisional Junior Leagues with progression between both levels.

The Senior Leagues consist of seven divisions, in both Hurling and Football, each with ten teams. The Divisional Junior Leagues will operate separately but are linked to Division 7 through promotion and relegation.

In all County League Divisions, the top two teams will meet in a League Final (prize fund: Winners €1,000, Runners-up €500), with both teams being promoted. The bottom two teams in each Division will be relegated. The provision of League Medals is the responsibility of the relevant club.

The bottom two teams in Division 7 of both the Hurling and Football Leagues will be relegated to the highest League Group in their respective Divisional / Regional Junior Leagues.

The Divisional Junior A League winners in each code progress to the County Junior A League Quarter finals, with the County League Winners (prize fund: Winners €500, Runners-up €250), gaining promotion to the County Leagues. The provision of League Medals is the responsibility of the relevant club.

The County Junior A Hurling & Football Championship Winners will also gain promotion to Division 7, however, if this team is already in the County Leagues, the runner-up of the County Junior Leagues will be promoted.

Teams that are relegated in County Championships, but not in the League shall retain their League status as both competitions are decoupled.

Formats for Divisional Leagues are to be devised by the relevant Divisional CCCs.

#### Request for Postponement / Change of League Fixtures

Any changes to the listed time and / or date for League Fixtures must be requested via the Club Secretary's official email account to the Secretary of the CCC in charge of the relevant competition at least five days in advance of the fixture. Postponements shall not be granted thereafter, except in exceptional circumstances.

If a fixture is to be changed, the following criteria must be met:

- Both clubs must email the Secretary of the CCC in charge of the relevant competition referencing the fixture involved, both outlining the same reason for change of fixture and both listing the same new agreed re-fixture date / time.
- The re-fixture date must be on / before the same date in the following month and on / before the group stage deadline. For example, a match postponed on March 15th must be re-fixed for a date on or before April 15th before postponement is granted.
- If the request is approved by relevant CCC, the new date / time becomes a ratified fixture, and the fixture list will be updated accordingly.
- All fixtures are subject to a limit of two postponements. On the third postponement, the fixture becomes null and void, or a walkover is granted.
- If two clubs fail to agree on either postponement or a re-fixture date, the fixture stands. A club may then unilaterally request a change of fixture from the CCC for exceptional reasons, stating clearly that an agreement between the clubs does not apply.
- Ultimately, final authority on all fixtures rests with the relevant CCC.

#### Walkovers / Unfulfilled Fixtures - Leagues

**Walkovers** - Walkovers will be awarded automatically where one of the teams involved fails to fulfil or indicates their intention not to fulfil a fixture without the joint submission of an agreed re-fixture date. A fine of €200 will apply, as will a deduction of two League points.

If a club is disqualified or retires after the League Groups are ratified, its played games shall stand and its unplayed games awarded to the opposing teams. A fine of €200 per unplayed game will apply, as will a deduction of two League points.

**Unfulfilled Fixtures** - Where two teams are responsible for a fixture being unplayed, a fine of €200 per team will apply for each unfulfilled League fixture.

(Where clubs in the same league group are due to meet in championship later in the same year, this will not merit postponement or cancellation).

Disputes in relation to the non-fulfilment of a fixture will be referred to the relevant CCC.

#### League Cups

- |                              |                     |
|------------------------------|---------------------|
| 1) Division 1 Hurling League | (Denis Conroy Cup)  |
| 2) Division 2 Hurling League | (Ger O'Donovan Cup) |
| 3) Division 3 Hurling League | -                   |

4) Division 4 Hurling League	-
5) Division 5 Hurling League	(Sean O Murchu Cup)
6) Division 6 Hurling League	(Liam Breathnach Cup)
7) Division 7 Hurling League	(Judge Con Murphy Cup)
8) Division 1 Football League	(Bryan O Loughlin Cup)
9) Division 2 Football League	-
10) Division 3 Football League	-
11) Division 4 Football League	(Paddy Driscoll Cup)
12) Division 5 Football League	-
13) Division 6 Football League	(Munster League Cup)
14) Division 7 Football League	(Jackie O'Shea Cup)

#### **(4) Championships**

All Championship fixtures circulated in the Master Fixture Plan are deemed ratified.

#### Competitions

There are 25 County Championships organised by Cork County Board from Premier Senior to Junior C, including Under 21. One hundred and twenty club teams participate in the County Senior, Intermediate & Premier Junior Championships (listed 1-10 below), with 60 teams in both Hurling and Football split across 5 grades of 12 teams in each. In the Divisions/Colleges Championship entry is open to all Divisions as well as UCC and MTU, the format is agreed annually based on the number of entries (listed 11-12 below). The winner of these Championships enters the Premier Senior Championships at the Quarter Final stage. In the Junior A and B grades (listed 13-16 below) Divisional winners or nominees proceed to County Quarter Finals. In Confined Junior B and C grades, Countywide group stages include first teams only (listed 17-19 below). In U21 Hurling and Football grades (listed 20-25 below) Divisional winners or nominees proceed to County Quarter Finals. The number of teams included in each championship are included in brackets.

1. Premier Senior Hurling (12 +1 teams)	(PSHC)	(Seán Óg Murphy Cup)
2. Senior A Hurling (12)	(SAHC)	(Jim Forbes Cup)
3. Premier Intermediate Hurling (12)	(PIHC)	(Seamus Long Cup)
4. Intermediate A Hurling (12)	(IAHC)	(Paddy Walsh Cup)
5. Premier Junior Hurling (12)	(PJHC)	(Jimmy O'Mahony Cup)
6. Premier Senior Football (12 +1)	(PSFC)	(Andy Scannell Cup)
7. Senior A Football (12)	(SAFC)	(Kevin McTiernan Cup)
8. Premier Intermediate Football (12)	(PIFC)	(Billy Long Cup)
9. Intermediate A Football (12)	(IAFC)	(Seán Ó Suilleabháin Cup)
10. Premier Junior Football (12)	(PJFC)	(Donal Hurley Cup)
11. Divisions / Colleges Hurling (9)	(D/CHC)	(Denis O'Riordan Cup)
12. Divisions / Colleges Football (10)	(D/CFC)	(Tadhg Crowley Cup)
13. Junior A Hurling - 7 Divisional winners	(JAHC Div)	(John Quirke Cup)
14. Junior B Hurling - 7 Divisional winners	(JBHC Div)	(Dan Hoare Cup)
15. Junior A Football - 7 Divisional winners	(JAFC Div)	(Dónal O'Sullivan Cup)
16. Junior B Football - 8 Divisional winners	(JBFC Div)	(Jim Cronin Cup)
17. Confined Junior B Hurling (12)	(JBHC)	-
18. Confined Junior B Football (16)	(JBFC)	-
19. Confined Junior C Football (16)	(JCFC)	-
20. Under 21 A Hurling	(U21AHC)	(Dick Barrett Cup)
21. Under 21 B Hurling	(U21BHC)	(Jim Sarsfields Cup)
22. Under 21 C Hurling (13-a-side)	(U21CHC)	(Gene Fitzgerald Cup)

