TOWARDS A PHILOSOPHY FOR LEGISLATION IN GAELIC GAMES

(APPENDIX I)

[Compiled by Joe Lennon in part submission for a post-graduate research degree at Dublin City University 1993-1997 on the Philosophy for Legislation in Gaelic Games]

A Note from the Sponsor

Kepak are very honoured to be associated with this unique publication It will be to the Gaelic Athletic Association as the Bible is to Christians (It is for the reader to decide if GAA players are better or worse than Christians at observing the 'Rules'!)

This book will be an invaluable reference source for afficionados of the games and secures for the record a wealth of GAA history in one publication for which the Association will owe a great appreciation to Joe Lennon

Kepak's interests in the development of our national games has been nurtured by the success of our commercial partnership with Meath football That commercial partnership evolved from a personal friendship between Noel Keating and Sean Boylan Perhaps a greater awareness of the rules of the games would also give birth to more such friendships!

KEPAK GROUP

MEAT EXCELLENCE

TOWARDS A PHILOSOPHY FOR LEGISLATION IN GAELIC GAMES

(APPENDIX I)

THE EARLY RULES OF HURLING AND HURLEY 1869-1889

THE PLAYING RULES OF FOOTBALL AND HURLING 1885-1995

THE COMPOSITE RULES OF THE HURLING-SHINTY INTERNATIONALS 1933-1997

Compiled by

JOSEPH F LENNON

D L C P E , M SC

[Appendix II is a separate volume which contains a comparative analysis of the playing rules of football and hurling and a collection of the early rules of other similar invasive ball games]

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Finally, I must thank Cavan Referee, Michael Greenan, who gave me two copies of the *Official Guide of the 1930s* during the Congress of 1990 at which the motions

seeking to separate the playing rules of football and hurling and present them in a new simplified format were passed

I had drafted and piloted these motions through my club, county convention and Congress It was about two weeks after Congress '90 before I got round to reading these two *Official Guides* when I realised for the first time that from 1885 to 1950, the Gaelic Athletic Association had presented the rules of these two national games separately It was only then that my search for the rest of the playing rules began

Collecting the *Official Guides* and source material was relatively easy compared with the lengthy task of typing them all into a computer storage system For completing this demanding task as well as proof reading the entire collection of playing rules, I owe Anne, my wife, a great debt of gratitude

September, 1997 JOE LENNON

PREFACE

Although the Killimor Rules appear to be the first published set of rules for either football or hurling it is clear that sets of rules for each game existed long before Pat Larkin committed his playing rules to paper

The rules that were agreed by the captains before games could hardly have been more than agreed variations on a generally accepted corpus of legislation which, it would appear was so well known to everyone, including reporters that they did not bother to record them for posterity

Descriptions of the games tended to concentrate on the activity on the field and the spectators around the field rather than on the parameters within which the games were played

Although the Killimor Hurling Club Committee resolved in 1885 that For the future not less than thirty be accepted to hurl a challenge match [1] it would be fair to assume that the number of players on a team could vary considerably

When Michael Cusack and F T Lynch agreed the rules for a challenge hurling match between the Metropolitan Club and the Killimor Club on 13th April, 1884, they agreed

(1) To play for four half-hours

(2) No tripping or taking holds (wrestling) were allowed when playing

A Mr Dunbar was appointed timekeeper and groundkeepers (touch judges) and goalkeepers (umpires) were appointed [2]

Cusack lost all heart and stated that his men were not able for the task However, he arranged for his team to give an exhibition of how hurling should be played Then Mr F T Lynch did the same and a reporter of the Western News wrote the keenest judge could detect no material differences in the style of either teams [3]

The important points to emerge from these reports are that there was no one well defined game of hurling and secondly the rules agreed by the captains before the games were a matter of current consensus rather than of tradition

Standardisation of the rules was of fundamental importance to the survival of the game

O Laoi records that It is significant to note that on Thursday 12th June, 1884 when Killimor played Meliick the match was played under the rules of the Dublin Metropolitan Hurling Club – not the Kilhmor Rules [4]

The fact that in addition to the Killimor Rules there had been at least six other sets of playing rules produced for hurley and hurling meant that when the Association was founded in November of 1884 Cusack had considerable experience in formulating playing rules

That he drew extensively on the existing rules of similar ball and stick games such as shinty and somewhat similar football games like Australian football is both a matter of historical fact, and is perfectly understandable and commendable

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1 O Laoi P *The Annals of the G A in Galway 1884-1901*, p 10

2 ibid p 6

3 ibid

4 ibid p 7

In the writer's view it was Cusack's determination that there be a single standard set of playing rules for both football and hurling that made it possible for the young association to survive all the other traumas of the early years of its existence By achieving this, he ensured that whatever else divided the members of the association from time to time at least they could all unite on the playing fields under single sets of agreed rules of play

It could be argued that had Cusack failed to achieve this, neither these games nor the Gaelic Athletic Association as we know it today would have survived

The importance of the playing rules of the games should never be under-estimated or undervalued

JOE LENNON September, 1997

CONTENTS

THE PLAYING RULES OF HURLEY AND HURLING 1869-1883

		Page
1	The Killimoie Rules – Hurling 1869 (Published 1885)	1
2	Laws of Hurley 1870 as played at T C D	2
3	Laws of Hurley 1879	4
4	Hurling Rules 1883 – Dublin Hurling Club	5
5	Rules of Hurley 1880s	7

THE PLAYING RULES OF FOOTBALL AND HURLING 1885-1995

6	The Playing Rules of Football 1884	10
7	The Playing Rules of Hurling 1884	11
8	Football Rules 1886 (Estimated)	15
9	Hurling Rules 1886 (Estimated)	17
10	Hurling Rules 1886	20
11	Football Rules (Fragment) 1886	24
12	Football Rules 1888 (Revised)	25
13	Laws of Hurley 1888 (Revised)	27
14	Football Rules 1889	32
15	Hurling Rules 1889	35
16	Football & Hurley Rules 1889	40
17	Football Rules 1894	40
18	Football Rules 1895	42
19	Hurling Rules (Fragments) 1895	46
20	Football Rules 1896, 97	48
21	Hurling Rules 1896, 07	52
22	Football Rules 1901	57
23	Hurling Rules 1901	60
24	Fragments of Rules 1903	65
25	Football Rules 1907- 08- 09	66
26	Hurling Rules 1907- 08- 09	72
27	Rules of Control for Football & Hurling 1907- 08- 09	77
28	Football Rules 1910	81
29	Hurling Rules 1910	86
30	Rules of Control for Football & Hurling 1910	90
31	Football Rules 1915	94
32	Hurling Rules 1915	99
33	Rules of Control for Football & Hurling 1915	103

34	Football Rules 1923-1924	107
35	Hurling Rules 1923-1924	112
36	Central Council's Decisions January 4th 1924	116
37	Football Rules 1926-1927	120
38	Hurling Rules 1926-27	125
39	Football Rules 1930-31	131
40	Hurling Rules 1930-31	135
41	Football Rules 1932-33	142
42	Hurling Rules 1932-33	146
43	Football Rules 1934-35	152
44	Hurling Rules 1934-35	157
45	Football Rules 1937	163
46	Hurling Rules 1937	168
47	Football Rules 1938	175
48	Hurling Rules 1938	180
49	Playing Rules of Football and Hurling 1939	188
50	Football Rules 1943	194
51	Hurling Rules 1943	199
52	Football Rules (O G) 1945	207
53	Hurling Rules (O G) 1945	212
54	Referees Chart Football & Hurling 1945	220
55	Instructions on the Playing Rules, With Particular Interest to Referees	223
56	Football & Hurling Rules (Combined) 1950	237
56	Football & Hurling Rules (Combined) 1956	246
57	Football & Hurling Rules (Combined) 1961	256
58	Football & Hurling Rules (Combined) 1966	265
59	Football & Hurling Referees Handbook 1973	274
60	Football & Hurling Rules (Combined) 1973	288
61	Football & Hurling Rules (Combined) 1974	297
62	Playing Rule Changes 1975	307
63	Football & Hurling Referees & Players Guide 1976-'80- 81	311
64	Hurling Rules – Approved Recommendations 1977	323
65	Football Rules – Approved Recommendations 1977	323
66	Hurling & Football Rules (Combined) 1978	328
67	Hurling & Football Rules (Combined) 1980	342
68	Hurling & Football Rules (Combined) 1981	358
69	Hurling & Football Rules (Combined) 1985	373
70	Hurling & Football Rules (Combined) 1986	388
71	Hurling & Football Rules (Combined) 1987	403
72	Hurling & Football Rules (Combined) Referees Guide 1988	420
73	Hurling & Football Rules (Combined) 1988	438
74	Football Rules (Booklet) 1988	455
75	Hurling Rules (Booklet) 1989	464
76	Football & Hurling Experimental Playing Rules 1989/90	473
77	Hurling & Football Rules 1990	475
78	Hurling & Football Referees Guide 1991	491
79	Hurling Rules Official Guide 1991	493

80	Football Rules Official Guide 1991	503
81	Important Terms & Definitions 1991	513
82	Rules of Control 1991	515
83	Rules of Specification 1991	518
84	Rules of Specification 1992	522
85	Rules of Control 1992	527
86	Hurling Rules 1992	531
87	Football Rules 1992	541
88	Important Terms & Definitions 1992	551
89	Football & Hurling – Experimental Playing rules 1994-1995	553
90	Rules of Specification 1995	556
91	Rules of Control 1995	559
92	Hurling Rules 1995	563
93	Football Rules 1995	574
94	Football Rules – Experimental Rules 1998	586
95	Hurling-Shinty Composite Rules 1933	588
96	Hurling-Shinty Composite Rules 1972	589
97	Hurling-Shinty Composite Rules 1973	590
98	Hurling-Shinty Composite Rules 1974	593
100	Hurling-Shinty Composite Rules 1976	595
101	Hurling-Shinty Composite Rules 1978	597
102	Hurling-Shinty Composite Rules 1988	598
103	Hurling-Shinty Composite Rules 1990	600
104	Hurling-Shinty Composite Rules 1991	602
105	Hurling-Shinty Composite Rules 1993	603
106	Hurling-Shinty Composite Rules 1994	604
107	Hurling-Shinty Composite Rules 1995	606
108	Hurling-Shinty Composite Rules 1996	609
109	Hurling-Shinty Composite Rules 1997-2000	612
110	Hurling in Cornwall & Devon – 16th and Early 17th Century	615

LIST OF ILLUSTRATIONS

		Page
1	The Hurling Club, 1879, Trinity College	3
2	Sketches of hurling before GAA was founded	6
3	Reproduction of cover of Rulebook 1884	9
4	Michael Cusack as footballer and hurler	13
5	Reproduction of cover of GAA Official Records 1944	14
6	Comparison of sizes of early and modern sliothar	16
7	Dealbh Phairc 'a Bhaire agus Aiteanna na n-Imirteoir	19
8	The scoring space, 1886	21
9	The Game of Hurling – A Hurley Match	24
10	Limerick Commercials Team, Football Champions 1887	31
11	Advertisement for football, hurl and sliothar, 1889	34
12	Advertisement for footballs, etc , 1889	37
13	Advertisement for Gaelic football, J Elvery	45
14	The London-Irish Hurling Team, 1901	63
15	Erin's Hope Gaelic Football Team, 1908-9	71
16	Advert for playing equipment, *c* 1910	92
17	Clare Hurling Team 1914 with trainer Jim O'Hehir	106
18	Down – Ulster Minor Champions, 1932	119
19	The Cusack Stand, Croke Park, 1924	124
20	Reproduction of cover of Constitution & Rules 1939	187
21	Reproduction of cover of Referees' Chart, 1945	220
22	Signature of James Bolger on inside cover of Referees' Chart, 1945	221
23	Reproduction of explanation in Irish from Referees' Chart, 1945	222
24	Scotland's Aonach Tailteann Shinty Team, 1932	236
25	Goalmouth action with the Cusack Stand in the background, 1960	255
26	Reproduction of cover of Rules 1976	310
27	Front cover of Football Rules Booklet, 1988	454
28	Front cover of Hurling Rules Booklet, 1988	472
29	The New Cusack Stand	573
30	The two camans	589
31	David Anderson, Kingussie and Captain of Scotland	591
32	The making of a McKellar shinty ball	594
33	Joe Sloggin forms a curve in a caman	607

LIST OF DIAGRAMS

		Page
1	Summary of Specifications, 1884	12
2	Summary of Specifications, 1885-86 (Estimated)	18
3	Summary of Specifications, 1886	22
4	Team Line out Positions 1887	23

		Page
5	Summary of Specifications 1888 (Revised)	29
6	Team Line out Positions (17-a-side) 1889	30
7	Team Line out Positions (21-a-side), 1889	38
8	Summary of Specifications 1889	39
9	Summary of Specifications 1895	47
10	Summary of Specifications, 1896-97	56
11	Summary of Specifications, 1901	64
12	Summary of Specifications, 1907-08-09	79
13	Plan of Football Ground and Placing of Team 1907-08-09	80
14	Summary of Specifications, 1910	93
15	The Field of Play, 1987	403
16	The Field of Play 1988	420
17	The Field of Play 1988	438
18	Specifications of scoring space and football, 1988	455
19	The Field of Play, 1989	464
20	Flowchart of the Playing Rules 1991	491
21	The Field of Play, Specifications of balls	492
22	The end line, goal line, post and net	519
23	Flowchart of Playing Rules, 1992	522
24	The Field of Play, 1992	523
25	The end line, goal line, post and net	524
26	Flowchart of Playing Rules, 1995	554
27	The Field of Play, 1995	555
28	The end line, goal line, post and net	556
29	The Field of Play, 1973-1974	592
30	The Field of Play, 1976	596
31	The Field of Play 1988	599
32	The Field of Play, 1990-1991	601
33	The Field of Play 1994	605
34	The Field of Play, 1995	608
35	The Field of Play, 1996	611
36	The Field of Play, 1997 × 4 years	614

INTRODUCTION

This collection of the playing rules of gaelic football and hurling stretches back from 1995 to the foundation of the Gaelic Athletic Association and beyond to what is generally regarded as the earliest known and printed set of playing rules for hurling – The Killimor Rules of 1869

It is safe to assume that there were at least two forms of football and hurling played in Ireland (and Cornwall) before Michael Cusack founded the Association in 1884, and determined that henceforth there would be only one form of each

Given that it was normal practice in Ireland and abroad for the captains of teams to agree the playing rules shortly before a game, and usually on the day of the game it is fair to assume that there were many local variations of the form of both football and hurling

Even after 1860 Soccer Australian Rules, Rugby and Gaelic football were not fully differentiated from the common if not universal game of football

Hurling and similar ball and stick games, particularly shinty did not acquire then distinctive characteristics for some time after they were adopted by associations which then proceeded to codify their playing rules

Pre-famine Ireland had a population of about twice that of today and the games of football and hurling were as popular and as common in winter time at least, as they are today

Hence it may at first seem surprising that apart from those few sets of hurling rules pre-1884 that there appear to be no records of or detailed references to the playing rules of either game

Although impossible to prove, one of the reasons for this could be the suggestion by Professor Geoffrey Blainey in his book on Australian Rules, *A Game of Our Own*, that in the early years of that game there were more unwritten than written down rules

Clearly there must have been even a small corpus or core of rules which were generally known and taken for granted and since the rules for the day were agreed on the day players had to adapt quickly to any variations agreed by their captain

Unfortunately descriptions of early games of football and hurling invariably omit detailed reference to the playing rules However although Matt Concannon s dynamic and poetic description of a football game at Oxmantown, now in north Dublin city came tantalisingly close to detailing the rules of play the best we can extract from it are some of the rules of specification of the ball

> To outward view three folds of bullock s hide
> With leathern throngs fast bound on every side,
> A mass of finest hay concealed from sight
> Conspire at once to make it firm and light

and the dress of the Swords players

> Their active limbs all loosely clad in White
> A Crimson Ribband, trimly ty d behind,
> Hung from each Cap and wantoned in the wind

Apart from scoring

> One kick he softly stole
> And with another drove it through the Goal

the players could catch and run with the ball

Then to the wrestling

> At Grappling now their mutual Skill they try,
> Now Arm in Arm they lock, and Thigh in Thigh
> Now turn, now twine, now with a furious Bound,
> Each lifts his fierce Opposer from the Ground

From *A Match at Football* A poem by Matt Concannon, 1720

Although this feature of wrestling while playing the games was abandoned within a few years of the foundation of the GAA, the Official Guide of 1889 contained the rules of four forms of wrestling – Catch-as-catch-can, Greco-Roman, Collar and Elbow and Catch hold

Unfortunately, I have been unable to trace a complete copy of every set of playing rules produced by the GAA

It is interesting to note that both Kerry in 1889, and Meath in 1894, produced sets or at least partial sets of playing rules independently of the Annual Convention Other counties may have done likewise

After Rule 27 of the 1896/97 set of rules for football a few, perhaps three rules, are missing Sets of rules were produced in 1901 of which only 15 for football and 20 for hurling were traced

In the first decade of this century, the dimensions of the scoring space were reduced from 63 to 21 feet During this same decade, a determined effort was made to

> 'abolish the catching of the ball and kicking it when in play'

Proposed by Mr F Forde (Roscommon) and seconded by Mr H O'Toole, this extraordinary proposal was defeated at the Annual Convention of 1903 by the a margin of 22 to 11 [1] Other unsuccessful efforts were made by Luke O'Toole secretary of the GAA and executives like Mr T Redmond during the first decade of the century to abolish catching [2]

At the 1903 Adjourned Convention held on 12 December, it was decided that "[U]mpires, when neutral should, like linesmen, call the referee's attention to rough and foul play" [3] T F O Sullivan proposed a successful motion that 'the playing rules would be revised only every three years as alterations in the rules year after year was calculated to confuse players and led to endless discussions at the Conventions' [4]

---

1 *Saturday Herald* 17 January 1903
2 *Catching A Plea for its Abolition* T H Redmond, from The Gaelic Annual and County Directory Pub by GAA 1908-9 pps 40-42
3 O Sullivan T F *The Story of the G A* p 162
4 ibid

It would appear that very few rule changes were made in 1903 The fact that a Sub-Committee was appointed on 12 November, 1903 to draft hurling and football rules would tend to confirm this assumption

Although Eoin O'Duffy was appointed chairman of a committee to revise the playing rules in 1918, it is very doubtful if any playing rule changes or indeed Official Guides were produced from 1915 to 1923

Even with these noted, and perhaps even further omissions of which I am unaware, there are sufficient sets of rules for the period 1885 to 1995 for the purposes of this collection which is to ascertain what, if any, philosophy or strands of philosophic thought can be gleaned from a study and analysis of these playing rules which may be helpful for future legislators

Three distinct eras are clearly discernible in this collection of the playing rules of football and hurling

