

# Under 12 Hurling

## Aim

To allow players perform the underlying technical skills accurately and consistently in an open competitive environment and assist with the development of team play i.e. where players anticipate who should go where in order to maximise/minimise scores/scoring opportunities

## Playing Rules

- Play to commence with a throw in at the centre.
- Players are permitted to lift the sliotar into the hand and strike.
- A player who catches the sliotar may take four steps with it in his/her hand before playing it away.
- Players are permitted to solo run with the sliotar on the hurley for 8 steps.
- All frees / 65`s to be taken by lifting and striking the ball.
- When a team plays the sliotar over its own end line, opponents awarded a free puck on the 50 mt mark (A 65)
- Players are not permitted to kick the sliothar

## Scoring System

- 1 point when the sliotar is played over the crossbar.
- 3 points when the sliotar is played under the crossbar.

## Time Duration

- 50 minutes.
- 25 minutes per half.

## Playing the Game

- 13 v 13
- 100m x 40m or 21m line to 21m line  
1 goalkeeper, 4 defenders, 2 midfielders, 4 attackers
- All players to wear a helmet with full facial protection.
- Teams are to be graded according to divisional capability.

## Equipment

- Well secured portable goal posts (15' X 7' or 4.5M X 2.2M)
- Three Smart Touch (Size 3) sliotars to be used -