23. Under 21 A Football	(U21AFC)	(Sean O Murchu Cup)
24. Under 21 B Football	(U21BFC)	-
25. Under 21 C Football (13-a-side)	(U21CFC)	(Mick Dolan Cup)

Players will be graded based on their participation in the Divisional / County Junior B competitions and not the Confined Junior B competitions.

Divisions are permitted to organise U21 Championships from July 1<sup>st</sup> onwards. Divisional winners in both Hurling and Football proceed to County stages at A, B and C (13-aside level).

Sequence of Group Games in all Group competitions

Round 1 (A v B, C v D)

Round 2 (A v D, B v C)

Round 3 (A v C, B v D)

Seedings, Qualification, Promotion/Regulation

Each competition is outlined in Appendix 1.

Championship Placings

Teams will be separated as per Regulation 2 as outlined above.

Munster Club Competitions

Cork will be represented in Senior, Intermediate and Junior provisional competitions by the Premier Senior, Premier Intermediate and Premier Junior County Champions, respectively.

Draw Format & Procedure

In all competitions with twelve teams (3 groups of 4).

Draws will take place as follows:

- There will be three Groups to be filled (labelled 1 to 3).
- There will be six A seeds and six B seeds.
- Firstly, the six A seeds will be placed in the bowl.
- Two will be drawn each time in sequence, labelled Team A and Team B and placed in Groups 1 to 3, in order.
- Then, the six B seeds will be placed in the bowl.
- Two will be drawn each time in sequence, labelled Team C and Team D and placed in Groups 1 to 3, in order.

In Junior B & C Competitions, the same principles will be applied depending on the number of teams.

Request for Postponement / Change of Championship Fixtures

Any changes to the listed time and / or date for Championship Fixtures must be requested via the Club Secretary's official email account to the Secretary of the CCC in charge of the relevant competition at least five days in advance of the fixture. No postponement shall be granted thereafter, except in exceptional circumstances.

If a fixture is to be changed, the following criteria must be met:

- Both clubs must email the Secretary of the CCC in charge of the relevant competition referencing the fixture involved, both outlining the same reason for change of fixture and both listing the same new agreed re-fixture date / time.
- If the request is approved by relevant CCC, the new date / time becomes a ratified fixture, and the fixture list will be updated accordingly.

- If both clubs fail to agree on either postponement or a re-fixture date, the fixture stands. A club may then unilaterally request a change of fixture from the CCC for exceptional reasons, stating clearly that an agreement between the clubs does not apply.
- A postponement for the death of a player on the panel or a club officer will be granted, with a re-fixture to take place within 5 days.
- Ultimately, final authority on all fixtures rests with the relevant CCC.

#### Unfulfilled Fixtures / Walkovers- Championship

- Walkovers will be awarded automatically where one of the teams involved fails to fulfil or indicates their intention not to fulfil a fixture.
- If a club is disqualified or retires during the group stage of a championship, its played games shall stand and its unplayed games awarded to the opposing teams.
- If a club fails to fulfil or indicates their intention not to fulfil a fixture, the following fines will apply:
- Senior, Intermediate, Premier Junior & Junior A Group Games or Rounds pre Quarter-finals: minimum €500/game
- Senior, Intermediate, Premier Junior and Junior A from the Quarter-finals onwards: minimum €1,000/game
- Walkovers in all championships other than the grades listed above: minimum €250/game

#### **(5) National Flag & Pitch Regulations**

The National flag is to be flown for all League and Championship games. Pitches are to be lined and flagged. A scoreboard is to be fully operational at all Championship games. Mini half-time games are at the discretion of the host venue.

#### **(6) Challenge Games / Tournaments**

All tournaments or challenge matches, shall be governed by and must be carried out in accordance with the General Rules of the Association (Code 14).

All requests for any challenge games involving teams at any grade above Minor level are to be submitted by the Club Secretary two days in advance of the fixture via the online portal <https://gaacork.ie/cork-county-board-challenge-game-application-form/>. Permission is automatically granted by the relevant CCC unless informed otherwise. Where the fixture involves teams involved in Divisional competitions, the respective Divisional committees will be notified of the request.

All applications for Tournaments and for matches for a prize or trophies, giving names of teams and particulars of draw and trophies, must be accompanied by a permit fee, (Inter- County €40, Inter Club €20) and submitted through the Secretary of an affiliated Club with the approval of Divisional Secretary of the area in which the Tournament or match is to take place.

No tournament match shall take place unless prior sanction has been obtained for date and venue. Club Tournaments shall be confined to a maximum of eight teams and Inter-County Tournaments to four teams, except as otherwise permitted by the Provincial or Central Council. All applications for friendly or challenge matches must be submitted in writing by Club Secretaries concerned stating teams, date, and venue.

Referees of Tournament matches must forward their reports of same to County Committee or Divisional Committee, as well as a copy to Tournament Committees, and all objections against Clubs in Tournaments must likewise be lodged with County Committee or Divisional Committee, as appropriate.

#### **(7) Video Recording Permission**

All requests for permission to record on video any fixture at any grade above Minor level are to be submitted two days in advance of the fixture by the Club Secretary via the online portal <https://gaacork.ie/recordgame/>. Permission is automatically granted by the relevant CCC unless informed otherwise. The recording may only be used for coaching purposes and the unit seeking permission to record the game, or its agent hired for the purposes of same, shall make a full, unedited copy of the game available to the CCC on request. Where the fixture involves teams involved in Divisional competitions, the respective Divisional committees will be notified of the request.