From December 1884 to the Congress of 1950, at least twenty-four editions of playing rules were published, and at least ten Special Committees had been established and reported back on the playing rules

The rules of play of each game were presented separately during this sixty- five year period

The second era lasted forty years from Congress of 1950 to the Special Delegate Congress in December, 1990

In this forty year period, the playing rules of these distinctly different games were combined or "Co-Related" as Padraig O Caoimh referred to it At least twenty separate official editions of the playing rules were produced in 40 years – ten of them in the last decade

Finally, on 1st January, 1991, the playing rules of gaelic football and hurling were officially separated again, and presented in a new simplified format which contains three sections – The Rules of Control, The Rules of Play and The Rules of Specification A list of definitions of key terminology is now included and is an integral part of the playing rules

The decision to include the Composite Rules of Hurling and Shinty is justified in terms of the overall study – particularly the Comparative Analysis

Having read Richard Carew's marvellous description of two forms of hurling played in Cornwall over 400 years ago, and knowing that Irish hurlers played Cornish hurlers in London, *c* 1654, in the presence of Oliver Cromwell, I could not resist the temptation to record the rules of these two Cornish hurling games

Summaries of the specification of the playing rules from 1885 to 1910 are included at the end of each set to help visualise the scene Diagrams of the playing field are included with each set of playing rules from 1987 to 1995 inclusive

In transcribing these sets of playing rules, I have endeavoured to reproduce the text exactly as I found it Any errors in the cross checking from the original texts with this collection are mine

Apart from the many people whose help in collecting these rules I have gratefully acknowledged, I must again record my sincere thanks to Anne, my wife, for her patience and skill in the process of checking and reading back from the originals

SEPTEMBER, 1997 JOE LENNON

THE KILLIMOR RULES – '1869'

By PAT LARKIN of KILTOMER, CO GALWAY who was President and Chairman of the Galway Co Board for the years 1888 to 1893 inclusive – except for a period in 1888 when he was in prison

These Rules were adopted by the Committee of the Killimor Hurling Club on Sunday 22nd February, 1885 [1]

At this meeting it was unanimously resolved

1 That for the future that not less than thirty be accepted to hurl a challenge match
2 That we call upon Mr Cusack to deny the false and scandalous accusations made upon us in several of the Dublin dailies after the Ballinasloe challenge match for the silver cup – a truthful reply to which was refused us by the same prejudiced press at the time [2]
3 That to avoid mistakes our hurling colours for the future be green and gold
4 That no more challenge matches be either accepted or played against neighbouring parishes
5 That we hurl under the following rules until a general meeting of the G A A be held on next November

KILLIMOR RULES

i Each team when hurling, must wear a different colour for the purpose of distinction
ii Three umpires to be appointed on each side who have power to order any hurler to cease playing, who in their opinion is under the influence of strong drink, who loses his temper or strikes any of his opponents intentionally Should the hurler refuse to do so, the opposing team may claim the prize that is being played for
iii Should any hurler, when jostling, use his hurl so as to bring it into contact with is opponent, with a view of injuring him, he must cease hurling when told to do so by any of the umpires Penalty same as Rule ii
iv No hurler can get a substitute, except he meets with an accident which in the opinion of the Umpires renders him unable to play
v No hurler is allowed, when playing, to handle the ball, which must, in order to secure a count, be hurled through or over the goal
vi Should the ball go outside the goalposts it is to be taken back by one of the Umpires and placed at a distance of not more than thirty yards from the said goal
vii The time and number of goals to be agreed on by the captains before commencing play, and the majority of goals constitutes the winner
viii Bystanders to have no voice in any decision, and should they interfere with the hurlers in any way, that may be considered by the umpires and judges as

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1 *Annals of the G A A in Galway 1884-1901* by Padraig Ó Laoi ps 10, 11, 12
2 Ibid p 10

preventing the game being fairly played, the aggrieved hurlers may claim the prize

ix In cases of dispute, the umpires and or three of the judges combined must decide by ballot From this decision there is no appeal

x On the decision being declared, the stakeholder must hand over the prize to the captain of the winning team

---

From this set of rules the following can be deduced –

There were at least six officials – three umpires from each side The reference to judges is unclear

Aggressive fouls and intoxication were penalised by dismissal

There was a set of goal posts at each end of the field but there was no cross bar

The game was won by the team which reached an agreed number of goals first

Substitutes were only allowed in cases of accidents

Teams had to wear different colours

Disputes were settled by the umpires 'and or three of the judges' combined by ballot

There was no appeal against these decisions

LAWS OF HURLEY

As played at T.C.D. (1870)

1 A player is on side, so long as the ball is on the right side of his person, and he hits it with the left side of his hurl It is not meant, however, by this rule to prevent a player using both sides of his hurl, whilst dodging the ball, although in doing so he renders himself liable to be shinned Swiping with the right side is strictly forbidden

2 No hurl to be shod with iron, or hooped with wire in a dangerous manner

3 No hurl to exceed two inches in depth of blade

4 The ball may be taken ten yards in front of goal, and then hit off by the goal-keeper, who shall have an unmolested swipe at the ball No opponent shall be allowed to touch the ball, until the hurl of the goal-keeper shall have done so

5 No goal can be obtained in one puck, unless the ball strike an opponent's hurl

6 Should the ball be kicked in or hit behind, it may be brought out ten yards in front of goal, and hit off again But if the ball be kicked by a player into his own goal, it shall count for the other side If the ball be designedly played behind, it shall be considered as still in play

7 Should the ball go out of bounds, the first player who shall touch it, either with his hurl or person, shall have the privilege of throwing it out at the place where it intersected the boundary line If the throw be manifestly partial, the ball shall be returned The player may not take it himself

8 Pushing a man when on side is forbidden

9 Running the ball into touch, unless when the goal is eminently threatened, is

discountenanced as opposed to straightforward play

10 Should a player catch the ball in the air off an enemy's hurl, he can take a free high-up at the place where he stands, but the moment the ball falls on the ground this privilege ceases

11 Should a goal-keeper, although warned, advance more than 30 yards in front of goal, an opponent may go behind him and still obtain a goal

12 A player shall not be allowed to wind his hurl round his head when in close quarters

13 Coming behind off-side to crook an enemy's hurl, whilst he is in the act of striking, is discountenanced as dangerous

14 All disputes about infringement of Rules, etc , shall be referred to the committee, five of whom shall form a quorum, whose decision shall be final

15 Gentlemen must all appear in some coloured garment on match days Members of the eleven and fifteen must wear their uniforms

16 The ball should always be the object of play

Apart from the references to the hurley in rules two and three, the method of deciding disputes and the requirement for "some coloured garment" to be worn by the gentlemen, this set of rules says nothing about the specifications of the game

The Hurling Club, 1879 Trinity College
By courtesy of Trevor West from his *The Bold Corinthians*

LAWS OF HURLEY

(1879)

1 Goals to be *eight* feet in height and ten in width
2 No hurl to be loaded, or shod with iron, or hooped with wire, in a dangerous manner, the blade of a hurl not to exceed two inches in depth
3 Only two players- the half-back and goal-keeper- to be allowed to *puck*
4 The ball to be hit off from a spot ten yards in front of goal No opponent to touch the ball till the hurl of the goal-keeper shall have done so
5 To obtain a goal the ball must be hit from a position on, or within, a line running across the ground, at a distance of *fifteen yards* from the goal
6 A player is on side so long as the ball is on the right side of his person, and he hits it with the left side of his hurl It is not meant, however, by this rule to prevent a player using both sides of his hurl whilst dodging the ball, although in doing so he renders himself liable to be *shinned* Swiping with the right side is strictly forbidden
7 That a player be hacked by his opponent's stick, should he persistently continue to play with the ball when he has been put "off side" by the dexterity of his opponent
8 No goal can be obtained in one puck, unless the ball strike an opponent's hurl
9 Should the ball be kicked in, or hit behind,it may be brought out ten yards in front of goal and hit off again, but if the ball be kicked by a player into his own goal, it shall count for the other side If the ball be designedly played behind, it shall be considered as still in play
10 Should the ball go out of bounds, the first player who shall touch it, either with his hurl or person, shall have the privilege of throwing it out at the place where it intersected the boundary line If the throw be manifestly partial, the ball shall be returned The player must not take it himself
11 Pushing a man when on side is forbidden
12 Should a goal-keeper, although warned, advance more than twenty-five yards in front of goal, an opponent may go behind him and still obtain a goal
13 A player not to be allowed to wind his hurl round his head when in close quarters
14 It is not permitted to crook an enemy's hurl, coming behind "off side" to do so, whilst he is in the act of striking, is particularly discountenanced as dangerous
15 Running the ball into touch, unless when the goal is imminently threatened, is discountenanced as opposed to straightforward play
16 The ball should always be the object of play

The only specifications in this set of rules are for the goals and the hurley

DUBLIN HURLING CLUB RULES, 1883

(From *Irish Sportsman*)

A largely attended general meeting of this club was held lately at 85 York Street to adopt a constitution and amend the rules of the game Dr H Auchinleck, F R O S I in the chair After some discussion, the following rules for playing the game were adopted

---

1 The goal posts shall be pitched 150 yards apart, and each goal shall be formed by two upright posts, eight feet in height, crossed by a horizontal bar, and the posts shall be ten feet apart

2 That a goal be obtained by the ball being driven beneath the horizontal bar and between the posts

3 That the ball shall not be struck or propelled in any way by anything save the hurl

4 The ball, when raised by means of the hurl alone, may be caught in the hand and tossed vertically for the purpose of being struck by the hurl

5 The ball may be carried (when raised as in 4) any distance by means of the hurl, or tossed forward, and again caught by the same instrument

6 That the goal line be a continuation of the actual line between the posts to a distance of 60 yards on each side

7 That when the ball is driven behind this line it shall be considered dead until driven into the field of play by the goal-keeper or any player he may appoint standing in the immediate front of the goal

8 That in the melee (i e when more than one player is in direct play with the ball) no player shall swing his hurl, or strike with back of same, save when the ball is in the air

9 That no crooking or clashing of hurls be admitted, and that the hurl be used solely to guard the person of the player, and to stop, strike, or to carry the ball

10 Should the ball cross the boundary of touch it shall be tossed out at right angles with the touch line into the field of play by a player on the opposite side to the player that last struck it previous to it going into touch

11 A player is not allowed to trip, hold or push an adversary.

12 That in the event of infringements of Rules 3,8,9, or 11, the ball be brought back on appeal to the umpire to where the infringement occurred and a bully formed there

---

The only specifications are for the goals See Rule 1

A portrait of the Dublin Metropolitan Hurling Club founded by Michael Cusack, from the *Illustrated Sporting and Dramatic News* 22 March 1884

(1) Lady on horseback TOSSING THE BALL (2) Two players with ball on ground SIDE YOUR OWN (3) Single player hurl raised in R Hand A FLY CATCH (4) Single player standing on L Leg CROSSING, (5) Single player reaching for ball on ground RISING, (6) Large group of players A WARM CORNER, (7) Group of 4 hurlers A SWIPER Tom Molohan *Capt* Michael Cusack *Pres*

THE RULES OF HURLEY 1880s

(These Rules of Hurley for 1880s with this introduction appear in Chapter XXXIV of a book whose title I could not trace.)

In our chapter on hockey we allude to the fact that a modification of that fine old game is played in Ireland under the name of Hurley Between hockey and hurley, however, there are some strongly-marked differences, and as the Irish game, in the peculiar practice of carrying the ball on the stick, seems to be a different immitation of lacrosse, a few words on its laws and principles will not prove uninteresting or useless

Hockey is played with a stick having a curved head, but hurley is played with a 'hurl,' or bat, made out of ash, well dried, so as to give a certain amount of springiness, and of a stated shape, with crescent curves and flat sides This hurl, which has a blade two inches deep, is a very powerful implement, and with it some tremendous drives can be given Like some hockey-sticks, it is occasionally hooped with wire, but the privilege of having it shod with iron has in the Union rules been done away with Hurley, like hockey, has formed an association of its various clubs, and all the principal matches are now played under the code of the 'Irish Hurley Union'

The players may number twenty-one a-side, and in village contests are chosen by the two captains in the ordinary way, the first choice being determined by 'handle or boss' instead of 'round or flat ' The goals are eight feet high and ten feet apart, and the goal-keepers have to hit off the ball from a spot twelve yards in front of them, called the twelve-yards line No one is allowed to touch the ball until the goal-keeper's hurl has done so, and unless the ball is within the twelve-yards line the goal-keeper alone has the right to swipe

These are the principal points of the game, and from them it will be seen that there is scope in it for good rattling play, and that the hits, owing to the massive nature of the hurl, must be very much longer and stronger than they are at hockey At hockey, owing to the stock being curved and so thin, it requires very much more than ordinary dexterity to catch and keep the ball on it, but with the flat two inches of the of the hurl it is possible, by a sudden jerk, to hold the ball for a mmute or so during which a considerable run can be made, and this running is the best part of the game – at least, to the spectators It requires some adroitness to run with the ball on the crosse – it requires very much more to run with it on the hurl

Hurley is, in fact, hockey with this special bat admitting of the carrying game It is very popular all over Ireland, though of late years football has surpassed it in the schools and colleges Amongst the townsfolk and villagers it, however, holds its own, and there are, as may well be imagined, few more exciting or lively sights than a genuine country hurley match

Through the courtesy of Mr H Worthington, Secretary of the Hurley Union we are enabled to give the latest edition of the formal -

RULES OF THE GAME

1 That the goals be eight feet in height and ten feet in breadth

2 No hurl to be shod with iron or hooped with wire in a dangerous manner, nor to exceed two inches in depth of blade

3 The ball to be hit off from a spot twelve yeards in front of goal No opponent to touch the ball until the hurl of the goal-keeper shall have done so

4 That the goal-keeper alone be allowed to swipe, unless the ball be within twelve yards of goal

5 That no goal can be obtained unless the ball be hit from a position on, or within the twelve-yards line

6 That no goal be obtained by a man hitting the ball off side or with the right side of his hurl

7 Should the ball be hit or kicked behind, it may be brought out twelve yards in front of goal and hit off again, but if the ball be kicked by a player into his own goal, it shall count for the other side If the ball be designedly played behind, it shall be considered as still in play

8 Should the ball be knocked into touch, it shall be thrown out at right-angles to the touchline by a player of the opposite side to the player that last struck it, previously to going into touch, and when thrown out, must touch the ground before coming into play

9 A player is not allowed to push, hold, or trip an adversary, crook his hurl, or throw his own

10 A player is on side as long as the ball is on the right side of his person, and he hits it with the left side of his hurl (It is not, however, meant by this to prevent the player using both sides of his hurl while dodging the ball) Swiping with the right side is strictly forbidden

11 If the full-back does not pass the half-way flags, no player on the oppisite side behind him at the time the ball is hit can play the ball, if it has last been touched by one of his own side, until it be touched by one of his opponents

12 A player may be hacked by an opponent's hurl, should he persistently continue to play with the ball when he has been placed off side

13 A player is not allowed to raise his hurl over his shoulder in close quarters

14 No man, except the full-back, be allowed to handle the ball

15 That deliberate kicking or throwing the ball be not allowed

16 A player be allowed to stop the ball with his feet, but not kick it

17 That in the event of any infringement of Rules 14 and 15, the ball be brought back, on appeal to the umpire, to where the mfrigement occurred, and a *bully* be formed there

18 The ball always to be the object of play

19 The decision of the umpire to be final for the time

THE

GAELIC ATHLETIC

ASSOCIATION

FOR THE

Preservation and Cultivation

OF

NATIONAL PASTIMES.

DUBLIN
PRINTED BY W. J. ALLEY & CO.,
9 RYDER'S ROW, CAPEL STREET

THE FIRST PLAYING RULES OF FOOTBALL AND HURLING ADOPTED BY THE G.A.A. AT ITS SECOND CONVENTION IN DECEMBER, 1884

FOOTBALL RULES

(1884)

1 There shall not be less than fourteen or more than twenty-one players aside

2 There shall be two umpires and a referee Where the umpires disagree the referee's decision shall be final

3 The ground shall be at least 120 yards long by 80 in breadth, and properly marked by boundary lines Boundary lines must be at least five yards from fences

4 The goal posts shall stand at each end in centre of the goal line They shall be 15 feet apart, with a cross-bar 8 feet from the gound

5 The captains of each team shall toss for choice of sides before comencing play, and the players shall stand in two ranks opposite each other until the ball is thrown up, each man holding the hand of one of the other side

6 Pushing or tripping from behind, holding from behind, or butting with the head, shall be deemed foul, and the players so offending shall be ordered to stand aside, and may not afterwards take part in the match, nor can his side substitute another man

7 The time of actual play shall be one hour Sides to be changed only at half time

8 The match shall be decided by the greater number of goals If no goal be kicked the match shall be deemed a draw A gaol is when the ball is kicked through the goal posts under the cross-bar

9 When the ball is kicked over the side line it shall be thrown back by a player of the opposite side to him who kicked it over If kicked over the goal line by a player whose goal line it is, it shall be thrown back in any direction by a player of the other side If kicked over the goal line by a player of the other side, the goal keeper whose line it crosses shall have a free kick No player of the other side to approach nearer 25 yards of him till the ball is kicked

10 The umpires and referee shall have during the match full power to disqualify any player, or order him to stand aside and discontinue play for any act which they may consider unfair, as set out in Rule 6

No nails or irontips allowed on the boots (Strips of leather fastened on the soles will prevent slipping)

The dress for hurling and football to be knee-breeches and stockings and boots or shoes

It would be well if each player was provided with two jersies, one white and the other some dark colour The colours of his Club could be worn on each Then when a match was made, it could be decided the colours each side should wear

---

HURLING RULES

(1884)

1 The ground shall, when convenient, be at least 200 yards long by 150 yards broad, or as near to that size as can be got

2 There shall be boundary lines all around the ground, at a distance of at least five yards from the fence

3 The goal shall be two upright posts, twenty feet apart, with a cross-bar ten feet from the ground A goal won when the ball is driven between the posts and under the bar

4 The ball shall not be lifted off the ground with the hand, when in play

5 There shall not be less than fourteen or more than twenty-one players aside in regular matches

6 There shall be an umpire for each side and a referee who will decide in cases where the umpires disagree The referee keeps the time and throws up the ball at the commencement of each half

7 The time of play shall be one hour and twenty minutes Sides to be changed at half-time

8 Before commencing play hurlers shall draw up in two lines in the centre of the field opposite to each other and catch hands or hurleys across, then separate The referee then throws the ball along the ground between the players or up high over their heads

9 No player to catch, trip or push from behind Penalty, disqualification of the offender and free puck to the opposite side

10 No player to bring his hurley intentionally in contact with the person of another player Penalty as in Rule 9

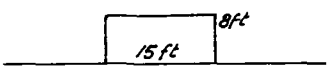
11 If the ball is driven over the side-lines it shall be thrown in towards the middle of the ground by the referee or one of the umpires, but if it rebounds into the ground it shall be considered in play

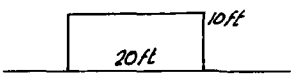
12 If the ball is driven over the end-lines and not through the goals, the player who is defending the goal shall have a free puck from the goal No player of the opposite side to approach nearer than twenty yards until the ball is struck The other players to stand on the goal- line But if the ball is driven over the goal-line by a player whose goal it is, the opposite side shall have a free puck on the ground twenty yards out from the goal-posts Players whose goal it is to stand on the goal line until the ball is struck N B Hitting both right and left is allowable

SUMMARY OF SPECIFICATIONS

1884

FOOTBALL		HURLING
	PITCH SIZE	
At least 120 yds x 80 yds		200 yds x 150 yds (or nearest)
	MARKING	
Side lines goal line		Side lines, goal lines Boundary lines 5yds from fence
	TEAM SIZE	
14 min , 21 max		14 min , 21 max
	OFFICIALS	
Ref + 2 Umpires (field)		Ref + 2 Umpires (field)
	DURATION	
One hour		One hour twenty mins
	SCORING SPACE	





	SCORES	
Goals (only)		Goals (only)
	BALL	
	DRESS	
Knee breeches and stockings shoes or boots (no nails or iron tips allowed) Two jerseys - one white one dark		Knee breeches and stockings, shoes or boots (no nails or iron tips allowed Two jerseys - one white one dark

Diagram 1

Michael Cusack the Footballer, second from left front row

Michael Cusack the Hurler, centre with trilby and beard
(Courtesy of *Independant Newspapers Ltd*)

cumann lúiṫ-cleas gaeḋeal

Iṙiṙleaḃaṙ bliantúil
1944

OFFICIAL RECORDS OF THE GAELIC ATHLETIC ASSOCIATION

á cur amaċ ó 31 sráid feardorċa tuaid, át cliat

gaċ ceart ar cosnam

tráiglí.

