

Lá na gClubanna

8th May, 2016

8ú Bealtaine, 2016



- What is Lá na gClubanna? • Who should you invite?
- Communicating the Day • Lá na gClubanna Activities
- Insurance • Volunteers • Budget and Fundraising opportunities



FÁILTE AN UACHTARÁIN

Is cúis mhór áthais dom as deis seo a bheith agam fáilte a chur roimh Lá na gClubanna 2016.

It gives me great pleasure to confirm details of our 2016 Lá na gClubanna and a day when our clubs will have the opportunity to showcase all that is positive about Cumann Lúthchleas Gael in communities the length and breadth of the country and of course internationally too.

Of course this is not the first time that the GAA has organised such a day.

This activity has been a feature of our club network for many years and in many instances our club units organise these events on an annual basis.

The rationale behind holding our club days on the same date is to make a connection between all of our clubs, big and small, rural and urban at home and abroad.

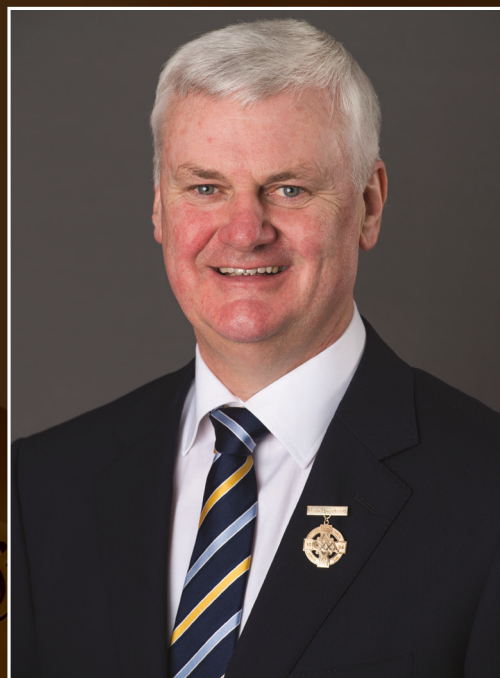
In many ways this type of unified activity will provide the GAA as a whole with a strong voice once again highlighting the vibrancy and energy that pulses from club to club.

It is also an opportunity for us to bring the various strands that make up our clubs to the same venue on the same day in a celebration while also presenting us with a chance to reach out to the wider community and perhaps welcome new people into the fold.

I wish you all every success and hope that our games will lie at the heart of the myriad of activity that will occupy what I'm sure will be one of the busiest GAA days in the calendar and one to remember.

Bainigí sult as an ócáid agus go néirí go geall leis cibe áit in a bhfuil sibh ag caomhnú agus ag spreagadh ár gcluichí agus ár gcultúr.

Le gach dea ghuí,



Aogán Ó Fearghail

Aogán Ó Fearghail
Uachtarán
Cumann Lúthchleas Gael



WHAT IS LÁ NA gCLUBANNA

“The vision of the GAA is that everybody has the opportunity to be welcomed to take part in our games and culture, to participate fully, to grow and develop and to be inspired to keep a lifelong engagement with our Association.”

Lá na gClubanna is about celebrating GAA people, our GAA

Clubs and our Communities and provides an opportunity to engage with potential new members.

Every member of the GAA should mark this special day of celebration by participating at events in their Club ... the real driver and engine of the GAA.

WHO SHOULD YOU INVITE

Members, past members and players, supporters, schools, friends, local & cross community and businesses can all be invited to attend.



COMMUNICATING THE DAY

The Club needs to be seen as 'active, alive, positive and progressive' in the local community. The GAA Club must present a positive image of itself in the community, particularly to the youth of the area. This image must be one of efficiency, activity, enjoyment and community spirit.

It helps people to be aware that the Club is a place where they can meet new friends and socialise together. This is particularly important in areas where new people are moving in to the locality because they will see the Club as a place where they can fit in to the community and make new friends.

EXAMPLE OF MARKETING CHANNELS

- Banners (outside the club)
- Posters (in the locality and schools)
- Flyers (to all schools, outside supermarkets, etc.)
- Press releases (in the local newspaper/radio station to advertise the event)
- E-mail template to all current club members.
- Club Website
- Social Media templates (*Facebook, Twitter, etc.)
- Church Newsletter
- Word of Mouth – can all members be made responsible to invite certain people to the event e.g. ex-players, families in the locality, players etc.
- Have current sponsors been invited to the Open Day in order to see their product or have they been asked to contribute?