A Club/Divisional Committee may not enter into a commercial agreement for the sale of match videos, digital recordings or any other form of broadcast, live or recorded, through any form of electronic or print media without the permission of the CCC.

### **(8) Panel Sizes & Backroom – all fixtures**

Team panels admitted to the field area are limited to a maximum of 30 players, 15 starting players and 15 substitutes. This limit also applies to listing in the match programme.

A maximum of 42 persons (including a maximum of 30 players) will be admitted to the playing area before and during the game. If more than 42 persons from either club are present in Field Area before or during the game, the Event Controller of the game is requested to report this to referee/fourth official. The referee and Event Controller should record this breach in their match report.

The maximum number of Officials (including two Water Carriers (Maor Uisce) per team (Football) or two Water / Hurley Carriers (Maor Uisce / Camán) per team (Hurling) is to be 12 persons. All Water Carriers (Football) or Water/Hurley Carriers (Hurling) must be aged 18 or over and cannot be a member of the substitutes or a team manager / selector.

Apart from the Bainisteoir, the Medical Officer and the two Water or Water/Hurley Carriers (who are to be provided by their Club with distinguishing bibs), all Substitutes and Officials, shall always remain seated during play. The Bainisteoir may go along the side-line between the two 45m lines to issue instructions, after which he must return to the area in front of his own team's dug out. He must not enter the field for any purpose.

Substitutes may warm-up on the side-line area between the end line and the 20m line. A maximum of three substitutes may warm up at any one time, wearing a bib/ top, different / distinct from team jersey. No hurleys, sliotars or footballs may be used along the side-line during the warm-up.

Hurley/Water Carriers are to be positioned outside the 20m and 65m lines. Water carriers are not permitted to enter the field of play and players must only approach the side-line to receive water from a Water Carrier.

In Hurling, Hurley Carriers may enter the field with a replacement hurley during a break in play.

Official Team List, in Irish, to be supplied to referee prior to commencement of game. Players shall be numbered as per the team list and official match programme.

Players are required to dress uniformly with matching jerseys, socks and shorts.

### **(9) Team Lists & Substitute Slips**

Only official Team lists printed directly from Foireann will be accepted. They are to contain the names of all players (in Irish). For each player listed on the team list who is toggled out on the day, whether a starting player or substitute, a jersey number must be entered. The names of all starting players must also be ticked. Legible slips with the number

of both the player coming on and off included are to be presented by the substitute to the Referee. This may be designated to a 4<sup>th</sup> Official, if one is in place.

#### **(10) Injuries**

A Team Medical Official, having obtained the expressed permission of the Referee (who may delegate authority to his linesmen), may enter the field to examine an injured player. No other Team Official shall enter the field of play for this purpose. Minor injuries must be treated off the field. If a blood substitute is required, the substitute may not enter the field of play until the injured player has left and the referee/fourth official has signaled his approval.

#### **(11) Referee Expenses**

The referee's expenses for all Adult League, Championship, Secondary Competitions and Challenge games will be €50. An additional expense of €25 will apply for each linesman/fourth official for championship games in grades Junior A and higher, if such officials are on the official Referee List and are identified on the Referee's Report.

#### **(12) Match Results**

The Referee is responsible for returning all match results for both League and Championship.

#### **(13) Winner-on-the Day**

The decision to apply Winner-on-the-Day regulations is at the discretion of the relevant CCC in charge of the competition. However, as per General Rule, there is no scope to adapt the format.

#### **(14) Clash of Colours & Jersey Numbers**

##### Championship

If the CCC in charge of the competition confirm that there is a clash of colours in a Championship fixture, both teams will be required to change, unless there is an agreement to toss.

##### League

If there is a clash of colours for a League fixture, the away team shall wear their alternative set.

Jersey numbers must be clearly legible to match official, spectators, (including TV / livestream viewers) and relevant media personnel, in daylight and under floodlights. The CCC may require each Club/Unit to create a clear number zone on the back of the jersey if this is considered necessary.

#### **(15) College Permits**

The Colleges, namely UCC and MTU, will submit signed permits with a maximum of four players per Division along with the relevant permits for players outside of Cork by March 1<sup>st</sup> annually, to be approved at the next County Committee meeting. The players listed will be then tied to the College and will not be eligible to play with their Divisional team for the current season. If a Division does not field a team in the County Championship in a particular year, there will be no closing date and no limit on the number of players that can be nominated from that Division. If a Divisional team participated in the competition, then the colleges are confined to using the players listed. If a College does not field, there listed players are free to play with a Divisional team as long as they have not played for the College in the Championship of that year.

#### **(16) Formats**

Formats and calendars for all League, Championship, U21 and Secondary competitions shall be submitted by each Divisional Committee for approval from County Committee before January 31<sup>st</sup> annually.

Where possible, Divisional subcommittees are asked to avoid clashes between Division Finals and County Premier Senior Finals.

### **(17) Grades**

The Championship Grades shall be known as Premier Senior, Senior A, Premier Intermediate, Intermediate A, Premier Junior, Junior A, Junior 'B', Junior 'C', Junior 'D', U21, Minor (U18), U16, U15 and U14 in both Hurling and Football.

Players forming a Team which wins the County Senior A, Premier Intermediate, Intermediate A, Premier Junior or any County Junior Hurling or Football Championship shall go into a more advanced grade.

Exception - This shall not apply in the case of Clubs already having a team in the next highest grade. This is extended to Divisional Competitions whereby a Club may not have two teams participating in the same competition.

### **Divisional Teams**

Divisional Committees may, with the permission of the County Committee, enter a team or teams for the Premier Senior Hurling or Football Championship, representative of Intermediate, Premier Junior and Junior teams, within their respective areas. No player can be selected from a Club which has a Senior team in the current Championship. The status of players shall not be affected and they may continue to play with their own Clubs. Team lists must contain the names of the Clubs from which the players have been selected. Selected players are responsible to their Divisional Committee.

### **(18) Eligibility – Age Grades**

A player shall have celebrated his 18<sup>th</sup> birthday before January 1<sup>st</sup> of the Championship year in order to participate in Premier Senior, Senior A, Premier Intermediate, Intermediate A or Premier Junior Championships or in Divisions 1 to 7 in the County Leagues.