Cló buailte ag Muinntiṙ "An Ciaṙṙuigeac"

FOOTBALL RULES

(1886 – *Estimated*)

According to *IRISLEABHAR BLIANTUIL 1944 – OFFICIAL RECORDS OF THE GAELIC ATHLETIC ASSOCIATION* page 33, "a book of exceptional importance came into the possession of a G A A Secretary It contains the early rules of the G A A , sections being devoted to hurling, football, handball and athletics " The article was entitled *A SIXTY YEAR OLD RULE BOOK*

Unfortunately, the actual date of the book or the rules was not mentioned in the article These rules are not exactly the same as those above for 1885 and they predate the 1888 rules

There are some differences between these sets of rules and those for 1886 reproduced below

---

1 – There shall not be less than fourteen or more than twenty-one players aside

2 – There shall be two umpires and a referee Where the umpires disagree the referee's decision shall be final

3 – The ground shall be at least 120 yards long by 80 *yards* in breadth, and properly marked by boundary lines Boundary lines must be at least five yards from fences

4 – The goal posts shall stand at each end in centre of the goal line They shall be 15 feet apart, with a cross-bar 8 feet from the gound

5 – The captains of each team shall toss for choice of sides before comencing play, and the players shall stand in two ranks opposite each other until the ball is thrown up, each man holding the hand of one of the other side

6 – Pushing or tripping from behind, holding from behind, or butting with the head, shall be deemed foul, and the player so offending shall be ordered to stand aside, and may not afterwards take part in the match, nor can his side substitute another man

7 – The time of actual play shall be one hour Sides to be changed only at half-time

8 – The match shall be decided by the greater number of goals If no goal be kicked the match shall be deemed a draw A gaol is when the ball is kicked through the goal-posts under the cross-bar

9 – When the ball is kicked over the side-line it shall be thrown back by a player of the opposite side to him who kicked it over If kicked over the goal line by a player whose goal line it is, it shall be thrown back in any direction by a player of the other side, the goal keeper whose line it crosses shall have a free kick No player of the other side to approach nearer than 25 yards of him till the ball is kicked

10 – The umpires and referee shall have during the match full power to disqualify any player, or order him to stand aside and discontinue play, for any act which they may consider unfair, as set out in Rule 6

No nails or irontips allowed on the boots (Strips of leather fastened on the soles will prevent slipping)

It would be well if each player was provided with two jerseies, one white and the other some dark colour The colours of his Club could be worn on each Then when a match was made, it could be decided the colours each side should wear

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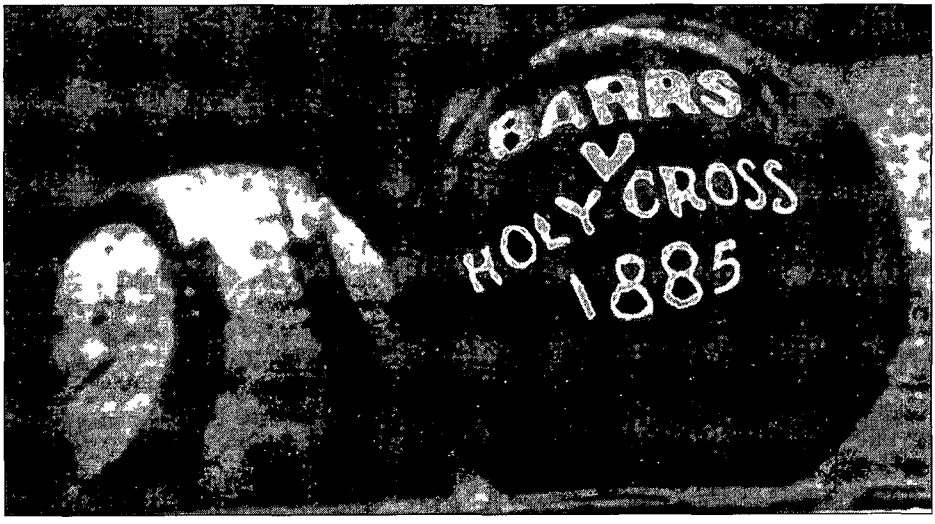


A comparison of the 1855 sliothar with its modern version
From GAA Golden Jubilee Number, *Irish Independent,* Easter 1934

HURLING – RULES

(1886 – *Estimated*)

1 – The ground shall be at least 200 yards long by 150 yards broad, or as near to that size as can be got

2 – There shall be boundary lines all around the ground, at a distance of at least five yards from the fences

3 – The goal shall be two upright posts, twenty feet apart, with a cross-bar ten feet from the ground A goal is won when the ball is driven between the posts and under the cross-bar

4 – The ball shall not be lifted off the ground with the hand, when in play

5 – There shall not be less than fourteen, or more than twenty-one players at the side in regular matches

6 – There shall be an umpire for each side, and a referee who will decide in cases where the umpires disagree The referee keeps the time and throws up the ball at the commencement of each goal

7 – The time of play shall be one hour and twenty minutes Sides to be changed at half time

8 – Before commencing play hurlers shall draw up in two lines in the centre of the field opposite to each other and catch hands or hurleys across, then separate The referee then throws the ball along the ground between the players or up high over their heads

9 – No player is to catch, trip, or push from behind Penalty, Disqualification of the offender and free puck to the opposite side

10 – No player to bring his hurley intentionally in contact with the person of another player Penalty as Rule 9

11 – If the ball is driven over the side lines it shall be thrown in towards the middle of the ground by the referee or one of the umpires, but if it rebounds into the ground it shall be considered in play

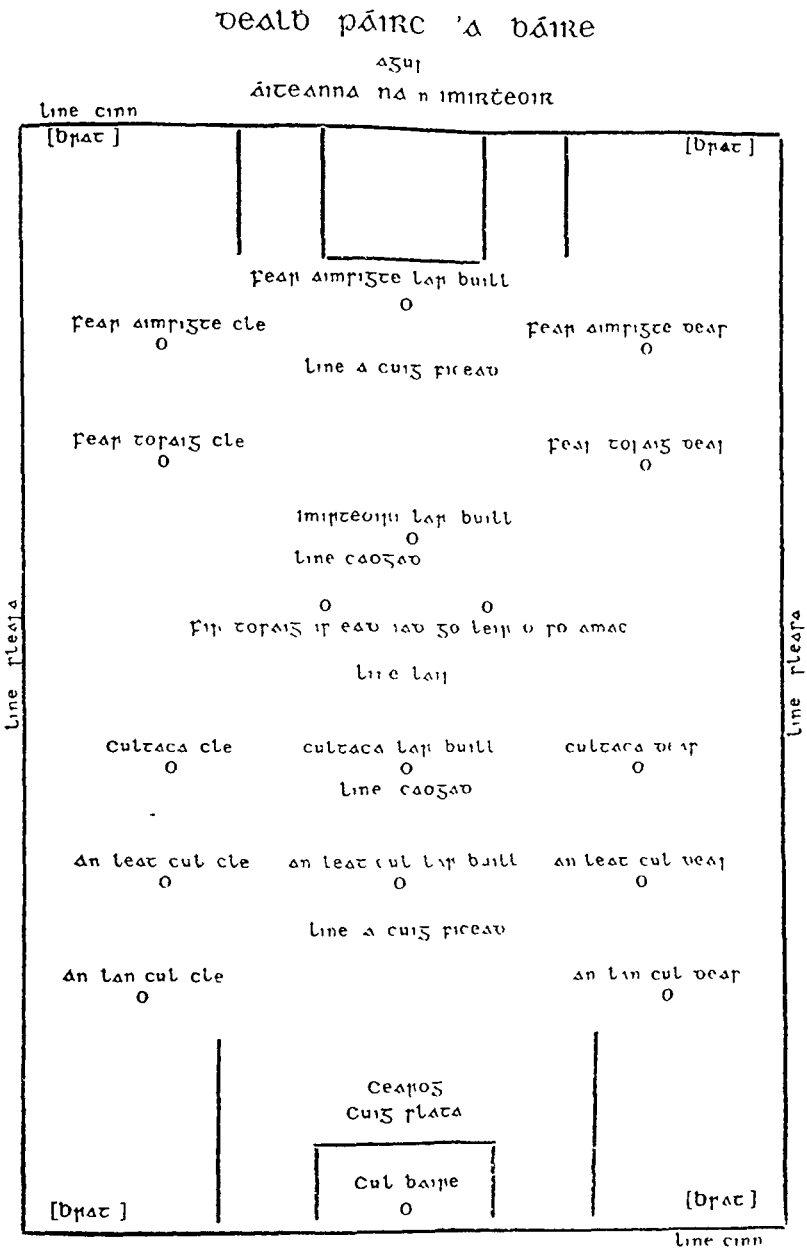
12 – If the ball is driven over the end lines and not through the goal, no player of the opposite side to approach nearer than twenty yards until the ball is struck The other players to stand on the goal-line But if the ball is driven over the goal-line by a player whose goal it is, the opposite side shall have a free puck on the ground twenty yards out from the goal posts Players whose goal it is to stand on the <u>side</u> line until the ball is struck N B Hitting both right and left is allowable
A *light* ball, about 4 inches in diameter, made of corks and wollen thread, and covered with leather, is best The hurley may be of any pattern fancied by the player
(Words, phrases and punctuation underlined are changes from the 1885 rules)

SUMMARY OF SPECIFICATIONS
1885-1886 (Estimated)

FOOTBALL		HURLING
	PITCH SIZE	
120 yds x 80 yds		200 yds x 150 yds (or nearest)
	MARKINGS	
Side lines goal lines 5yds from fences		Side lines, goal lines 5yds from fences
	TEAM SIZE	
14 min 21 max		14 min 21 max
	OFFICIALS	
Ref + 2 Umpires (field)		Ref + 2 Umpires (field)
	TIME	
One hour		One hour twenty mins
	SCORING SPACE	
15ft 8ft		20ft 10ft
	SCORES	
Goals (only)		Goals (only)
	BALL	
		A light ball about 4 ins in diameter Made of cork and woolen thread covered with leather
	HURLEY	
		Any pattern fancied by the player
	DRESS	
Choice of jerseys white or dark and club colours No nails or iron tips on boots		

Diagram 2

1909 ('07, '08, & '09)



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HURLING RULES

(1886)

1 The ground for full teams (21 aside) should be 196 yards long by 140 yards broad or as near to that size as can be got There is no objection to a larger ground

2 There shall not be less than 14 or more than 21 players aside in regular matches

3 There shall be two umpires and a referee When the umpires disagree, the referee's decision shall be final, there should also be an umpire at each goal to watch the goals and points, the referee shall be the timekeeper and throw up the ball at the commencement of each goal

4 The goal-posts shall be 21 feet apart, with a cross-bar 10 1/2 feet from the ground Point-posts should also be provided seven yards outside each goal-post

5 Before commencing play, hurlers shall draw up in two lines in the centre of the field opposite each other and catch hurleys across, then separate The referee shall then throw the ball along the ground between the players or up high over their heads

6 A player must not catch or trip another player, nor push him from behind or bring his hurley intentionally in contact with another player For each breach of such rule the referee is empowered to award a free puck
The referee is also empowered to order the offender to stand aside during the whole or part of the balance of the game His side cannot send in a substitute for a player thus suspended If a player is hurt and unable to continue playing through any breach of this rule by the opposition, the referee can allow a substitute in his place

7 The time of actual play shall be one hour, unless otherwise arranged, sides to be changed at half-time

8 The umpires or referee are to throw the ball m when it goes out of play, except when it crosses the end-lines, when it is to be pucked out from goal-posts No player from the opposite side to advance closer than 21 yards until the ball has been struck and no player from the striker's side to be further out from his own goal than the centre of the field until the ball is pucked A goal is scored when the ball is driven between the posts and under the cross-bar, a point is scored when the ball is driven between the posts and over the cross-bar or between the point-posts

9 The match will be decided by the greater number of goals, where no goals are made, or where an equal number are scored, the game will be decided by the greater number of points

10 The ball must not be lifted off the ground with the hands when in play It may be struck with the hand or kicked It may be caught when off the ground and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it Hitting the ball both right and left is allowable

11 For any breach of the rules the referee shall allow a free puck if he thinks fit In free pucks, except the puck from the goal, the ball must not be taken in the hand No player from the opposite side to approach nearer than 21 yards until the ball is struck, but if the free puck is allowed nearer than 21 yards of the goal-line, the opposite player need not stand behind the line

12 If the ball strikes a bystander near the sidelines, except the referee or umpire, it is out of play and must be thrown in by one of these officials, if it strikes a bystander at the end lines it shall be pucked from the goal The referee has power to allow a goal or a point if either score would, in his opinion, have been made if the ball had not struck a bystander

13 The ball should not be less than 4 1/2" or more than 5" in diameter and should weigh not less than 7 ozs or more than 10 ozs for regular matches A ball made of cork and woolen thread is recommended The hurley may be of any pattern fancied by the player

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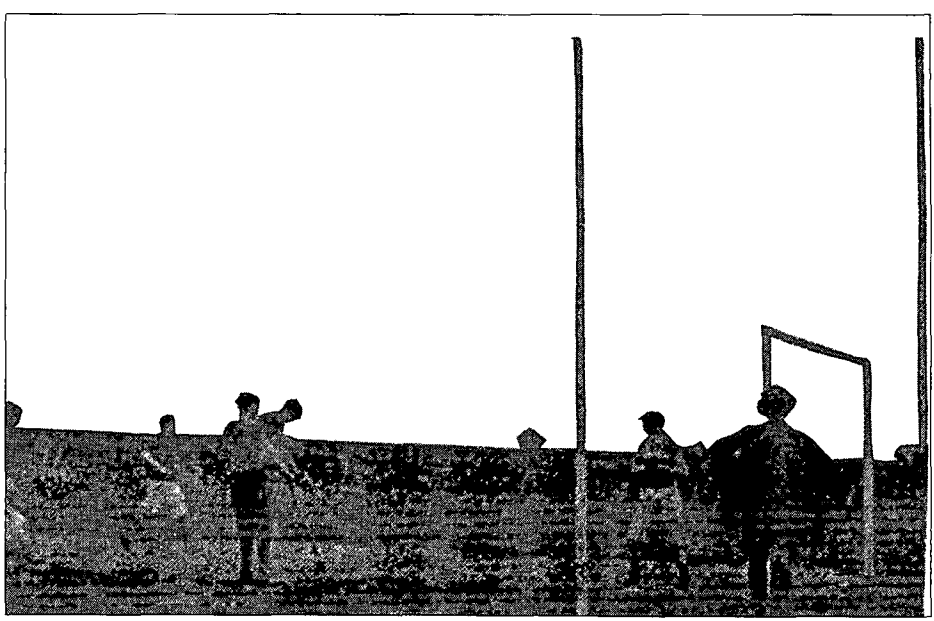
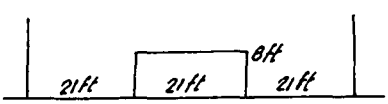


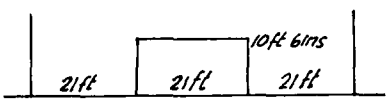
The scoring space, 1886

SUMMARY OF SPECIFICATIONS

1886

FOOTBALL		HURLING
	PITCH SIZE	
140 yds x 84 yds (or nearest)		196 yds x 140 yds (or nearest)
	MARKINGS	
Side lines, end lines 5yds from fence		Side lines, end lines 5yds from fence
	TEAM SIZE	
14 min 21 max		14 min 21 max
	OFFICIALS	
Ref + 2 Umpires (field)*		Ref + 2 Umpires (field)
	TIME	
One hour (or as agreed)		One hour (or as agreed)
	SCORING SPACE	





	SCORES	
Goals Points only count if goals are equal		Goals Points only count if goals are equal
	BALL	
		4 5 5 ins in diameter 7 ozs 10 ozs Cork and woolen thread recommended
	DRESS	
Knee breeches and stockings and shoes or boots (No nails or iron tips allowed),		Knee breeches and stockings and shoes or boots
	HURLEY	
		Any pattern fancied by the player

