

PLAYING GO GAMES





Playing Go Games

Focus on Philosophy

The playing rules, as set out in the following pages, are not set in stone. There is no reason why they cannot be modified to meet the varying needs and abilities of those involved. However, the small-sided modified rules format of Go Games is central to their success, as is the principle of ensuring that each player gets a full game. These are the key elements of the philosophy which underpins the Go Games initiative.

Ensure Best Practice

Implement the principles of the GAA's Code of Best Practice for Youth Sport by ensuring that:

- There is at least 1 coach/mentor for every 10 players
- Fair Play is promoted in terms of Full Participation
- Fair Play is propagated in terms of invoking a Spirit of Sportsmanship
- Development and Enjoyment are prioritised by promoting a culture of Participation, Play and Achievement
- Every child is encouraged to reach their Full Potential by providing an environment where learning from mistakes is supported by positive feedback and individual attention

Safety Guidelines

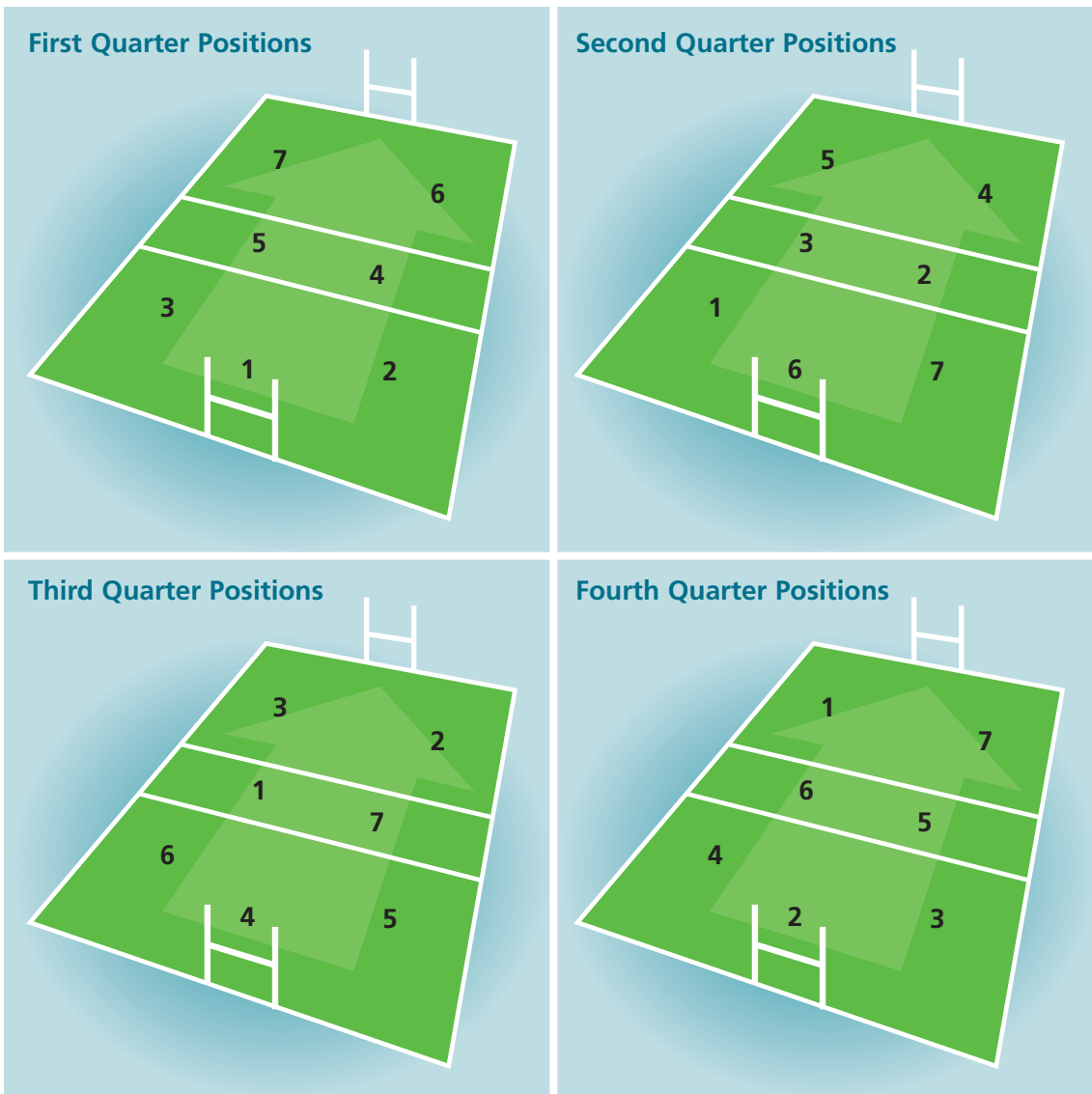
- Ensure portable goalposts are well secured
- Provide an adequate perimeter around all Playing Areas i.e. 5m
- When hurling, helmets with full facial protection must be worn (When purchasing a helmet, parents/guardians should ensure that it has been approved for use by a recognised standards authority)

Full Participation and Rotation

Go Games afford opportunities for all players to play in different positions as they mature and develop. To achieve this, players should rotate positions at each interval.