### **(19) Cups / Trophies**

All perpetual cups and trophies are the sole responsibility of the club that it has been presented to. The onus lies with the same club to return the cup / trophy in the same condition as it was presented. Clubs will be fined as appropriate, in line with any necessary repairs.

### **(20) Submission of Teams**

When a request for a team list is submitted by any party, included but not limited to the following; broadcast / streaming partner, Communications Officer, the CCC, or Host Venue, it must be provided in both English and Irish before the specified deadline.

**(21) Fines**

A minimum fine of €200 will apply to any breach of the above League and Championship Regulations or of the Clár an Lae issued by the Committee-in-Charge.

# Appendix 1

## Cork County Championship Formats 2026

***Seedings to be finalised once winners are known.***



## Co-op Superstores Premier Senior Hurling Championship 2026 (PSHC)

- 12 Club teams, 3 games each
- 3 Groups of 4 teams, each with two A seeds and two B seeds.
- Sequence of Group games: **R1** (A v B, C v D); **R2** (A v D, B v C); **R3** (A v C, B v D).
- Divisional /College teams will play separately, with one team gaining entry to the Championship proper at the quarter-final stage.

**Seedings:** The six teams that emerged from the group in the previous year are designated as A seeds. All remaining teams are designated as B seeds.

Seeding	Team
<b>A</b>	1 = Blackrock, 2 = Charleville, 3 = Glen Rovers, 4 = Midleton, 5 = Sarsfields, 6 = St.Finbarr's.
<b>B</b>	7 = Bride Rovers, 8 = Douglas, 9 = Fr. O'Neill's, 10 = Kanturk, 11 = Newcestown, 12 = Newtownshandrum.

### Draws

Team	Group 1	Group 2	Group 3
<b>A</b>			
<b>B</b>			
<b>C</b>			
<b>D</b>			

**Qualification** Only the top group winner will qualify for the semi-finals, with the remaining two group winners, the three second-placed teams and the divisions / colleges winner qualifying for the three quarter-finals.

On completion of the group stages, Teams (1-6) will be ranked as follows:

- |                        |                           |
|------------------------|---------------------------|
| 1. Top Group winner    | 4. Top Group runner-up    |
| 2. Second Group winner | 5. Second Group runner-up |
| 3. Third Group winner  | 6. Third Group runner up  |

**Quarter-finals:** (a) 2 v 5, (b) 3 v 4, (c) 6 v Divisions / Colleges winner.

**Semi-finals:** 1 v (b), (a) v (c).

A repeat pairing is possible in the quarter finals in (a) 2 v 5 and (b) 3 v 4 above. If either scenario arises, then team 2 will instead play team 4, and team 3 will play team 5. Repeat pairings in semi-finals will be avoided, with pairings being adjusted where necessary.

### Relegation

The relegation final will be a straight play-off between the two lowest ranked teams (in terms of points won and scoring difference) amongst the three teams that finish bottom of their respective groups.

## McCarthy Insurance Group Premier Senior Football Championship 2026 (PSFC)

- 12 Club teams, 3 games each
- 3 Groups of 4 teams, each with two A seeds and two B seeds.
- Sequence of Group games: R1 (A v B, C v D); R2 (A v D, B v C); R3 (A v C, B v D).
- Divisional / College teams will play separately, with one team gaining entry to the Championship proper at the quarter-final stage.

### Seedings

The six teams that emerged from the group in the previous year are designated as A seeds. All remaining teams are designated as B seeds.

Seeding	Team
<b>A</b>	1 = Ballincollig, 2 = Carrigaline, 3 = Castlehaven, 4 = Nemo Rangers, 5 = Newcestown, 6 = St. Finbarr's.
<b>B</b>	7 = Clonakilty, 8 = Douglas, 9 = Knocknagree, 10 = Mallow, 11 = St. Michael's, 12 = Valley Rovers.

### Draws

Team	Group 1	Group 2	Group 3
<b>A</b>			
<b>B</b>			
<b>C</b>			
<b>D</b>			

### Qualification

Only the top group winner will qualify for the semi-finals, with the remaining two group winners, the three second-placed teams and the divisions / colleges winner qualifying for the three quarter-finals.

On completion of the group stages, Teams (1-6) will be ranked as follows:

- |                        |                           |
|------------------------|---------------------------|
| 1. Top Group winner    | 4. Top Group runner-up    |
| 2. Second Group winner | 5. Second Group runner-up |
| 3. Third Group winner  | 6. Third Group runner up  |

**Quarter-finals:** (a) 2 v 5, (b) 3 v 4, (c) 6 v Divisions / Colleges winner.

**Semi-finals:** 1 v (b), (a) v (c).

A repeat pairing is possible in the quarter finals in (a) 2 v 5 and (b) 3 v 4 above. If either scenario arises, then team 2 will instead play team 4, and team 3 will play team 5. Repeat pairings in semi-finals will be avoided, with pairings being adjusted where necessary.

**Relegation** The relegation final will be a straight play-off between the two lowest ranked teams (in terms of points won and scoring difference) amongst the three teams that finish bottom of their respective groups

## Co-op Superstores Senior A Hurling Championship 2025 (SAHC)

- 12 teams, 3 games each
- 3 Groups of 4 teams, each with two A seeds and two B seeds.
- Sequence of Group games: **R1** (A v B, C v D); **R2** (A v D, B v C); **R3** (A v C, B v D).

**Seedings:** The five teams that emerged from the group in the previous year are designated as A seeds along with the relegated team from the grade above. All remaining teams are designated as B seeds.

Seeding	Team
<b>A</b>	1 = Blarney, 2 = Castlelyons, 3 = Carrigtwohill, 4 = Erin's Own, 5 = Inniscarra, 6 = Na Piarasaigh.
<b>B</b>	7 = Ballinhassig, 8 = Ballyhea, 9 = Courcey Rovers, 10 = Fermoy, 11 = Killeagh, 12 = Watergrasshill.

### Draws

Team	Group 1	Group 2	Group 3
<b>A</b>			
<b>B</b>			
<b>C</b>			
<b>D</b>			

### Qualification

Two teams will progress from each group of four to the play-off stages. This will result in six teams qualifying, with the two top group winners qualifying for the semi-finals and the remaining group winner and the three second-placed teams qualifying for the quarter-finals.

