

Gaelic Athletic Association
(Established 1884)

OFFICIAL GUIDE - PART 2

*Containing Playing Rules of Hurling and
Football, revised and corrected up to date, and
published by authority of the Central Council.*

*This publication replaces all previous versions
published.*

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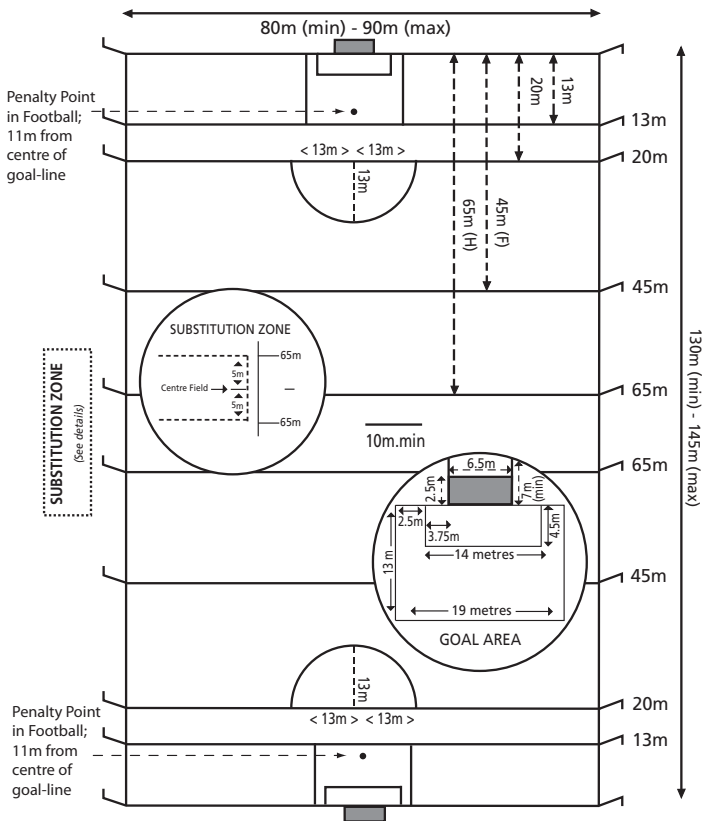
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Part 2

Contents

	Page
The Field of Play Diagram	3
Rules of Specification	4
Rules of Control	17
The Playing Rules of Hurling	29
Line-Out Diagram	30
The Play	31
Set Play	33
Scores	40
Technical Fouls	41
Aggressive Fouls	48
Dissent	58
The Playing Rules of Football	60
Line-Out Diagram	61
The Play	62
Set Play	65
Scores	73
Technical Fouls	75
Aggressive Fouls	83
Dissent	94
Important Terms and Definitions	96
Index	102

The Field of Play For Hurling and Gaelic Football



Rules of Specification

RULE 1 - THE FIELD OF PLAY

- 1.1 The field of play shall be rectangular, and its dimensions shall be as follows:

Length - 130m minimum and 145m maximum.

Width - 80m minimum and 90m maximum.

Exception:

The dimensions may be reduced by local Bye-Laws for Under 15 or younger grades.

- 1.2 (i) At distances of 13m, 20m, 45m (Football), and 65m (Hurling) from each endline, lines shall be marked across the field parallel to the endline. The intersections of these lines and of the endlines with the sidelines shall be marked by flags.

The midline of the field shall be marked parallel to the endlines, and shall have a minimum length of 10m.

Boundary lines are part of the field of play.

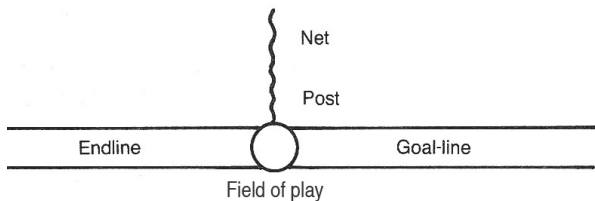
- (ii) All lines on the field of play shall be 90 mm \pm 13mm wide.

All lines shall be marked in white with a suitable marking material.

- 1.3 (i) THE SCORING SPACE shall be at the centre of each endline. Each shall be formed by two goalposts, circular in cross section, which shall have a height of not less than 7m above ground

level, and be 6.5m apart.

The inside edge of the endline shall be at a tangent to the front edge of the base of the goalposts (see diagram).



- (ii) A CROSSBAR shall be fixed to the goalposts at a uniform height of 2.5m above the ground. The crossbar shall have a rectangular or circular cross section.

When rectangular, it shall have a depth of 140mm + 10mm and a width not less than 50mm.

When circular, it shall have a uniform diameter of 125mm + 5mm.

- (iii) GOALNETS shall be securely fixed to the back of the crossbar and the back of each goalpost.

The roof of the net shall be supported for a horizontal distance of not less than 900mm, at crossbar height, by a metal net support fixed to the back of the goalposts.

The mesh of the net shall have a diagonal length not exceeding 150mm for football and 50mm for hurling.

Exception:

The dimensions of the **Scoring Space** may be reduced by local Bye-Laws for Under 15 or younger grades.

- 1.4 TWO RECTANGLES of the following dimensions shall be formed in front of each scoring space.
- (a) One rectangle, 14m by 4.5m, shall be formed by two lines 4.5m long and at right angles to the endline being marked 3.75m from the inside of each goalpost, and the ends of these lines being joined.
 - (b) A second rectangle, 19m by 13m, shall be formed by two lines 13m long at right angles to the endline being marked 6.25m from the inside of each goalpost, and the ends of these lines being joined.
 - (c) The endline, including the goal-line, is part of each rectangle, the other three lines enclose the area of that rectangle.
- 1.5 A semi-circular arc of 13m radius, centred on the mid-point of the 20m line, shall be marked outside of each 20m line.
- 1.6 A point shall be marked 11m from the centre of the goal-line, from which a penalty kick in Football shall be taken.
- 1.7 **SUBSTITUTION ZONE.**
An area of the sideline, extending 5m. on either side of the centre-line, shall be marked as the Substitution Zone, and all the players coming off/going on to the field of play in acts of substitution/temporary substitution shall go through this point, when given permission by the Referee.

Exception:

An injured player may leave the field at the nearest point to him.

- 1.8 **FLAGS:** All flags used on boundary lines shall have smooth rounded tops.

RULE 2 - THE PLAYERS

- 2.1 A team shall consist of fifteen players.

Exception:

A County Committee may reduce the number for non-Championship games.

- 2.2 A team may commence a game with thirteen players but shall have fielded fifteen players, inclusive of players ordered off or retired injured, by the start of the second half. In the event of failure to comply with this, the game shall continue.

- 2.3 Players arriving late may join in the game during a break in play but must report to the referee before so doing.

- 2.4 (i) The maximum number of substitutes permitted during the playing of Normal Time shall be five.
(ii) A maximum of three Substitutions shall be allowed during the playing of Extra Time.
(iii) Temporary Substitutions are also permitted during the playing of both Normal Time and Extra Time, as provided for in Rule 1.5(b) Rules of Control - Injuries: Blood.
(iv) A Substitution is not allowed in the case of a player ordered off.

Exception:

As permitted by Rule 2.6(d), Rules of Specification.

(v) A Substitution may only be made during a break in play, after the player has given a substitution note to the Referee, or in the case of a Inter-County Senior game, to the Sideline Official. This shall also apply to a Temporary Substitution allowed under Rule 1.5 (b), Rules of Control - Injuries: Blood.

A break in play shall be when the play is stopped after a score or wide or for a free, sideline puck/kick or when the Referee has stopped play for medical attention to an injured player.

(vi) In Inter-County games, all Substitutions and Temporary Substitutions must be from players on the official list submitted to the Referee.

(vii) In Inter-County Senior Championship games, all substitutions/temporary substitutions shall be in compliance with Rule 6.36 Official Guide, Part 1.

LIST OF PLAYERS

2.5 (i) Before all official games, the Referee shall be given a list of players, in duplicate and in Irish, (except as provided for in Rule 1.7, Part 1), giving full Christian names. The first fifteen names appearing on a list shall be taken as constituting the actual team, unless otherwise clearly indicated.

Where extra time is being played, the Referee shall be given either a list of the 15 players starting the extra time, or a list clearly indicating the changes made from that of the finishing team in normal time. This list may be in single form but shall otherwise comply with the provisions above.

- (ii) In Inter-County Games:
 - (a) The list of players shall be numbered from 1 to 24, and shall name the Clubs to which the players belong.
Exception:
In Inter-County Senior Games, the list of players shall be numbered from 1 to not more than 26.
 - (b) All players shall be from the list submitted to the referee prior to the game.
 - (c) For extra time, players shall be from the list submitted to the referee prior to the game.
 - (d) For Inter-County Senior Championship games, compliance with Rule 6.35 Official Guide, Part 1 is required with regard to Team Registration/Lists of players.

2.6 **Players in Extra Time**

- (a) Any fifteen players may start Extra Time.
Exceptions:
 - (i) As provided in (b) and (d) below.
 - (ii) A player in receipt of a Black Card and ordered to the Sin Bin for ten minutes with less than ten minutes remaining in normal time shall be one of the fifteen players but shall serve his remaining time in the Sin Bin in the Extra-Time.
- (b) In an Inter-County Game, any fifteen players on the List submitted to the Referee prior to the game, except as provided for in (d) below, may start Extra Time.
- (c) The Referee shall be given a List of the 15 players starting Extra Time, or a Note clearly indicating the changes made from that of

the finishing team in Normal Time. This List/ Note may be in single form but shall otherwise comply with the provisions of Rule 2.5 - List of Players.

- (d) A player ordered off in any circumstance in Normal Time, may not play in Extra Time but may be replaced.
- (e) Substitutions/Temporary Substitutions shall be allowed during the playing of Extra Time as outlined in Rule 2.4(ii) and (iii).
- (f) A Caution (Yellow Card) issued in Normal Time shall not carry over into Extra Time.

RULE 3 - TIME

- 3.1 A team shall take the field not later than the time specified by the Committee-in-Charge for Senior Inter-County Championships, National League Finals, Inter-Provincial Championships Finals, All-Ireland, Provincial and County Senior Championships Finals, and not later than five minutes before the appointed starting time in all other games.
- 3.2 The playing time shall consist of two periods of thirty minutes each, but time shall be added on in each period for incidental or deliberate delays. This shall be termed 'Normal Time'.

Exceptions:

- (i) In Inter-County Senior Championship, National League, Subsidiary Competition and Tournament games, the playing time shall consist of two periods of 35 minutes each.
- (ii) The playing time may be reduced by local Bye-Laws for Under 15 or younger games.

- 3.3 An interval, not exceeding ten minutes, shall be allowed at half-time, following which the teams shall change ends.

Exception:

In Inter-County Senior games, the interval shall consist of a maximum of fifteen minutes.

- 3.4 In the case of Games not involving the crediting of League Points, and subject to the provisions of Rules 3.5 and 3.6 below:
- (a) A Committee-in-Charge may decide prior to the start of a Competition that
 - (i) if a Game in all or some specific Round(s) ends in a draw after normal time, Extra-Time shall be played.
 - (ii) if a Game in all or some specific Round(s) ends in a draw after Extra-Time, it shall have a 'Winner on the Day'.
 - (b) A Committee-in-Charge, with the agreement of the two Units involved, may also make a decision prior to the date of a specific Game that
 - (i) in the event of a Draw in that Game after normal time, Extra-Time shall be played.
 - (ii) in the event of a Draw after Extra-Time in that Game, it shall have a 'Winner on the Day'.
 - (c) Extra Time shall be obligatory in the case of a further draw in a Replay.
 - (d) Extra Time shall consist of two periods of ten minutes each way.
Additional provisions for deciding drawn games in specific competitions are provided in Rule 3.6.
- 3.5 Unless the Management Committee of Central Council otherwise permits on an application by

a Competition Control Committee, extra time shall be obligatory in the event of a draw in the following Competitions:

(A) Inter-County All-Ireland and Provincial Senior Championship Games with the exceptions of –

- (i) All-Ireland Finals (Sam Maguire and Liam MacCarthy Cups only) and the Provincial Finals, in which Replays shall apply,

and

- (ii) 'Round Robin' Group Games, in which the provision as in Rule 6.21(4)(a) shall apply (i.e. one 'table point' credited to each team).

(B) Other Competitions:

- Inter-County Under 20 Championships;
- Inter-County Minor Championships (Including Finals);
- Inter-County Intermediate Championship;
- Inter-County Junior Championship;
- Knock-out Stages of the National Leagues;
- Inter-Provincial Competitions;
- Inter-County Tournaments;
- Inter-Club Provincial and All-Ireland Championships;
- Sigerson and Fitzgibbon Cups;
- Other games in subsidiary competitions.

(NOTE: In conformity with Rule 6.28, Official Guide, Part 1, and for a period of experimentation, the 2017 Rule has been temporarily set aside for the years 2018, 2019 and 2020)

3.6 (a) The Central Council shall approve a system to determine the result of games which finish level after extra-time as provided for in Rule has been played, without a replay - 'Winner on the Day'. The regulations for 'Winner on the Day' shall be determined by the Central Council.

(b) Unless the Management Committee of the Central Council, on application by the relevant Competitions Control Committee, permits otherwise, games in the following competitions shall be decided by 'Winner on the Day':

- All-Ireland Football Qualifiers
- All-Ireland Hurling Preliminary Quarter-Finals
- The Joe McDonagh Cup
- Knock-out games in the National Leagues
- Provincial Club Championships
- Inter-County Junior Football and Intermediate Hurling Championships
- Inter-County Under 20 Football and Hurling Championships (excluding All-Ireland Finals)
- Minor (U17) knock-out Championship games (excluding All-Ireland Finals)

(c) If a replay of a Provincial Senior Championship game ends in a draw after extra-time, two additional periods of extra-time of five minutes each shall be played, and if teams still remain level, it shall be decided by 'Winner on the Day'.

(NOTE: To be reviewed after 2020 as it relates to review of Rule 3.5 in that year.)

3.7 If a game in a knock-out Club Competition at underage, up to and including Minor, ends in a draw, two periods of Extra Time of ten minutes

each shall be played.

Exception:

Extra time is not mandatory in the first game of County Minor Championship Finals.

- 3.8 When Extra Time is to be played there shall be a maximum time space of ten minutes between the end of Normal Time and the start of Extra Time.

A half-time interval in Extra Time shall not exceed five minutes, and teams shall not leave the field for such intervals.

After a half-time interval, the Teams shall change ends.

RULE 4 - EQUIPMENT

- 4.1 (i) Club teams shall wear their registered distinctive colours in inter-club competitions. Where there is a similarity of colours, the teams shall change to their alternative registered colour(s), approved by the County Committee.
- (ii) County teams shall wear their registered distinctive colours in Inter-County competitions. Where there is similarity of colours, the two counties shall wear their registered alternative colour(s) or other colours authorised or directed by the Committee in Charge.
- (iii) In all games, the goalkeeper shall wear a jersey which is distinctive from his own team's and the opposing team's colours.
- 4.2 (i) In all Hurling Games and Hurling Practice Sessions it shall be mandatory for, and the

responsibility of, each individual player to wear a helmet with a facial guard that meets the standard set out in IS:355 or other replacement standard as determined by the National Safety Authority of Ireland (NSAI). Such helmets shall not be modified from their original manufactured state in any circumstances.

- (ii) A Referee shall not allow a helmet to be worn in a football game.

4.3 In all Football Games and Football Practice Sessions it shall be mandatory for, and the responsibility of, each individual player to use a mouth guard.

