## Leinster GAA Handball Cumann na mBunscol Friday, 11 March 2022

 Tinryland Handball Club, Co. Carlow
## Overview

- The following grades are on offer:
- Girls' U-11 singles
- Girls' U-11 doubles
- Girls' U-13 singles
- Girls' U-13 doubles
- Boys' U-11 singles
- Boys' U-11 doubles
- Boys' U-13 singles
- Boys' U-13 doubles
- Please refer to the eligibility guidelines outlined in Appendix 1.
- Each county in Leinster may submit one entry for each grade. Where there is more than one participating school in a county, a county Cumann na mBunscol day should be run in advance of 6 March 2022 to determine the county's entries.
- The county should then appoint a county representative to submit the county's entries to Leinster GAA Handball Cumann na mBunscol.
- Entries must be completed and returned by 5 pm on Sunday 6 March by email only.
- The start time will be confirmed when all entries have been submitted. However, it is estimated that the competition will begin at 9am on Friday 11 March in Tinryland GAA Handball Club, Co. Carlow. All players should be available to play at that time, if required.
- Draws will be released in advance of the competition. With the exception of the first games, all start times are approximate. Please ensure that players are on time for their games.
- The format of the competition will depend on entry numbers. Please refer to Appendix 2 for details of the playing rules adopted for Cumann na mBunscol competitions.
- The Irish Handball Council, Leinster Cumann na mBunscol and Tinryland GAA Handball Club do not accept liability for any injuries that may occur during the running of this tournament.


## Appendix 1: Guidelines for County and Provincial Stages (1 of 2)

1. The Under 13 competition is open to all primary school pupils under 13 years of age on 1 January 2022. The Under 11 competition is open to all primary school pupils under 11 years of age on 1 January 2022.
2. A school may select one singles and one doubles entry for both boys and girls in each age category.
3. A player may take part in either singles or doubles, but not both.
4. The usual rules of handball apply with the following exceptions:

- Service alternates after every five points. Winning a rally does not entitle the player to serve at the beginning of the next rally.
- Players may score in or out of service.
- Doubles pairs alternate service after each point on all occasions.
i.e. Player A serves first, Player B serves second, Player A serves third, Player B serves fourth, Player A serves fifth and then the other pair serve as above. After a further five aces Player B serves, then Player A serves, and so on giving each player an equal number of serves.
(This is a difficult rule to monitor - so please be patient with our volunteer referees.)


## Appendix 1: Guidelines for County and Provincial Stages (2 of 2)

5. Games to be played to 11 aces. Aggregate aces of two games decides winner. Tie break to 11, if required (if level on aces after 2 games).
6. Participating schools to select their representatives using whatever facilities are available to them.
7. Ideally, alley size of $40 \times 20$ to be used at county stage.
8. County winners to represent their county at the Leinster GAA Handball Cumann na mBunscol day.
9. Leinster winners will take part in a National handball day. This is round robin exhibition tournament as there are no official All-Ireland champions.
10. All competitions use Challenger 2 Ball. Balls will be supplied by county/Leinster Cumann na mBunscol.
11. Players must wear gloves and goggles. Players must bring their own gloves and goggles.

## Appendix 2: GAA Handball playing rules (simplified)

1. Serving the ball
a) The server stands between the service and short lines and strikes the ball with the hand to the front wall after bouncing it once. If the ball fails to reach the wall the receiver gets an ace.
b) For service in Doubles, the server's partner shall stand in the service box facing the server with both feet on the floor until the served ball passes over the short line.
c) In service the ball must pass over the short line to be in play. Two short balls results in a score or a (mark) for the opponent(s).
2. The receiver stands outside the short line. The receiver must return the ball to the front wall after one bounce (or before the ball bounces) If the ball fails to strike the front wall the opponent receives a score (a mark).
3. The order of service is decided by tossing a coin.