On completion of the group stages, Teams (1-6) will be ranked as follows:

- |                        |                           |
|------------------------|---------------------------|
| 1. Top Group winner    | 4. Top Group runner-up    |
| 2. Second Group winner | 5. Second Group runner-up |
| 3. Third Group winner  | 6. Third Group runner up  |

**Quarter-finals:** (a) 3 v 6, (b) 4 v 5.

**Semi-finals:** 1 v (b), 2 v (a).

A repeat pairing is possible in the quarter finals in (a) 3 v 6 above. If this arises 3 will instead play 5 and 4 will play 6. Repeat pairings in semi-finals will be avoided, with pairings being adjusted where necessary.

**Relegation** The relegation final will be a straight play-off between the two lowest ranked teams (in terms of points won and scoring difference) amongst the three teams that finish bottom of their respective groups.

## McCarthy Insurance Group Senior A Football Championship 2025 (SAFC)

- 12 teams, 3 games each
- 3 Groups of 4 teams, each with two A seeds and two B seeds.
- Sequence of Group games: **R1** (A v B, C v D); **R2** (A v D, B v C); **R3** (A v C, B v D).

### Seedings

The five teams that emerged from the group in the previous year are designated as A seeds, along with the relegated team from the grade above. All remaining teams are designated as B seeds.

Seeding	Team
<b>A</b>	1 = Béal Áthan Ghaorthaidh, 2 = Bishopstown, 3 = Carbery Rangers, 4 = Cill na Martra, 5 = Éire Óg, 6 = Kanturk.
<b>B</b>	7 = Aghabullogue, 8 = Clyda Rovers, 9 = Dohenys, 10 = Kilshannig, 11 = Newmarket, 12 = O'Donovan Rossa.

### Draws

Team	Group 1	Group 2	Group 3
<b>A</b>			
<b>B</b>			
<b>C</b>			
<b>D</b>			

### Qualification

Two teams will progress from each group of four to the play-off stages. This will result in six teams qualifying, with the two top group winners qualifying for the semi-finals and the remaining group winner and the three second-placed teams qualifying for the quarter-finals.

On completion of the group stages, Teams (1-6) will be ranked as follows:

- |                        |                           |
|------------------------|---------------------------|
| 1. Top Group winner    | 4. Top Group runner-up    |
| 2. Second Group winner | 5. Second Group runner-up |
| 3. Third Group winner  | 6. Third Group runner up  |

**Quarter-finals:** (a) 3 v 6, (b) 4 v 5.

**Semi-finals:** 1 v (b), 2 v (a).

A repeat pairing is possible in the quarter finals in (a) 3 v 6 above. If this arises 3 will instead play 5 and 4 will play 6. Repeat pairings in semi-finals will be avoided, with pairings being adjusted where necessary.

**Relegation** The relegation final will be a straight play-off between the two lowest ranked teams (in terms of points won and scoring difference) amongst the three teams that finish bottom of their respective groups.

## Co-op Superstores Premier Intermediate Hurling Championship 2025 (PIHC)

- 12 teams, 3 games each
- 3 Groups of 4 teams, each with two A seeds and two B seeds.
- Sequence of Group games: **R1** (A v B, C v D); **R2** (A v D, B v C); **R3** (A v C, B v D).

### Seedings

The five teams that emerged from the group in the previous year are designated as A seeds along with the relegated team from the grade above. All remaining teams are designated as B seeds.

Seeding	Team
<b>A</b>	1 = Ballincollig, 2 = Bishopstown, 3 = Carrigaline, 4 = Cloyne, 5 = Dungourney, 6 = Valley Rovers.
<b>B</b>	7 = Aghabullogue, 8 = Ballymartle, 9 = Castlemartyr, 10 = Éire Óg, 11 = Kilworth, 12 = Lisgoold.

### Draws

Team	Group 1	Group 2	Group 3
<b>A</b>			
<b>B</b>			
<b>C</b>			
<b>D</b>			

### Qualification

Two teams will progress from each group of four to the play-off stages. This will result in six teams qualifying, with the two top group winners qualifying for the semi-finals and the remaining group winner and the three second-placed teams qualifying for the quarter-finals.

On completion of the group stages, Teams (1-6) will be ranked as follows:

- |                        |                           |
|------------------------|---------------------------|
| 1. Top Group winner    | 4. Top Group runner-up    |
| 2. Second Group winner | 5. Second Group runner-up |
| 3. Third Group winner  | 6. Third Group runner up  |

**Quarter-finals:** (a) 3 v 6, (b) 4 v 5.

**Semi-finals:** 1 v (b), 2 v (a).

A repeat pairing is possible in the quarter finals in (a) 3 v 6 above. If this arises 3 will instead play 5 and 4 will play 6. Repeat pairings in semi-finals will be avoided, with pairings being adjusted where necessary.

**Relegation** The relegation final will be a straight play-off between the two lowest ranked teams (in terms of points won and scoring difference) amongst the three teams that finish bottom of their respective groups.

## McCarthy Insurance Group Premier Intermediate Football Championship 2025 (PIFC)

- 12 teams, 3 games each
- 3 Groups of 4 teams, each with two A seeds and two B seeds.
- Sequence of Group games: **R1** (A v B, C v D); **R2** (A v D, B v C); **R3** (A v C, B v D).

### Seedings

The five teams that emerged from the group in the previous year are designated as A seeds along with the relegated team from the grade above. All remaining teams are designated as B seeds.

Seeding	Team
<b>A</b>	1 = Aghada, 2 = Fermoy, 3 = Glanmire, 4 = Kiskeam, 5 = Naomh Abán, 6 = Uibh Laoire.
<b>B</b>	7 = Ballinora, 8 = Bantry Blues, 9 = Castletownbere, 10 = Macroom, 11 = Nemo Rangers, 12 = Rockchapel.

### Draws

Team	Group 1	Group 2	Group 3
<b>A</b>			
<b>B</b>			
<b>C</b>			
<b>D</b>			

### Qualification

Two teams will progress from each group of four to the play-off stages. This will result in six teams qualifying with the two top group winners qualifying for the semi-finals and the remaining group winner and the three second-placed teams qualifying for the quarter-finals.