4.4 (i) The diameter of the Sliotar - not including the rim (rib) - shall be between 69mm. and 72mm. The mass of the Sliotar shall be between 110 and 120 grams.

The rim (rib) height shall be between 2.0mm. and 2.8mm.

The rim (rib) width shall be between 3.6 mm. and 5.4mm.

The thickness of the leather cover shall be between 1.8mm. and 2.7mm. and shall not be laminated with a coating greater than 0.15mm. Sliotars will only be approved for use on the basis of compliance with standards and tests as set out by Central Council.

Approved Sliotars shall carry the G.A.A. mark of approval.

Annual testing will be carried out, at an independent and approved test centre, to ensure that Sliotars continue to comply with the standards set out only by the Central Council. The Central Council may adopt a single core

that shall be used by any manufacturer/supplier who is approved to provide Sliotars for use in official games.

- (ii) The Football shall not weigh less than 480g. and not more than 500g. and shall have a circumference of not less than 68cm. and not more than 70cm.

Exception:

The dimensions may be reduced by local Bye-Laws for under 15 or younger grades.

- (iii) Footballs shall be approved for use on the basis of compliance with standards and tests set out by Central Council.
 - (iv) Sliotars/Footballs shall fully comply with the Playing Gear and Equipment regulations as ratified from time to time by Central Council.
- 4.5 The bas of a hurley at its widest point shall not be more than 13cm.
- In Underage Hurling, up to and including U12 age grades, the use of metal bands on hurleys is prohibited unless the metal bands are taped over.
- 4.6 An artificial tee of a standard approved by the Central Council may be used for a kick-out in football

Rules of Control

RULE 1 - CONTROL OF THE GAMES MATCH OFFICIALS

Control of the Games shall be entrusted to a Referee, four Umpires and two Linesmen who shall decide on the field all matters affecting play.

A Sideline Official shall be appointed for all Inter-County Senior games.

1.1 POWERS OF THE REFEREE

The Referee's decision on any question of fact (except as provided for in Rule 7.3 (aa) (1) (vi), Part 1, Official Guide) and in regard to time, shall be final.

The referee shall have the following powers:

- (i) To declare the ground or other conditions unsuitable for play after consulting, where feasible, with the Officials in Charge of the fixture.
- (ii) To consult with the Umpires and/or Linesmen and/or Sideline Official concerning infringements of the Playing Rules, in particular rough or dangerous play, striking, hitting or kicking. The Referee may apply the appropriate rule following such consultations.
- (iii) To order a player with an injury involving bleeding to leave the field of play for medical and/or other attention.
- (iv) To consult, on a needs basis, with a Linesman or Umpire(s) - where neutral - in order to establish matters of fact.

This shall include consultation concerning the validity of a score when the Referee is in doubt.

A Referee or Umpire may seek and/or obtain clarification that a ball has gone between the posts for a point or outside the posts for a wide or 45/65m free, from the Hawk-Eye Score Detection System, operating for games played in Croke Park and at other venues approved by Central Council from time to time.

The Protocols for the operation and use of the System shall be in accordance with the specific provisions determined and authorised by the Central Council.

- (v) To over-rule a decision of a Linesman or Umpire(s).
- (vi) To award a score when the ball has been prevented from going over the goal-line or crossbar by anyone other than a player or the referee.
- (vii) To terminate a game because of outside interference, or any other serious reason that merits such action.
- (viii) To terminate a game, having first given a three minute warning to the captain or official in charge of the team or the players involved, in any of the following circumstances: -
 - (a) A player refusing to leave the field when ordered off, or having been ordered off, rejoins the game;
 - (b) A team or player(s) leaving the field either

without the Referee's permission, or refusing to continue playing.

- (ix) To order that all players are correctly attired in so far as this is required by Rule.

1.2 DUTIES OF THE REFEREE

- (i) To control the game in accordance with the Playing Rules.
- (ii) To receive lists of players, sign them in Irish, and give a copy to the opposing team before the game.
- (iii) To obtain the signature, full address, and club of any player participating in the game, if requested by a captain or responsible team official.
- (iv) To report any irregularities in respect of dimensions, markings or unsatisfactory condition of the field of play, and to report any official protest made by a team captain before the game in relation to irregularities in dimensions or markings of the field of play.
- (v) To keep a record of scores, the names of players injured, replaced, substitutes taking part, temporary substitutes under Rule 1.5 (b) Injuries : Blood, any instance of late fielding or of exceeding the half-time interval, and the intrusion of unauthorised persons onto the field of play.
- (vi) To record playing time, and to extend time in each half for deliberate or incidental delay or

to allow for a free - awarded before time had expired - to be taken. Should the defending team commit a further foul before the referee whistles for full-time, he shall further extend the time to permit an additional free to be taken, from which a score can be made, provided no other player of the side taking the free touches the ball.

- (vii) To blow the whistle when a foul has been committed or when the ball has gone out of play. To blow the whistle or give a signal to restart play. Once the referee has given a decision and has sounded his whistle to restart play, he shall not alter that decision.
- (viii) To indicate the place from which all free kicks or free pucks shall be taken.
- (ix)
 - (a) To caution a player who commits a Cautionable Foul/Infraction by taking his name and showing him a Yellow Card.
 - (b) To order off a player who commits a second Cautionable Foul/Infraction by showing him a second Yellow Card followed by showing him a Red Card.
 - (c) A Caution (Yellow Card) issued in Normal Time shall not carry over into Extra Time, where played.
 - (d) To order off for ten minutes in the Sin Bin a player who commits a Cynical Behaviour Infraction in Football by taking his name and showing him a Black Card, provided the player has not committed a Cautionable Infraction (Yellow Card) previously in the game.

The time period in the Sin Bin shall be of ten minutes duration irrespective of delays.

The ten minutes shall traverse normal time (which includes additional time) and Extra-Time, if played.

If on resuming play, the player commits a further Cynical Behaviour (Black Card) or a Cautionable Infraction (Yellow Card) Infraction, he shall be shown a Black or Yellow Card, as appropriate, followed by a Red Card, and ordered off for the remainder of the game, including any Extra-Time when played.

- (e) To order off a player who commits any sequence of two Cautionable or Cynical Behaviour Infractions in Football by showing him a Yellow or Black Card, as appropriate, followed by showing him a Red Card.
- (f) To order off a player who commits an Ordering Off Foul/Infraction (other than those specified in (b), (d) and (e) above, by taking his name , if not already taken, and showing him a Red Card.
- (x) To present the ball to the Captain of the winning team at the end of a Provincial or All-Ireland Final.

1.3 **COMMENCING PLAY**

- (i) The Referee shall toss a coin for choice of ends in the presence of the team captains. This procedure shall be repeated for Extra Time, where played.

- (ii) Two Players from each team shall stand one behind the other on their own defensive side of the halfway line, and shall face the referee, for the throw in.
The other Players, shall be in their respective positions behind the 45m line (Football) or 65m line (Hurling).
- (iii) The Referee, facing the Players, shall throw in the ball over the heads of the players (Football) and along the ground between the players (Hurling).
- (iv) Regulations (ii) and (iii) above shall also apply for the start of the second half.

1.4 **ENTRY TO FIELD OF PLAY/INCURSIONS**

One Team Official (Maor Foirne, who is an assistant to the Bainisteoir), may move alongside the sidelines and enter the field of play, as specified hereunder, to make changes and/or to give instructions to players.

The Maor Foirne shall enter the field of play through the Substitution Zone and only when the ball has gone out of play following a score or a 'wide' or during a stoppage in play which is called by the Referee for medical attention to an injured player.

This named official shall wear a yellow or tangerine coloured bib/distinctive top which shall have "MAOR FOIRNE" in clear large letters. The Committee-in-Charge shall determine and notify the colour to be used by each Maor Foirne.

The Maor Foirne may not act as a water carrier or hurley carrier. A Selector is permitted to act as Maor Foirne. The Maor Foirne shall not be a listed member of the Team Panel.

The Referee may give his permission to a Team Medical Officer or one authorised official to enter the Field of Play to examine an injured player.

1.5

INJURIES

- (a) **Injuries: General** - Play shall not be stopped for injury to a player, except in exceptional circumstances to enable a seriously injured player to be treated on the field or removed from the field of play. All other Injuries shall be treated off the field of play.
- (b) **Injuries: Blood** - A player who is bleeding or who has blood on any part of his body, playing attire or playing equipment, as a result of an injury sustained during play, shall on the instruction of the Referee, immediately leave the field of play to receive medical and/or other attention. He shall not be allowed to return to the field of play until the bleeding has stopped, all blood has been cleaned off and, where possible, the injured area has been covered, any blood-stained playing attire has been replaced and any blood-stained equipment has been fully cleaned. In that circumstance, a Temporary Substitute may be used, and the following acts shall not count as substitutions under Rule 2.4 (i) and (ii), Rules of Specification.

- (1) The use of the Temporary Substitute for a player instructed to leave the field under the Rule.
- (2) The return to the field of play of the injured (blood) player as a direct replacement for the Temporary Substitute.
- (3) The return to the field of play of the injured (blood) player as a replacement for any other player if the Temporary Substitute has previously been sent off or substituted.

1.6 **REPORT OF REFEREE**

The Referee shall normally submit his report, together with a copy of each team's list(s) (as specified in Rule 2.5, Rules of Specification.), within a period of three days of the game, to the Committee or Council in Charge. When the Committee in Charge deems it necessary, the report shall be submitted within 24 hours.

The Report should contain:-

- The result of the game.
- The names of the Umpires and Linesmen.
- The time each team took the field.
- The time the game started.
- If the interval was exceeded, a statement of the reason.
- The names of players injured, replaced, and substitutes taking part.
- The name(s) of temporary substitutes under 1.5 (b) Injuries: Blood.
- The names of players cautioned or ordered

off, and the exact reason(s).

- The name of any official or spectator who interfered during the course of the game.
- Any other breaches of the regulations.
- Breaches of the Match Regulations, as reported by the Sideline Official.

Any errors/omissions in respect of the above shall not invalidate the Report as a whole.

RULE 2 - UMPIRES

There shall be two goal Umpires at each end of the field of play. An Umpire shall stand outside each goalpost and behind the endline. The umpires shall remain at the same end for the duration of the game.

2.1 POWERS OF UMPIRES

The Umpires shall decide if a score is made, or if the ball has crossed the endline for a wide, or for a 45m or 65m free, subject to Rule 1.1 (v) above.

2.2 DUTIES OF UMPIRES

- (i) The Umpires shall signal their decisions as follows:
 - (a) A 45m free in Football or a 65m free in Hurling by raising an arm upright, and then pointing directly infield, at the place where the ball passed over the endline.
 - (b) A wide by crossing both arms above the head.
 - (c) A score by raising a green flag for a goal or a white flag for a point, in front of the scoring space.

- (d) A decision to disallow a score by crossing the flags at the centre of the scoring space.
- (ii) The Umpires shall bring to the notice of the referee, during a break in play, any instances of foul play in particular, rough or dangerous play, striking, hitting, or kicking, or unauthorised incursions onto the field of play, which have not been noticed by the Referee.

RULE 3 - LINESMEN

There shall be one Linesman on each sideline. Linesmen shall change sides at half-time. However, failure to do so will not affect the result of the game.

3.1 DUTIES OF THE LINESMEN

- (i) The Linesmen shall indicate by flag signal:
 - (a) when and where a ball crosses the sideline,
 - (b) which side is entitled to the sideline kick or puck, and
 - (c) where the kick or puck is to be taken from.
- (ii) When a ball is played across a sideline by opposing players simultaneously, or when the linesman is unsure which team played the ball over the sideline, the Linesman shall so signal.

The Referee, facing the players, shall throw in the ball between one Player of each Team, 13m from the sideline, directly infield from where the ball crossed the sideline.
- (iii) A Linesman's decision is subject to Rule 1.1 (v) above.

- (iv) The Linesmen, where neutral, shall control the operation of the Substitution Zone, and shall assist the referee in regard to the introduction of substitutes, and of temporary substitutes under Rule 1.5 (b) Injuries: Blood. Where linesmen are not neutral, these functions shall be controlled by the Referee.
- (v) The Linesmen shall bring to the attention of the Referee, during a break in play, any instances of foul play, in particular rough or dangerous play, striking, hitting, or kicking, or unauthorised incursions onto the field of play, which have not been noticed by the Referee. They may also, if requested by the Referee, assist in determining the validity of a score.
- (vi) Having consulted with the referee, the linesman shall indicate to the Sideline Official, or other person designated by the Committee in Charge, the amount of additional time, if any, to be played at the end of each half.

RULE 4 - SIDELINE OFFICIAL

A Sideline Official shall be appointed for all Senior Inter-County Championship and League Games.

A Sideline Official may be appointed by the Committee in Charge for all other games.

4.1 Duties of Sideline Official

- (i) To receive substitution notes giving the name and number of a substitute or temporary substitute and the name and number of the player being substituted or replaced.

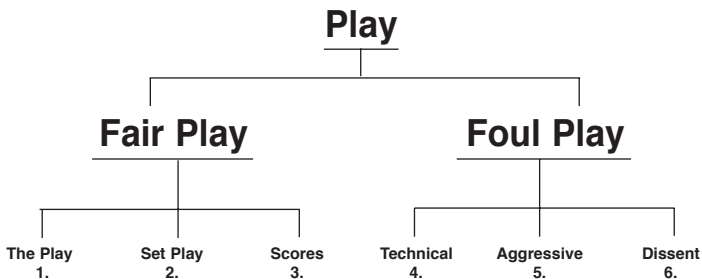
- (ii) To record and report all substitutions and temporary substitutions made during a game to the Referee for inclusion in the match report.
- (iii) To display by means of electronic or manual board the numbers of Players being substituted.
- (iv) To display by means of electronic or manual board the additional amount of time, if any, which will be played at the end of each half, as indicated by the Referee to the Linesman.
- (v) To monitor and report breaches of the Match Regulations.
- (vi) To monitor and control the operation of the Sin Bin.
- (vii) The Sideline Official shall bring to the attention of the Referee, during a break in play, any instances of foul play, in particular, rough or dangerous play, striking, hitting or kicking, or unauthorised incursions onto the field of play which have not been noticed by the Referee.

RULE 5 - LIMITATION OF LEGAL LIABILITY

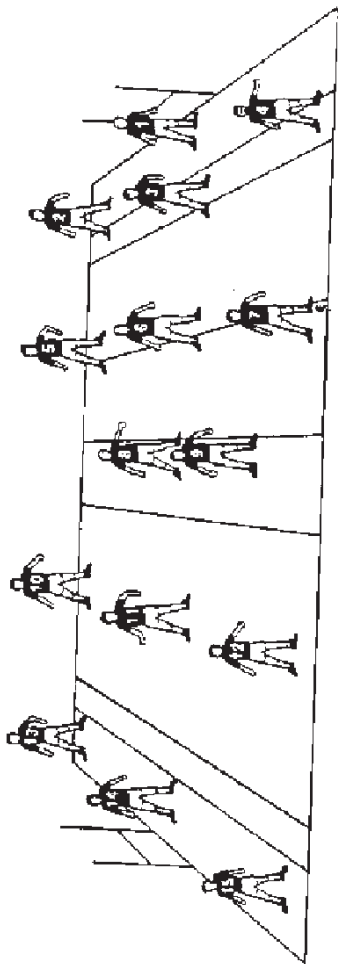
These Rules shall not impose on any Referee, Linesman, Umpire, Sideline Official, Team Official or Unit any legal duty of care or legal responsibility (which duty shall remain with individual Players and, if relevant, Parents, Guardians or other persons legally responsible for them).



