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Towards a philosophy for legislation in Gaelic games: a study of a philosophy for legislation in the Gaelic games of football and hurling, an how this philosophy should improve the playing rules of these two national games

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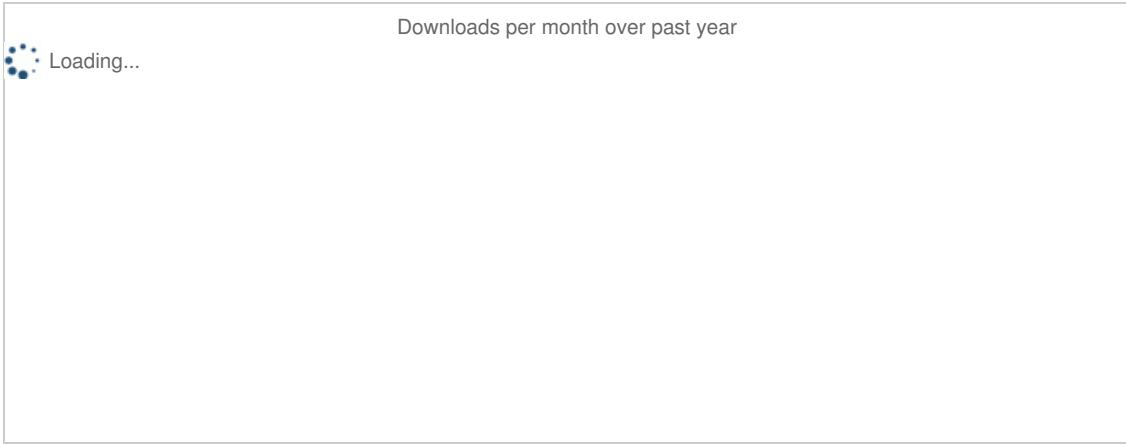
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Abstract

The thesis of this research project is to demonstrate the existence of an incipient philosophy for the playing rules of Gaelic games as examples of invasive body-contact games generally. This philosophy may assist those who make the rules of such games to formulate enhanced sets of playing rules. Improved sets of playing rules may enable the game to be more readily understood, played and controlled by match officials. In turn, this will be of direct benefit to the cultivation and preservation of the games, and will assist compliance with this basic aim of the GAA. Chapter One states the needs for and the limitations of the scope of this research. The history of the philosophy of sport is traced to show its novelty. The existence of a philosophy for legislation in games is asserted by examining the areas of knowledge or components of which it is comprised. Chapter Two examines games from a philosophical perspective, and then sets out the three sections into which all such sets of rules can be divided, before examining a modus operandi for rule formulation. Chapter Three illustrates the principles of play common to such games, then lists and examines the function of rules. The characteristics of rules are listed and examined in detail. It was shown that these characteristics which have much in common with Fuller's "principles of legality" facilitate formulation of user friendly rules. Chapter Four makes the case that a simple format of presentation enhances ease of learning. It traces the steps taken to develop a universal format, and evaluates this simple method of presentation. Chapter Five discusses the importance, impact and interaction between the law on the content and formulation of the playing rules of these games. This chapter pays particular attention to the tort of negligence with respect to games, and examines important parts of the network of the duty of care inherent in games and their rules. Chapter Six examines the past and present process of rule making in the GAA Chapter Seven argues that a philosophy of legislation can produce enhanced playing rules. After consideration of the foregoing, the playing rules for both games were redrafted by reference to three objective criteria the rules must be (l) easy to read, (n) easy to remember and (m) easy to apply Appendix 1 is a collection of all available sets of playing rules for Gaelic football and hurling. Appendix 2 contains a comparative analysis of the rules of play from 1884 to 1999. This analysis identifies and assesses the philosophical contents of these rules. This Appendix also comprises the early rules of other invasive body-contact games for comparative purposes.

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Gaelic Games: Football is a video game developed by IR Gurus and published by Sony Computer Entertainment. The game was released on 11 November 2005. It is based on Ireland's Gaelic NFL and was developed by an Australian company that (at the time) made the AFL video game series. No player names are featured. Gaelic Games: Football is the first GAA video-game to be released on a video game console. Gaelic games have repeatedly provided filmmakers with a resonant motif to represent perceived aspects of Irish identity, perceived as these representations have been neither straightforward nor unproblematic. In international productions more. Among the areas examined are newsreel depictions of Gaelic games; Hollywood's fascination with hurling in the mid-20th century (including in the work of Oscar-winning director John Ford), which led to a range of productions featuring the sport culminating with the Oscar-nominated short Three Kisses (Paramount, 1955); the importance of the depictions of Gaelic games. to the emergence of a distinctive Irish film culture post WWII; and the role of Gaelic games in contemporary cinema. Save to Library. Download. Rules, Gaelic football, Hurling (Game), Gaelic Athletic Association. There's no description for this book yet. Can you add one? Edition Notes. 'Appendix II is a separate volume'. Previous ed.: 1997. Title on cover and spine: The playing rules of football and hurling, 1884-1999. Genre. Rules. Other Titles. The playing rules of football and hurling, 1884-1999., The composite rules of the hurling-shinty internationals, 1933-1997., The early playing rules of football and hurling, 1869-1889. The Physical Object. Pagination. xvii,617, [5]p. : Number of pages. 617. ID Numbers. An AFL game, a Gaelic Football game and a Hurling game. all using the same engine. So swapping out rules, swapping out animations, making the controls work and making all of the things work. The first two, we knew were pretty straightforward and progressively, we put people onto Hurling which we knew was going to need the most attention because it was going to be the most difficult of them. Thuyen Nguyen: It was just really hard to understand what bits you could leave out of it to make the game and still make it play like the real thing, but also make it fun as well. That requires a lot of intimate knowledge of the sport and not quite a hardcore fan but just being around it, living in the same country so it was a difficult challenge in many respects. Gaelic Games Europe is the officially recognised governing body for the continent of Europe (excluding the UK & Ireland)... From Limerick, via Carlow, Ben is in Eindhoven, Holland where the Shamrocks created some local history by fielding a hurling team and soon a Ladies football team. We discuss the issues surrounding setting up clubs in Europe, of getting the balance right between Irish and Native, and most importantly, how to make the most of development funds! <https://soundcloud.com/capital-spo.../growth-covid-ben-mcentee>. #thissundaysgame #GGE #GGEFamily #GAA #Eindhoven #Europe #gaelicgames.