**All GAA members are encouraged to take part in social media but the Association expects each individual to follow the Social Media Policies & guidelines – available on the GAA website.*



LÁ NA gCLUBANNA ACTIVITIES

The most important thing about Lá na gClubanna is that it is fun and enjoyable to all. The activities you choose to use to create this fun and enjoyable atmosphere and experience could vary depending on the objectives of the day.

- **Meet and greet to all arrivals. Official welcome by a member of the club/team e.g. club chairperson/secretary, team manager/captain.**
- **Information stations giving out information packs about the club**

SPORTS DAY

Each Club could organise internal blitz competitions for all age groups. Sports and fun activities for children and small sided games are very important. Blitzes should involve all Gaelic Games and be organised in a fun and fair manner.

An example of some activities that can be organised:

- **Poc Fada Competition**
- **Rounders, played with mixed teams**
- **Recreational games between Club members on a town-land basis or a competition between neighbouring Clubs.**
- **Athletics competition, e.g. laps of the pitch**



CULTURAL, HERITAGE AND ENTERTAINMENT ACTIVITIES

Cultural and Heritage Activities are a vital part of Lá na gClubanna and could usefully include:

- **Introduction to Gaelic Games through a basic, fun training session outlining some of the things that they can expect to learn. The session should involve lots of fun games with plenty of movement**
- **Scór Entertainment in the Club House throughout the day**
- **Scór Concert at night**
- **Quiz / Trath na gCeist**
- **Memories Book: everyone signs it and writes their thoughts of the day in it**
- **Video diary for members to come and leave a message**
- **Power point display of old club photos running constantly in the Club House**
- **DVDs running throughout the day of Club/County games**
- **'A talking room' where older members of the Club can retell their stories and have a bit of craic with the younger Club members**
- **Tree planting to mark Lá na gClubanna**
- **Honour members of the Club who have won competitions and/or played for their County or other representative teams**
- **Unsung Hero Award**
- **Entertainment/DJ/Music playlist**
- **Food e.g. BBQ, Pizza's.**
- **Balloons, Clowns, etc.**

**Please note that all activities for children must be supervised in line with the Gaelic Games Code of Behaviour.*

This will include adequately trained personnel to oversee the events, plus the necessary female/male ratio to children required.

For more information see www.gaa.ie/clubzone/child-welfare-and-protection/

INSURANCE

Event Activities are not automatically covered under the GAA Liability Policy. In order for Insurers to confirm cover in respect of planned events clubs must submit the following information for review.

EVENT PLAN OF ACTIVITIES PROPOSED

Templates are available from from GAA Risk & Insurance Manager or Willis to assist clubs. Details to include the following;

- Where and When Event is taking place
- Approximate numbers expected to be in attendance
- Full Description of the event & planned activities
- Who will be participating in the event (are they members of the club etc.)
- Risk Assessment- Identify possible risks and develop strategies to minimise these risks. Template includes guidance on Risk Assessment
- Confirmation that your County Board have been notified of this event

Please note Inflatables and/or Hired Amusements are not permitted on GAA property or at GAA Events.

USE OF THIRD PARTIES / CONTRACTORS

Details of any third party involvement are required – clubs can submit details of third party insurance to GAA Risk & Insurance Manager or Willis for review.

The following are the GAA's minimum requirements;

- Evidence of Public Liability insurance with a minimum limit of € 6.5 Million
- Evidence of Employers Liability Insurance (if applicable) with a minimum limit of € 13 Million
- A specific indemnity should be noted on the policy to the GAA Club which they are using and Cumann Lúthchleas Gael

Full details in relation to proposed events can be submitted to Willis via gaageneral@willis.ie or to Sinead Leavy via sinead.leavy@gaa.ie or via your county board.

GAA INJURY FUND

Cover under the Injury Fund is only provided in respect of current registered members participating on a team registered with the fund participating in an official fixtures. There is absolutely no cover provided by the fund in respect of Charity or Recreational games.



VOLUNTEERS

Lá na gClubanna is a great way to bring people from the community to the club, particularly those who are new to the area.

An open day full of activity will let people see that the club is well organised and well managed. It can also be of great way to encourage people to volunteer in the club.

Club/Community members should be asked to volunteer

in specific areas in the club and in an area that suits their particular skill-sets.

Many clubs have been successful in attracting volunteers through Lá na gClubanna.

For more information on volunteering visit the GAA website.

BUDGET AND FUNDRAISING OPPORTUNITIES

Once you have decided on a fundraising event idea you need to work out a budget for your event – remember any cost incurred needs comes out of the total amount that is raised.