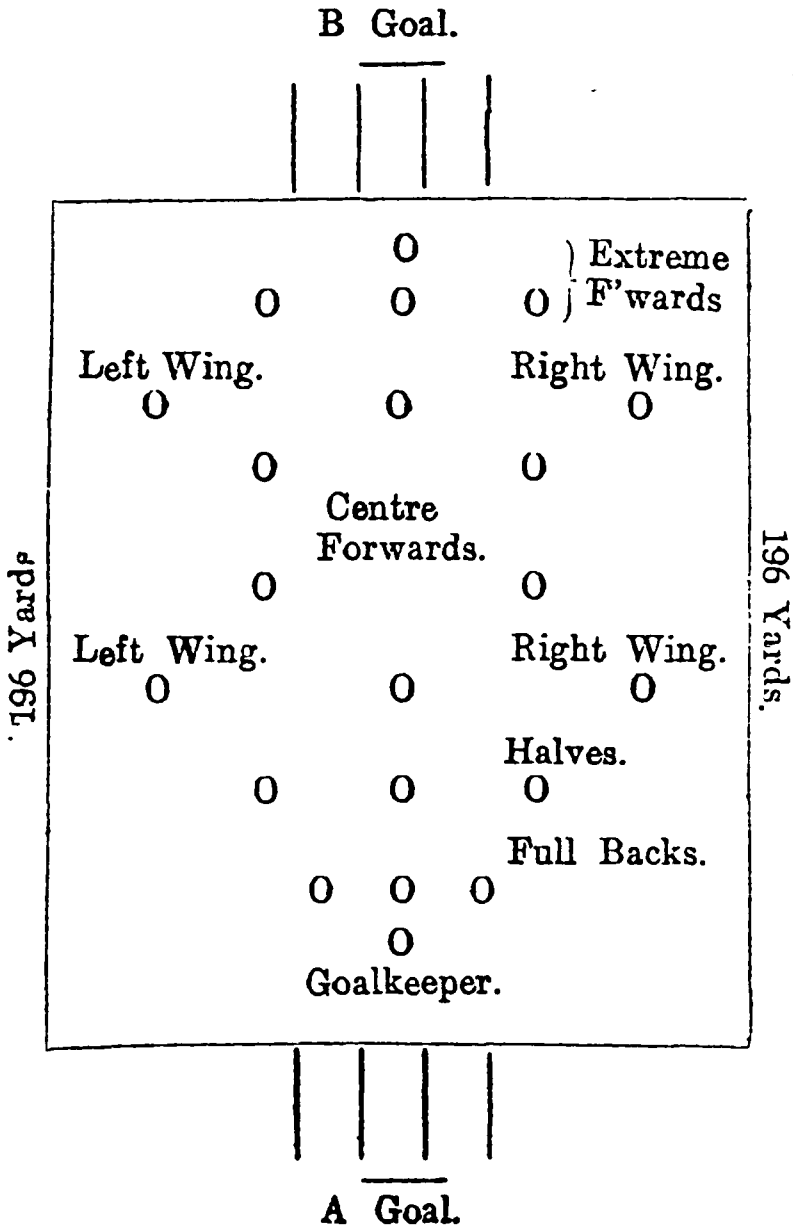
These specifications are extracted from a set of hurling rules and part of a set of football rules which appear on p 8 et seq of SONS OF THE GAEL by Padraig Puirseal

*This data was not covered by Puirseal but since there was a referee and two field umpires in previous and subsequent sets of football rules, it is reasonable to assume that this obtained

Diagram 3

DIAGRAM SHOWING HOW TEAMS WERE PLACED IN 1887

This is a diagram showing how teams were usually placed under the old rule of 21 aside The team is supposed to be playing for "B" goal —



From T F O'Sullivan, *The Story of the G A A*, p 58

Diagram 4

FOOTBALL RULES

(1886)

As regards the number of players, goal-posts and pomt-posts, time of play, ball going into touch etc the football rules agreed with those drawn up for hurling In the matter of fouls, frees, etc the rules were also the same, except, or course, that a free kick was substituted for a free puck

The chief differences from the hurling rules were -

1 The size of the pitch to be 140 yards by 84 yards

2 Wrestling and handigrips to be henceforth prohibited

3 No nails or iron tips allowed on players boots Strips of leather on the soles are recommended to prevent slipping

RECOMMENDATION All dress material and other articles required in the games to be, as far as possible, of Irish Manufacture

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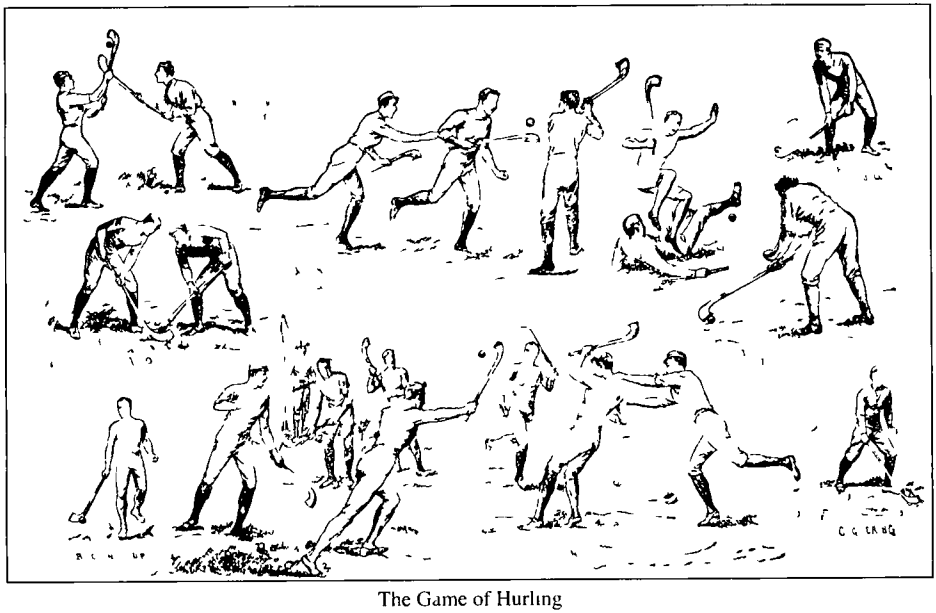
["The dress for hurling and football is to be knee-breeches and stockings and shoes or boots "
No specific reference to jerseys was made, although they were worn in most cases]



The Game of Hurling
A HURLEY MATCH
Illustration *Sporting and Dramatic News* 22 March 1884

FOOTBALL RULES

(1888 – *Revised*)

1 The ground for full teams (21 aside) shall be 196 yards long by 140 yards broad, or as near that size as can be got The ground must be properly marked by boundary lines Boundary lines to be at least five yards from the fences NOTE - there is no objection to a bigger ground, but no ground should be less than 140 yards long by 84 yards broad

2 There shall not be less than 14 or more than 21 players aside in regular matches

3 There shall be two umpires and a referee When the umpires disagree, the referee's decision shall be final There shall also be a goal umpire at each end of the ground to watch for goals and points The referee shall keep the time and throw up the ball at the commencement of each half-time

4 The goal-posts shall stand at each end in centre of goal-line They shall be 21 feet apart, with a cross-bar eight feet from the ground Besides the goal-posts there shall be two upright posts standing in each goal-line 21 feet from the goal posts A goal is won when the ball is driven between the goal-posts and under the cross-bar A point is counted when the ball is driven over the cross-bar, or over the goal-line, within 21 feet of either goal-posts

5 The captains of the teams shall toss for choice of sides before commencing play, and the players shall stand in two ranks opposite each other in the centre of the field until the ball is thrown up, each holding the hand of one of the other side

6 Pushing from behind, butting with the head, tripping, and holding shall be deemed foul and the player so offending shall be ordered to stand aside for such time as the referee shall think fit and his side cannot substitute another man The referee may also allow a free kick if he sees reason for it If a player be hurt, and unable to play through any breach of this rule the referee shall allow his side to take in a man in his place

7 The time of actual play shall be one hour (unless otherwise arranged) sides to be changed only at half-time

8 When a player drives a ball over the side-line, it shall be thrown back from the point where it first crossed the line by a player on the opposite side It may be thrown in any direction, but the thrower may not play it himself until it has been touched by some other player Neither goal nor point can be scored by a throw-in from the side-line unless the ball be struck by some players after the throw-in, and before it crosses the goal line When the ball is driven over the goal-line, the goal-keeper shall have a free kick from goal, no player on the opposite side to approach nearer than the 21 yards line until the ball is kicked No player of the kicker's side to be further out from his own goal -line then the centre of the

ground until the ball is kicked If a ball that otherwise would not have crossed the line be driven over the cross-bar or over any part of the goal-line outside the goal-posts by a player whose goal-line it is, the opposite side shall have a free kick 40 yards out from the goal-posts

9 The match shall be decided by the greater number of goals, when no goal is made or when the goals are even, it shall be decided by the greater number of points

10 The ball may be struck with the hand It may be caught when off the ground, and the player so catching it may kick it any way he please, but must not carry or throw it
NOTE - There is nothing in this rule to prevent a player throwing the ball in front to allow him more freedom in kicking it

11 When the rules are broken the referee may allow a free-kick if he thinks fit In all free kicks the ball must be kicked from the ground No player on the opposite side to approach nearer than 14 yards until the ball is kicked, but if the free kick is allowed nearer than 14 yards of the goal-line, the opposite players need not to stand behind that line

12 If the ball strikes a bystander near the side-line except the referee or umpire, it shall be considered out of play, and must be thrown in as directed in Rule 8 If it occures at the goal-line, it shall also be considered out of play and must be kicked from the goal In the latter case, the referee may allow a point or goal if he considers that the ball would have passed through the goal or point space but for being stopped

13 The referee shall have, during the match, full power to disqualify any player, or order him to stand aside and discontinue play, for any act he may consider unfair, as set out in Rule 6, or for vicious play
No nails or iron tips allowed on the boots (strips of leather fastened to the soles will prevent slipping)
The dress for football to be knee breeches and stocking, and shoes or boots

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GAELIC ATHLETIC ASSOCIATION

LAWS OF HURLEY

(1888 – *Revised*)

1 The ground for full teams (21 aside) shall be 196 yards long by 140 yards broad, or as near that size as can be got Boundary lines to be at least five yards from the fences NOTE- there is no objection to a larger ground, but no ground should be less than 140 yards long by 84 broad

2 There shall not be less than fourteen or more than twenty-one players aside in regular matches

3 There shall be two umpires and a referee Where the umpires disagree, the referee's decision to be final There shall be a goal umpire at each end of the ground to watch for goals and points The referee shall keep the time and throw up the ball at the commencement of each halftime

4 The goal-posts shall stand at each end in the centre of the goal-line They shall be twenty-one feet apart with a cross-bar 10 1/2 feet from the ground Beside the goal-posts there shall be two upright posts standing in each goal, and twenty one feet from the goal-posts A Goal is won when the ball is driven between the goal posts and under the cross-bar A point is counted when the ball is driven over the cross-bar or over the goal-line within twenty one feet or either goal-posts

5 The captain of the teams shall toss for choice of sides before commencing play, and the hurlers shall stand in two lines in the centre of the field, opposite to each other, and catch hands or hurleys across, then separate The Referee shall throw the ball along the ground between the players, or up high over their heads

6 No player to catch, trip, push from behind, or butt with the head No player to bring his hurley intentionally in contact with the person of another player NOTE - for each breach of this rule, the referee shall have power to order the offender to stand aside during the match, or for any shorter time he may think fit He may also allow a free puck if he sees reasons for it When a player is ordered to stand aside, his side cannot substitute another man If a player be hurt and unable to play through any breach of the rule, the referee shall allow his side to take in a man in his place The referee shall have, during the match, full power to disqualify any player, and order him to stand aside and discontinue play for any act he may consider unfair, as set out in this rule, or for vicious play

7 The time of actual play shall be one hour, unless otherwise arranged Sides to be changed only at half-time

8 When a player drives the ball over the sideline, and it does not rebound from the ground into the field of play, it shall be thrown back by the referee or one of the umpires It must be thrown from the point where it crossed the line, and at right-angle to the line, and must touch the ground before it reaches the players who shall not approach nearer than 10 yards of the line until the ball is thrown in When the ball is driven over the goal-line, the goal keeper shall have a free puck from the goal No player on opposite side to approach nearer than the twenty-one yard line until the ball is struck No player of the strikers' side to be further out from his own goal than the centre of the field until the ball is struck If a ball that otherwise would not have crossed the line be driven over the cross-bar or over any part of the goal-line outside the goal-post by a player whose goal-line it is, the opposite side shall have a free puck 40 yards out from the goal-post

9 The match shall be decided by the greater number of goals When no goals are made, or when the goals are equal, the match shall be decided by the greater number of points

10 The ball must not be lifted off the grounds when in play It may be struck with the hand or kicked It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it Hitting both right and left is allowable

11 When the rules are broken, the referee may allow a free puck if he thinks fit In free pucks, except the puck from goal, the ball must not be taken in the hand No player on the opposite side to approach nearer than twenty-one yards, until the ball is struck, but if the free puck is allowed nearer than twenty-one yards of the goal-line, the opposite players need not stand behind that line

12 If the ball strikes a bystander near the side line, except the referee or umpires, it shall be considered out of play, and must be thrown in, as directed in Rule 8 If it occurs at the goal-line it shall also be considered out of play and must be pucked from goal In the latter case the referee may allow a point or goal If he considers that the ball would have passed through either the goal or point space but for being stopped

13 The ball shall not be less than 4 1/2 inches or more than 5 inches in diameter, and shall weigh not less than 7 ounces or more than 10 ounces for regular matches A ball made of cork and woolen thread and covered with leather, is best The hurley may be of any pattern fancied by the players The dress to be knee breeches and stocking and shoes or boots

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SUMMARY OF SPECIFICATIONS

1888 Revised

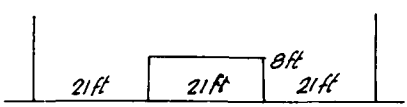
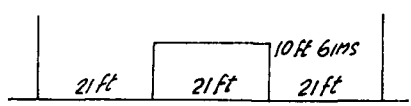
FOOTBALL	HURLING
PITCH SIZE	
196 yds x 140 yds or nearest 140 yds x 84 yds min	196 yds x 140 yds or nearest 140 yds x 84 yds min
MARKINGS	
Sidelines, Goal lines Boundary lines to be at least 5yds from the fences	Sidelines Goal lines, Boundary lines to be at least 5yds from the fences
TEAM SIZE	
14 min 21 max	14 min 21 max
OFFICIALS	
Ref + 2 field + 2 goal umpires	Ref + 2 field + 2 goal umpires
TIME	
One hour (or as agreed)	One hour (or as agreed)
SCORING SPACE	
	
SCORES	
Goals points which only count if goals are equal	Goals points which only count if goals are equal
BALL	
	4 5 5 ins in diameter 7-10 ozs A ball of cork and woolen thread covered with leather is best
HURLEY	
	Any pattern fancied by the players
DRESS	
Knee breeches and stockings and shoes or boots No nails or iron tips allowed on boots Strips of leather fastened to the soles will prevent slipping	Knee breeches and stockings and shoes or boots

Diagram 5

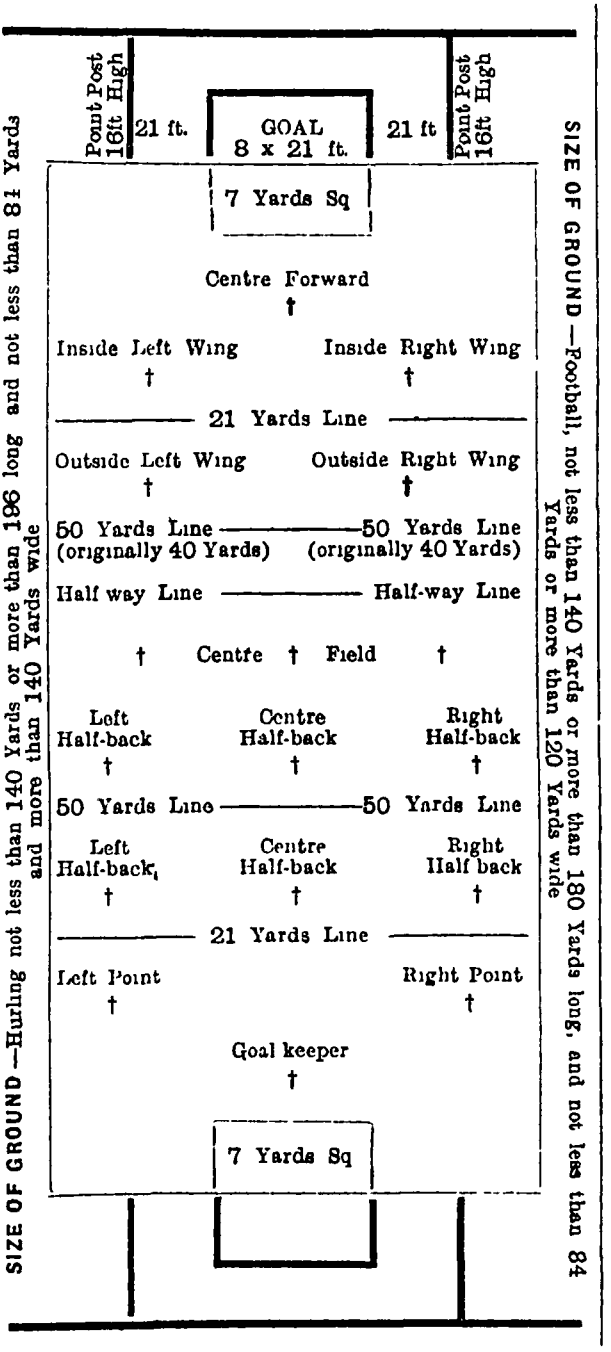
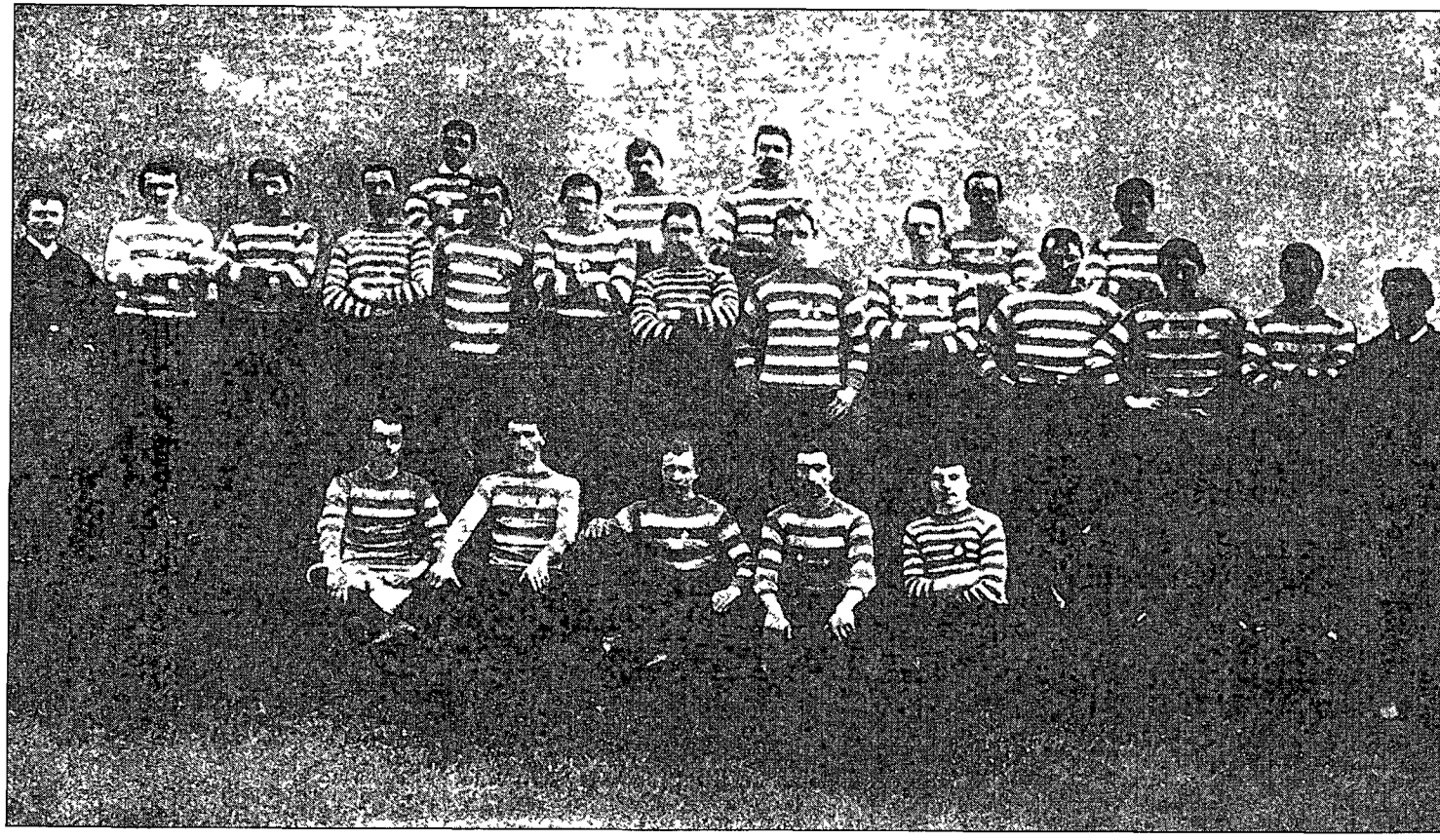