The Playing Rules of Hurling



Line Out



The Rules of Hurling

Rules of Fair Play

RULE 1 - THE PLAY

- 1.1 The ball is in play once it has been thrown in or pucked, after the referee has given a signal to start or restart play, and it remains in play until:
- (a) the Referee signals a stop;
 - (b) the ball has passed completely over any boundary line or strikes any flag marking the boundary lines;
 - (c) the ball has been prevented from going over any boundary line or is touched in play by anyone other than a player.
- 1.2 The ball may be struck with the hurley when it is on the ground, in the air, released from the hand or lifted with the hurley.
- 1.3 A player may run with the ball balanced on or hopping on his hurley.
- 1.4 A player may catch the ball, play it on his hurley, and bring it back into his hand once. A player who has not caught the ball may play it from the hurley into his hand twice.
- 1.5 The ball may be struck with the hand, kicked, or lifted off the ground with the feet.
- 1.6 The ball may not be touched on the ground with the hand(s), except when a player is knocked down or falls and the ball in his hand touches the ground.

- 1.7 When a player is in possession of the ball it may be:
- (a) Carried in the hand for a maximum of four consecutive steps or held in the hand for no longer than the time needed to take four steps.
 - (b) Released and struck with a definite striking action of a hand.
- 1.8 Player(s) may tackle an opponent for the ball.
- 1.9 Provided that he has at least one foot on the ground, a player may make a shoulder to shoulder charge on an opponent-
- (a) who is in possession of the ball, or
 - (b) who is playing the ball, or
 - (c) when both players are moving in the direction of the ball to play it.

When he is within the small rectangle, the goalkeeper may not be charged but he may be challenged for possession of the ball, and his puck, kick or pass may be blocked. Incidental contact with the goalkeeper while playing the ball is permitted.

- 1.10 For a run-up to a free puck, sideline puck, or puck-out, a player may go outside the boundary lines, but otherwise players shall remain within the field of play.
- 1.11 A player may hold up his hurley or hand(s) to intercept a free puck.

RULE 2 - SET PLAY

- 2.1 The Referee, facing the players, starts the game and restarts it after half-time by throwing in the ball between two players from each team, who shall stand one behind the other in their own defensive sides of the half-way line. All other players shall be in their respective positions behind the 65m lines.
- 2.2 After a foul, play is restarted by a free puck or a throw-in (as specified in Rule) where the foul(s) occurred.

Exceptions:

- (i) In the case of fouls by defending players within the large rectangle, the following shall apply:
A Penalty Puck from the centre point of the 20m line shall be awarded for an Aggressive Foul.
A Free Puck from the centre point of the 20m line shall be awarded for a Technical Foul.
(See Rule 2.4)
- (ii) In the case of a foul by a defending player inside his own 20m line but outside the large rectangle, a Free Puck shall be awarded on the 20m line opposite where the foul occurred.
(See Rule 2.4)
- (iii) When a player is fouled immediately after he plays the ball away, and a score results, it shall stand. Otherwise, the referee shall award a free puck from where the foul

occurred or, if more advantageous, from where the ball lands or crosses the sideline.

With the option of a free being awarded from where the foul occurred being retained, the rule shall apply in the following circumstances as outlined:-

- (a) If the ball lands over the endline, a free shall be given on the 20m line opposite the place where the ball crossed the endline;
- (b) If the ball lands inside the opponents' 20m line, a free shall be given from the 20m line at the point where the ball crossed this line.
- (iv) Where otherwise specified in penalties listed in Rule 4 - infractions 14, 15, 16, 17, 18, 19, 27, 28, 29, 30, 33; Rule 5 - infractions 8; Rule 6 - infraction 4.
- (v) When play is restarted by throwing-in the ball after a foul(s) within 13m of the sideline, the throw in shall be given 13m from the sideline and directly infield from where the foul(s) occurred.
- (vi) When play is restarted by throwing in the ball after a foul(s) between the endline and the 20m line, the throw-in shall be given on the 20m line, opposite where the foul(s) occurred, subject to the Provisions stated in (v) above.

2.3 When opposing players foul simultaneously, play is restarted by throwing in the ball.

- 2.4 (a) In general, and save as provided hereunder in this Rule:

In the case of a Free Puck being taken, all players, except the player taking the free puck, shall not be nearer than 20m before the free puck is struck.

In the case of a Throw-In after a foul(s), all players, except those contesting the throw-in, shall not be nearer than 13m before the throw-in is made.

- (b) A Penalty Puck shall be struck either:

(i) At the centre point of the 20m line

or

(ii) At a point within the semi-circular arc, the player taking the Penalty Puck having brought the ball back up to seven metres from the 20m line.

The ball shall be struck on or outside the 20m line but not inside it, except as allowed in Rule 2.5(b).

Only one defending player shall stand on the goal-line, and shall not move towards the 20m line before the ball has been actually struck.

All other players, with the exception of the player taking the puck, shall be outside the 20m line and the arc and shall not cross the 20m line or the arc until the ball has been struck.

If a defending player(s) fouls before the ball is struck and a goal does not result, the

referee shall allow the Penalty Puck to be retaken.

- (c) For a Free Puck for a Technical Foul committed inside the large rectangle and awarded on the centre point of the 20m line, all the provisions of (b) above shall apply except that up to five defending players may stand on the goal-line.

(Note: Central Council has interpreted the words “shall allow” in the final line of Section (b) above, and also applicable in Section (c), to mean that where the referee decides that a defending player(s) has/have fouled before the ball is struck, the Penalty/Free taker has the option of retaking the Penalty/Free puck **or** of having a point scored to stand.)

- (d) The players defending a free puck awarded on the 20m line for a foul committed outside the large rectangle shall stand a minimum of 20m from the point of award of the free and may not move nearer to that point of award until the ball has been struck.

- 2.5 (a) For all free pucks, including penalties, the ball may be struck with the hurley in either of two ways:

- (i) Lift the ball with the hurley at the first attempt and strike it with the hurley.
(ii) Strike the ball on the ground.

‘Lifting’ the ball with the hurley shall not constitute ‘striking’ the ball.

(b) If a player taking a free puck or penalty fails to lift the ball at the first attempt, or fails to strike it with the hurley, he must strike it on the ground without delay.

This shall also be allowed in the case of a Penalty Puck or other Free Puck awarded on the 20m line, even if the initial action causes the ball to marginally cross inside the 20m line.

Only when the player taking the Free Puck or Penalty Puck delays may a player of either side approach nearer than is specified in Rule 2.4 above.

2.6 When the ball is played over the endline by the team attacking that end or after a score, play is restarted by a puck-out from within the small rectangle.

The player taking a puck-out shall take the ball into his hand, but should he miss his stroke, the ball may be struck on the ground or may be raised with and struck with the hurley, but not taken into his hand again before striking it. The player taking the puck-out may strike the ball more than once before another player touches it.

All players shall be outside the 20m line until the ball has been struck except the goalkeeper and the player taking the puck-out - if other than the goalkeeper.

The ball shall travel 13m before being played by another player of the defending team.

- 2.7 When the ball is played over the endline and outside the goalposts by the team defending that end, a free puck shall be awarded to the opposing team on the 65m line opposite where the ball crossed the endline.
- 2.8 When a team plays the ball over the sideline, a free puck from the ground shall be awarded to the opposing team at the place where the ball crossed the sideline. If opposing players play the ball simultaneously over the sideline, or if the officials are not sure which team played the ball last, the Referee, facing the players, shall throw in the ball between one player from each team, 13m from the sideline and directly infield from where ball crossed the sideline. A ball that strikes a sideline or corner flag shall be treated as having crossed the sideline. A player on the team awarded a sideline puck shall place the ball on the sideline at the place indicated by the linesman. All players except the player taking the sideline puck, or the two players contesting the throw-in, shall be at least 13m from the ball until it is struck or thrown in.
- If a player taking a sideline puck fails to strike the ball at the first attempt, he shall not delay in making a second attempt. Only when the player delays his second attempt to strike the ball may a player from either side approach nearer than 13m.
- 2.9 If in exceptional circumstances play is stopped by the Referee to enable a seriously injured player to be treated on the field or removed from the field of play, play shall resume in one of the following manners:-

- (i) If a Team is in possession when the play is stopped, the play shall resume with a free puck to that Team from the position at which the play was stopped, unless the play was stopped inside the opponents' 20m line in which case the free shall be awarded from the 20m line opposite the point where the play was stopped. A score may not be made directly from such free.
- (ii) If neither Team is in possession when the play is stopped, a throw-in shall be given at the position where the play was stopped, subject to the provisions in Exceptions (v) and (vi) of Rule 2.2

2.10 If the ball touches any non-player during play, play is restarted by throwing in the ball at the place concerned, but if the ball touches any non-player from a free puck, the free shall be retaken.

Exceptions:

- (i) As provided in Rule 3.3(a).
- (ii) If the ball has been prevented from going over a boundary line by a non-player other than the referee, it shall be treated as having crossed the line, and the referee shall make the appropriate award.

RULE 3 - SCORES

- 3.1 A **goal** is scored when the ball is played over the goal-line between the posts and under the crossbar by either team.
- A **point** is scored when the ball is played over the crossbar between the posts by either team.
- A goal is equivalent to three points.
- The team with the greater final total of points is the winner.
- Exceptions:**
- A player on the team attacking a goal and who is in possession of the ball may not score;
- (i) by carrying the ball over his opponents' goal-line, or
 - (ii) with his hand(s).
- 3.2 A score may be made by striking the ball in flight with the hand(s).
- 3.3 (a) A score shall be allowed if, in the opinion of the referee, the ball was prevented from crossing the goal-line by anyone other than a player or the referee.
- (b) If part of the goal-posts or crossbar is displaced during play, the referee shall award the score which he considers would have resulted had a part not been displaced.
- 3.4 If a defending player plays the ball through his own scoring space in any manner, this shall count as a score.
- 3.5 A Score may not be made **directly** from a free puck awarded under Rule 2.9(i).

Rules of Foul Play

RULE 4 - TECHNICAL FOULS

- 4.1 To overcarry or overhold the ball.
- 4.2 (a) To throw the ball.
(b) To handpass the ball without it being released and struck with a definite striking action of a hand.
- 4.3 To lift the ball off the ground with the knees.
- 4.4 To lie on the ball.
- 4.5 To touch the ball on the ground with the hand(s), except when a player falls or is knocked down and the ball in his hand touches the ground.
- 4.6 To catch the ball more than twice before playing it away.
- 4.7 To release the ball with the hand and catch it without playing it with the hurley.
- 4.8 To drop the hurley intentionally, or to throw the hurley in a manner which does not constitute a danger to another player.
- 4.9 To tip an opponent's hurley in the air or to tip it up with hurley or foot, for the purpose of allowing the ball to pass through.
- 4.10 For an attacking player to enter opponents' small rectangle before the ball enters it during the play.

Exceptions:

- (i) If an attacking player legally enters the small rectangle, and the ball is played

from that area but is returned before the attacking player has time to leave the area, provided that he does not play the ball or interfere with the defence, a foul is not committed.

- (ii) When a point is scored from outside the small rectangle and the ball is sufficiently high to be out of reach of all players, the score shall be allowed even though an attacking player may have been within the small rectangle before the ball - provided that the player in question does not interfere with the defence.

4.11 (a) For a player on the team awarded a free puck to stand or move nearer than 20m to the ball before it is struck, except as provided in (c) and (d) below.

(b) For a player on the team awarded a sideline puck to stand or move nearer than 13m to the ball before it is struck.

(c) For a player on the team awarded a penalty puck to be inside the 20m line or the semi-circular arc before the ball is struck.

..(d) For a player on the team awarded a Free Puck on the centre point of the 20m line for a Technical Foul within the large rectangle to be inside the 20m line or the semi-circular arc before the ball is struck.

4.12 For a player attacking a goal to carry the ball over opponents' goal-line.

4.13 For a player on the team attacking a goal, who is in possession of the ball, to score with the hand(s).

PENALTY FOR ABOVE FOULS - Free puck from where the foul occurred, except as provided under Exceptions of Rule 2.2.

- 4.14 To be inside opponents' 20m line before a puck-out is taken after a wide.

PENALTY - Free puck from the defenders' 20m line opposite where the foul occurred.

- 4.15 To take the puck-out from outside the small rectangle.

PENALTY -

(i) Cancel Puck-Out

(ii) Throw-in ball on the defenders' 20m line opposite the scoring space

- 4.16 (a) For a player on the team defending a penalty puck, with the exception of the one defending player on the goal-line, to be inside the 20m line or the semi-circular arc before the ball is struck.
- (b) For the player defending a penalty on the goal-line to move nearer than 20m to the ball before the ball is struck.
- (c) For a player on the team defending a Free Puck awarded on the centre point of the 20m line for a Technical Foul within the large rectangle, with the exception of up to five defending players on the goal-line, to be inside the 20m line or the semi-circular arc before the ball is struck.
- (d) For any of the up to five players defending a Free Puck awarded on the centre point of the 20m line, for a Technical Foul within the large rectangle, to move nearer than 20m before the ball is struck.

PENALTY - If a goal does not result, the referee shall allow the Penalty Puck/Free Puck to be retaken

(Note: See Central Council's Interpretation of "shall allow" after Rule 2.4(c)).

- 4.17 (a) For an opposing player to be nearer than 20m to the ball before a free puck is struck, except as provided in 4.16(a) and (c) above.
- (b) For an opposing player to be nearer than 13m to the ball before a sideline puck is struck.

PENALTY FOR THE ABOVE FOULS - Free puck 13m more advantageous than the place of original puck - up to opponents' 20m line.

- 4.18 To delay an opponent taking a free puck or sideline puck by hitting or kicking the ball away, not releasing the ball to the opposition, or by deliberately not moving back to allow the puck to be taken.
- 4.19 To interfere with a player taking a free puck or sideline puck by jumping up and down, waving hands or hurley, or any other physical or verbal interference considered by the referee to be aimed at distracting the player taking the puck.

Exception:

A player holding his hands or hurley upright shall not constitute an interference.

PENALTY FOR THE ABOVE FOULS - Free puck 13m more advantageous than the place of original puck - up to opponents' 20m line.

- 4.20 To reset the ball for a free/penalty/sideline puck without the referee's permission after the

whistle has been blown for the free/penalty/sideline puck to be taken.

- 4.21 To play the ball again after taking a free/penalty/sideline puck before another player has played it, unless the ball rebounds off the goal-posts or crossbar.
- 4.22 To foul a free puck by making a second attempt to lift the ball, to hop the ball on the hurley, or to take the ball in the hand.
- 4.23 For the player taking a sideline puck to attempt to lift the ball with his hurley.
- 4.24 To make a divot for the purpose of teeing up the ball for a free puck or sideline puck.
- 4.25 To advance the ball deliberately from the place at which a free puck or sideline puck is to be taken.
- 4.26 To waste time by delaying a free puck or sideline puck awarded to own team.

PENALTY FOR THE ABOVE FOULS -

(i) Cancel free puck or sideline puck.

(ii) Throw in the ball where the foul occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2.

- 4.27 For the player taking the puck-out and, having missed a stroke, to take the ball into his hand a second time before striking.
- 4.28 To be inside own 20m line when one's team is taking a puck-out except as provided in Rule 2.6.

4.29 For another player on the team taking the puck-out to play the ball before it has travelled 13m.

4.30 To waste time by delaying own puck-out.

PENALTY FOR ABOVE FOULS -

(i) Cancel puck-out.

(ii) Throw in the ball on defenders' 20m line opposite the scoring space.