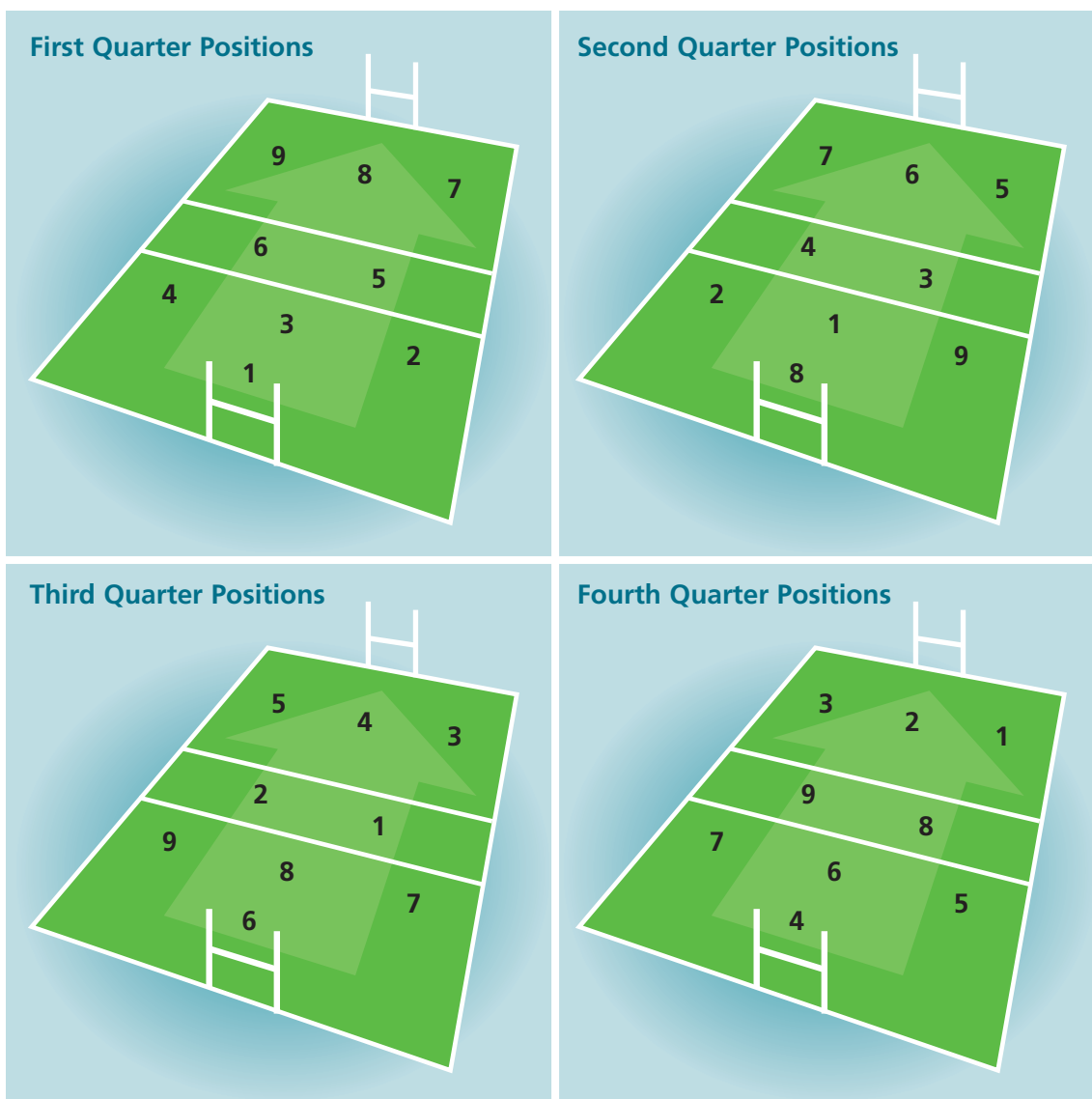
The following rotation system is recommended for First Touch games in Go Hurling and Go Gaelic.



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The following rotation system is recommended for Quick Touch games in Go Hurling and Go Gaelic.



The coach should rotate players between goalkeeper, defence, midfield and attack at half-time in Smart Touch games in Go Hurling and Go Gaelic.