DIAGRAM SHOWING PLAN OF FIELD WITH SEVENTEEN PLAYERS ASIDE IN 1889

T F O'Sullivan, *The Story of the G.A.A* p 139

Diagram 6



LIMERICK COMMERCIALS TEAM
Football Champions, 1887

From *G A A Annual* 1910-11

FOOTBALL RULES

OFFICIAL GUIDE 1889

Playing rules of football and hurling CONSTITUTION and RULES, Gaelic Athletic Association, Official Copy, 1889 (Price sixpence)

1 The ground for full teams (21 aside) shall be 196 yards long by 140 yards broad, or as near that size as can be got The ground must be properly marked by boundary lines Boundary lines to be at least 5 yards from the fences Note – There is no objection to a larger ground, but no ground shall be less than 140 yards long by 84 yards broad

2 There shall be not less than 14, or more than 21 players a-side in regular matches

3 There shall be two umpires and a referee Where the umpires disagree the referee's decision shall be final There shall also be a goal umpire at each end of the ground to watch for goals and points The referee shall keep the time, and shall throw up the ball at the commencement of each half time

4 The goal posts shall stand at each end in centre of goal line They shall be 21 feet apart, with a cross-bar eight feet from the ground Beside the goal post, there shall be two upright posts standing in each goal line 21 feet from the goal posts A goal is won when the ball is driven between the goal posts and under the cross-bar A point is counted when the ball is driven over the cross-bar, or over the goal line within 21 feet of either goal posts

5 The captains of the teams shall toss for choice of sides before commencing play, and the players shall stand in two ranks opposite each other in the centre of the field until the ball is thrown up each holding the hand of one of the other side

6 Pushing from behind, butting with the head, tripping and holding, shall be deemed a foul, and the players so offending shall be ordered to stand aside for such time as the referee may think fit, and his side cannot substitute another man The referee may also allow a free kick if he sees reason for it If a player be hurt and unable to play through any breach of this rule, the referee shall allow his side to take in a man in his place

7 The time of actual play shall be one hour (unless otherwise arranged), sides to be changed only at half time

8 When a player drives the ball over the side line it shall be thrown back from the point where it first crossed the line by a player on the opposite side It may be thrown in any direction, but the thrower must not play it himself until it has been touched by some other player Neither goal nor point can be scored from a throw in from the side lines, unless the ball be struck by some player after the throw in, and before it crosses the goal line When the ball is driven over the goal line the goal-keeper shall have a free kick from goal, no player on the opposite side to approach nearer than the 21 - yards line till the ball is kicked No player of the kicker's side to be further out from his own goal line than the centre of the ground until the ball is kicked If a ball that otherwise would not have crossed the line be driven over the cross-bar, or over any part of the goal line outside the *goal posts* by a player whose

goal line it is, the opposite side shall have a free kick 40 yards out from the goal posts

9 The match shall be decided by the greater number of goals, when no goal is made, or when the goals are even, it shall be decided by the greater number of points

10 The ball may be struck with the hand It may be caught when off the ground, and the player so catching it may kick it in any way he pleases, but must not carry or throw it Note – There is nothing in this rule to prevent the player throwing the ball a little in front to allow himself more freedom in kicking it [1]

11 Where the rules are broken the referee may allow a free kick if he thinks fit In all free kicks the ball must be kicked from the ground No player on the opposite side to approach nearer than 14 yards until the ball is kicked, but if the free kick is allowed nearer than 14 yards off the goal line, the opposite players need not stand behind that line

12 If the ball strikes a bystander near the side-line, except the referee or umpire, it shall be considered out of play, and must be thrown in as directed in Rule 8 If it occurs at the goal line it shall be considered out of play and must be kicked from the goal In the latter case, the referee may allow a point or goal if he considers that the ball would have passed through the goal or point space, but for being stopped

13 The referee shall have, during the match, full power to disqualify any player, or order him to stand aside and discontinue play, for any act he may consider unfair, as set out in Rule 6, or for vicious play

No nails or iron tips allowed on the boots Strips of leather fastened to the soles will prevent slipping

The dress for football to be kneebreeches and stockings and shoes or boots

N B – The Rules should be read carefully The referee of a match should see they are observed to the letter

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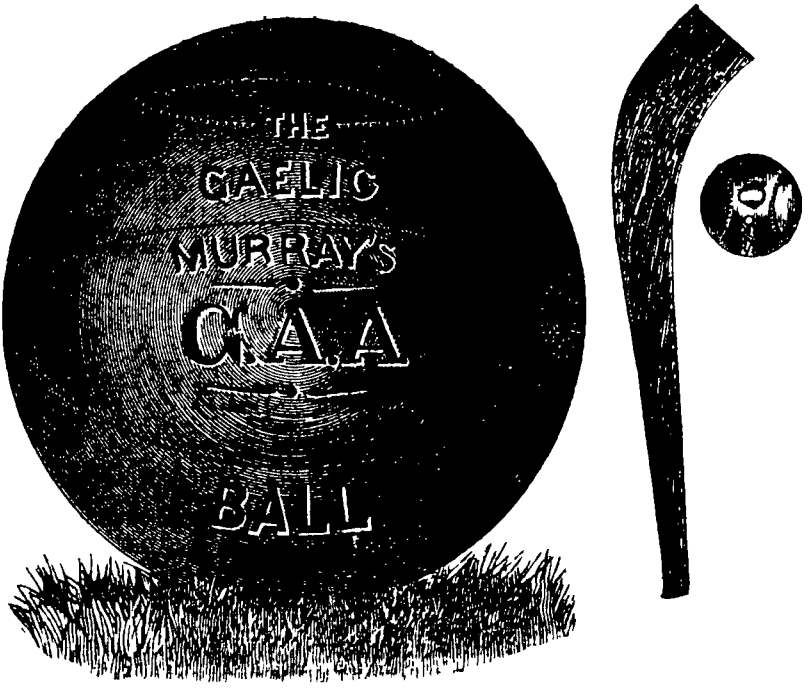
1 For explanation see hurling notes

GAELIC FOOTBALLS.



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From *Official Guide 1889*

HURLING RULES

OFFICIAL GUIDE 1889

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3 There shall be two umpires and a referee Where the umpires disagree, the referee's decision shall be final There shall also be a goal umpire at each end of the ground to watch for goals and points The referee shall keep the time and throw up the ball at the commencement of each half-time

4 The goal posts shall stand at each end in centre of goal line They shall be twenty-one feet apart, with a cross-bar 10 1/2 feet from the ground Besides the goal-posts there shall be two upright posts standing in each goal, and twenty-one feet from the goal posts A goal is won when the ball is driven between the posts and under the cross-bar A point is counted when the ball is driven over the cross-bar, or over the goal line within twenty-one feet of either goal post

5 The captains of the teams shall toss for choice of sides before commencing play, and the hurlers shall stand in two lines in the centre of the field opposite to each other, and catch hands or hurleys across, and then separate The referee shall throw the ball along the ground between the players, not up high over their heads

'6 No player to catch, trip, push from behind, or butt with the head No player to bring his hurley intentionally in contact with the person of another player Note - For each breach of this rule the referee shall have power to order the offender to stand aside during the match, or for any shorter time he may think fit [1] He may also allow a free puck if he sees reason for it When a player is ordered to stand aside his side cannot substitute another man If a player be hurt and unable to play through any breach of this rule, the referee shall allow his side to take in a man in his place The referee shall during the match have full power to disqualify any player or order him to stand aside and discontinue play for any act he may consider unfair as set out in this rule, or for vicious play

7 The time of actual play shall be one hour, unless otherwise arranged Sides to be changed only at half time

8 When a player drives the ball over the side line and it does not rebound from the ground into the field of play, it shall be thrown back by the referee or one of the

---

1 When a free puck is given players may be in any part of the field they like, provided the striker's opponents stand 21 yards from the ball on every side until it is touched In any free puck, except the free puck from the goal, the ball can be struck in two ways only 1- Strike the ball on the ground 2 - Lift the ball with the hurley and strike it off the hurley The ball cannot be taken in the hand when lifted with the hurley in a free puck though lawful in all other cases

umpires It must be thrown from the point where it crossed the line, and at a right angle to the line, and must touch the ground before it reaches the players, who shall not approach nearer than ten yards of the line until the ball is thrown in [2] When the ball is driven over the goal line, the goal-keeper shall have a free puck from the goal No player on the opposite side to approach nearer than the twenty-one yards line until the ball is struck No player of the strikers side to be further out from his own goal than the centre of the field until the ball is struck [3] If a ball that otherwise would not have crossed the line be driven over the cross-bar or over any part of the goal line outside the goal-post by a player whose goal line it is, the opposite side shall have a free puck 40 yards out from the goal-posts

9 The match shall be decided by the greater number of goals Where no goals are made, or where the goals are equal the match shall be decided by the greater number of points

10 The ball must not be lifted off the ground with the hand when in play It may be struck with the hand or kicked It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it Hitting both right and left is allowable

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13 The ball shall not be less than 4 1/2 inches, or more than 5 inches in diameter, and shall weigh not less than 7 ounces, or more than 10 ounces, for regular matches A ball made of cork and wollen thread, and covered with leather is best

The hurley may be of any pattern fancied by the player

The dress to be knee-breeches and stockings and shoes or boots

---

2 The free puck from the goal must be taken from between the goal posts Well regulated fields are paled in When the field is not paled in a wire or rope should run from one point post to the other, forming a semicircle behind the goal None but the umpires and players to be allowed inside the enclosures

3 If a ball that would have crossed the line without interuption after being struck by a player striving to score, meets the hurley or person of a player in defence and yet crosses the line, that ball counts where it then goes If it goes through the goal it is a goal, if a point it is a point, if an over it is an over It is a ball that otherwise would not have crossed the line, but for going off the hurley or person of a player in the defence, that demands a 40-yards free puck (e g) A ball after being stopped, or a ball travelling parallel to the line, or in any direction not facing the line, and goes off a hurley or person of a player in the denfence across the line, then a 40-yards free puck is given, except it goes through the goal, if so it is a goal

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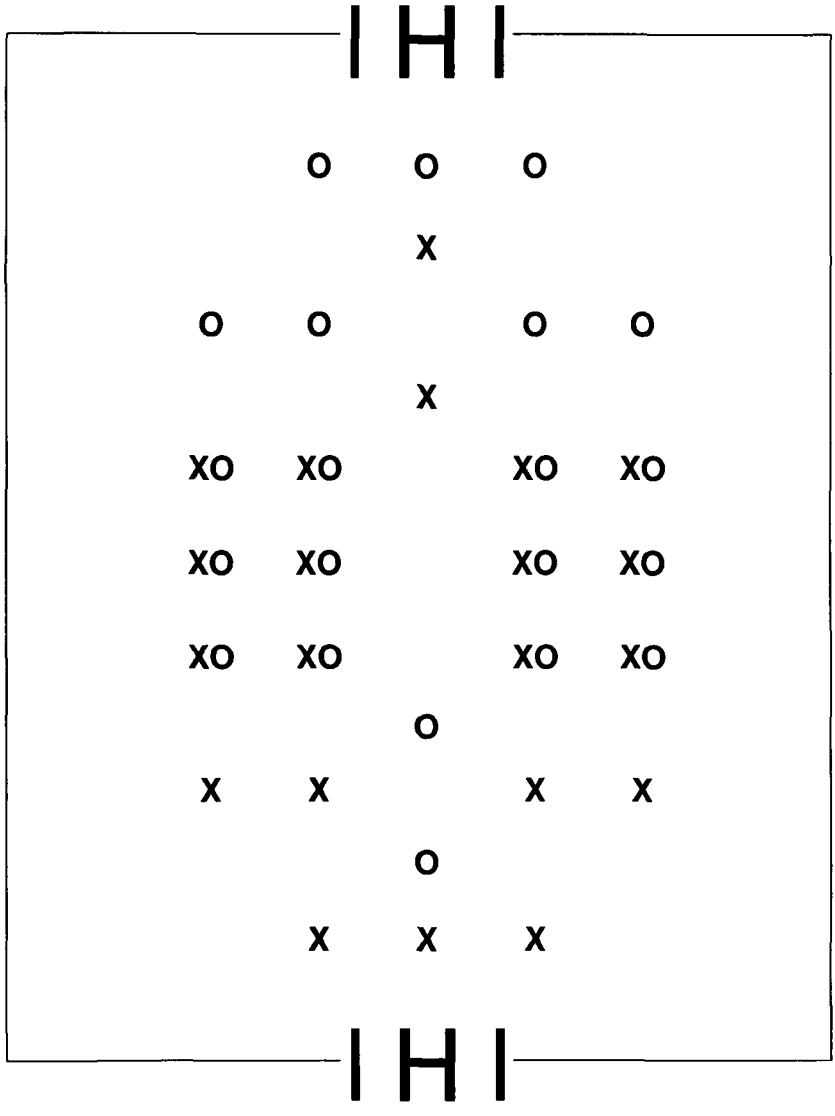
Best Hurleys, each	1s 8d
Best Hurley Balls, Match size, each	5s 0d
Smaller size, each	3s 0d

From *Official Guide 1889*

TEAM LINEOUT FOR 21-A-SIDE
1889



From *Official Guide, 1889*

Diagram 7

SUMMARY OF SPECIFICATIONS

1889

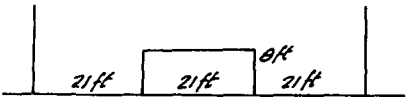
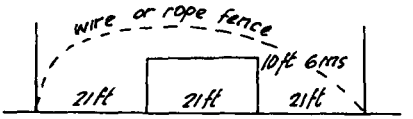
FOOTBALL	HURLING
PITCH SIZE	
140 yds to 196 yds (or nearest) 84 yds to 140 yds broad	140 yds to 196 yds (or nearest) 84 yds to 140 yds broad Note,- There is no objection to a larger ground
MARKINGS	
Sidelines Goal lines Boundary lines to be at least 5yds from the fences 21yds lines	Sidelines Goal lines, Boundary lines to be at least 5yds from the fences A wire or rope fence forms a semi circle on endline between the points posts
TEAM SIZE	
14 min 21 max	14 min 21 max
OFFICIALS	
Referee 2 Field Umpires and 2 Goal Umpires	Referee, 2 Field Umpires and 2 Goal Umpires
DURATION	
One hour (or as agreed)	One hour (or as agreed)
SCORING SPACE	
	
SCORES	
Goals points which only count if goals are equal	Goals points which only count if goals are equal
BALL	
	4 5 5 ins in diameter 7 oz min 10 oz max Cork, woolen thread and covered with leather
HURLEY	
	Any pattern fancied by the player
DRESS	
Knee breeches and stockings shoes or boots (no nails or iron tips allowed on boots)	Knee breeches and stockings shoes or boots

Diagram 8

FOOTBALL AND HURLEY RULES

NOVEMBER, 1889
(Adopted by the Kerry County Board)

At a meeting of the Kerry County Board held in November, 1889, a resolution was adopted that –

1 Five points should be equivalent to a goal
2 That dodging the ball on the hand should be discontinued
3 That the goal posts should not be higher than the crossbar
4 The point posts should be as high as possible
5 That an independent goal umpire be appointed for either end of the field
6 That the 21 yards and 40 yards line be understood to run parallel to the goal line
7 That the action of a player in throwing himself down before an opponent be deemed a foul
8 That unless mutually agreed upon beforehand, teams must play with 21 men aside
9 That in a hurling match players be at option to wear boots or play barefooted

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FOOTBALL RULES

(April, 1894)

At the Meath G A A Convention on 29th April, 1894, Mr R T Blake was elected chairman and he proposed that –

Owing to the present imperfect state of the Rules and to ensure a uniform interpretation of the Rules by the Referee the following bye-laws to be observed in County Meath

1 Side-line, goal line and 40 yard lines shall be marked with whitewash and also by flags at corners, half-way and 40 yards
2 Side lines and goal lines shall be at least 5 yards from spectators
3 The size of the ball shall be size 6
4 In championship games and tournaments, umpires shall be neutral and shall act as linesmen only Their sole duty, subject to the referee's decision, shall be to decide when the ball is out of play and which side is entitled to the throw-in They shall be provided with flags to indicate where the ball crosses the line
5 There shall be only one goal umpire at each end, who shall be neutral, not 2 as heretofore for this only leads to disputes
6 The goal post shall not exceed 8 feet in height and cross bars only must be used – not tapes The point posts shall not be less than 16 feet high and ought to be as high as possible

7 A goal or a point cannot be scored until the whole ball has passed over the goal line

8 The vicious practice of 'going for the man' shall be deemed foul, and no player may in any way be interfered with except in the act of kicking and playing the ball