4.31 For a player(s) from each team to foul simultaneously.

PENALTY - Throw in the ball where the foul(s) occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2.

4.32 To deliberately go outside the boundary lines to gain an advantage except as permitted by Rule 1.10.

PENALTY - Free puck from where the foul occurred.

- 4.33 To interfere with the goalposts to distract opponents or to gain an advantage.
PENALTY - Caution offender; order off for second cautionable offence.
- 4.34 When a Technical Foul is committed, the Referee may allow the play to continue if he considers it to be to the advantage of the offended team. He shall signal that advantage by raising an arm upright and shall allow the advantage to run by maintaining his arm in the upright position for up to five seconds after the foul or for less time if it becomes clear that no advantage has accrued. If he deems no advantage to have accrued, he may subsequently award a free for the foul from where it occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2. He shall apply any relevant disciplinary action.

RULE 5 - AGGRESSIVE FOULS

Category I Infractions

Definition of a Category I Infraction - Being ordered off on foot of a second Cautionable Infraction.

Category I – Related Infractions

- 5.1 To pull down an opponent.
- 5.2 To trip an opponent with hand(s), arm, leg, foot, or hurley.
- 5.3 To threaten or to use abusive or provocative language or gestures to an opponent.
- 5.4 To engage in any form of rough play.
- 5.5 To make “a pull” with the hurley from behind and around the body of an opponent that is not consistent with an attempt to play the ball.
- 5.6 To use the hurley in a careless manner.
- 5.7 To throw the hurley in a manner which constitutes a danger to another player(s).

PENALTY FOR THE ABOVE FOULS –

- (i) **Caution offender; order off for second cautionable foul.**
 - (ii) **Free puck from where foul occurred except as provided under Exceptions of Rule 2.2.**
- 5.8 To attempt to achieve an advantage by feigning a foul or injury.

PENALTY FOR THE ABOVE FOULS -

- (i) **Caution offender; order off for second cautionable foul.**
- (ii) **If play has been stopped for a foul, a free puck from where play was stopped, except as provided under Exceptions of Rule 2.2.**

5.9 To threaten or to use abusive or provocative language or gestures to a team – mate.

PENALTY FOR THE ABOVE FOULS-

- (i) **Caution offender; order off for second cautionable foul.**
- (ii) **Throw in the ball where the foul occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2.**

5.10 To hold an opponent with the hand(s).

5.11 (a) To charge an opponent in the back or to the front.

(b) To charge an opponent unless:

- (i) he is in possession of the ball, or
- (ii) he is playing the ball, or
- (iii) both players are moving in the direction of the ball to play it.

(c) To charge an opponent for the purpose of giving an advantage to a team – mate.

PENALTY FOR THE ABOVE FOULS -

- (i) **Free puck from where foul occurred, except as provided under Exceptions of Rule 2.2.**
- (ii) **Caution offender for committing any of the above fouls a second time; order off for a further repetition or for other cautionable foul.**

5.12 (a) To push an opponent with the hand(s) or hurley.

(b) To hold an opponent's hurley or to pull it from his hands.

5.13 (a) To charge (in a manner otherwise permissible on an opponent) the Goalkeeper in his small rectangle.

(b) For a player in possession of the ball to charge an opponent.

5.14 To use the hurley to obstruct an opponent.

5.15 To strike an opponent's hurley unless both players are in the act of playing the ball.

PENALTY FOR THE ABOVE FOULS -

(i) **Free puck from where foul occurred, except as provided under Exceptions of Rule 2.2.**

(ii) **Caution offender for persistently committing such fouls. Order off for further repetition or for other Cautionable Foul.**

Category II Infractions

Note: Category II Infractions under Rule 7.2(b) Part 1 relate to Football Only.

Category III Infractions

5.16 To strike or to attempt to strike an opponent with arm, elbow, hand or knee.

5.17 To strike or attempt to strike an opponent with a hurley, with minimal force.

5.18 To kick or attempt to kick an opponent, with minimal force.

5.19 To behave in any way which is dangerous to an opponent, including to deliberately pull on or take hold of a faceguard or any other part of an opponent's helmet.

5.20 To spit at an opponent.

5.21 To contribute to a melee.

5.22 To use abusive language to a Referee, Umpire,

Linesman or Sideline Official.

PENALTY FOR THE ABOVE FOULS -

- (i) **Order offender off.**
- (ii) **Free puck from where foul occurred, except as provided under Exceptions of Rule 2.2.**

5.23 To commit any of the fouls listed in 5.16 to 5.20 (inclusive) against a team-mate.

5.24 To interfere with an Opposing Team Official by minor physical interference e.g. laying a hand on, pushing, pulling or jostling, on or off the Field of Play.

PENALTY FOR THE ABOVE FOULS -

- (i) **Order offender off.**
- (ii) **Throw in the ball where the foul occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2.**

5.25 To commit any of the fouls listed in 5.16 to 5.20 (inclusive) on an opponent on the field prior to the start of a game or at half - time.

PENALTY FOR THE ABOVE FOULS -

Offender shall be treated as ordered off and shall not participate (or further participate) in the game.

Note – Once the Referee has received the list of players, or a substitution/temporary replacement slip which includes the offender's name, the player may not be substituted.

Category IV Infractions

5.26 To strike or attempt to strike an opponent with the head.

5.27 To strike an opponent with a hurley, either with force or causing injury.

5.28 To attempt to strike an opponent with a hurley,

with force.

- 5.29 To kick an opponent either with force or causing injury.
- 5.30 To attempt to kick an opponent with force.
- 5.31 To stamp on an opponent.
- 5.32 To inflict an injury recklessly on an opponent by means other than those stated above.
- 5.33 To assault an opposing Team Official.
- 5.34 To act by deed, word or gesture of a racist, sectarian or anti-inclusion / diversity nature against an opponent.

PENALTY FOR THE ABOVE FOULS –

- (i) **Order offender off.**
 - (ii) **Free puck from where foul occurred, except as provided under Exceptions of Rule 2.2.**
- 5.35 To commit any of the fouls listed in 5.25 to 5.31 (inclusive) against a team-mate.

PENALTY FOR THE ABOVE FOULS -

- (i) **Order offender off.**
 - (ii) **Throw in the ball where the foul occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2.**
- 5.36 To commit any of the fouls listed in 5.25 to 5.31 (inclusive) on an opponent on the field prior to the start of a game or at half-time.

PENALTY FOR THE ABOVE FOULS -

Offender shall be treated as ordered off and shall not participate (or further participate) in the game.

Note: Once the Referee has received the list of players, or a substitution/temporary replacement slip which includes the offender's name, the player may not be substituted.

Category V Infractions

- 5.37 To interfere with a Referee, Umpire, Linesman or Sideline Official – minor physical interference e.g. laying a hand on, pushing, pulling or jostling.
- 5.38 To use threatening language to a Referee, Umpire, Linesman or Sideline Official.
- 5.39 To use threatening or abusive conduct towards a Referee, Umpire, Linesman or Sideline Official.

PENALTY FOR THE ABOVE FOULS –

- (i) **Order offender off.**
- (ii) **Free puck from where foul occurred except as provided under Exceptions of Rule 2.2.**

Category VI Infractions

- 5.40 To strike or attempt to strike, or any type of assault on, a Referee, Umpire, Linesman or Sideline Official.

PENALTY FOR THE ABOVE FOULS –

- (i) **Order offender off.**
- (ii) **Free puck from where foul occurred, except as provided under Exceptions of Rule 2.2.**

Other Provisions

- 5.41 For a player to retaliate between the award of a free to his team and the free puck being taken.

PENALTY -

- (i) **Cancel free puck.**

- (ii) **Throw in the ball where the original foul occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2.**
- (iii) **Apply any other relevant penalty of Rule 5.**

5.42 For a player(s) from each team to foul simultaneously.

PENALTY FOR THE ABOVE FOULS -

- (i) **Throw in ball where the fouls occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2.**
- (ii) **Apply any other relevant penalty of Rule 5.**

5.43 When an Aggressive Foul is drawn to the Referee's attention by an Umpire, Linesman or the Sideline Official, the Referee may apply the appropriate penalty as per Rule 5, and shall restart play as per Rule 2.

5.44 When an Aggressive Foul is committed, the Referee may allow the play to continue if he considers it to be to the advantage of the offended team. He shall signal that advantage by raising an arm upright and shall allow the advantage to run by maintaining his arm in the upright position for up to five seconds after the foul or for less time if it becomes clear that no advantage has accrued. If he deems no advantage to have accrued, he may subsequently award a free for the foul from where it occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2. He shall apply any relevant disciplinary action.

For Information Purposes only –

*Suspensions for the above Infractions are governed by Rule 7.2 – Infractions, Official Guide Part 1. As a guide, the Suspensions, **in part**, are outlined below.*

Category I

Being ordered off on foot of a second Cautionable Infraction.

Penalty:

- (i) *Fixed Penalty : Debarment from playing for the remainder of the game to include any extra time.*
- (ii) *Fixed Penalty on a second Repeat Infraction (i.e. a third ordering-off) - A One Match Suspension in the same Code and at the same Level, applicable to the next game in the Competition in which the third ordering-off occurred, even if that game occurs in the following year's competition.*

Category II

Note: *Category II Infractions relate to Football only.*

Category III

- (i) *Minimum - A One Match Suspension in the same Code and at the same Level, applicable to the next Game in the same Competition, even if that game occurs in the following years competition.*
- (ii) *Minimum on Repeat Infraction - A Two Match Suspension in the same Code and at the same Level, applicable to the next games in the Competition in which the Repeat Infraction occurred, even if one or both game(s) occur(s) in the following year's competition.*

Exceptions:

In cases arising from the National Leagues and Inter-

County Senior Championships, the above Penalties shall be substituted by:

- (i) *Minimum - A One Match Suspension in the same Code and at the same Level, applicable to the next Game in the National League or Inter County Senior Championship, even if that game occurs in the following year.*
- (ii) *Minimum on Repeat Infraction - A Two Match Suspension in the same Code and at the same Level, applicable to the next Games in the National League or Inter-County Senior Championship, even if one or both games occur(s) in the following year.*

Category IV

- (i) *Minimum - A Two Match Suspension in the same Code and at the same Level, applicable to the next games in the same Competition, even if one or both game(s) occur(s) in the following year's competition.*
- (ii) *Minimum on Repeat Infraction - A Three Match Suspension in the same Code and at the same Level, applicable to the next Games in the same Competition in which the Repeat Infraction occurred, even if one or more of the game(s) occur(s) in the following year's competition.*

Exceptions:

In cases arising from the National Leagues and Inter-County Senior Championships, the above Penalties shall be substituted by:

- (i) *Minimum: A Two Match Suspension in the same Code and at the same Level, applicable to the next Games in the National League or Inter-County Senior Championship even if one or both Game(s) occur(s) in the following year.*

- (ii) *Minimum on Repeat Infraction: A Three Match Suspension in the same Code and at the same Level, applicable to the next Games in the National League or Inter-County Senior Championship, even if one or more of the Games occur(s) in the following year.*
- (iii) *A breach of 5.33 above shall be penalised under Rule 7.2(e).*

Category V

- (i) *Minimum: 12 weeks Suspension in all Codes and at all Levels.*
- (ii) *Minimum on Repeat Infraction: 24 weeks Suspension in all Codes and at all Levels.*

Category VI

- (i) *Minimum: 48 weeks Suspension in all Codes and at all Levels, with offender's Team liable to Disqualification , where appropriate.*
- (ii) *Repeat Infraction within 96 weeks: 96 weeks Suspension in all Codes and at all Levels with offender's Team liable to Disqualification, where appropriate.*

RULE 6 - DISSENT

- 6.1 To challenge the authority of a Referee, Umpire, Linesman or Sideline Official.
PENALTY - Caution the offender; order off for second cautionable foul.
- 6.2 To fail to comply with a Referee's instruction to wear a helmet with a facial guard.
Penalty - Caution the offender; order off if he persists.
- 6.3 To refuse to leave the field of play, on the instruction of the Referee, for attention, after an injury involving bleeding.
Penalty - Caution the offender; order off if he continues to refuse.
- 6.4 To show dissent with the Referee's decision to award a free puck to the opposing team.
PENALTY - The free puck already awarded shall be taken 13m more advantageous than the place of original free puck, up to the opponents' 20m line.
Further dissent on an occasion shall be considered as a breach of Rule 6.1 and shall be penalised accordingly.
- 6.5 (a) To refuse to leave the field of play when ordered off.
(b) To rejoin the game after being ordered off.

PROCEDURE

First give a three minute warning to the team captain or the official in charge of the team, or the player(s) involved, and then, if the player(s) refuse(s) to comply, terminate the game.

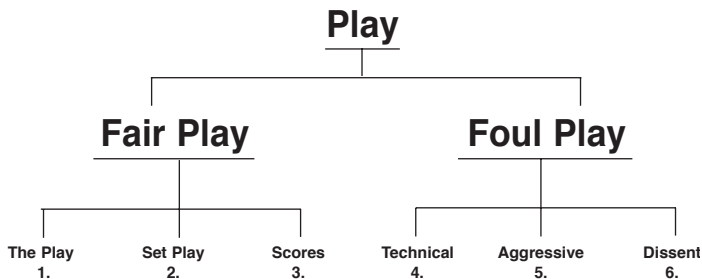
- 6.6 A team or a player(s) leaving the field without the Referee's permission or refusing to continue playing.

PROCEDURE - as in Rule 6.5

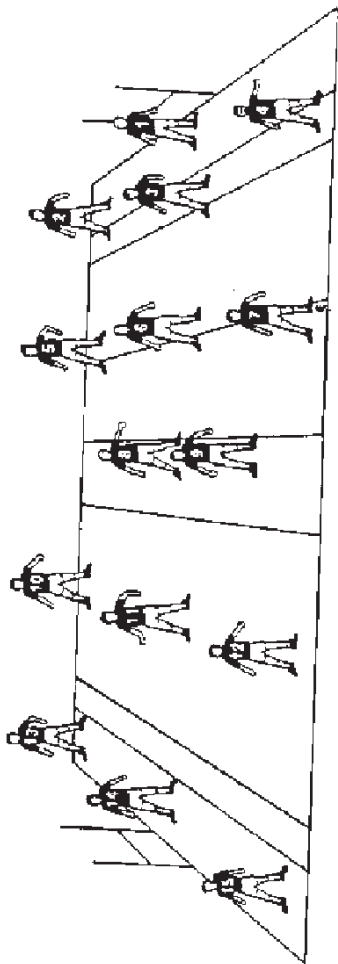
Any player willing to continue shall give his name to the Referee.



The Playing Rules of Gaelic Football



Line Out



The Rules of Football

Rules of Fair Play

RULE 1 - THE PLAY

- 1.1 The ball is in play once it has been thrown in or kicked after the referee has given a signal to start or restart play, and it remains in play until:
- (a) the referee signals a stop;
 - (b) the ball has passed completely over any boundary line or strikes any flag marking the boundary lines;
 - (c) the ball has been prevented from going over any boundary line or is touched in play by anyone other than a player.
- 1.2 When the ball is on the ground, it may be played by any part of the body except the hand(s). It may be lifted off the ground with the feet.

Exceptions:

- (i) The goalkeeper may play the ball on the ground with his hand(s) inside his own small rectangle.
- (ii) Any player who falls or is knocked to the ground while in possession of the ball may fist or palm the ball away on the ground, and may score by so doing.
- (iii) The ball may not be lifted off the ground with the knees.

