- Minor "A" grade will be a 15 a side competition, with lower grades (BCDE) being 13 a side. However, the Board would recommend that where sufficient numbers are available, that the lower grades be played as a 15 a side. This should be agreed in advance between both Mentors. A maximum of 5 subs can be played in ALL grades.

- Each division has two groups and only the winner (after group stages) in each group will go straight through to a final. There will be no Shield games in the Minor competitions.

- In the event of a tie after the conclusion of the group stages, then the winner will be the team who conceded the lowest scores "AGAINST". If teams are still level, then the winner will be decided by "scores for minus scores against"

- All-Weather surfaces can be used, but opposition should be informed in advance, so that the correct footwear can be used.

- In order to ensure that all finals take place at the correct time all finals will be scheduled for All Weather pitches. Details of venues for all finals will be notified once sourced.

- Should a home teams venue not be playable then the tie will revert to the oppositions venue, if available. In certain circumstances, the Board will make the Park available, but this will be on a first come basis.

- All games will be set for 11am on Sundays, but these may be changed by mutual consent, provided the ref/Co Board are notified. Games can be brought forward.

- A club giving a W/O can still continue and play any remaining fixtures in the championship.

- In an "A" competition a minimum of 12 players is needed to play a competitive fixture. In all lower grades a minimum of 10 is required.

- An "A" named player may not play in a lower grade. Penalty for this is automatic loss of points and possible exclusion from the remainder of the competition.

- If a lower graded player plays "up", then she may not return to her original grade.

- All other normal camogie rules not covered in the above.