9 No player once ordered off the ground by the Referee shall under any circumstances be allowed to join again The ridiculous custom of giving offenders a couple of minutes rest shall be discontinued The Referee shall award a free kick, and not merely hop the ball, for all breaches of the Rules In the event of rough and dangerous play, including pushing from behind, butting with the head, and tripping, catching, holding, jumping on, or threatening a player, the Referee shall caution the offender, or in the case of violent conduct or improper language, without any previous caution the Referee shall at once order the offender off the field and report him to the County Board

10 The thrower-in shall stand on the side line and shall not hold the ball with lace or throng

11 The goalkeeper shall kick out the ball from any part of a 7yds square in front of goal having the goal posts at adjacent corners

12 Carrying the ball shall be taking more than 3 steps while holding the ball

13 Throwing the ball against the ground with both hands while running is illegal but the player catching the ball may start his run by throwing the ball against the ground with both hands

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[Mr R T Blake was elected secretary of the Association on 7th April, 1895 at the Annual Convention in Thurles]

FOOTBALL RULES

(*Revised* – April 28th, 1895)

NOTICE – Pending the report of a Sub-committee on the Athletic Rules to be submitted to Central Council in the first week of June, a complete Book of Rules cannot be brought until after that date The Council, therefore, have issued the following draft of rules to enable clubs and players to be come acquainted with the more important alterations as soon as possible
[This copy of the Rules was taken from police files of that year]

1–The size of the ground shall not be less than 140 yards or more than 180 yards long, and not less than 84 yards or more than 120 yards broad, and side lines and goal lines shall be either marked with a lime line or cut out of turf Lines, indicating 21 yards, and 50 yards, from the goal lines,and half-way, shall also be made, and these lines and also each corner of the ground shall be marked by flags A seven-yards square shall be marked in front of each goal, having the goal posts at adjacent angles The ball shall be kicked out from within this square

2– The players shall be 17 a side in all matches, not more and not less

3– A referee shall be appointed, who shall be provided with a whistle and a copy of the rules He shall enforce the rules and decide all disputes His decisions on questions of fact connected with the match shall be final, and appeals by players must be made to him at once, otherwise they cannot be entertained No appeal can be entertained against a referee's decision on a score Should he grant an appeal he shall indicate it by blowing his whistle, but players should particularly note that, as the ball is in play till the whistle sounds any stoppage of play on their part is at their own risk, for any score made in the event of the whistle not sounding or the appeal being disallowed shall be perfectly valid On questions of law only appertaining to the interpretation of the rules shall there be the right of appeal All such appeals must be lodged with the Hon Sec of County Committee in County Championships, or in the case of inter-county matches with the Hon Sec of the G A A within 7 days, accompanied by a fee of £1, to be forfeited should the appeal be not upheld The referee shall keep the time He shall be the sole authorised timekeeper, and his decision shall be final He shall also keep a record of the game, and shall lodge a report of the match, with the names of palyers, if any, whom he has disqualified for rough play or misconduct, with the County Hon Sec in County Championships, or the Hon Sec of the Association in inter-County and All-Ireland matches, within 3 days of the match This, especially in regard to rough play, is imperative There shall be two umpires or linesmen appointed, who shall be provided with flags Their sole duty *(subject to the decision of the referee)* shall be to decide when and where the ball crosses the side line, and which side is entitled to the throw-in They shall each take one side of the ground, out-side the field of play, changing sides at half time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction the ball is to be thrown Linesmen shall be, as far as possible, neutral, and

when neutral, only shall call the referee's attention to rough or foul play There shall be two goal umpires at each end of the ground One shall stand outside each point post, and their sole duty *(also subject to the referee's decision)* shall be to watch for goals and points, and decide when the ball is over the goal line

The ball is in play until the whole ball has passed over the goal line or side line

Field Umpires shall no longer be permitted and *no person other than the referee and players* shall be allowed on the field of play during the game

4 – In the centre of each goal line shall stand the goal and point posts The goal posts shall be 21 feet apart, with a crossbar 8 feet from the ground There shall also be two point posts standing in each goal line, 21 feet from the goal posts The point posts shall be at least 16 feet high The goal posts shall not project above the crossbar, nor shall the crossbar project beyond the goal posts, and goal posts, point posts and crossbars, shall not be less then three inches or more than five inches, in thickness

A goal is scored when the ball is driven by either side between the goal posts and under the crossbar

A point is scored when the ball is driven by either side over the crossbar or over the goal line between the point posts at any height The ball going directly over the point post shall not count a point

The ball hitting the posts or crossbar and rebounding into the field is still in play

Should the crossbar become broken or displaced and the ball pass between the posts at a point which, in the opinion of the referee, is below where the crossbar should have been, he shall allow a goal If the point post becomes displaced, and the ball passes inside where the point post would, in the referee's opinion, have been, he shall allow a point

5 – The captains of the teams shall toss for choice of ends, and the game shall be started by the referee throwing up the ball, the players, with the exception of the respective goal-keepers, standing in two ranks opposite each other at the half-way line, in the centre of the field, until the ball is thrown up each player holding the hand of one of the opposite side At half time the game shall re-start in the same manner

6 – Pushing, tripping, kicking, catching, holding, or jumping at a player shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with except he be in the act of playing the ball The penalty for each breach of this rule shall be a free kick In the case of rough or dangerous play the referee shall also caution the player or players, and should the offence be repeated, or, in the case of violent conduct or improper langage without any previous caution, the referee shall also rule the offender or offenders out of play, and report him or them to the County Committee in County Championships, or Central Council in all Ireland matches No player, once ordered off the ground by the referee, shall under any circumstances be permitted to again join in the game Any player lifting his hand to strike or threaten another player, or using irritating language to players or officials, shall be also at once ordered off the ground If he refuses to leave when ordered the referee may award the match to the opposite team Retaliation in this case shall entail disqualification at discretion of referee

Tripping is throwing, or attempting to throw an opponent by using the legs, or by stoopping in front or behind him, putting the leg from behind another player for the purpose of getting the ball, and thus throwing him, shall be deemed tripping Holding

includes the obstruction of a player by the hand or arm

7 – The time of actual play shall be one hour (unless otherwise arranged), sides to be changed only at half time The referee shall be empowered to allow time for delays He shall also have power to terminate the game, whenever by reason of darkness, interference of spectators, or other cause he may think fit If necessary, he shall extend time of play to permit a free kick or forfeit kick being taken

8 – When the ball is driven across the side line it should be thrown in from the point where it crossed the side line (as indicated by the linesman), by a player of the opposite side to that which touched it last before crossing The ball may be thrown in in any direction, and the thrower-in must have at least one foot outside the side line at time of throwing, and must not hold the ball by the lace or tong The thrower-in may not play the ball himself until it has been played by some other player Neither a goal nor a point can be scored from the thrower-in unless the ball be touched by some other player after the throw-in When the ball is driven over the goal line by the opposite side it shall be kicked out by any of the defending side from within a seven-yards' square in front of the goal, having the goal posts at adjacent angles No player of the opposite side to approach nearer than the 21 yards line till the ball is kicked The referee shall be empowered to allow time for deliberate delay in throwing-in or kicking out from goal If the ball be played across the goal line outside the point posts by a player whose goal line it is, no matter in what direction the ball was previously travelling, the opposite side shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the goal line Should the ball be played through the goal by one of the defending side it shall count a goal only, if through the points it shall count a point only to the opposite side

9 – The match shall be decided by the greater number of points A goal shall be equal to 5 points

10 – The ball may be struck with the hand It may be caught when flying in the air, after being kicked, played, or touched by some other player, and before it hops or touches the ground On catching the ball the player must kick it immediately, and must not hop, carry, or throw it Carrying shall be taking more than four paces while holding the ball The player may kick the ball by letting it drop from his hands and kicking it either before it touches the ground (punting), or immediately after it touches the ground (drop-kicking) No player shall be caught or held under any circumstances The ball must not be allowed to rest dead on the hand except when caught on the fly Throwing the ball against the ground is illegal, the ball must be struck, not thrown The penalty for all breaches of this rule shall be a free kick

11 – The penalty for all breaches of the rules shall be a free kick In all free kicks the ball must be kicked from the ground from the place indicated by the referee The ball shall not be kicked until a signal is given by the referee In all free kicks, including 50 yards or forfeit kicks, and kicks off and from goal, the opposite side shall not approach nearer than 14 yards till the ball is kicked If a free kick is allowed nearer than 14 yards from the goal line the defending side need not stand behind that line

12 – No substitute shall be allowed to take the place of any player during the match

13 – The referee shall have during the match full power to disqualify any player or order him to leave the ground and discontiue play No player once ordered off shall

again join in the game, and the referee is bound to report him for suspension to his county committee or Central Council When play has been suspended from any cause, the ball not having crossed the side or goal lines, the referee shall re-start play by hopping the ball at the place where play was suspended This is the only case in which the referee shall hop the ball

14 – The regulation size match-ball shall be No 5 and shall not be less than 27 or more than 29 inches in circumference At commencement of game it shall be the duty of the referee to see that no nails or iron tips are on the boots of the players Any player infringing this rule shall be ordered off the ground If bars or studs on the soles of boots are used they shall not project more than half an inch, and shall have all their fastenings driven in flush with the leather, and in no case shall they be conical or pointed Any infringement of this rule shall lead to the disqualification of the player, and the referee shall prohibit him from taking any part in the game It is not necessary for a referee to have an appeal made to him before putting this rule in force

15 – Any player threatening or insulting the referee shall be suspended for not less than twelve months, and his whole team shall be liable to disqualification at the discretion of the county committee or the Central Council

16 – A team leaving the ground before the termination of the contest in which it is engaged without the sanction of the referee, shall be liable to suspension and shall forfeit the match

17 – Every club shall be held responsible for the conduct of its players Officials and spectators and clubs shall take all possible precautions to prevent spectators threatening or assaulting referees, officials or players, during or after matches Neither referees,linesmen, goal umpires, or players shall make bets on any match in which they are officiating or playing

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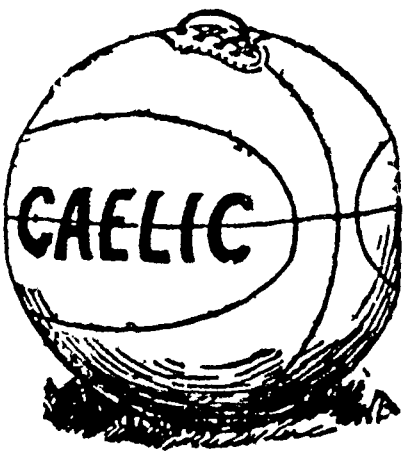

GAELIC FOOTBALLS, 7/6, 8/6, 9/6

Saturday Herald, 13th February, 1904 Note the throng in the laces and see Rule 8, p 44

HURLING RULES

(1895)

The following changes have been made –

1 – The size of grounds shall be not less than 140 yards, or more than 196 yards long, nor less than 84 yards or more than 140 yards broad

2 – The teams shall be 17 a side, not more and not less

3 – The referee shall throw in the ball, along the ground, between the players, not up high over their heads

4 – A forfeit puck shall be awarded to the attacking side from a point on the 60 yards line*, instead of the 40 yards as formerly, under the same conditions as those in the football rules, whenever the ball is played behind the goal line, outside the point posts, by any one of the defending side, no matter what direction the ball was going in previously

The use of field umpires shall be discontinued and linesmen substituted as in football

The following rule is to be found in the Administrative Rules preceeding the Playing Rules of this year

Rule 9 (last para) All players in county and All-Ireland Championship matches shall be compelled to wear their club colours

The following Rule is to be found in the Rules for HURLING AND FOOTBALL CHAMPIONSHIPS, 1895

Rule 8 If a match shall end in a draw after one hour's play, the referee, providing both teams agree, shall order the teams to play for an additional half hour

* Note that the 1896-'97 rules refers to a "a free puck on the fifty yard line See Rule 11 Hurling

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At a meeting of the Central Council held in the Royal Exchange Hotel, Parliament Street, Dublin on 1st June, 1895, it was decided that

- On catching the ball the player must at once kick or fist it
- Catching the ball on the hop was illegal

Although this latter rule was subsequently cancelled, it was decided that

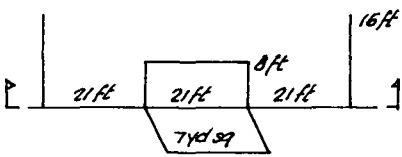
- A player must not hop the ball "with the hand , or with both hands, which would be the equivalent of throwing "[1]

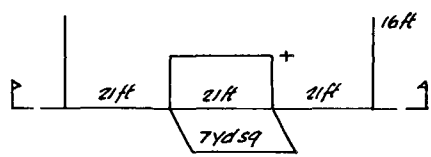
1 O'Sullivan T F *The Story of the G A A* p 162

SUMMARY OF SPECIFICATIONS

April 28th, 1895

FOOTBALL		HURLING +
	PITCH SIZE	
140 to 180 yds long 84 to 120 yds broad		140 to 196 yds long 84 to 140 yds broad
	MARKINGS	
Side lines and goal lines marked with lime or cut out of the turf 21 yds 50 yds Half-way Flags at line ends and corners A 7 yd sq in front of each goal		Side line and goal lines marked with lime or cut out of the turf 60 yds line (for forfeit pucks) instead of 40yds line as formerly
	TEAM SIZE	
17 not more not less No subs allowed		17 not more not less
	OFFICIALS	
Referee 2 Umpires or Linesmen* 4 Goal Umpires		Referee 2 Linesmen 4 Goal Umpires
	DURATION	
One hour		One hour
	SCORING SPACE	





	SCORES	
GOAL = 5 POINTS		GOAL = 5 POINTS
	BALL	
27-29 ins Regulation size Match Ball No 5		
	DRESS	
Nails & iron tips in boots forbidden Bars and studs to more than 0 5ins Fastenings to be driven flush with the leather In no case shall they conical or pointed Club colours compulsory in C'ship matches		All players in County and All Ireland Championship matches be compelled to wear their club colours

* The use of field umpires discontinued Linesmen to be outside the field of play

\+ Full set of hurling rules not to hand height of goal posts assumed to be 10 5 ft

Diagram 9

FOOTBALL RULES

OFFICIAL GUIDE 1896, '97

OFFICIAL GUIDE 1896-1897

CONTAINING THE CONSTITUTION, LAWS AND RULES OF THE G.A.A., REVISED AND CORRECTED UP TO DATE AND PUBLISHED BY AUTHORITY OF THE CENTRAL COUNCIL, 1ST OF JUNE, 1896.

1 The size of the ground shall not be less than 140 yards or more than 180 yards long, and not less than 84 yards or more than 120 yards broad, and side lines and goal lines shall be either marked with a limed line or cut out of the turf Lines, indicating 21 yards, and 50 yards, from the goal lines, and the half-way, shall also be made, and these lines and also each corner of the ground, shall be marked by flags A seven-yards' square shall be marked in front of each goal, having the goal-posts at adjacent angles The ball shall be kicked out from within this square

2 No match in championships or tournaments shall be played on any ground which has not a proper railing, fence, or enclosure erected to keep spectators off the field of play Such enclosure to be *at least five yards* from the goal lines and side lines

3 The players shall be seventeen a side in all matches, at starting not more and not less The referee may, at his discretion, permit a substitute to take the place of a player hurt

4 In the centre of each goal line shall stand the goals and point posts The goal posts shall be twenty-one feet apart, with a cross-bar eight feet from the ground There shall also be two point posts standing in each goal line, twenty-one feet from the goal posts The point posts shall be at least sixteen feet high The goal posts shall not project above the cross-bar nor shall the cross-bar project beyond the goal-posts, and goal posts, point-posts, and cross-bars shall not be less than three inches, or more than five inches, in thickness

5 The regulation size match ball shall be No 5 and shall not be less than 27 or more than 29 inches in circumference, and shall weigh from 13 to 15 ounces at commencement of game

6 In all matches a referee, two linesmen, and four goal umpires shall be appointed The referee shall carry a whistle and a copy of the rules He shall enforce the rules and decide all disputes

7 *The referee's decision on questions of fact connected with the match shall be final,*and appeals by players must be made to him at once, otherwise they cannot be entertained No appeal can be entertained against a referee's decision on a score Should he grant an appeal he shall indicate it by blowing his whistle, but players should particularly note that, as the ball is in play till the whistle sounds, any stoppage of play on their part is at their own risk, for any score made in the event of the whistle not sounding or the appeal being disallowed, shall be perfectly valid The referee shall give his decision in writing to the captains of the respective teams before leaving the ground On questions of law only appertaining to the interpretation of the rules

shall there be the right of appeal All such appeals must be lodged within seven days, with the Hon Sec of County Committees, in County Championships, accompanied by a fee of 5s , or in inter-county matches, with the Hon Sec of the G A A , accompanied by a fee of £1, to be forfeited should this appeal be not upheld

8 The referee shall blow his whistle in the following cases -

(a) When he allows an appeal

(b) When he notices rough or foul play or misconduct, when for the first offence he shall either caution the player or order him off the ground, but for the second offence he must order him off, and afterwards report him to the County Committee in county matches, or the Central Council in inter-county or All-Ireland Championship matches

(c) When he allows a decision given by a linesman

(d) When he allows a score, having consulted the goal umpires (two out of the three to decide)

(e) When he wishes to stop the game for any purpose

(f) When half time and full time are up, he being the sole timekeeper, having sole power to allow extra time for delays

(g) In county, inter-county, and All-Ireland matches the referee shall have sole control of the game, and shall blow his whistle whenever he sees the rules infringed, without waiting for an appeal

(h) The game shall be stopped whenever the referee blows his whistle, even though he infringes the rules in doing so

9 *The referee's decision as to the time is final, even though he keeps it inaccurately*

10 The referee shall keep a record of the game, and shall lodge a report of the match, with the names of players, if any, whom he has disqualified for rough play or misconduct, with the County Hon Sec in County Championships, or the Hon Sec of the Association in inter-county or All-Ireland matches, within three days of the match This, especially in regard to rough play, is imperative

11 There shall be two linesmen appointed, who shall be provided with flags Their sole duty *(subject to the decision of the referee)* shall be to decide when and where the ball crosses the side line, and which side is entitled to the throw-in They shall each take one side of the ground, *outside the field of play,* changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction the ball is to be thrown Linesmen shall be, as far as possible, neutral, and, when neutral, shall call the referee's attention to rough or foul play or misconduct

12 There shall be two goal umpires at each end of the ground One shall stand outside each point post, and their sole duty *(also subject to the referee's decision when they differ)* shall be to watch for goals and points, and decide when the ball is over the goal line

Referees, linesmen, and goal umpires are bound to give a decision one way or the other when appealed to, and all disputes *must be decided on the spot*

The ball is in play until the whole ball has passed over the goal line or side line

