

Cookstown Boys Blitz – 25/1/23

Group 1
Coagh
Orritor
Woods
Ballytrea
Cookstown
Money more
Donaghey

	Pitch One		Pitch two
10.40 – 10.50	Coagh v Money more		Woods v Ballytrea
10.52 – 11.02	Cookstown v Coagh		Orritor v Donaghey
11.04 – 11.14	Money more v Donaghey		Ballytrea v Cookstown
11.16 – 11.26	Cookstown v Woods		Donaghey v Coagh
11.28 – 11.38	Woods v Coagh		Cookstown v Money more
11.40 – 11.50	Money more v Ballytrea		Coagh v Orritor
11.52 – 12.00	Donaghey v Woods		Orritor v Cookstown
12.02 – 12.12	Ballytrea v Donaghey		Money more v Orritor
12.14 – 12.24	Ballytrea v Orritor		Woods v Money more

Cookstown Girls Blitz – 26/1/23

Group 1
Coagh
Bush 1
Orritor
Ballytrea
Woods 1

Group 2
Woods 2
Cookstown
Bush 2
Donaghey
Moneymore

	Pitch One	Pitch Two	Pitch Three
10.28 – 10.30	Woods v Donaghey		Cookstown v Bush2
10.40 – 10.50	Coagh v Ballytrea	Woods 1 v Moneymore	Bush 1 v Orritor
10.52 – 11.02	Bush2 v Woods		Donaghey v Moneymore
11.04 – 11.14	Orritor v Coagh	Bush 1 v Cookstown	Ballytrea v Woods1
11.16 – 11.26	Moneymore v Bush2		Woods v Cookstown
11.28 – 11.38	Woods1 v Orritor	Ballytrea v Donaghey	Coagh v Bush1
11.40 – 11.50	Cookstown v Moneymore		Bush2 v Donaghey
11.52 – 12.00	Bush1 v Woods1	Coagh v Woods 2	Orritor v Ballytrea
12.02 – 12.12	Donaghey v Cookstown		Moneymore v Woods
12.14 – 12.24	Ballytrea v Bush1	Orritor v Bush 2	Woods1 v Coagh

ADDITIONAL NOTES

TEAMS

- A. Each team shall have a maximum of six players on the pitch at any one time
- B. Team are encouraged to play with a goalkeeper however goalkeepers are **NOT** compulsory at Regional Blitz's; Teams are permitted to play with six outfield players
- C. Squads are made up of no more than 10 players to allow for sufficient game time.

SUBSTITUTIONS

- A. Substitutions are unlimited throughout the game.

DURATION OF GAME

- A. Games will be played for 10 minute duration straight. There will be no half time or changing of sides.
- B. 2-3 minutes will be scheduled to get to your next game.

THE PITCH

- A. For U11 the pitch will be split into thirds, with run off space between pitches.
- B. Scoring Zone Markers should be run the length of the pitch from the Penalty Corner attackers mark.