On completion of the group stages, Teams (1-6) will be ranked as follows:

- |                        |                           |
|------------------------|---------------------------|
| 1. Top Group winner    | 4. Top Group runner-up    |
| 2. Second Group winner | 5. Second Group runner-up |
| 3. Third Group winner  | 6. Third Group runner up  |

**Quarter-finals:** (a) 3 v 6, (b) 4 v 5.

**Semi-finals:** 1 v (b), 2 v (a).

A repeat pairing is possible in the quarter finals in (a) 3v6 above. If this arises 3 will instead play 5 and 4 will play 6. Repeat pairings in semi-finals will be avoided, with pairings being adjusted where necessary.

**Relegation** The relegation final will be a straight play-off between the two lowest ranked teams (in terms of points won and scoring difference) amongst the three teams that finish bottom of their respective groups.

## Co-op Superstores Intermediate A Hurling Championship 2025 (IAHC)

- 12 teams, 3 games each
- 3 Groups of 4 teams, each with two A seeds and two B seeds.
- Sequence of Group games: **R1** (A v B, C v D); **R2** (A v D, B v C); **R3** (A v C, B v D).

### Seedings

The five teams that emerged from the group in the previous year are designated as A seeds along with the relegated team from the grade above. All remaining teams are designated as B seeds.

Seeding	Team
<b>A</b>	1 = Aghada, 2 = Bandon, 3 = Erin's Own, 4 = Mallow, 5 = Midleton, 6 = Sarsfields.
<b>B</b>	7 = Ballygiblin, 8 = Blackrock, 9 = Kilbrittain, 10 = Kildorrery, 11 = Russell Rovers, 12 = Youghal.

### Draws

Team	Group 1	Group 2	Group 3
<b>A</b>			
<b>B</b>			
<b>C</b>			
<b>D</b>			

### Qualification

Two teams will progress from each group of four to the play-off stages. This will result in six teams qualifying for the play-off, with the two top group winners qualifying for the semi-finals and the remaining group winner and the three second -placed teams qualifying for the quarter-finals.

On completion of the group stages, Teams (1-6) will be ranked as follows:

- |                        |                           |
|------------------------|---------------------------|
| 1. Top Group winner    | 4. Top Group runner-up    |
| 2. Second Group winner | 5. Second Group runner-up |
| 3. Third Group winner  | 6. Third Group runner up  |

**Quarter-finals:** (a) 3 v 6, (b) 4 v 5.

**Semi-finals:** 1 v (b), 2 v (a).

A repeat pairing is possible in the quarter finals in (a) 3 v 6 above. If this arises 3 will instead play 5 and 4 will play 6. Repeat pairings in semi-finals will be avoided, with pairings being adjusted where necessary.

**Relegation** The relegation final will be a straight play-off between the two lowest ranked teams (in terms of points won and scoring difference) amongst the three bottom placed teams from the groups.

## McCarthy Insurance Group Intermediate A Football Championship 2025 (IAFC)

- 12 teams, 3 games each
- 3 Groups of 4 teams, each with two A seeds and two B seeds.
- Sequence of Group games: **R1** (A v B, C v D); **R2** (A v D, B v C); **R3** (A v C, B v D).

### Seedings

The five teams that emerged from the group in the previous year are designated as A seeds along with the relegated team from the grade above. All remaining teams are designated as B seeds.

Seeding	Team
<b>A</b>	1 = Adrigole, 2 = Bandon, 3 = Gabriel Rangers, 4 = Ilen Rovers, 5 = Kilmurry, 6 = Mitchelstown.
<b>B</b>	7 = Boherbue, 8 = Buttevant, 9 = Dromtarriffe, 10 = Glanworth, 11 = Kildorrery, 12 = St. Finbarr's.

### Draw

Team	Group 1	Group 2	Group 3
<b>A</b>			
<b>B</b>			
<b>C</b>			
<b>D</b>			

### Qualification

Two teams will progress from each group of four to the play-off stages. This will result in six teams qualifying for the play-off, with the two top group winners qualifying for the semi-finals and the remaining group winner and the three second -placed teams qualifying for the quarter-finals.

On completion of the group stages, Teams (1-6) will be ranked as follows:

- |                        |                           |
|------------------------|---------------------------|
| 1. Top Group winner    | 4. Top Group runner-up    |
| 2. Second Group winner | 5. Second Group runner-up |
| 3. Third Group winner  | 6. Third Group runner up  |

**Quarter-finals:** (a) 3 v 6, (b) 4 v 5.

**Semi-finals:** 1 v (b), 2 v (a).

A repeat pairing is possible in the quarter finals in (a) 3v6 above. If this arises 3 will instead play 5 and 4 will play 6. Repeat pairings in semi-finals will be avoided, with pairings being adjusted where necessary.

**Relegation** The relegation final will be a straight play-off between the two lowest ranked teams (in terms of points won and scoring difference) amongst the three bottom placed teams from the groups.

## Co-op Superstores Premier Junior Hurling Championship 2025 (PJHC)

- 12 teams, 3 games each
- 3 Groups of 4 teams, each with two A seeds and two B seeds.
- Sequence of Group games: **R1** (A v B, C v D); **R2** (A v D, B v C); **R3** (A v C, B v D).

### Seedings

The five teams that emerged from the group in the previous year are designated as A seeds along with the relegated team from the grade above. All remaining teams are designated as B seeds.

Seeding	Team
<b>A</b>	1 = Argideen Rangers, 2 = Ballygarvan, 3 = Cloughduv, 4 = Glen Rovers, 5 = Mayfield, 6 = St. Catherine's.
<b>B</b>	7 = Barryroe, 8 = Milford, 9 = Nemo Rangers, 10 = St. Finbarr's, 11 = Tracton, 12 = <b>JAHC Winners.</b>

### Draws

Team	Group 1	Group 2	Group 3
<b>A</b>			
<b>B</b>			
<b>C</b>			
<b>D</b>			

### Qualification

Two teams will progress from each group of four to the play-off stages. This will result in six teams qualifying for the play-off stages with the two top group winners qualifying for the semi-finals and the remaining group winner and the three second -placed teams qualifying for the quarter-finals.

On completion of the group stages, Teams (1-6) will be ranked as follows:

- |                        |                           |
|------------------------|---------------------------|
| 1. Top Group winner    | 4. Top Group runner-up    |
| 2. Second Group winner | 5. Second Group runner-up |
| 3. Third Group winner  | 6. Third Group runner up  |

**Quarter-finals:** (a) 3 v 6, (b) 4 v 5.

**Semi-finals:** 1 v (b), 2 v (a).

A repeat pairing is possible in the quarter finals in (a) 3v6 above. If this arises 3 will instead play 5 and 4 will play 6. Repeat pairings in semi-finals will be avoided, with pairings being adjusted where necessary.