No person other than the referee and players shall be allowed on the field of play during the game Linesmen shall keep outside the side lines No field umpires shall be

allowed

13 The captains of the teams shall toss for choice of ends, and the game shall be started by the referee throwing up the ball, the players, with the exception of the respective goal-keepers, standing in two ranks opposite each other at the half-way line, in the centre of the field, until the ball is thrown up, each player holding the hand of one of the opposite side At half time the game shall re-start in the same manner

14 Pushing, tripping, kicking, catching, holding, or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and *no player shall be charged or in any way interfered with except he be in the act of playing the ball* The penalty for each breach of this rule shall be a free kick In the case of rough or dangerous play the referee shall also caution the player or players, and should the offence be repeated, or, in the case of violent conduct or improper language, without any previous caution, the referee shall also rule the offender or offenders out of play, and report him or them to the County Committee in County Championships, or Central Council in All-Ireland matches No player, once ordered off the ground by the referee,shall under any circumstances be permitted to again join in the game Any player lifting his hand to strike or threaten another player, or using irritating language to players or officials, shall be at once ordered off the ground If he refuses to leave when ordered the referee may award the match to the opposite team Retaliation in this case, shall equal disqualification at discretion of referee

15 Tripping is throwing or attempting to throw an opponent by using the legs, or by stooping in front or behind him, putting the leg from behind another player for the purpose of getting the ball, and thus throwing him, shall be deemed tripping Holding includes the obstruction of a player by the hand or arm

16 The time of actual play shall be one hour (unless otherwise arranged), sides to be changed only at half time The referee shall be empowered to allow time for delays He shall also have power to terminate the game, whenever by reason of darkness, interference of spectators, or other cause, he may think fit If necessary, he shall extend time of play to permit a free kick or forfeit kick being taken No score to count except made from the kick *direct*

17 A referee having given a decision after sounding his whistle, cannot under any circumstances alter it

18 It shall be the referee's duty to see that all free kicks, forfeit kicks, kicks out, and throws in from side-line are properly taken

19 The penalty for all breaches of the rules shall be a free kick In all free kicks the ball must be kicked from the ground from the place indicated by the referee The ball shall not be kicked until a signal is given by the referee In all free kicks, including fifty yard, or forfeit kicks, and kicks from goal, the opposite side shall not approach nearer than fourteen yards till the ball is kicked If a free kick is allowed nearer than fourteen yards from the goal-line, the defending side need not stand behind that line The kicker must not again play the ball until it has been played by some other player A free kick may be in any direction

20 When the ball is driven across the side line it should be thrown in from the point where it crossed the side line (as indicated by the linesman) by a player of the opposite side to that which touched it last before crossing The ball may be thrown in in any direction, and the thrower-in must have at least one foot outside the side line at

time of throwing, and must not hold the ball by the lace or thong The thrower-in may not play the ball himself until it has been played by some other player Neither a goal nor a point can be scored from the throw-in unless the ball be touched by some other player after the throw-in When the ball is driven over the goal line by the opposite side it shall be kicked out by any of the defending side from within a seven yards' square in front of the goal, having the goal posts at adjacent angles No player of the opposite side to approach nearer than the twenty-one yards' line till the ball is kicked The referee shall be empowered to allow time for deliberate delay in throwing in or kicking out from goal If the ball be played across the goal line outside the point posts by a player whose goal line it is, *no matter in what direction the ball was previously travelling,* the opposite side shall have a free kick from a point on the fifty yards' line directly opposite where the ball crossed the goal line Should the ball be played through the goal by one of the defending side it shall count a goal, if through the points it shall count a point to the opposite side

21 The match shall be decided by the greater number of points A goal shall be equal to three points

22 Any player threatening or insulting the referee shall be suspended for not less than twelve months, and his whole team shall be liable to disqualification at the discretion of the County Committee or the Central Council

23 A team leaving the ground before the termination of the cotest in which it is engaged, without the sanction of the referee, shall be laible to suspension and to forfeit the match

24 Every club shall be held responsible for the conduct of its players, officials, and spectators, and clubs shall take all possible precautions to prevent spectators threatening or assaulting referees, officials, or players, during or after matches Neither referees, linesmen, goal umpires, or players shall make bets on any match in which they are officiating or playing

25 A goal is scored when the ball is driven or played by either side between the goal posts and under the crossbar, except when thrown or carried by any of the attacking side

A point is scored when the ball is driven or played by either side over the crossbar or over the goal line between the point posts at any height, except when thrown or carried by any of the attacking side The ball going directly over the point post shall not count a point

The ball hitting the posts or crossbar and rebounding into the field is still in play

Should the crossbar become broken or displaced and the ball pass between the posts at a point which, in the opinion of the referee, is below where the crossbar should have been, he shall allow a goal If the point post becomes displaced, and the ball passes inside where the point post would, in the referee's opinion, have been, he shall allow a point

26 If the ball strikes a bystander standing inside the line (except the referee), it shall be out of play and must be thrown in, as directed in Rule 20 If it occurs at the goal line it shall be also out of play and shall be kicked out from goal The referee may allow a point or a goal in the latter case, should he consider that a point or a goal would have been scored but for being thus stopped

27 The ball may be struck with the hand It may be caught when off the ground, but

the player so catching it must at once kick it or strike it away with his hand, and must not *hop, carry, or throw it* Carrying shall be taking more than four paces while holding the ball, which must not be held longer than is necessary to kick or fist it away The ball may be kicked by letting it drop from the hands and kicking it either before it touches the ground ("punting") or immediately after it touches the ground ("drop-kicking") No player shall be caught or held under any circumstances Hopping the ball against the ground with one hand or both hands, *after catching it*, is equivalent to a throw The ball, on being caught, must be either kicked, or struck by the hand, as distinct from a *throw Throwing* the ball against the ground is illegal The penalty for all breaches of this rule shall be a free kick (There is nothing in this rule to prevent the player throwing the ball a little in front to allow himself more freedom in kicking it)

(The portion of this rule which is underlined and the remainder of the football rules for 1896/97 were missing from the only copy of the Official Guide available I have extrapolated that section of the rule which is underlined from Rule 10 of the previous set of Football Rules of 1889 which include this provision when kicking the ball

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HURLING RULES

OFFICIAL GUIDE 1896, '97

1 The size of the ground shall not be less than 140 yards or more than 196 yards long, and not less than 84 yards or more than 140 yards broad, and side lines and goal lines shall be either marked with a limed line or cut out of the turf Lines indicating twenty-one yards and fifty yards from the goal lines and the half-way shall also be made, and these lines and also each corner of the ground shall be marked by flags A seven-yards square shall be marked in front of each goal, having the goalposts at adjacent angles The ball shall be pucked out from within this square

2 The players shall be seventeen aside in all matches at starting, not more and not less

3 The referee shall have power, at his discretion, to permit a substitute to replace a player hurt

4 In the centre of each goal line shall stand the goals and point posts The goals shall be twenty-one feet apart, with a cross-bar eight feet from the ground There shall also be two point posts standing in each goal line, twenty-one feet from the goal posts The point posts shall be at least sixteen feet high The goal posts shall not project above the crossbar, nor shall the crossbar project beyond the goal posts, and goal posts, point posts, and crossbars shall not be less than three inches, or more than five inches, in thickness

A goal is scored when the ball is driven by either side between the goal posts, and under the crossbar

A point is scored when the ball is driven by either side over the crossbar or over the goal line between the point posts at any height The ball going directly over the point post shall not count a point

The ball hitting the posts or crossbar and rebounding into the field is still in play

Should the crossbar become broken or displaced, and the ball pass between the posts at a point which, in the opinion of the referee, is below where the crossbar should have been, he shall allow a goal If the point post becomes displaced, and a ball passes inside where the point post would, in the referee's opinion, have been, he shall allow a point

5 A referee shall be appointed, who shall be provided with a whistle and a copy of the rules He shall enforce the rules and decide all disputes *His decisions on questions of fact connected with the match shall be final,* and appeals by players must be made to him at once, otherwise they cannot be entertained *No appeal can be entertained against a referee's decision on a score* Should he grant an appeal he shall indicate it by blowing his whistle, but players should particularly note that, as the ball is in play till the whistle sounds, any stoppage of play on their part is at their own risk, for any score made in the event of the whistle not sounding or the appeal being disallowed shall be perfectly valid On questions of law only appertaining to the interpretation of the rules shall there be the right of appeal All such appeals must be lodged with the Hon Sec of County Committee in County Championships, or in the case of intercounty matches, with the Hon Sec of the G A A , within seven days, accompanied by a fee of £1, to be forfeited if the appeal be not upheld *The referee shall keep the time He shall be the sole authorised timekeeper, and his decision shall be final* He shall also keep a record of the game, and shall lodge a report of the match, with the names of the players, if any, whom he has disqualified for rough play or misconduct, with the County Hon Sec in County Championships, or the Hon Sec of the Association in inter-county and All-Ireland matches, within three days of the match This, especially in regard to rough play, is imperative The referee shall give his decision in writing to the respective Captains before leaving the ground There shall be two linesmen appointed who shall be provided with flags Their sole duty *(subject to the decision of the referee)* shall be to decide when and where the ball crosses the side line, and to throw it in as provided in Rule 10
They shall each take one side of the ground, outside the field of play, changing sides at half time, and they shall hold up the flag when and where the ball is out of play

Linesmen shall be, as far as possible, neutral, and where neutral only, shall call the referee's attention to rough or foul play There shall be two goal umpires at each end of the ground One shall stand outside each post, and their sole duty *(also subject to the referee's decision when they differ)* shall be to watch for goals and points, and decide when the ball is over the goal line

The ball is in play until the whole ball has passed over the goal line or side line

Field umpires shall no longer be permitted, and *no person other than the referee and players* shall be allowed on the field of play during the game

6 The captains of the teams shall toss for choice of sides before commencing play, and the hurlers (with the exception of the respective goal-keepers) shall stand in two lines in the centre of the field opposite to each other and catch hands or hurleys across, and then separate The referee shall throw the ball *along the ground between the players, not up high over their heads*

7 Pushing, tripping, kicking, catching, holding, or jumping at a player, or butting with the head shall be deemed foul No player shall be charged from behind, and no

player shall be charged or in any way interferred with except he be in the act of playing the ball No player shall bring his hurley intentionally in contact with the person of another player The penalty for each breech of this rule shall be a free puck In the case of rough or dangerous play the referee shall also caution the player or players, and should the offence be repeated, or in the case of violent conduct or improper language, without any previous caution, the referee shall also rule the offender or offenders out of play, and report him or them to the County Committee in County Championships, or Central Council in All-Ireland matches No player once ordered off the ground by the referee, shall under any circumstances be permitted to again join in the game Any player lifting his hand or hurley to strike or threaten another player, or use irritating language to players or officials, shall be also at once ordered off the ground If he refuses to leave when ordered, the referee may award the match to the opposite team Retaliation in this case shall entail disqualification at discretion of referee

Tripping is throwing, or attempting to throw, an opponent by using the legs, or by stooping in front or behind them, putting the leg from behind another player for the purpose of getting the ball, and thus throwing him, shall be deemed tripping Holding includes the obstruction of a player by the hand or arm

8 The time of actual play shall be one hour (unless otherwise arranged), sides to be changed only at half time The referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever by reason of darkness, interference of spectators, or other cause, he may think fit If necessary, he shall extend time of play to permit a free puck or forfiet puck being taken

9 When a free puck is given, the players may be in any part of the field they like, provided the striker's opponents stand twenty-one yards from the ball on every side until it is touched In any free puck, except the free puck from the goal, the ball can be struck in two ways only 1 Strike the ball off the ground 2 Lift the ball with the hurley and strike it off hurley The ball cannot be taken in the hand when lifted with the hurley in a free puck, though lawful in all other cases

10 When a player drives the ball over the side line, and it does not rebound from the ground into the field of play, it shall be thrown back by the referee or one of the linesmen It must be thrown from the point where it crosses the line, and at a right angle to the line, and must touch the ground before it reaches the players, who shall not approach nearer than ten yards of the line until the ball is thrown in

11 When the ball is driven over the goal line by the opposite side it shall be pucked out by any of the defending side from within a seven yards' square in front of the goal, having the goal posts at adjacent angles No player of the opposite side to approach nearer than twenty-one yards line until the ball is pucked The referee shall be empowered to allow time for deliberate delay in pucking out from goal If the ball be played across the goal line outside the point posts, by a player whose goal line it is, no matter in what direction the ball was previously travelling, the opposite side shall have a free puck from a point on the fifty yards line directly opposite where the ball crossed the goal line Should the ball be played through the goal by one of the defending side it shall count a goal, if through the points, it shall count a point to the opposite side

12 The match shall be decided by the greater number of points A goal shall be equal to three points

13 The ball must not be lifted off the ground with the hand when in play It may be struck with the hand or kicked It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it Hitting both right and left if allowable

14 When the rules are broken the referee shall allow a free puck In free pucks, except the puck from the goal, the ball must not be taken in the hand No player on the opposite side to approach nearer than twenty-one yards until the ball is struck, but if the free puck is allowed nearer than twenty-one yards of the goal line, the opposite players need not stand behind that line

15 If the ball strikes a bystander near the side lines, except the referee, it shall be considered out of play, and must be thrown in as directed in Rule 10 If it occurs at the goal line, it shall also be considered out of play, and must be pucked from the goal In the latter case, the referee may allow a point or a gaol if he considers that the ball would have passed through either the point or the goal space but for having been stopped

16 The ball shall not be less than four and a half inches or more than five inches in diameter, and shall weigh not less than seven ounces, or more than ten ounces, for regular matches A ball made of cork and woollen thread, and covered with leather, is best

17 That a team leaving the field before the termination of the contest in which it is engaged, and without the sanction of the referee, shall be liable to suspension and to forfeit the match

18 The hurley may be of any pattern fancied by the player

19 The referee shall have during the match full power to disqualify any player, or order him to leave the ground and discontue play No player once ordered off shall again join in the game, and the referee is bound to report him for suspension to his County Committee in county matches, or the Central Council in All-Ireland or inter-county matches

20 At commencement of game it shall be the duty of the referee to see that no nails, spikes, or iron tips on the boots of the players Any player infringing this rule shall be ordered off the ground If bars or studs on the soles of boots or shoes are used they shall not project more than half an inch, and shall have all their fastenings driven in flush with the leather, and in no case shall they be conical or pointed Any infringement of this rule shall lead to the disqualification of the player, and the referee shall prohibit him from taking any part in the game It is not necessary for a referee to have an appeal made to him before putting this rule in force

21 Any player threatening or insulting the referee shall be suspended for not less than twelve months, and his whole team shall be liable to disqualification at the discretion of the County Committee or the Central Council

22 Every club shall be held responsible for the conduct of its players Officials and spectators and clubs shall take all possible precautions to prevent spectators threatening or assaulting referees, officials, or players, during or after matches. Neither referees, linesmen, goal umpires or players shall make bets on any match in which they are officiating or playing

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SUMMARY OF SPECIFICATIONS

1896 '97

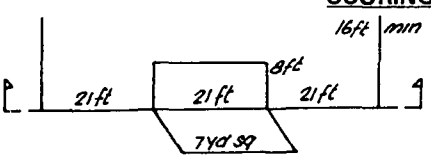
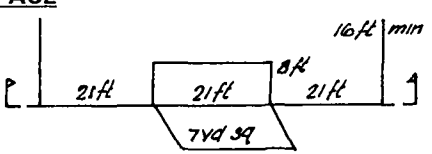
FOOTBALL		HURLING
	PITCH SIZE	
120 to 180 yds max long 140 to 84 yds min wide		140 to 196yds max long 140 to 84 yds min wide
	MARKINGS	
Side lines and goal lines marked with lime or cut out of the turf Lines at 21 yds 50 yds, half way Flags at line ends and corners 7 yd sq in front of goal		Side lines and goal lines marked with lime or cut out of the turf Lines at 21 yds, 50 yds, half way Flags at line ends and corners 7 yd sq in front of goal
	ENCLOSURES	
Railings, fence or enclosure to be 5 yds from boundary lines		Railings, fence of enclosure to be 5 yds from boundary lines
	TEAM SIZE	
17 - not more, not less Ref may permit substitute		17 - not more, not less Ref may permit subsititute
	OFFICIALS	
Ref , 2 linesmen with flags, 4 goal umpires Ref to carry a whistle and copy of rules,		Ref , 2 linesmen with flags 4 goal umpires Ref to carry a whistle and copy of rules
	DURATION	
One hour (or as agreed)		One hour (or as agreed)
	SCORING SPACE	
		
Posts & crossbar 3 5 thick		Posts and crossbar 3 5 thick
	SCORES	
GOAL = 3 POINTS		GOAL = 3 POINTS
	BALL	
27-29 ins in circumference, 13-15 ozs at start of game Regulation size Match Ball No 5		4 5-5 0 ins in diameter 7-10 ozs Cork woolen thread and leather
	HURLEY	
		Any pattern fancied by the player
	DRESS	
No nails, spikes or iron tips on boots of players Bars/studs 0 5 ins max No conical or pointed studs		No nails, spikes or iron tips on boots of players Bars/studs 0 5 ins max No conical or pointed studs

Diagram 10

FOOTBALL RULES

(1901)

Committee set up at annual convention 22 September, 1901
Published in the *Evening Herald* 16 November, 1901
(This may not be a complete set of rules)

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1 The size of the ground shall not be less than 140 yards or more than 180 yards long, and not less than 84 yards or more than 120 yards broad, and side lines and goal lines shall be either marked with a limed line or cut out of the turf Lines, indicating 21 yards, and 30 yards, from the goal lines, and the half-way, shall also be made, and these lines and also each corner of the ground, shall be marked by flags A 10 yards line shall run in front of goal and point post That no player of the opposite side be allowed inside the 10 yards line until the ball enters it during play

2 No match in championships or tournaments shall be played on any ground which has not a proper railing, fence, or enclosure erected to keep spectators off the field of play Such enclosure to be *at least five yards* from the goal lines and side lines

3 The players shall be seventeen a side in all matches, but a team may commence play with not less than thirteen players, and the remaining members of the team shall be allowed to participate in the game at any stage of the play The Referee may, at his discretion, permit a substitute to take the place of a player hurt

4 In the centre of the goal line shall stand the goal posts, 18 feet apart, with a cross-bar eight feet from the ground A goal is scored when a ball passes under the cross-bar A point is scored when the ball passes over the bar between the posts at any height The point posts to be 16 feet high and 54 feet apart

5 The regulation size match ball shall be No 5, and shall not be less than 27 or more than 29 inches in circumference, and shall weigh from 13 to 15 ounces at commencement of game

6 In all matches a referee, two linesmen, and four goal umpires shall be appointed The referee shall carry a whistle and a copy of the rules He shall enforce the rules and decide all disputes