- 1.3 When the ball is not on the ground, it may be played by any part of the body.
- 1.4 When a player is in possession of the ball, it may be:-
- (a) carried for a maximum of four consecutive steps or held in the hand(s) for no longer than the time needed to take four steps;
 - (b) played from the foot to the hand(s) -toe-tapped;
 - (c) bounced once, and once after each toe-tap;
 - (d) changed from one hand to the other once, with the original holding hand maintaining contact until the change is completed;
 - (e) played away with:
 - (i) a fist
 - (ii) an open hand-in which instance there shall be a definite underhand striking action
 - (f) released for a kick, a toe-tap or a pass with a fist or an open hand.
- The ball may be knocked from an opponent's hand(s) by flicking it with the open hand.
- 1.5 When the ball has not been caught, it may be bounced more than once in succession.
- 1.6 Player(s) may tackle an opponent for the ball.
- 1.7 Provided he has at least one foot on the ground, a player may make a shoulder to shoulder charge on an opponent:-
- (a) who is in possession of the ball, or
 - (b) who is playing the ball other than when kicking it, or

(c) when both players are moving in the direction of the ball to play it.

When he is within the small rectangle, the goalkeeper may not be charged but he may be challenged for possession of the ball, and his kick or pass may be blocked. Incidental contact with the goalkeeper while playing the ball is permitted.

1.8 A goalkeeper may move along his goal-line when a penalty kick is being taken.

1.9 For a run-up to a free kick or kick-out, a player may go outside a boundary line.

For a sideline kick, a player shall kick the ball from outside the boundary line.

Other than as stated above, players shall remain within the field of play.

1.10 A player may hold up his hands to intercept a free kick.

RULE 2 - SET PLAY

- 2.1 The Referee, facing the players, starts the game and restarts it after half-time, by throwing in the ball between two players from each team, who shall stand one behind the other in their own defensive sides of the half-way line. All other players shall be in their respective positions behind the 45m lines.
- 2.2 After a foul, play is restarted by a free kick or a throw-in (as specified in Rule) where the foul(s) occurred.

Exceptions:

- (i) In the case of fouls by a defending player within the rectangles, the following shall apply:

A penalty kick shall be awarded for an Aggressive Foul within the large rectangle or any foul within the small rectangle. The penalty kick shall be taken from the ground at a point 11m from the centre of the goal-line. A free kick from the centre of the 13m line shall be awarded for a Technical Foul by a defending player within the large rectangle but outside the small rectangle.

- (ii) A free kick awarded for a foul by a defending player inside his own 13m line but outside the large rectangle shall be taken from the 13m line opposite where the foul occurred.

(iii) When a player is fouled immediately after he plays the ball away and a score results, it shall stand. Otherwise, the referee shall award a free kick from where the foul occurred or, if more advantageous, from where the ball lands or crosses the sideline. With the option of a free being awarded from where the foul occurred being retained, the rule shall apply in the following circumstances as outlined:-

(a) If the ball lands over the endline, the free kick shall be given on the 13m line opposite the place where the ball crossed the endline;

(b) if the ball lands inside the opponents' 13m line, a free kick shall be given from the 13m at the point where the ball crossed this line.

(iv) Where otherwise specified in penalties listed in Rule 4 - infractions 14, 15, 16, 17(a) & (b), 18, 19, 20, 27, 28, 29, 30, 31, 32, 33, 36;
Rule 5 - infractions 4;
Rule 6 - infraction 4.

(v) When play is restarted by throwing in the ball after a foul(s) within 13m of the sideline, the throw-in shall be given 13m from the sideline and directly infield from where the foul(s) occurred.

(vi) When play is restarted by throwing in the ball after a foul(s) between the endline and the 20m line, the throw-in shall be given on the 20m line opposite where the foul(s) occurred, subject to the provisions stated in (v) above.

All players except the player taking the free kick shall be at least 13m from where the free kick is awarded, or, all players except those

two contesting the throw-in shall be at least 13m from where the throw-in is awarded.

- 2.3 When opposing players foul simultaneously, play is restarted by throwing in the ball.
- 2.4 A penalty kick shall be taken from the ground at a point 11m from the centre of the goal-line, and only the defending goalkeeper may stand on the goal-line. All other players, with the exception of the player taking the kick, shall be outside the 20m line and the arc, be at least 13m from the ball, and shall not cross the 20m line or the arc until the ball has been kicked. The goalkeeper may move along his line, but may not advance from the goal-line until the ball has been kicked. If a defending player fouls before the ball is kicked and a goal does not result, the referee shall allow the penalty kick to be retaken.

(Note: Central Council has interpreted the words “shall allow” to mean that where the referee decides that a defending player(s) has/have fouled before the ball is kicked, the Penalty taker has the option of retaking the Penalty Kick or having a point scored to stand).

- 2.5 A free kick, other than a penalty kick or a 45m free kick as prescribed in Rule 2.8, may be taken from the hands or from the ground. A player having indicated his option to the referee shall not be permitted to change his decision. The ball shall be stationary when a free kick is taken from the ground.

- 2.6 With the Referee's consent, a free kick may be taken immediately.

Exceptions:

A penalty kick and a free kick awarded to a team from their opponents' 13m line.

- 2.7 (a) When the ball is played over the endline by the Team attacking that end, or after a score is made, play is restarted by a kick-out off the ground from the centre point of the 20m line and shall be kicked forward.

If the goalkeeper is not taking the kick-out, he shall stay in the small rectangle, and all other players, except the player taking the kick-out, shall be outside the 20m line, outside the semi-circular arc and 13m from the ball until it has been kicked.

The player taking a kick-out may kick the ball more than once before any other player touches it but may not take the ball into his hands.

The ball shall travel not less than 13m and outside the 20m line before being played by another player of the defending team.

- (b) The Player taking the kick-out after the ball goes wide or a score shall have the option of using a standard tee as approved by Central Council.
- (c) A player in direct receipt of a kick-out may not pass the ball to his team's goalkeeper without another player playing the ball.

- 2.8 When the ball is played over the endline and outside the goalposts by the team defending that end, a free kick off the ground shall be awarded to the opposing team on the 45m line opposite where the ball crossed the endline.
- 2.9 When a team plays the ball over the sideline, a free kick from the hand(s) shall be awarded to the opposing team from outside the boundary line from the place where the ball crossed the sideline. If opposing players play the ball simultaneously over the sideline, or if the officials are not sure which team played the ball last, the Referee, facing the players, shall throw in the ball between one player from each team 13m from the sideline and directly infield from where the ball crossed the sideline. A ball that strikes a sideline or corner flag shall be treated as having crossed the sideline. All players except the player taking the sideline kick, or the two players contesting the throw-in, shall be at least 13m from the ball until it has been kicked or thrown in.
- 2.10 If in exceptional circumstances play is stopped by the Referee to enable a seriously injured player to be treated on the field or removed from the field of play, play shall resume in one of the following manners:-
- (i) If a Team is in possession when the play is stopped, the play shall resume with a free kick to that Team from the position at which the play was stopped, unless the play was stopped inside the opponents 13m line in which case the free shall be awarded from the 13m line opposite the point where

the play was stopped. A score may not be made directly from such a free.

- (ii) If neither Team is in possession when the play is stopped, a throw-in shall be given at position where the play was stopped, subject to the provisions stated in Exceptions (v) and (vi) of Rule 2.2

- 2.11 If the ball touches any non-player during play, play is restarted by throwing in the ball at the place concerned, but if the ball touches any non-player from a free kick, the free kick shall be retaken.

Exceptions:

- (i) As provided in Rule 3.3 (a).
- (ii) If the ball has been prevented from going over a boundary line by a non-player other than the referee, it shall be treated as having crossed the line, and the referee shall make the appropriate award.

- 2.12 Mark

The Referee shall award a Mark in either of the following circumstances:

- (i) When a player catches the ball cleanly from a kick-out, without it touching the ground, on or past the 45m line nearest the kick-out point.

or

- (ii) When a player catches the ball cleanly on or inside a 45m line from a kick in play (i.e.

not from set-play) delivered by an attacking player on or beyond the opposing team's 45m line, that travels at least 20m and without it touching the ground.

The following procedures shall apply:

(a) Free Kick

The player shall signify to the Referee if he is availing of the free-kick by immediately raising his arm upright and then taking the kick himself from the hands. The free kick shall be taken from the point where the Mark is awarded except in the case of a Mark awarded to an attacking team inside a 13m line when the free shall be taken from the point on the 13m line directly in line with where the Mark is awarded.

Once the player indicates he is taking the 'Mark', the Referee shall allow up to fifteen seconds for the player to take the kick. If the player delays longer than fifteen seconds, the Referee shall cancel the 'Mark' and throw in the ball between a player from each side.

Once the player indicates he is taking the 'Mark', the opposing players must retreat 13m to allow the player space to take the kick. If an opposing player deliberately blocks or attempts to block the kick within 13m, or if an opposing player impedes the player while he is taking the kick, the Referee shall penalise the opposing team

by bringing the ball forward 13m, up to opponents' 13m line.

If the Referee determines that the player who makes the Mark has been injured in the process and is unable to take the kick, the Referee shall direct the player's nearest team mate to take the kick, but this may only be allowed in exceptional circumstances.

A score may be made from a free awarded for a Mark.

- (b) Play on immediately
 - (i) In this circumstance the player may not be challenged for the ball until he carries the ball up to a maximum of four consecutive steps or holds the ball for no longer than the time needed to take four steps and/or makes one act of kicking, hand-passing, bouncing or toe-tapping the ball.
 - (ii) If the Player is illegally challenged, a free kick shall be awarded to his team from the point at which the challenge is made, and this free kick may be taken by any player on his team.

Exception:

(b)(i) and (ii) above shall not apply when a player opts to play on immediately from a Mark awarded in either the large or small rectangle.

RULE 3 - SCORES

3.1 A **goal** is scored when the ball is played over the goal-line between the posts and under the crossbar by either team.

A **point** is scored when the ball is played over the crossbar between the posts by either team.

A goal is equivalent to three points.

The team with the greater final total of points is the winner.

Exceptions

A player on the team attacking a goal and who is in possession of the ball may not score:

- (i) by carrying the ball over his opponents' goal line;
- (ii) a goal with his hands except as provided in Rule 1.2, Exception (ii) but may score a point with the open hand(s) or fist.

3.2 A score may be made by striking the ball in flight with the hand(s).

3.3 (a) A score shall be allowed if, in the opinion of the referee, the ball was prevented from crossing the goal-line by anyone other than a player or the referee.

(b) If part of the goalposts or crossbar is displaced during play, the referee shall award the score which he considers would have resulted had a part not been displaced.

- 3.4 If a defending player plays the ball through his own scoring space in any manner, this shall count as a score.
- 3.5 A Score may not be made directly from a free-kick awarded under Rule 2.10 (i) (a)

Rules of Foul Play

RULE 4 - TECHNICAL FOULS

- 4.1 To overcarry or overhold the ball.
- 4.2 (a) To throw the ball.
- (b) To handpass the ball without:
- (i) It being Fisted
- or**
- (ii) It being struck with an open hand with a definite underhand striking action.
- 4.3 To lift the ball off the ground with the knees.
- 4.4 To lie on the ball.
- 4.5 To touch the ball on the ground with the hand(s), except as provided in Rule 1.2.
- 4.6 To bounce the ball more than once consecutively after catching it.
- 4.7 To play the ball up with the hand(s) and catch it again before it touches the ground, another player, or goal-posts.
- 4.8 To wrest the ball from an opponent who has caught the ball.
- 4.9 For an attacking player to enter opponents' small rectangle:
- (a) During Play (excluding Set Play), before the final play of the ball into the small rectangle.
- (b) In Set Play, before the ball enters the small rectangle.

Exceptions:

- (i) If an attacking player legally enters the small rectangle, and the ball is played from that area but is returned before the attacking player has time to leave the area, provided he does not play the ball or interfere with the defence, a foul is not committed.
 - (ii) When a point is scored from outside the small rectangle and the ball is sufficiently high to be out of reach of all players, the score shall be allowed even though an attacking player may have been otherwise illegally within the small rectangle before the ball - provided that the player in question does not interfere with the defence.
- 4.10 (a) To change the ball from one hand to the other, without the original holding hand maintaining contact until the change is completed.
- (b) To change the ball from one hand to the other more than once, unless the ball is bounced or toe-tapped between the changes.
- 4.11 (a) For a player on the team awarded a free kick or a sideline kick to be less than 13m from the ball before it is kicked.
- (b) For a player on the team awarded a penalty kick to be inside the 20m line or the arc before the ball is kicked.
- 4.12 For a player attacking a goal to carry the ball over opponents' goal-line.

- 4.13 For a player attacking a goal who is in possession of the ball to score a goal with his hand(s) except as provided in Rule 1.2 Exception (ii).

PENALTY FOR ABOVE FOULS - Free kick from where the foul occurred except as provided under Exceptions of Rule 2.2.

- 4.14 To be inside opponents' 20m line, inside the semi-circular arc or nearer than 13m from the ball until a kick-out is taken.

Penalty – Free-kick 13m more advantageous than place of original kick-out.

- 4.15 When within own small rectangle to be less than 13m from the ball for opponents' free kick.

PENALTY - Penalty kick.

- 4.16 (a) For a player on the team defending a penalty kick, with the exception of the goalkeeper, to be inside the 20m line or the arc before the kick is taken.

- (b) For the goalkeeper defending a penalty kick to move nearer than 11m before the kick is taken.

PENALTY -

If a goal is not scored, the referee shall allow the penalty kick to be retaken.

(Note: See Central Council interpretation of "shall allow" after Rule 2.4.)

- 4.17(a) For an opposing player to be nearer than 13m to the ball before a free kick or a sideline kick is taken.

PENALTY - Free kick 13m more

advantageous than place of original kick - up to opponents' 13m line.

- (b) In the case of a free kick awarded for a Mark: For an opposing Player not retreating 13m to allow space for the kick to be taken, to deliberately block or attempt to block the kick within 13m, or to impede the free taker when he is taking the kick.

PENALTY - Free kick 13m more advantageous than place of original free kick up to the 13m line.

- (c) In the case of a Player awarded a Mark outside the large or small rectangle opting to Play on immediately:

For an opposing Player to challenge for the ball before the Player awarded the Mark has carried the ball up to a maximum of four consecutive steps or has held the ball not longer than the time needed to take four steps or before he has made one act of kicking, hand-passing, bouncing or toe-tapping the ball.

PENALTY - Free kick from where the illegal challenge is made. The free may be taken by any player on the team awarded the free.

- 4.18 To delay an opponent taking a free kick or sideline kick by hitting or kicking the ball away, not releasing the ball to the opposition, or deliberately not moving back to allow a quick free kick to be taken.
- 4.19 To interfere with a player taking a free kick or sideline kick by jumping up and down, waving hands, or any other physical or verbal

interference considered by the referee to be aimed at distracting the player taking the kick.

Exception:

A player holding his hands upright shall not constitute an interference.

PENALTY FOR THE ABOVE FOULS - Free kick 13m more advantageous than the place of original kick - up to opponents' 13m line.

- 4.20 For an opposing player to be less than 13m from the ball before a kick-out.

PENALTY - Free kick 13m more advantageous than place of original kick-out.

- 4.21 To reset the ball for a kick-out/free kick/penalty from the ground, without the referee's permission, after the whistle has been blown for the kick-out/free kick/penalty, to be taken from the ground.
- 4.22 To play the ball again after taking a free kick/penalty/sideline kick before another player has touched it, unless the ball rebounds off the goal-posts/crossbar.
- 4.23 To make a divot for the purpose of teeing up the ball for a free kick or kick-out.
- 4.24 (a) To advance the ball deliberately from the place at which a free kick or sideline kick is to be taken.
- (b) To take a sideline kick from a position not outside the boundary line.

