



# WESTERN CANADA DIVISION

OF THE  
CANADIAN COUNTY BOARD

# CHAMPIONSHIP 2010

The **2010 Western Canadian Championships (WCC's)** in Gaelic Football will be decided on a **League basis**, with teams playing for the "Tom Butler" (Men's) and "Tom Gibbons" (Ladies) Cups.

Teams will play each other twice during the course of the season, at each of the two "all-team" tournaments. In the event of teams being level on points after the final round of games, play-offs will determine the winner.

The Competing teams are as follows:

**Men's (Five [5] Teams)** : Calgary Chieftains, Edmonton Wolfe Tones, Red Deer Eire Og, Vancouver Celts & Harps

**Ladies' (Three [3] Teams)** : Calgary Chieftains, Edmonton Wolfe Tones, and Vancouver Harps

### WCD League/Championship Rules:

1. 2 pts for a win, 1 for a draw, 0 for a loss.
2. Teams play each other once, in round-robin.
3. Teams must list their representative panel and players must be paid up, registered members of the WCD Clubs (per the by-laws). **WCD Player Registrations and Club Fees are due Jun 25, 2010.** This representative panel must be the same that plays out the remainder of the tournament.
4. CCT (Championship Club Transfers) will be in effect for those clubs that expect lower turn-out at tournaments.
5. Due to pitch size, the number of players per team will be as follows:
  - **9-a-side** for matches involving a team with a squad of 11 or fewer,
  - **11-a-side** for matches involving a team with a squad of 13 or greater.
  - for matches involving a team with a squad of 12, the squad with 12 can decide to play either 9- or 11- a-side.
6. A team must field a regulation (see Rule 5) team with no more than two players less than the allotted. (i.e. if the squad can field 11-a-side, then that team must have 9 or more players or they forfeit).
7. Though squads may be as large as a Club wishes, each team can only play **18 individual** players in the course of any individual Championship fixture. Squad rotation is allowed, but these 18 players must be named and presented to the referee prior to throw-in.
8. The number of Substitutions are unlimited, but the referee must be made aware of them (at breaks in play) and subs must enter the field at the appointed locations at pitchside. The referee must be notified of any substitutions as they are being made. The 7 or 9 players (depending on Item 5 above) that are available for substitutions, and up to 5 coaches, must be inside the substitution area at pitchside.
9. If a team fails to produce a team or the designated number of players, then that team will be considered to have automatically lost that tie by 5-5 (20pts). In cases where 2 teams fail to field a team for their fixture, both teams will be judge to have lost that tie by 5-5 (20pts).
10. A table, (see below), shall be posted at the end of a round-robin play to show the Championship standings.

<b>STANDINGS</b>	Pts	W	L	D	GF	PF	Diff
<b>Calgary Chieftains</b>	0	0	0	0	0	0	0
<b>Edmonton Wolfe Tones</b>	0	0	0	0	0	0	0
<b>Red Deer Eire Og</b>	0	0	0	0	0	0	0
<b>Vancouver Celts</b>	0	0	0	0	0	0	0
<b>Vancouver Harps</b>	0	0	0	0	0	0	0

11. If two or more teams are tied on points their position will be determined by the following means:
  - their record against each other (if both lost a game then their record in the next three bullets is compared)
  - their points difference (total score for minus total score against)
  - their total score for
  - their total points (over the bar) for
12. If **First place** can not be clearly determined on Final Points (per the table above), then there shall be play-offs to determine the Champion. Play-off Scenarios are detailed overleaf.

# WESTERN CANADIAN CHAMPIONSHIP

## PLAY-OFF SCENARIOS

IN THE EVENT OF PLAY-OFF REQUIREMENT (See Item 12 previous page), refer to the following directions.

- **Two (2) Teams** tied for First:
  - Straight Play-off to decide out-right Champion
- **Three (3) Teams** tied for First:
  - Positions are determined based on Item 11 (above)
  - First Team receives a bye to Play-Off Final
  - 2<sup>nd</sup> & 3<sup>rd</sup> Play-off to decide other Finalist. Winner advances.
  - Final is a Straight Play-off to decide out-right Champion
- **Four (4) or Five (5) Teams** tied for First:
  - Positions are determined based on Item 11 (above)
  - If Five (5) teams are tied, then the Fifth Team is Eliminated.
  - 1<sup>nd</sup> & 4<sup>th</sup> (Early Semi) and 2<sup>nd</sup> & 3<sup>rd</sup> (Later Semi) will Play-off to decide Finalists.
  - The 2 Semi-Final winners will Play-Off for the Championship
  - Final is a Straight Play-off to decide out-right Champion

*All Knock-out Matches to be played off with the following Criteria*

- *Matches 15mins a halve*
- *5mins per half extra time will be played in the event of a tie*
- *If scores are tied after extra time, then single 5mins periods to be played until there is a winner*

**The Rulings of the Western Canada Division in relation to all Championship Decisions shall be based on the Rules as laid out in this document. This document has been distributed amongst the competing teams and all instructions are deemed to be understood and accepted by all competing clubs.**