Common costs to consider are:

- **Printing & design i.e. tickets, posters**
- **Catering**
- **Entertainment**
- **Hire of venue**
- **First Aid**
- **Advertising**
- **Insurance**

On the day/evening itself there is the opportunity to hold additional raffles/draws – club sponsors and local business may be happy to assist with prizes.

Raffles have always been a popular way to raise funds. They can be a stand-alone event, or often they are held at other events as an additional way to raise money. Stand-alone raffles are commonly referred to as public raffles and they give you the opportunity to sell a larger number of tickets.

You must obtain a permit – in the 26 Counties this can be sourced from the Gardai, in the 6 Counties from your local Council. There are restrictions on the number of permits that can be issued to a unit in any one year.

When deciding on what price you are going to charge for the tickets, remember to take into account any costs that need to be covered (for example if any of the prizes need to be paid for, printing) and it can help if people can buy multiple tickets (i.e. 5 for €10/€10).

Remember to promote the event well in advance to maximise attendance and ticket sales. Allow plenty time for the groundwork so the day/evening is a great success.

Other Fundraising Ideas:

- **Sponsored Activities – for example Walk, Run, Colour Run, Cycle, Dance, must be notified in advance to GAA Risk & Insurance Manager or Willis**
- **Sale of Work or Auction**
- **Cake, book, flower/plant stalls**
- **Trivia Nights, Table Quizzes, etc.**



APPENDIX 1 – GO GAMES



Rule 6.26 (T.O. 2013: Part 1)

GAMES PLAYED FROM U7 TO U13 AGE GROUPS

SUPPORTING POLICY DOCUMENT

This document has been drafted by the Games Development Committee and approved by Central Council. This forms the basis of national policy, as an extension of Rule 6.26, and is effective as of January 1st, 2014.

DEFINING GAA GO GAMES

Go Games are small-sided versions of Hurling and Gaelic Football which have been devised for children up to and including 11 years of age. The following are the key underpinning principles of Go Games:

- All participants play in the full game.
- Participant needs are catered for, where possible, on the basis of two year age cohorts i.e. U7, U9 & U11 in a manner consistent with the ethos of Go Games.
- Activities are structured in a manner which optimises the level of fun, friendship, fair play and achievement derived by participants.
- Participants train and play in a safe, supportive and stimulating environment where they are encouraged to risk error, to learn and to derive maximum enjoyment from their involvement.
- Players master the basic skills of Hurling and Gaelic Football and experience the sense of accomplishment, which derives from acquiring playing proficiency on the left and right hand side of the body.
- Everybody involved in Go Games, whether as players, parents/guardians, spectators, mentors, teachers, officials etc., should adhere to the key underpinning principles and give expression to the GAA 'Give Respect, Get Respect' initiative.

ORGANISING GO GAMES

Go Games may be organised on a blitz basis. Go Games may be organised by a Club, Primary School or at an Approved GAA Centre on an internal (i.e. single unit) or external (i.e. multiple unit) basis.

GO GAMES PLAYING RULES

- The recommended Playing Rules for Go Games Hurling and Gaelic Football are provided in Appendices 1 and 2. These are provided by way of best practice recommendations and can be adapted to meet localised needs.
- Where units from different counties play a game, these Playing Rules will be used.

GO GAMES REGULATIONS

The following Go Games Regulations shall apply:

- Go Games are subject to general rules of the Association.
- Teams shall be a maximum of 7-a-side at U6 & U7, 9-a-side at U8 & U9 and 11-a-side at U10 & U11 age levels.
- Participants may play up one age grade i.e. U7 may play at U9 level; U9 may play at U11 level; U11 may play at U12 & U13 age levels.
- No provision is made to publish scores, to play on a knock-out basis nor to include semi-finals, finals etc. - No provision is made to present trophies, cups etc. Where certificates/medals are presented in lieu of participation, the same certificate/medal must be presented to every participant.

Sanctions

- Non-compliance with Rule 6.26 (T.O. 2013: Part 1) and Association policy by a unit within a County may result in the subsequent reduction of Games Development funding for the County concerned.
- Non-compliance with Rule 6.26 (T.O. 2013: Part 1) and Association policy by a unit may result in exclusion of that unit from Games Development Activity Days (county, provincial or national), Exhibition Games and the U14 Féile na nGael competitions.