**Relegation:** The relegation final will be a straight play-off between the two lowest ranked teams (in terms of points won and scoring difference) amongst the three teams that finish bottom of their respective groups

## McCarthy Insurance Group Premier Junior Football Championship 2025 (PJFC)

- 12 teams, 3 games each

- 3 Groups of 4 teams, each with two A seeds and two B seeds.
- Sequence of Group games: **R1** (A v B, C v D); **R2** (A v D, B v C); **R3** (A v C, B v D).

### Seedings

The five teams that emerged from the group in the previous year are designated as A seeds, along with the relegated team from the grade above. All remaining teams are designated as B seeds.

Seeding	Team
A	1 = Canovee, 2 = Cobh, 3 = Cullen, 4 = Inniscarra, 5 = St. Nick's, 6 = St. Vincent's.
B	7 = Glenville, 8 = Kinsale, 9 = Millstreet, 10 = Na Piarasaigh, 11 = Urhan, 12 = JAFC Winners.

### Draws

Team	Group 1	Group 2	Group 3
A			
B			
C			
D			

### Qualification

Two teams will progress from each group of four to the play-off stages. This will result in six teams qualifying for the play-off stages with the two top group winners qualifying for the semi-finals and the remaining group winner and the three second -placed teams qualifying for the quarter-finals.

On completion of the group stages, Teams (1-6) will be ranked as follows:

- |                        |                           |
|------------------------|---------------------------|
| 1. Top Group winner    | 4. Top Group runner-up    |
| 2. Second Group winner | 5. Second Group runner-up |
| 3. Third Group winner  | 6. Third Group runner up  |

**Quarter-finals:** (a) 3 v 6, (b) 4 v 5.

**Semi-finals:** 1 v (b), 2 v (a).

A repeat pairing is possible in the quarter finals in (a) 3v6 above. If this arises 3 will instead play 5 and 4 will play 6. Repeat pairings in semi-finals will be avoided, with pairings being adjusted where necessary.

**Relegation** The relegation final will be a straight play-off between the two lowest ranked teams (in terms of points won and scoring difference) amongst the three teams that finish bottom of their respective groups.

*Format agreed in conjunction with Divisions / Colleges on November 4<sup>th</sup>, 2025.*

**Unseeded Section.** *Entries TBC - To be played in June*

- Round 1
- Round 2 *(Two teams go to Seeded Section)*

**Seeded Section** - *To be played in August ('Club Free' Weekends)*

- Semi-Finals *(UCC v Imokilly and Unseeded Team 1 v Unseeded Team 2)*
- Final - Denis O'Riordan Cup *(Winner goes to PSHC Quarter-Finals).*

*Format agreed in conjunction with Divisions / Colleges on November 4<sup>th</sup>, 2025.*

**Unseeded Section.** *Entries TBC - To be played in April.*

- Round 1
- Round 2
- Round 3

**Seeded Section** - *To be played in June.*

- Semi Finals (*Carbery, Duhallow, Muskerry, & Unseeded Winner*)
- Final - *Tadhg Crowley Cup*

**Preliminary Quarter-Final** - *To be played in August.*

- UCC v Seeded Section Winner (*Winner goes to PSFC Quarter-Finals*).

## Co-op Superstores Junior A Hurling Championship 2026 (JAHC)

1 = Avondhu, 2 = Carbery, 3 = Carrighoun, 4 = Duhallow, 5 = Imokilly, 6 = Muskerry, 7 = Seandun.

- A. v *bye*
- B. v
- C. v
- D. v

**Semi Finals:** A v B    C v D

## McCarthy Insurance Group Junior A Football Championship 2026 (JAFC)

1 = Avondhu, 2 = Carbery, 3 = Carrighoun, 4 = Duhallow, 5 = Imokilly, 6 = Muskerry, 7 = Seandun.

- A. v *bye*
- B. v
- C. v
- D. v

**Semi Finals:** A v B    C v D

## Co-op Superstores Junior B Hurling Championship 2026 (JBHC Div)

1 = Avondhu, 2 = Carbery, 3 = Carrighoun, 4 = Duhallow, 5 = Imokilly, 6 = Muskerry, 7 = Seandun.

- A. v *Bye*
- B. v
- C. v
- D. v

**Semi Finals:** A v B    C v D

1 = Avondhu, 2 = Beara, 3 = Carbery, 4 = Carrighoun, 5 = Duhallow, 6 = Imokilly, 7 = Muskerry, 8 = Seandun.

A. v

B. v

C. v

D. v

**Semi Finals:** A v B    C v D

## Co-op Superstores Confined Junior B Hurling Championship 2026

*The 2025 format is included below. The 2026 format will be considered, once entries are confirmed.*

- First teams only
- 9 teams
- 3 Groups of 3 teams, each with an A seed and three B / C seeds included
- Sequence of Group games: **R1** (A v C); **R2** (B v C); **R3** (A v B).

### Seedings

Seedings will be determined by the CCC based on ranking by performance in this grade in the previous year.

Seeding	Team
A	
B / C	

### Draws

Seed	Group 1	Group 2	Group 3
A			
B			
C			

### Qualification

In each group, the top two teams will progress from each group to the play-off stages.

### Quarter Finals

A = TBC v TBC

B = TBC v TBC

### Semi-Finals

A v TBC

B v TBC

*The 2025 format is included below. The 2026 format will be considered, once entries are confirmed.*

- First teams only
- 11 teams,
- 2 Groups of 4 teams, 1 Groups of 3 teams each with an A seed, and 3 B/C/D seeds included.
- Sequence of Group games: **R1** (A v B, C v D); **R2** (A v D, B v C); **R3** (A v C, B v D).

**Seedings**

Seedings will be determined by the CCC based on ranking by performance in this grade in the previous year.

Seeding	Team
<b>A</b>	
<b>B / C / D</b>	

**Draws**

Seed	Group 1	Group 2	Group 3
<b>A</b>			
<b>B</b>			
<b>C</b>			
<b>D</b>			

**Qualification**

Two teams will progress from each group to the play-off stages.