- 4.25 To waste time by delaying the taking of a free kick or sideline kick awarded to own team.

PENALTY FOR THE ABOVE FOULS -

- (i) **Cancel free kick or sideline kick.**
- (ii) **Throw in the ball where the foul occurred except as provided under Exceptions (v) and (vi) of Rule 2.2.**

- 4.26 To use a kicking tee illegally.

PENALTY FOR THE ABOVE FOUL -

- (i) **Disallow any resultant score**
- (ii) **Throw in the ball where the foul occurred except as provided under Exceptions (v) and (vi) of Rule 2.2.**

- 4.27 For a player taking a kick-out to take the ball into his hand(s) before another player has played it.

- 4.28 To be inside own 20m line (except as provided in Rule 2.7) or semi-circular arc when one's team is taking a kick-out.

- 4.29 For another player on the team taking a kick-out to play the ball before it has travelled 13m and outside the 20m line.

- 4.30 For a player on the team taking a kick-out, other than the player taking the kick, to be less than 13m from the ball when it is kicked.

- 4.31 To waste time by delaying own kick-out.

- 4.32 To take the kick-out after a wide or after a score other than from the center point of the 20m line.

or

Not to kick the ball forward.

PENALTY FOR THE ABOVE FOULS -

(i) Cancel kick-out.

(ii) Throw in the ball on defenders' 20m line in front of scoring space.

- 4.33 A player in direct receipt of a kick-out may not pass the ball to his team's goalkeeper without another player playing the ball.

PENALTY - A free kick from the position the goalkeeper receives the pass, or if the goalkeeper is inside the 13m line when in receipt of the pass, the free will be from the 13m line opposite where the foul occurred.

- 4.34 For a player(s) from each team to foul simultaneously.

PENALTY - Throw in the ball where the fouls occurred except as provided in Exceptions (v) and (vi) of Rule 2.2.

- 4.35 To deliberately go outside the boundary lines to gain an advantage except as provided in Rule 1.9.

PENALTY - Free kick from where the foul occurred.

- 4.36 To interfere with goalposts to distract opponents or to gain an advantage.

**PENALTY FOR THE ABOVE FOULS -
Caution offender; order off for second
cautionable foul.**

- 4.37 When a foul is committed, the referee may allow the play to continue if he considers it to be to the advantage of the offended team. He shall signal that advantage by raising an arm upright and shall allow the advantage to run by maintaining his arm in the upright position for up to five seconds after the foul or for less time if it becomes clear that no advantage has accrued. If he deems no advantage to have accrued, he may subsequently award a free for the foul from where it occurred, (except as provided under Exceptions (v) and (vi) of Rule 2.2). He shall apply any relevant disciplinary action.

RULE 5 - AGGRESSIVE FOULS

Category 1 Infractions

Definition of a Category 1 Infraction - Being ordered off on foot of either a second Cautionable Infraction or a Cautionable Infraction followed by a Cynical Behaviour Infraction (In Football).

Category 1 – Related Infractions

- 5.1 To block or attempt to block with the boot when an opponent is kicking the ball from the hand(s).
- 5.2 To prevent or attempt to prevent an opponent from lifting or kicking the ball off the ground by striking an opponent's hand, arm, foot or leg with the boot.
- 5.3 To engage in any other form of rough play.

PENALTY FOR THE ABOVE FOULS –

- (i) **Caution offender; order off for second cautionable foul**
 - (ii) **Free kick from where foul occurred except as provided under Exceptions of Rule 2.2.**
- 5.4 To attempt to achieve an advantage by feigning a foul or injury.

PENALTY FOR THE ABOVE FOULS -

- (i) **Caution offender; order off for second cautionable foul.**
 - (ii) **If play has been stopped for a foul, a free kick from where play was stopped, except as provided under Exceptions of Rule 2.2.**
- 5.5 To hold an opponent with the hand(s).
- 5.6 To use the fist on or around the body of an opponent for the purpose of dispossessing him of the ball.

- 5.7 (a) To charge an opponent in the back or to the front.
- (b) To charge an opponent :
- (i) who is not in possession of the ball, or
 - (ii) is in the act of kicking the ball, or
 - (iii) If both players are not moving in the direction of the ball to play it.
- (c) To charge an opponent for the purpose of giving an advantage to a team-mate.

PENALTY FOR THE ABOVE FOULS-

- (i) Free kick from where the foul occurred except as provided under Exceptions of Rule 2.2.
 - (ii) Caution offender for committing any of the above fouls a second time. Order off for a further repetition or for other cautionable foul.
- 5.8 To push an opponent with the hand(s).
- 5.9 (a) To charge (in a manner otherwise permissible on an opponent) the Goalkeeper in his small rectangle.
- (b) For a player in possession of the ball to charge an opponent.

PENALTY FOR THE ABOVE FOULS -

- (i) Free kick from where foul occurred, except as provided under Exceptions of Rule 2.2.**
 - (ii) Caution offender for persistently committing such fouls.**
- Order off for further repetition or for other Cautionable Foul**

Category II Infractions – Cynical Behaviour

- 5.10 To deliberately pull down an opponent.
- 5.11 To deliberately trip an opponent with hand(s), arm, leg or foot.

- 5.12 To deliberately collide with an opponent after he has played the ball away or for the purpose of taking him out of the movement of play.
- 5.13 To remonstrate in an aggressive manner with a Match Official..
- 5.14 To threaten or to use abusive or provocative language or gestures to an opponent or team-mate.

PENALTY FOR THE ABOVE FOULS -

- (i) **Order the offender off for ten minutes in the Sin Bin by showing him a Black Card.**
Exception: If the offender has previously in the game received a Yellow Card for committing a Cautionable Infraction, he shall be shown a Black Card, followed by a Red Card, and ordered off for the remainder of the game, including any Extra-Time when played.
- (ii) **If on resuming play after serving ten minutes in the Sin Bin, a player commits a further Cynical Behaviour Infraction (Black Card) or a Cautionable Infraction (Yellow Card) he shall be shown a Black or Yellow Card, as appropriate, followed by a Red Card, and ordered off for the remainder of the game, including any Extra-Time when played.**
- (iii) **Applicable to 5.10 - 5.13.**
Free kick from where the foul occurred except as provided under Exceptions of Rule 2.2.
- (iv) **Applicable to 5.14 only.**
Where an opponent is involved – Free kick from where the foul occurred except

**as provided under Exceptions of Rule 2.2.
Where a team-mate is involved - Throw in
the ball where the foul occurred except as
provided under Exceptions (v) and (vi) of
Rule 2.2.**

Category III Infractions

- 5.15 To strike or to attempt to strike an opponent with arm, elbow, hand or knee.
- 5.16 To kick or attempt to kick an opponent, with minimal force.
- 5.17 To behave in any way which is dangerous to an opponent.
- 5.18 To spit at an opponent.
- 5.19 To contribute to a melee.
- 5.20 To use abusive language to a Referee, Umpire, Linesman or Sideline Official.
- 5.21 To interfere with an Opposing Team Official by minor physical interference e.g. laying a hand on, pushing, pulling or jostling, on or off the Field of Play.

PENALTY FOR THE ABOVE FOULS -

- (i) **Order offender off.**
 - (ii) **Free kick from where foul occurred, except as provided under Exceptions of Rule 2.2.**
- 5.22 To commit any of the fouls listed in 5.15 to 5.18 (inclusive) against a team-mate.

PENALTY FOR THE ABOVE FOULS -

- (i) **Order offender off.**
 - (ii) **Throw in the ball where the foul occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2.**
- 5.23 To commit any of the fouls listed in 5.15 to 5.18 (inclusive) on an opponent on the field prior to the

start of a game or at half - time.

PENALTY FOR THE ABOVE FOULS -

Offender shall be treated as ordered off and shall not participate (or further participate) in the game.

Note – Once the Referee has received the list of players, or a substitution/temporary replacement slip which includes the offender's name, the player may not be substituted.

Category IV Infractions

- 5.24 To strike or attempt to strike an opponent with the head.
- 5.25 To kick an opponent either with force or causing injury.
- 5.26 To attempt to kick an opponent with force.
- 5.27 To stamp on an opponent.
- 5.28 To inflict an injury recklessly on an opponent by means other than those stated above.
- 5.29 To assault an opposing Team Official.
- 5.30 To act by deed, word or gesture of a racist, sectarian or anti-inclusion / diversity nature against an opponent.

PENALTY FOR THE ABOVE FOULS –

- (i) **Order offender off.**
 - (ii) **Free kick from where foul occurred, except as provided under Exceptions of Rule 2.2.**
- 5.31 To commit any of the fouls listed in 5.23 to 5.27 (inclusive) against a team-mate.

PENALTY FOR THE ABOVE FOULS -

- (i) **Order offender off.**

- (ii) **Throw in the ball where the foul occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2.**

5.32 To commit any of the fouls listed in 5.23 to 5.27 (inclusive) on an opponent on the field prior to the start of a game or at half-time.

PENALTY FOR THE ABOVE FOULS -

Offender shall be treated as ordered off and shall not participate (or further participate) in the game.

Note: Once the Referee has received the list of players, or a substitution/temporary replacement slip which includes the offender's name, the player may not be substituted.

Category V Infractions

5.33 To interfere with a Referee, Umpire, Linesman or Sideline Official – minor physical interference e.g. laying a hand on, pushing, pulling or jostling.

5.34 To use threatening language to a Referee, Umpire, Linesman or Sideline Official.

5.35 To use threatening or abusive conduct towards a Referee, Umpire, Linesman or Sideline Official.

PENALTY FOR THE ABOVE FOULS –

- (i) **Order offender off.**
- (ii) **Free kick from where foul occurred except as provided under Exceptions of Rule 2.2.**

Category VI Infractions

5.36 To strike or attempt to strike, or any type of assault on, a Referee, Umpire, Linesman or Sideline Official.

PENALTY FOR THE ABOVE FOULS –

- (i) **Order offender off.**
- (ii) **Free kick from where foul occurred, except as provided under Exceptions of Rule 2.2.**

Other Provisions

5.37 For a player to retaliate between the award of a free to his team and the free kick being taken.

PENALTY -

- (i) **Cancel free kick.**
- (ii) **Throw in the ball where the original foul occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2.**
- (iii) **Apply any other relevant penalty of Rule 5.**

5.38 For a player(s) from each team to foul simultaneously.

PENALTY FOR THE ABOVE FOULS -

- (i) **Throw in the ball where the fouls occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2.**
- (ii) **Apply any other relevant penalty of Rule 5.**

5.39 When an Aggressive Foul is drawn to the Referee's attention by an Umpire, Linesman or the Sideline Official, the Referee may apply the appropriate penalty as per Rule 5, and shall restart play as per Rule 2.

5.40 When a foul is committed, the referee may allow the play to continue if he considers it to be to the advantage of the offended team. He

shall signal that advantage by raising an arm upright and shall allow the advantage to run by maintaining his arm in the upright position for up to five seconds after the foul or for less time if it becomes clear that no advantage has accrued. If he deems no advantage to have accrued, he may subsequently award a free for the foul from where it occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2. He shall apply any relevant disciplinary action.

For Information Purposes only –

*Suspensions for the above Infractions are governed by Rule 7.2 – Infractions, Official Guide Part 1. As a guide, the Suspensions are, **in part**, outlined below.*

Category I

Being ordered off on foot of either a second Cautionable Infraction or a Cautionable Infraction followed by a Cynical Behaviour Infraction

Penalty:

- (i) *Fixed Penalty : Debarment from playing for the remainder of the game to include any extra time.*
- (ii) *Fixed Penalty on a second Repeat Infraction (i.e. a third ordering-off) - A One Match Suspension in the same Code and at the same Level, applicable to the next game in the Competition in which the third ordering-off occurred, even if that game occurs in the following year.*

Exception to (ii) above :

This penalty shall not apply to Infractions committed in the National Football League or the Inter-County Senior Football Championship for which an alternative Provision and Penalty applies as outlined in Category 11, Penalty (ii) below.

Category II – Being ordered off for a Cynical Behaviour

Infraction

Penalty:

- (i) *Fixed Penalty for first Infraction - the offender shall serve ten minutes in the Sin Bin.*

Exception:

If the offender has previously in the game received a Yellow Card for committing a Cautionable Infraction, he shall be debarred from playing for the remainder of the game, including any Extra-Time when played

- (ii) *Fixed Penalty - If on resuming play after serving ten minutes in the Sin Bin, a player commits a further Cynical Behaviour or a Cautionable Infraction, he shall be debarred from playing for the remainder of the game, including any Extra-Time when played.*

- (iii) *Fixed Penalty for the accumulation of three ordering-offs for Cynical Behaviour or Second Cautionable infractions committed in the same year in the National Football League, the Inter-County Senior Football Championship or in a combination of both Competitions:*

A One Match Suspension applicable to the next game in the combination of the National Football League/Inter-County Senior Football Championship, even if that game occurs in the following year.

The Penalty of serving the ten minutes in the Sin Bin shall not count as an "ordering off" under this provision of Rule

Category III

- (i) *Minimum - A One Match Suspension in the same Code and at the same Level, applicable to the next game in the same Competition, even if that*

game occurs in the following year.

- (ii) *Minimum on Repeat Infraction - A Two Match Suspension in the same Code and at the same Level, applicable to the next games in the Competition in which the Repeat Infraction occurred, even if one or both game(s) occur(s) in the following year.*

Exceptions:

In cases arising from the National Leagues and Inter-County Senior Championships, the above Penalties shall be substituted by:

- (i) *Minimum: A One Match Suspension in the same Code and at the same Level, applicable to the next Game in the National League or Inter County Senior Championship, even if that game occurs in the following year.*
- (ii) *Minimum on Repeat Infraction: A Two Match Suspension in the same Code and at the same Level, applicable to the next Games in the National League or Inter-County Senior Championship, even if one or both games occur(s) in the following year.*

Category IV

- (i) *Minimum - A Two Match Suspension in the same Code and at the same Level, applicable to the next games in the same Competition, even if one or more game(s) occur(s) in the following year.*
- (ii) *Minimum on Repeat Infraction - A Three Match Suspension in the same Code and at the same Level, applicable to the next games in the same Competition in which the Repeat Infraction occurred, even if one or more game(s) occur(s) in*

the following year.

Exceptions:

In cases arising from the National Leagues and Inter-County Senior Championships, the above Penalties shall be substituted by:

- (i) Minimum - A Two Match Suspension in the same Code and at the same Level, applicable to the next Games in the National League or Inter-County Senior Championship even if one or both Game(s) occur(s) in the following year.*
- (ii) Minimum on Repeat Infraction - A Three Match Suspension in the same Code and at the same Level, applicable to the next Games in the National League or Inter-County Senior Championship, even if one or more of the Games occur(s) in the following year.*
- (iii) A breach of 5.29 above shall be penalised under Rule 7.2(e).*

Category V

- (i) Minimum: 12 weeks Suspension in all Codes and at all Levels.*
- (ii) Minimum on Repeat Infraction: 24 weeks Suspension in all Codes and at all Levels.*

Category V1

- (i) Minimum: 48 weeks Suspension in all Codes and at all Levels, with offender's Team liable to Disqualification , where appropriate.*
- (ii) Repeat Infraction within 96 weeks: 96 weeks Suspension in all Codes and at all Levels with offender's Team liable to Disqualification, where appropriate.*

RULE 6 - DISSENT

- 6.1 To challenge the authority of a Referee, Umpire, Linesman or Sideline Official.
PENALTY - Caution the offender; order off for second cautionable foul.
- 6.2 To fail to comply with a Referee's instruction to use a mouth guard.
PENALTY - Caution the offender; order off if he persists.
- 6.3 To refuse to leave the field of play, on the instruction of the Referee, for attention, after an injury involving bleeding.
Penalty - Caution the offender; order off if he continues to refuse.
- 6.4 To show dissent with the Referee's decision to award a free kick to the opposing team.
PENALTY - The free kick already awarded shall be taken 13m more advantageous than the place of original kick - up to opponents' 13m line.
Further dissent on an occasion shall be considered as a breach of Rule 6.1 and shall be penalised accordingly.
- 6.5 (a) To refuse to leave the field of play when ordered off.
(b) To rejoin the game after being ordered off.