ORGANISING LEAGUES AT U12 AND U13

- Leagues at U12 and U13 age grades may be organised on a match or a blitz basis. Games may be organised involving Clubs and Primary School on an internal (i.e. single unit) or external (i.e. multiple unit) basis.

- Competitions at senior Primary Schools level (5th & 6th / P.6 & P7 Classes) will be organised in conjunction with the U12 and U13 Regulations.
- Teams should be a maximum of 13-a-side. The National Games Development Committee will have the authority to ratify 15-a-side leagues. Should any unit of the Association seek to organise 15-a-side leagues, an application form should be submitted to the National Games Development Committee for consideration. The National Games Development Committee will consult with Cumann na mBuscol Naisiúnta regarding submissions involving Primary Schools.
- Everybody involved in games at the in U12 and U13 age levels, whether as players, parents/guardians, spectators, mentors, teachers, officials etc., should adhere to the key underpinning principles and give expression to the GAA 'Give Respect, Get Respect' initiative.

PLAYING RULES

- The recommended Playing Rules for Leagues at U12 and U13 are attached. These are provided by way of best practice recommendations and can be adapted to meet localised needs. - Where units from different counties play a game, these Playing Rules will be used.

Regulations

- U12 and U13 Leagues are subject to general rules of the Association.
- Provision may be made for semi-final and finals to take place, provided that participating teams have played a minimum of 4 league/qualifier games.
- Provision may be made for the presentation of medals, trophies/cups. - The length of the playing field will be no longer than 105m long (20m line - 20m line).
- Unlimited substitutions may be made during a game to optimise participation.

Sanctions

- Non-compliance with Rule 6.26 (T.O. 2013: Part 1) and Association policy by a unit within a County may result in the subsequent reduction of Games Development funding for the County concerned.
- Non-compliance with Rule 6.26 (T.O. 2013: Part 1) and Association policy by a unit may result in exclusion from Games Development Activity Days (county, provincial or national), Exhibition Games and the U14 Féile na nGael competition.



APPENDIX 2 – RECREATIONAL ROUNDERS RULES SUMMARY

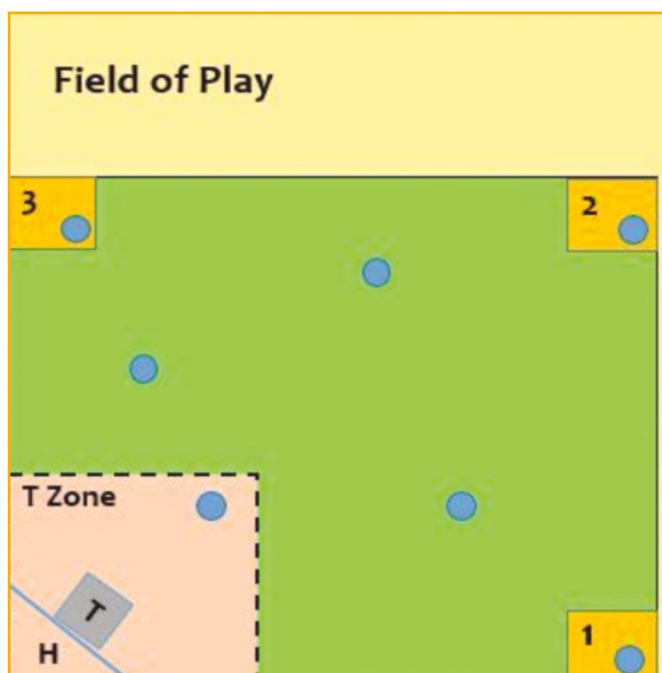
Who Can Play? – Open to everyone aged 12 and over

HOW TO SET UP

- T Ball Tee
- Ball
- Bat
- Base Markers
- Bibs

LET'S PLAY

- 3 innings, each team bats and fields
- 7 players per team
- Batting team strike the ball off the T Ball Tee, past the T Zone and Run to 1st Base!
- Navigate through the bases and return to the Home base to score a Run for the Batting team!
- Each member of the Batting team has 3 attempts, in rotation, per inning, at striking the ball i.e. Batting team maximum number of shots is 21
- However, if a player on the Fielding team catches the ball OR tags the Batting player, before reaching the base OR touches the Base, while in possession of the Ball, that player is out!
- If the Fielding team gets 3 Batting team players declared out before the maximum 21 shots, then the play switches over.
- Once this happens, it's the Batting's team chance to cover the bases and field of play i.e. Fielding Team
- After 3 innings, if one team score more runs than the other team, then that team is the winner!!



Lá na gClubanna