**Quarter Finals**

- A = Group 1 Winners V Group 2 Runners-up
- B = Group 2 Winners V Group 1 Runners-up
- C = Group 3 Winners V Group 4 Runners-up
- D = Group 4 Winners V Group 3 Runners-up

**Semi-Finals**

- A V C
- B V D

## McCarthy Insurance Group Confined Junior C Football Championship 2026 (JCFC)

*The 2025 format is included below. The 2026 format will be considered, once entries are confirmed.*

- First teams only
- 9 teams.
- 3 Groups of 3 teams each with an A seed, a B seed and a C/D seed included
- Sequence of Group games: **R1** (A v C); **R2** (B v C); **R3** (A v B).

### Seedings

Seedings will be determined by the CCC, with highest ranking given to teams relegated from the grade above, followed by ranking by performance in this grade in the previous year.

Seeding	Team
A	
B / C	

### Draws

Seed	Group 1	Group 2	Group 3
A			
B			
C			

### Qualification

In each competition, two teams will progress from each group to the play-off stages.

### Quarter Finals

A = TBC v TBC

B = TBC v TBC

### Semi-Finals

A v TBC

B v TBC

## Appendix 2

### Extra-Time & Winner-on-the-Day Regulations



## Extra-Time & Winner-on-the-Day Regulations

Regulations to be approved by Ard Chomhairle in January 2023 and in accordance with Rules of Specification 3.4. & 3.5 T.O. Part 2 2022, that relevant games that are “Winner on the Day” should be completed as follows:

### Phase 1

- Proceed to Extra time as provided for in T.O Cuid II (two periods of ten minutes each way)

### Phase 2 (Penalty Kicks/Pucks)

If still level, a “penalty competition” to decide the outcome:

- The relevant rules in T.O. Cuid II shall apply in relation to Penalty Kicks/Pucks, unless otherwise stated.
- Penalties will be taken for goals only.
- The Referee shall choose the end at which the penalty kicks/pucks will be taken. The end may be changed by the referee if it becomes unplayable during the course of the penalties.
- The Referee will ensure two goal umpires are in place at the end in which the penalty kicks/pucks are to be taken;
  - Both umpires shall position themselves on the end line at opposite side of the goals facing inwards
  - If a penalty is scored, the goal umpire, will wave the green flag once the referee has signaled
  - If the penalty is saved or missed the point umpire will signal a wide once the referee has signaled
- Only players who are on the field of play at the end of Phase 1 (i.e., end of Extra Time), shall be allowed to be registered as a penalty taker or goalkeeper. **Exception:** The substitute goalkeeper can come from the team panel.
- Each team shall register five penalty takers, a goalkeeper & a substitute goalkeeper with the referee and indicate in which order the penalty takers will take their penalties. (A penalty taker can also be a goalkeeper or a substitute goalkeeper, provided they were on the field at the end of the phase 1.)
- The Referee shall toss a coin in the presence of the two captains to see which team will have the option of going first.
- Subject to the conditions below both teams will take five penalty kicks/pucks which are taken alternately by the teams. The game is awarded to whichever team scores more of their five penalty kicks/pucks
  - If, before both teams have taken five penalty kicks/pucks, one team has scored more goals than the other team could score, even if they were to complete their five penalty kicks/pucks, no more penalty kicks/pucks shall be taken
  - If, after both teams have taken five penalty kicks/pucks and both teams have scored the same number of goals, the penalty competition will continue but in sudden death format using the same five registered players until one team has scored a goal more than the other from the same number of kicks/pucks.
  - In sudden death, the same sequence of penalty takers does not have to be followed as in the first round of penalty kicks/pucks.
- Each penalty kick/puck is taken by a different player. All registered players must take a penalty kick/puck before any player can take an additional penalty kick/puck.
- The referee shall signal for the penalty to be taken. The penalty kick/puck is completed when the ball stops moving, goes out of play (including over the crossbar) or a goal is scored.
- Only the players involved in the penalty taking competition, as well as the Referee, Linesmen and Umpires are permitted on the pitch. With the registered penalty takers located between the 45m & 65m lines closest to the end selected by the referee. Goalkeepers to be located 20m from the goals.
- All other players (including substitute goalkeepers), managers, officials, backroom personnel etc. should be at their designated sideline area, and off the field of play when the penalty-taking competition is taking place.
- A goalkeeper who is injured (or sent off) while the penalty kicks/pucks are being taken and is unable to continue as a goalkeeper may be replaced\* by the substitute goalkeeper who has been nominated in advance, provided the referee is notified. If in the event the substitute goalkeeper also gets injured, one of the registered penalty takers may replace\* the substitute

goalkeeper, provided the referee is notified. (\*Once replaced, the goalkeeper/ substitute goalkeeper cannot be reintroduced as a goalkeeper at a later stage).

- In the event the goalkeeper who is injured while the penalty kicks/pucks are being taken and is unable to continue and is also a registered penalty taker, they may be replaced by a player who was on the field of play at the end of Phase 1 (i.e., end of Extra Time), provided the change is approved by the referee. If the goalkeeper has taken a penalty, the replacement cannot take a penalty until the next round of penalties.
- In the event a registered penalty taker is sent off by the referee while the penalty kicks/pucks are being taken, they may be replaced by a player who was on the field of play at the end of Phase 1 (i.e., end of Extra Time), provided the change is approved by the referee. If the sent off player has taken a penalty, the replacement cannot take a penalty until the next round of penalties.

## Winner on the Day Regulations | Player Registration

Penalty Takers		
Order No.	Jersey No.	Name
1		
2		
3		
4		
5		

Goalkeeper	
Jersey Number	Name

Substitute Goalkeeper	
Jersey Number	Name

**Notes:**

- Penalties will be taken for goals only.
- Each team shall register five penalty takers, a goalkeeper & a substitute goalkeeper with the referee and indicate in which order the penalty takers will take their penalties. (A penalty taker can also be a goalkeeper or a substitute goalkeeper.)
- Only players who are on the field of play at the end of Phase 1 (i.e. end of Extra Time Phase 1), shall be allowed to be registered as a penalty taker or goalkeeper.
- The substitute goalkeeper can come from the team panel.

An Rúnaí	
Signature/Síniú	

An Reiteoir	
Signature/Síniú	