PROCEDURE

First give a three minute warning to the team captain, or the official in charge of the

team, or the player(s) involved, and then, if the player(s) refuses to comply, terminate the game.

- 6.6 A team or player(s) leaving the field without the Referee's permission or refusing to continue playing.

PROCEDURE - AS IN RULE 6.4

Any player willing to continue shall give his name to the Referee.

Important Terms and Definitions - Football and Hurling

The following list of Definitions of Terms used in the Playing Rules forms an integral part of these rules.

1. BOUNCE For a player who has caught the ball to play the ball against the ground with his hand(s) and to catch it on return to his hand(s) again.
2. CARDS **Yellow Card** – The Card shown to a player for a Cautionable Infraction
Black Card – The Card shown to a player for a Cynical Behaviour Infraction (Football)
Red Card – The Card shown to a player who is ordered off for the remainder of the game including any Extra Time.
3. CATCH To gain control of the ball with the hand(s) in a way which prevents it falling to the ground.
4. CAUTION To take a player's name and show him a yellow card.

5. CHARGE
(Fair) Provided he has at least one foot on the ground, a player may make a shoulder-to-shoulder charge on an opponent (a) who is in possession of the ball, or (b) *In Hurling* - who is playing the ball; *In Football* - who is playing the ball other than when kicking it, or (c) both players are moving in the direction of the ball to play it.
6. DELAY
(Deliberate) Deliberately taking too much time to retrieve the ball, or to restart play, or any action which unduly delays the restart of play.
7. DIVOT An elevation formed from the surface of the pitch for the purpose of teeing up the ball on the ground.
8. FOUL
- Aggressive To physically or verbally abuse any player or official.
 - Dissent To disagree openly with any official about any decision.
 - Technical To 'foul' the ball, or any other foul that is not aggressive or dissenting.

9. HANDPASS

(a) Football

When in possession, the ball may be played away with:

- (i) a fist
or
- (ii) an open hand - in which instance there shall be a definite underhand striking action.

The striking hand shall not be in contact with the ball before delivering the strike.

When both hands are involved, the ball may be struck off a holding hand by the other hand or released from the holding hand and struck with the other hand.

When one hand is involved, the ball may be released from the holding hand and struck with the same hand.

The releasing of the ball, when used, is considered an integral part of the fisted/ open Handpass.

(b) Hurling

The ball shall be released and struck with a definite striking action of a hand. The releasing of the ball is considered an integral part of the handpass.

10. IN FLIGHT The ball is deemed to be in flight, once it is off the ground, having been played away within the Rules of Fair Play.
11. LIFT To use the foot or feet to raise the ball from the ground to the hand(s).
12. MARK
(Free Kick) To catch the ball cleanly from a Kick-Out without it touching the ground, on or past the 45m line nearest the Kick-Out point.
or
To catch the ball cleanly on or inside a 45m line from a kick in play (i.e. not from set-play) delivered by an attacking player on or beyond the opposing team's 45m line, that travels at least 20m and without it touching the ground.
13. OVERCARRY To take more than four steps while holding the ball in the hand(s).
14. OVERHOLD To hold the ball longer than is required to take four steps.
15. PLAY THE BALL To touch the ball. The last player touching the ball before it crosses a boundary line shall be considered the last person playing it.

16. 'PULL'
(FAIR) To swing the hurley to play or attempt to play the ball.
17. SIN BIN (Football) An area outside the Field of Play designated for players who are ordered off for 10 minutes.
18. TACKLE
- Hurling:** Any attempt to dispossess or reduce the advantage of opponent within the Rules of Fair Play. With the exception of the charge (fair), the tackle is aimed at the ball not the player.
- Football:** The tackle is a skill by which one or more players may dispossess an opponent or frustrate his objective within the Rules of Fair Play. A tackle is aimed at the ball, not the player. A tackler may use his body to confront the opponent but deliberate bodily contact such as punching, slapping, arm holding, pushing, tripping, jersey pulling or a full frontal charge is forbidden. The only deliberate physical contact allowed is that in the course of a Fair Charge one player only with at least one foot on the ground, makes a shoulder to shoulder charge on the player in possession.

19. THROW When the ball, held in the hand(s), is played away without a definite striking action.
20. THROW-IN To throw the ball up over the heads of one player from each team (Football), or to throw the ball along the ground between one player from each team (Hurling). For the start of the game and the restart after half-time, the throw-in shall be between two players from each team.
21. TOE-TAP To release the ball from the hand(s) to the foot and kick it back into the hand(s).
22. WREST To attempt to dispossess an opponent who already has a (firm) hold on the ball, by grabbing the ball to take it from him.

Index

(Note: References in this Index are to Rule-Numbers, NOT page-numbers except where page-numbers are given.)

PART I Rules of Specification

(Pages 4 to 16)

A

Arc the 1.5.

B

Boundary lines: see Field of Play

C

Colours

Club 4.1 (i)

County 4.1 (ii)

Goalkeeper's jersey 4.1 (iii)

Crossbar: see Field of Play

E

Equipment 4

Artificial Tee 4.6

Clock 3.8

Club Colours 4.1 (i)

County Colours 4.1 (ii)

Exceptions to Dimensions 4.4

Football, Weight/Dimensions 4.4 (ii)

Goalkeeper's Jersey, Colour 4.1 (iii)

Hurling Ball, Weight/Dimensions 4.4 (i)

Hurley 4.5
Hurling Helmet 4.2
Endlines: see Field of Play
Extra Time: see Time

F

Field of Play 1
Boundary Lines 1.2 (i)
Crossbar, Location/Dimensions 1.3 (ii)
Dimensions 1.1
Endlines 1.2 (i)
Exceptions (to Dimensions) 1.1, 1.3
Flags 1.2 (i), 1.8
Goalnets (Locations, Support, Mesh) 1.3 (iii)
Goalposts (Height, Space between) 1.3 (i)
Lines (width & marking) 1.2 (ii)
Midline 1.2 (i)
Penalty (Football; 11m Point marking) 1.6
Scoring space
 Location, Formation 1.3 (i)
 Rectangles 1.4
 Shape 1.1
Flags: see Field of Play
Football 4.4 (ii)

G

Goalkeeper, Jersey Colour 4.1 (iii)
Goalnets: see Field of Play
Goalposts: see Field of Play

H

Half-time intervals, see Time
Helmet 4.2
 Facial Guard Mandatory 4.2(i)
 Prohibited in Football 4.2(ii)

Standards of Helmet 4.2(i)
Hurley 4.5
Width of bas 4.5
Metal band, prohibited up to Under 12 grade unless taped 4.5
Hurling ball (Sliotar) 4.4 (i)

L

Lines: see Field of Play
List of Players: see Players

M

Midline: see Field of Play
Mouth Guard 4.3

P

Players 2
Exception 2.1
Late Arrivals 2.3
List of Players 2.4(vi), 2.5
 General Rule 2.5 (i)
 Inter-County Games 2.5 (ii)
Playing Time: see Time
Players in Extra Time 2.6
Substitutions 2.4; see also Part 2 of Index.
Team
 of 15 2.1
 of 13, when permitted 2.2
Temporary Substitutions 1.6. 2.4; see also Part 2 of Index.

R

Referee
Hurling Helmet 4.2
List of Players 2.5
Substitutions 2.4
See also Parts 2, 3 and 4 of Index

S

Scoring space: see Field of Play

Slíotar: see Hurling Ball

Substitutions: see Players

Substitution Zone - 1.7

T

Team: see Players

Time 3

Exceptions 3.2 (i), 3.2 (ii)

Extra Time 3.4, 3.5, 3.7, 3.8

Half-time Interval 3.3, 3.7

Playing Time ('Normal Time') 3.2

Taking the Field 3.1, 3.7

W

'Winner on the Day' 3.4, 3.6

PART 2

Rules of Control

(Pages 17-28)

C

Cards (defined) page 96

Commencing Play 1.3

To toss coin for choice of ends 1.3 (i) (Referee)

To throw in the ball (procedures) 1.3 (ii) and (iii) (Referee)

I

Entry to Field of Play/Incursions 1.4

Team Official entering Field of Play 1.4, 1.2 (v), 2.21 (ii) 3.1(v), 4.1(vii)

To give permission to enter Field of Play 1.4 (Referee)

Infraction 1.2

Injuries 1.5

General 1.5 (a)

Play to be stopped only in exceptional circumstances 1.5 (a)

Blood 1.5 (b)

Definition of Blood Injury 1.5 (b)

To instruct player to leave Field of Play 1.5 (b) (Referee)

Circumstances in which Temporary Substitute may be used 1.5 (b)

L

Legal liability - Limitations of - 5

Linesmen 3

Additional time, to indicate 3.1 (vi)

Duties 3.1

To signal sideline ball 3.1 (i), (ii)

Subject to being over-ruled by Referee 1.1 (v) and 3.1 (iii),

To control the operation of the Substitution Zone (where neutral) 3.1 (iv)

To assist Referee, if requested, in determining validity of a score 3.1(v) and 1.1(iv)

To bring to attention of Referee instances of foul play 3.1 (v)

To bring to attention of Referee instances of unauthorised incursions 3.1 (v)

M

Match Officials 1

Control of the Games 1

R

Referee 1

Powers 1.1

Referee's decision shall be final

(Except as provided for in Rule 7.3 (aa) (1) (vi), Part 1), 1.1

To declare conditions unsuitable 1.1 (i)

To consult with umpires and/or linesmen and/or Sideline Official

Re Infringements 1.1 (ii)

To consult with umpires and/or linesman

Re Facts including Scores 1.1 (iv)

To consult with Hawkeye 1.1 (iv)

To order blood-injured player to leave field of play 1.1 (iii)

To over-rule linesmen or umpires 1.1 (v)

To award a score 1.1 (vi)

To terminate a game 1.1 (vii) and (viii)

To order that all players are correctly attired 1.1 (ix)

Duties 1.2

To control game in accordance with Playing Rules 1.2 (i)

To receive lists of players 1.2 (ii)

To obtain signature of any player (if requested) 1.2 (iii)

To report irregularities in respect of pitch dimensions, markings, conditions 1.2 (iv)

To record specified information 1.2 (v)

To record and manage playing time 1.2 (vi)

Use of the whistle 1.2 (vii)

To indicate places of frees 1.2 (viii)

To caution a player 1.2 (ix) (a) and (c)

To order off a player 1.2(ix)(b), (d), (e) and (f)

To order a player to the Sin Bin 1.2(ix) (d)

To present ball to captain of winning team 1.2 (x)

Report of Referee 1.6

To submit report within three days or twenty four hours (if requested) 1.6

Contents of Report specified 1.6

S

Sideline Official 4

Duties 4.1

To receive substitution notes 4.1 (i)

To record and report all substitutions and temporary substitutions 4.1 (ii)

To display numbers of players being substituted 4.1 (iii)

To display the additional amount of time to be played 4.1 (iv)

To monitor and report breaches of the Match Regulations 4.1(v)

To monitor and control the operation of the Sin Bin (Football) 4.1 (vi)

To bring to the attention of Referee incidents of foul play 4.1 (vii)

To bring to the attention of the Referee unauthorised incursions on to the Field of Play 4.1 (viii)

Sin Bin 1.1 (ii), 1,2 (ix)(d), 4(vi)

U

Umpires 2

Location 2

Powers 2.1

To decide if a score is made 2.1

To decide if wide ball 2.1

To consult with Hawkeye 1.1 (v)

To decide if 45m or 65m free 2.1

Subject to being over-ruled by Referee 2.1 and 1.1 (v),

Duties 2.2

To signal 45m or 65m frees 2.2 (i) (a)

To signal wide-ball 2.2 (i) (b)

To signal a score 2.2 (i) (c)

To signal a score disallowed 2.2 (i) (d)

To bring to attention of Referee instances of foul play 2.2 (ii)

PART 3

Playing Rules of Hurling

(Pages 29-59)

A

- Abusive Language to a Referee, Umpire, Linesman or Sideline Official 5.22
- Abusive/Threatening Language/Gestures to Opponent/ Team-mate, 5.3, 5.09
- Advantage Rule 4.34, 5.44
- Aggressive Fouls 5
 - Against Team Mate 5.09, 5.23, 5.35
 - At Half-Time (and Prior to Start) commission of certain Aggressive Fouls on an opponent on the field prior to start of game or at half time 5.25, 5.36
 - Generally 5
- Arc the 2.3, 4.11 (c)

B

Ball

- Advancing from where free, etc. to be taken 4.25
- Attempting to Lift (sideline puck) 4.23
- Balanced/Hopping on hurley 1.3
- Carrying over Opponents' line 4.12
- Catching - more than twice 1.4, 4.6
- Handpass without definite striking action 4.2(b)
- In Play (defined) 1.1
- Lifting with knees 4.3
- Lying on 4.4
- Making divot for 4.24
- Overcarrying/Overholding 4.1, Defined page 99
- Played from hurley to hand 1.4
- Played over sideline 2.8
- Playing again after free/penalty/sideline puck 4.21
- Playing before travels 13m 4.29
- Release 1.2, 4.2, 4.7; Definition of Handpass 9(b), page 98
- Resetting for free/penalty/sideline puck without permission after whistle 4.20

Standing/Moving too near when own team awarded
free/sideline puck 4.11
Standing/Moving too near when opponents awarded
free/sideline puck 4.17
Striking the ball, generally 1.5
Striking for free/penalty puck 2.5
Struck with hurley (when ball may be) 1.2
Tackling opponent for 1.8
Taking into hand second time before striking puck-out 4.27
Throwing 4.2 (a)
Touched on Ground with hand 1.6
Touching non-player 2.9
Touching on Ground with hand (and exception) 4.5

Behaviour dangerous to opponent 5.19
Boundary lines, going outside (and exceptions) 4.32

C

Catch (defined) page 96
Caution (defined) page 96
Challenge of a Referee, Umpire, Linesman or Sideline Official
authority (and penalty) 6.1
Charge (Fair) (defined) page 97
Charging Opponent 5.11, 5.13
Commission of certain fouls
Against Team-mate 5.09, 5.23, 5.35
Against Opponent (start/half-time) 5.25, 5.36

D

Defender too close to penalty puck 4.16
Definitions: see pages 96-101
Delay (defined) page 97
Delaying opponent taking free/sideline puck 4.18
Dissent
Generally 6
Challenging Authority of Match Official 6.1
Dissent re Injury involving bleeding 6.3
Dissent re Wearing Helmet 6.2

Leaving field without permission/Refusing to play 6.6
Ordering Off - Refusal/Rejoin 6.5 (a) and (b)
With Decision to award free kick (and penalty) 6.4
Divot (defined) page 97
Divoting making forbidden 4.24

F

Facial Guard / Helmet - to take hold of opponent's 5.19
Fair Play (Rules of) 1 - 3, Playing Rules of Hurling
Feigning Foul/Injury 5.8
Field of Play, when permitted to go outside 1.10
see also Part I of Index
Foul
By Defender within Large Rectangle 2.2 Exception (i), 2.4 (b)
and (c), 4.16
Defined page 97
On player after ball played and score resulting 2.2
Simultaneous fouls 2.3, 4.31, 5.42
Foul Play (Rules of) 4 - 6, Playing Rules of Hurling
Free Puck
After ball over sideline 2.8
Award 2.2
Delaying Opponent 4.18
Fouling a Free Puck (second attempt) 4.22
How ball is struck 2.4, 2.5
Interception of 1.11
Interference with taking of 4.19
Opposing player too close 4.17

G

Goal, when scored 3.1
Goalkeeper
Challenge of 1.9
Jersey Colour: see Part I of Index
Goalposts, interference with 4.33

H

- Handpass 1.7(b), 4.2 (b), Defined - 9(b), - page 99
- Helmet with Facial Guard - to pull or take hold of 5.19
- Holding Opponent with the Hand(s) 5.10
- Hurley see Part I of Index
 - Dropping 4.8
 - Holding Opponent's Hurley or Pulling it from his hand(s) 5.12 (b)
 - Striking Opponent's Hurley 5.15
 - Tipping of Opponent's Hurley 4.9
 - Throwing 4.8
 - Use of, in specified foul play 5.2, 5.5, 5.6, 5.7, 5.12, 5.14, 5.15, 5.17, 5.27, 5.28

I

- In Flight (defined) page 99
- Infliction of Injury Recklessly 5.32
- Inside 20m line before puck-out taken 4.14, 4.28
- Interference with Goalposts to distract/gain advantage 4.33
- Interference with player taking free/sideline puck
(and Exception) 4.19
 - Interference with a Referee, Umpire, Linesman or Sideline Official 5.37

K

- Kicking/attempting to kick opponent 5.18, 5.29, 5.30

L

- Leaving field without referee's permission: see Referee
- Lift (defined) page 99

M

- Match Bans 5
- Melee, to contribute to 5.21

O

- Overcarry (defined) page 99
- Overhold (defined) page 99
- 'Own Score' allowable 3.4

P

- Penalty Puck
 - Defenders too close 4.16 (a) and (b)
 - General 2.2 Exception (i), 2.4, 2.5
- Penalties for Aggressive Fouls - After 5.7, 5.8, 5.9, 5.11, 5.15, 5.22, 5.24, 5.25, 5.34, 5.35, 5.36, 5.39, 5.40, 5.41, 5.42

Penalties for Technical Fouls- After 4.13, 4.14, 4.15, 4.16, 4.17,
4.19, 4.26, 4.30, 4.31, 4.32, 4.33
Penalty puck (generally) 2.2, 2.3
Defender too close 4.16 (b)
Play 1
Play (of ball) (defined) page 99
Point, when scored 3.1
Puck-out:
After Score or Wide 2.6
 Being inside opponents' 20m line before taken 4.14
 Being inside own 20m line before taken 4.28
 Delaying 4.30
Taking Ball into Hand a second time 4.27
Taking from outside small rectangle 4.15
To play ball before it has travelled 13m (by defender) 4.29
Pull, 'fair' (defined) page 100
Pulling Down an Opponent 5.1
Pushing Opponent with the Hand(s) or Hurley 5.12(a)

R

Racism / Sectarianism etc. 5.34
Referee
 Advantage Rule/Signal 4.34, 5.44
 Application of Penalty, etc. when aggressive foul drawn to
 attention by umpire/linesman/sideline official 5.43
 Procedure on player(s) leaving field without permission 6.6
 Procedure on player(s) refusal to leave field 6.5 (a)
 Starting/Restarting Game 2.1, 2.2
Refusal to leave field when ordered (and procedure for referee)
6.5(a)
Refusal to continue playing (and procedure for referee) 6.6
Restart of game, after 'wide' or score 2.6
see also Starting
Retaliation between award of free and free puck 5.41
Rough play (any form) 5.4

S

Scores 3

Allowable 3.1, 3.2, 3.3, 3.4.

Not Allowable:

Player on attacking Team carrying ball over Opponents' goal-line 3.1 Exception (i), 4.12

Player on attacking Team, in possession of the ball, to score with the hand(s) 4.13

Set Play 2

Shoulder-to-shoulder charge 1.9

Simultaneous fouls by opposing players 2.4, 4.31, 5.42

Small rectangle

Taking puck from outside 4.15

When entry allowed/forbidden 4.10

Spitting at an Opponent 5.20

Stamping on Opponent 5.31

Starting/Restarting Game (and exceptions) 2.1, 2.2, 2.3, 2.6, 2.7, 2.8, 2.9, 2.10

Striking/Attempting to Strike Opponent (with arm, elbow, hand, or knee) 5.16

Striking/Attempting to strike Opponent with head 5.26

Striking/Attempting to Strike Opponent (with hurley) 5.17, 5.27, 5.28

Striking (incl. attempt), a Referee, Umpire, Linesman or Sideline Official 5.40

Striking opponent's hurley unless both in act of striking ball 5.15

Suspensions 5.

T

Tackle (defined) page 100

Tackling Opponent for Ball 1.8

Team Official - for player to assault opposing Team Official 5.33

Team Official - for player to interfere with 5.24

Team-mate, fouls against 5.9, 5.24, 5.34

Technical Fouls 4

Within Large Rectangle (by Defender) 2.2 Exception (i), 2.4 (c), 4.16.

Threatening or Abusive conduct/threatening language to a Referee, Umpire, Linesman or Sideline Official 5.38, 5.39

Throw (defined) page 101

Throw-In (defined) page 101

Award 2.2, 2.3, 2.8, 2.9, 2.10

When given for fouls within 13m of the sideline 2.2 (v)

When given for fouls between endline and 20m line 2.2(vi)

When given for simultaneous fouls 2.3

Tripping opponent: 5.2

U

Use of hurley in specified foul play 5.2, 5.5, 5.6, 5.7, 5.12, 5.14,
5.15, 5.17, 5.27, 5.28

W

Wasting time (free or sideline puck) 4.26.

PART 4

Playing Rules of Gaelic Football

(Pages 60-95)

A

- Abusive language to a Referee, Umpire, Linesman or Sideline Official 5.20
- Abusive/Threatening Language/Gestures to Opponent/Team-mate 5.14
- Advantage Rule 4.37, 5.40
- Aggressive Fouls
 - Against team-mate 5.14, 5.22,5.31
 - At Half-time (and prior to start) 5.22, 5.31
 - Generally 5
- Arc the 2.3, 4.11 (b) 4.16 (a)

B

Ball

- Advancing from where free/sideline kick, to be taken 4.24
- Bounced 1.4 (c), 1.5, Defined page 96
- Bouncing more than once after catching 4.6
- Carried/Held in hand(s) 1.4 (a)
- Carrying over opponents' line 3.1
- Catching after Playing 4.7
- Changing from hand to hand 1.4 (d)
- Changing from one hand to other 4.10
- Fisted/Palmed on ground 1.2 (ii)
- Handpassing without definite striking action 4.2 (b)
- In play (defined) 1.1
- Knocked from Opponent's hands 1.4
- Lifting with Knees 1.2 (iii). 4.3
- Making Divot for 4.23
- Mark 2.12, 3.5(b), 4.17(b),(c), Defined Page 99
- Not on ground, how playable 1.3
- On Ground, how playable 1.2
- Overcarrying/Overholding 4.1, Defined page 99
- Palmed; see Fisted

Pass to Goalkeeper directly after Kick Out 4.33
Played from Foot to Hand(s) 1.4 (b)
Played over endline by defender (45m free) 2.8
Played over boundary line 1.1 (b)
Played over endline by attacking team 2.7 (a)
Played over sideline 2.9
Playing again after free kick/penalty/sideline kick 4.22
Playing before travels 13m 4.29
Play Up and catch again 4.7
Possessed by player, how playable 1.4
Release 1.4(f); Definition of Handpass 9(a), page 97.
Resetting for kick-out/free kick/penalty without
permission after whistle 4.21
Scoring permitted if struck in flight with hand(s) 3.2
Standing/Moving too near when own team awarded
free/sideline kick 4.11(a)
Standing/Moving too near when opponents awarded
free/sideline kick 4.17(a)
Striking Flag 1.1 (b)
Struck with open hand(s)/fist 1.4 (e), 3.1 Exception (ii)
Throwing 4.2 (a)
Toe-tapped 1.4 (b), 1.4 (c)
Touched on Ground with hand 4.5
Touching non-player 1.1 (c), 2.10
Touching on ground with hand(s) 4.5
Wrestling from opponent 4.8, Defined page 100
Behaviour dangerous to opponent 5.17
Bounce (defined) page 96
Blocking with Boot 5.1
Boundary lines, going outside 1.9, 4.35
Sideline Kick 1.9, 4.24 (b)

C

Catch (defined) page 96
Caution (defined) page 96
Challenge of a Referee, Umpire, Linesman or Sideline Official
authority (and penalty) 6.1

Charge (Fair) (defined) page 97
Charging opponent 5.7, 5.9
Commission of certain fouls
 Against Team-mate 5.14, 5.21, 5.31
 Against Opponent (start/half-time) 5.23, 5.32
Cross-bar displaced 3.3 (b)
Cynical Behaviour Fouls: 5.10, 5.11, 5.12, 5.13, 5.14

D

Defender too close to penalty kick 4.16
Definitions: see pages 96-101
Delay (defined) page 97
Delaying opponent taking free/sideline kick 4.18
Dissent
 Generally 6
 Challenging Authority of Match Official 6.1
 Dissent re Injury involving Bleeding 6.3
 Dissent re Mouth Guard 6.2
 Leaving field without permission/Refusing to play 6.6
 Ordering Off - Refusal/Rejoin 6.5 (a) and (b)
 With Decision to award free kick (and penalty) 6.4
Divot (defined) page 97
Divot-making forbidden 4.23

F

Fair Play 1 - 3
Feigning Foul/Injury 5.4
Field of Play: see Part I of Index
Fist, use of on /around body of opponent to dispossess 5.6
Foul
 By defender within rectangles 2.2
 Defined page 97
 By defender within 13m line 2.2
 On player after ball played and score resulting 2.2
 Simultaneous fouls 2.3, 4.34, 5.38
Foul Play 4 - 6
Free kick 2.5

After ball over endline by defending team 2.8
After ball over sideline 2.9
Defender within own small rectangle, too close 4.15
Delaying opponent 4.18
How to kick 2.5
Immediate taking, with referee's consent 2.6
Interception of 1.10
Interference with taking of 4.19

G

Goalkeeper

Challenge of 1.7
Incidental Contact with 1.7
Jersey Colour: see Part I of Index
Moving along goal-line while penalty being taken 1.8
Playing ball on ground with hands 1.2 (i)

H

Handpass 1.4 (e) and (f), Definition 9(a), page 98
Holding Opponent with the Hand(s) 5.5

I

Infliction of Injury Recklessly 5.28
In-flight (defined) page 99
Inside 20m line before kick-out taken 4.14, 4.28
Interference with Goalposts to Distract/Gain Advantage 4.36
Interference with player taking free/sideline kick
(and Exception) 4.19
Interference with a Referee, Umpire, Linesman or Sideline Official
5.32

K

Kicking/attempting to kick opponent 5.16, 5.25, 5.26
Kick-out
After score or wide 2.7 (a)
Being inside opponents' 20m line before taken 4.14
Being inside own 20m line at taking of 4.28
Being less than 13m from ball before kick 4.20, 4.30

Delaying 4.31
Taking ball into hands 4.27
Taking of after score or wide other than from 13m line and within large rectangle 4.32
Taking from outside small rectangle after wide 4.32
To play ball before it has travelled 13m (by defender) 4.29

L

Leaving Field without referee's permission: see Referee
Lift (defined) page 99

M

Mark, the
Set play 2.12
Defined page 99
Interference with Player availing of Mark 4.17(b) and (c), Match Bans 5
Match Officials' Authority (challenge to): see Challenge
Melee, to contribute to 5.19

O

Options to player fouled 2.5
Overcarry (defined) page 99
Overhold (defined) page 99
'Own score' allowable 3.4

P

Penalty kick
Defenders/Goalkeeper too close 4.16 (a) and (b)
General 2.2 Exception (i), 2.4
Penalties for Aggressive Fouls - After 5.3, 5.4, 5.7, 5.39, 5.14, 5.21, 5.22, 5.23, 5.30, 5.31, 5.32, 5.35, 5.36, 5.37, 5.38
Penalties for Technical Fouls - After 4.13, 4.14, 4.15, 4.16, 4.17, 4.19, 4.20, 4.25, 4.26, 4.32, 4.33, 4.34, 4.35, 4.36
Play 1
Play (of ball) (defined) page 99
Point, when scored 3.1
Preventing opponent from lifting/kicking ball 5.2
Pulling down opponent 5.10
Pushing opponent with hand(s) 5.8

R

Racism / Sectarianism etc. 5.30

Referee

Advantage Rule/Signal 4.37, 5.40

Application of penalty etc. when aggressive foul drawn to

Attention by umpire/linesman/sideline official 5.39

Consent to immediate taking of free kick 2.6

Procedure on player's leaving field without permission 6.5

Procedure on player's refusal to leave field 6.4

Signalling play to stop 1.1 (a)

Starting/Restarting game 2.1, 2.2

Refusal to leave field when ordered (and procedure for referee)
6.4 (a)

Refusal to continue playing (and procedure for referee) 6.5

Rejoining game after ordered off 6.4 (b)

Restart of game

see Starting

When ball played over endline by attacking team 2.7 (a)

Retaliation between award of free and free kick 5.37

Rough play (any form) 5.3

S

Scores 3

Allowable 3.1, 3.2, 3.3, 3.4, 3.1 Exception (ii) point with open
hand or fist

Not Allowable:

Player on attacking team carrying ball over opponents' goal-
line 3.1 Exception (i), 4.12

Player on attacking team, in possession of ball, scoring a goal
with hand(s) 3.1 Exception (ii), 4.13

Set Play 2

Shoulder-to-shoulder charge 1.7

Simultaneous fouls by opposing players 2.4, 4.34, 5.38

Sin Bin (defined) page 100, 5.10 - 5.14

Small rectangle

Charging/challenging goalkeeper in 1.7

When entry allowed/forbidden 4.9
Spitting at an Opponent 5.18
Stamping on Opponent 5.27
Starting/Restarting Game (and Exceptions) 2.1, 2.2, 2.3, 2.6, 2.7,
2.8, 2.9, 2.10, 2.11
Striking/Attempting to Strike Opponent (with arm, elbow, hand or
knee) 5.15
Striking/Attempting to strike opponent with head 5.24
Striking (Incl. Attempt) a Referee, Umpire, Linesman or Sideline
Official 5.36
Suspensions 5.

T

Tackle (defined) page 100
Tackling opponent for ball 1.6
Team Official - for Player to Assault Opposing Team Official 5.29
Team-mate, fouls against 5.14, 5.21, 5.31
Technical fouls 4
Tee - Artificial 2.7 (c), 4.26
Threatening or abusive conduct/threatening language to a
Referee, Umpire, Linesman or Sideline Official 5.34, 5.35
Throw (defined) page 101
Throw-in (defined) page 101
Award 2.2, 2.3, 2.9, 2.10, 2.11
When given for fouls within 13m of the sideline 2.2(v)
Where given for fouls between endline and 20m line 2.2(vi)
Where given for simultaneous fouls 2.3
Toe-tap (defined) page 101
Tripping opponent: 5.11

W

Wasting time (free/sideline kick) 4.25, 4.31
Wrest (defined) page 101