7 *The referee's decision on questions of fact connected with the match shall be final,* and appeals by players must be made to him at once, otherwise they cannot be entertained No appeal can be entertained against a referee's decision on a score Should he grant an appeal he shall indicate it by blowing his whistle, but players should particularly note that, as the ball is in play till the whistle sounds, any stoppage of play on their part is at their own risk, for any score made in the event of the whistle not sounding or the appeal being disallowed shall be perfectly valid The referee shall give his decision in writing if requested to the captains of the respective teams before leaving the ground On questions of law only appertaining to the interpretation of the rules shall there be the right to appeal All such appeals must be lodged within seven days, with the Hon Sec of County Committees, in County Championships, accompanied by a fee of 10s , or, in Inter-County matches, with the sec of the Provincial Council with £1 fee, or in Inter-Provincial Matches with the Sec G A A with fee of £1 in all cases to be forfeited should this appeal be not upheld That the

rule of forfeiting fees accompaning appeals be rigidly enforced in order to prevent frivolous objections being lodged

8 The referee shall blow his whistle in the following cases -

(a) When he allows an appeal

(b) When he notices rough or foul play or misconduct, when for the first offence he shall either caution the player or order him off the ground, but for the second offence he must order him off, and afterwards report him to the County Committee in county matches, to the Provincial Council in inter-county matches or to the Central Council in inter or All-Ireland Championship matches

(c) When he allows a decision given by a linesman

(d) When he allows a score, having consulted the goal umpires (two out of the three to decide)

(e) When he wishes to stop the game for any purpose

(f) When half time and full time are up, he being the sole timekeeper, having sole power to allow extra time for delays

(g) In county, inter-county, and Inter-provincial matches the referee shall have sole control of the game, and shall blow his whistle whenever he sees the rules infringed, without waiting for an appeal

(h) The game shall be stopped whenever the referee blows his whistle, even though he infringes the rules in doing so

9 *The referee's decision as to the time shall be final*

10 The referee shall keep a record of the game, and shall lodge a report of the match, with the names of players, if any, whom he has disqualified for rough play or misconduct, with the County Hon Sec in County Championships, or Sec Prov in Prov Championships and with the Sec of the Association in Inter-Provincial, Inter-County, or All-Ireland matches within seven days of the match This, especially in regard to rough play, is imperative

11 There shall be two linesmen appointed, who shall be provided with flags Their sole duty *(subject to the decision of the referee)* shall be to decide when and where the ball crosses the side-line, and which side is entitled to the throw-in They shall each take one side of the ground, *inside the field of play,* changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag m the direction the ball is to be thrown Linesmen shall be, as far as possible, neutral, and, *when neutral,* shall call the referee's attention to rough or foul play or misconduct

12 There shall be two goal umpires at each end of the ground appointed by the referee One shall stand outside each point post, and their sole duty *(also subject to the referee's decision when they differ)* shall be to watch for goals and points, and

decide when the ball is over the goal line

Referees, linesmen, and goal umpires are bound to give a decision one way or the other when appealed to, and all disputes *must be decided on the spot*

The ball is in play until the whole ball has passed on the goal line or side line

No person other than the referee, linesmen and players shall be allowed on the field of play during the game The ball shall be considered out of play for touching a linesman

13 The captains of the teams shall toss for choice of ends, and the game shall be started by the referee throwing up the ball, the players, with the exception of the respective goal-keepers, standing in two ranks opposite each other at the half-way line, in the centre of the field, until the ball is thrown up, each player holding the hand of one of the opposite side At half time the game shall re-start in the same manner

14 Pushing, tripping, kicking, catching, holding, or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and *no player shall be charged or in any way interfered with except he be in the act of playing the ball* The penalty for each breach of this rule shall be a free kick In the case of rough or dangerous play the referee shall also caution the player or players, and should the offence be repeated, or, in the case of violent conduct or improper language, without any previous caution, the referee shall also rule the offender or offenders out of play, and report him or them to the County Committee in County Championships, and the Central Council in Inter-Provincial or All-Ireland matches No player, once ordered off the ground by the referee, shall under any circumstances be permitted to again join in the game, except by his permission Any player lifting his hand to strike or threaten another player, or using irritating language to players or officials, shall be also at once ordered of the ground If he refuses to leave when ordered the referee may award the match to the opposite team Retaliation in this case, shall equal disqualification at discretion of referee

15 Tripping is throwing or attempting to throw an opponent by using the legs, or by stooping in front or behind him, putting the leg from behind another player for the purpose of getting the ball, and thus throwing him, shall be deemed tripping Holding includes the obstruction of a player by the hand or arm

(This is the extent of the Rules reported in *THE EVENING HERALD* There may have been 10 or 12 more rules which were not reported See the football rules 1896/97 & 1907)

HURLING RULES

(1901)

Committee set up at Annual Convention 22 September, 1901
Published in *The Evening Herald*, November, 1901
(This may not be a complete set of rules)

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1 The size of the ground shall not be less than 140 yards or more than 180 yards long, and not less than 84 yards or more than 140 yards broad, and side lines and goal lines shall be either marked with a limed line or cut out of the turf Lines indicating twenty-one yards and fifty yards from the goal lines and the half-way shall also be made, and these lines and also each corner of the ground shall be marked by flags A seven-yards square shall be marked in front of each goal, having the goalposts at adjacent angles The ball shall be pucked out from within this square

2 The players shall not be more than seventeen nor less than thirteen aside in all matches Play may commence if the full teams are not present, but absent players may take part at any time during the match

3 The referee shall have power, at his discretion, to permit a substitute to replace a player hurt

4 In the centre of each goal line shall stand the goals posts 18 feet apart, with crossbar eight feet from the ground A goal is scored when the ball passes under the crossbar A point is scored when the ball passes over the bar between the posts at any height The point posts to be 16 feet high, and 54 feet apart There shall also be two point posts standing in each goal line, twenty-one feet from the goal posts

A goal is scored when the ball is driven by either side between the goal posts, and under the crossbar

A point is scored when the ball is driven by either side over the crossbar or over the goal line between the point posts at any height The ball going directly over the point post shall not count a point

The ball hitting the posts or crossbar and rebounding into the field is still in play

Should the crossbar become broken or displaced, and the ball pass between the posts at a point which, in the opinion of the referee, is below where the crossbar should have been, he shall allow a goal If the point post becomes displaced, and a ball passes inside where the point post would, in the referee's opinion, have been, he shall allow a point

5 A referee shall be appointed, who shall be provided with a whistle and a copy of the rules He shall enforce the rules and decide all disputes His decisions on questions of fact connected with the match shall be final, and appeals by players must be made to him at once, otherwise they cannot be entertained No appeal can be entertained against a referee's decision on a score Should he grant an appeal he shall indicate it by blowing his whistle, but players should particularly note that, as the ball is in play till the whistle sounds, any stoppage of play on their part is at their own risk, for any score made in the event of the whistle not sounding or the appeal being disallowed shall be perfectly valid On questions of law only appertaining to the interpretation of the rules shall there be the right of appeal All such appeals must be

lodged with the hon. sec. of County Committee, accompanied by county matches with the secretarey of th G.A.A. within seven days, accompanied by a fee of £1 to be forfeited should the appeal not be upheld. The referee shall keep the time. He shall be the sole authorised timekeeper. and his decision shall be final. He shall also keep a record of the game, and shall lodge a report of the match, with the names of the players, if any, whom he has disqualified for rough play or misconduct, with the County hon.sec. in County Championships, or secretary of the Association in inter-county and All-Ireland matches, within seven days of the match. This, especially in regard to rough play, is imperative. The referee shall give his decision in writing to the respective Captains before leaving the ground. There shall be two linesmen appointed by the referee, who shall be provided with flags. Their sole duty *(subject to the decision of the referee)* shall be to decide when and where the ball crosses the side line. They shall each take one side of the ground, outside the field of play, changing sides at half time, and they shall hold up the flag when and where the ball is out of play.

Linesmen shall be, as far as possible, neutral, and where neutral only, shall call the referee's attention to rough or foul play. There shall be two neutral goal umpires appointed by the referee at each end of the ground. One shall stand outside each point post, and their sole duty *(also subject to the referee's decision when they differ)* shall be to watch for goals and points, and decide when the ball is over the goal line.

The ball is in play until the whole ball has passed over the goal line or side line.

No person other than the referee and players shall be allowed on the field of play during the game.

6. The captains of the teams shall toss for choice of sides before commencing play, and the hurlers (with the exception of the respective goal-keepers) shall stand in two lines in the centre of the field opposite to each other and catch hands or hurleys across, and then separate. The referee shall throw the ball *along the ground between the players, not up high over their heads.*

7. Pushing, tripping, kicking, catching, holding, or jumping at a player, or butting with the head shall be deemed foul. No player shall be charged from behind, and no player shall be charged or in any way interferred with except he be in the act of playing the ball. No player shall throw his hurley or bring intentionally intentionally in contact with the person of another player. The penalty for each breech of this rule shall be a free puck. In the case of rough or dangerous play the referee shall also caution the player or players; and should the offence be repeated, or in the case of violent conduct, or improper language, without any previous caution, the referee shall, at his own discression also rule the offender or offenders out of play, and report him or them to the County Committee in County Championships, or Central Council in All-Ireland matches. No player once ordered off the ground by the referee, shall under any circumstances be permitted to again join in the game. Any player lifting his hand or hurley to strike or threaten another player, or use irritating language to players or officials, shall be also at once ordered off the ground. If he refuses to leave when ordered, the referee may award the match to the opposite team. Retaliation in this case shall entail disqualification at discretion of referee.

Tripping or throwing, or attempting to throw, an opponent by using the legs, or by stooping in front or behind them; putting the leg from behind another player for the

purpose of getting the ball, and thus throwing him, shall be deemed tripping Holding includes the obstruction of a player by the hand or arm

8 The time of actual play shall be one hour,sides to be changed only at half time The referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever by reason of darkness, interference of spectators, or other cause, he may think fit If necessary, he shall extend time of play to permit a free puck or forfiet puck being taken No score count unless made from the puck direct

9 When a free puck is given, the players may be in any part of the field they like, provided the striker's opponents stand twenty-one yards from the ball on every side until it is touched In any free puck, except the free puck from the goal, the ball can be struck in two ways only 1 Strike the ball on the ground, 2, lift the ball with the hurley and strike it off hurley The ball cannot be taken into the hand when lifted with the hurley in a free puck, though lawful in all other cases

10 When a player drives the ball over the side line, it shall be a free puck on the ground to the opposite side at a point where the ball crosses the line No player on either side to approach nearer than ten yards until the ball is touched and no score can be made unless the ball be played by another player than the striker No player can approach nearer than the ten yards' line until the ball is touched, nor can the person taking the free puck again touch the ball until it is played by some other player

11 When the ball is driven over the goal line by the opposite side it shall be pucked out by any of the defending side from within a seven yards square in front of the goal, having the goal posts at adjacent angles No player of the opposite side to approach nearer than twenty-one yards line until the ball is pucked The referee shall be empowered to allow time for deliberate delay in pucking out from goal If the ball be played across the goal line outside the point posts, by a player whose goal line it is, no matter in what direction the ball was previously travelling, the opposite side shall have a free puck from a point on the fifty yards line directly opposite where the ball crossed the goal line Should the ball be played through the goal by one of the defending side it shall count a goal, if through the points, it shall count a point to the opposite side

12 The match shall be decided by the greater number of points A goal shall be equal to three points

13 The ball must not be lifted off the ground with the hand when in play It may be struck with the hand or kicked It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it

14 When the rules are broken the referee shall allow a free puck In free pucks, except the puck from the goal, the ball must not be taken in the hand No player on the opposite side to approach nearer than twenty-one yards until the ball is struck, but if the free puck is allowed nearer than twenty-one yards of the goal line, the opposite players need not stand behind that line

15 If the ball strikes a bystander near the side lines, except the referee, it shall be considered out of play, and must be pucked in as directed in Rule 10 If it occurs at the goal line, it shall also be considered out of play, and must be pucked from the goal In the latter case, the referee may allow a point or a gaol if he considers that the

ball would have passed through either the point or the goal space but for having been stopped

16 The ball shall not be less than three and a half inches or more than four inches in diameter, and shall weigh not less than 5 ounces, or more than 7 ounces A ball made of cork and woollen thread, and covered with leather, is best

17 That a team leaving the field before the termination of the contest in which it is engaged, and without the sanction of the referee, shall forfeit the match

18 At commencement of game it shall be the duty of the referee to see that no nails, spikes, or iron tips on the boots of the players Any player infringing this rule shall be ordered off the ground If bars or studs on the soles of boots or shoes are used they shall not project more than half an inch, and shall have all their fastenings driven in flush with the leather, and in no case shall they be conical or pointed Any infringement of this rule shall lead to the disqualification of the player, and the referee shall prohibit him from taking any part in the game It is not necessary for a referee to have an appeal made to him before putting this rule in force

19 Any player threatening or insulting the referee shall be suspended for not less than twelve months, and his whole team shall be liable to disqualification at the discretion of the County Committee or the Central Council

20 Every club shall be held responsible for the conduct of its players Officials and members of clubs shall take all possible precautions to prevent spectators threatening or assaulting referees, officials, or players, during or after matches

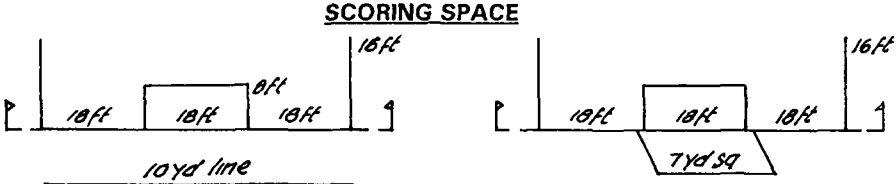
(This is not the complete set of rules See hurling rules of 1896/7 & 1907)

London Irish, who defeated Cork, The 1901-All-Ireland Champions

SUMMARY OF SPECIFICATIONS

November, 1901
(Incomplete sets)

FOOTBALL		HURLING
	PITCH SIZE	
140 to 180 yds max long 84 to 120 yds max broad		140 to 196yds max long 84 to 140 yds max broad
	MARKINGS	
Side lines and goal lines marked with lime or cut out of the turf Lines at 21 yds, 30 yds, half way Flags at line ends and corners 7 yd sq in front of goal A 10 yards line to run in front of goal and point posts		Side lines and goal lines marked with lime or cut out of the turf Lines at 21 yds, 50 yds half-way Flags at line ends and corners 7yd sq in front of goal
	ENCLOSURES	
Railings, fence or enclosure to be 5 yds from boundary lines		
	TEAM SIZE	
17 Match can start with 13 Ref may permit substitute		Not more than 17 - not less than 13 Ref may permit subsititute
	OFFICIALS	
Referee, 2 linesmen with flags, 4 goal umpires Ref to carry a whistle and copy of rules		Referee, 2 linesmen with flags, 4 goal umpires Ref to carry a whistle and copy of rules
	DURATION	
		One hour
	SCORING SPACE	



	SCORES	
Goals and Points		Goal equals three points
	BALL	
27-29 ins in circumference, 13 15 ozs at start of game Regulation Match ball No 5		3 5 4 0 ins in diameter 5 - 7 ozs Cork, woolen thread and covered with leather is best
	DRESS	
		No nails, spikes or iron tips on boots of players Bars/studs 0 5 ins max Fastenings to be driven flush with the leather
No conical or pointed studs		

* Note the goal posts were 18ft apart and 7 yd sq had "goal posts at adjacent angles"

Diagram 11

1903

Reference to rule changes in 1903 are scattered and do not constitute more than fragments of a set of rules for either game

A motion proposed by Mr J C O'Brien at the Annual Convention was adopted -

> *"The scoring area was reduced from 54ft to 45ft"*
>
> *"It is quite probable that a further reduction will take place at the next convention, but we would be sorry to see the the goal posts altered or the points posts abolished"* [1]

After a lengthy debate, a motion to abolish catching in football was defeated by the margin of 22 votes to 11 See Comparative Analysis, 1903 for details

> *"Several other amendments and additions to the rules were proposed, but it was found on reference to the existing rule book they were unnecessary"* [2]

On the proposal of Mr T F O'Sullivan (Kerry), it was agreed that

> *Umpires, when neutral, should, like linesmen, call the referee's attention to rough or foul play or misconduct, and that the referee might consult both umpires and linesmen, when those officials were neutral, regarding any dispute that might arise as to the legality of a score or any other matters connected with the game* [3]
>
> A Sub-Committee, consisting of Lorcan O'Toole, Dublin, M Murtagh, Wicklow, M F Crowe, Dublin, P J Devlin, do , and A J Murphy, do , was appointed to consider the advisability of drafting hurling and football League rules for the guidance of County Committees desirous of holding competitions on the League principle

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1 *Saturday Herald* 17 January, 1903

2 ibid

3 O'Sullivan T F *The Story of the G A A* p 162

FOOTBALL RULES

OFFICIAL GUIDE 1907-08-09

And Notes on the application of these rules and specific
Penalties for breaches thereof, compiled for the
guidance of Clubs by a special Committee
appointed at Annual Convention, February, 1907
(From Official Guide 1907-08-09)

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1 *Size of ground* – The size of the ground shall not be less than 140 yards long or more than 170 yards long and not less than 80 yards or more than 100 yards broad

2 *Marking of ground* – Side lines and goal lines shall be marked with a limed line or cut out ot the turf Lines indicating 14 yards, 21 yards and 50 yards from the goal lines, and the half-way shall also be made, and these lines and each corner of the ground shall be marked by flags A five yard square shall be marked in front of each goal, having the goal posts at adjacent angles A five yards square shall be marked out in front of each point space, having a goal post and a point post at adjacent angles There will thus be formed in front of scoring area a parallelogram fifteen yards by five yards

3 (a) The ball shall be kicked out from within the
square opposite the goal

(b) No player of the opposing team shall be allowed
inside the parallelogram until the ball enters
it during play
It shall be the duty of the referee to see that
the goal line is distinctly marked, particularly
across scoring area

(a) When a player is taking a kick from goal he can go back behind the goal for the purpose of taking a run but must run between the goal posts and kick the ball from goal square

For an infringement of this rule the referee shall award a free to the opposing team on the 50 yards line

(b) This rule shall be operative only when the player enters the parallelogram and charges goal-keeper or backs before the ball enters It was devised for the protection of a goalkeeper and to prevent his being charged unless when in the act of playing, or moving to play, the ball, and referees, when enforcing penalties for breaches, should bear this in mind Should a player of the opposing team enter the parallelogram before the ball enters it during play the defending side shall have a free kick, from where the ball was when the foul took place

The goal umpires shall draw attention to breaches of this rule by raising both flags and holding them crossed

The referee may disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play and as a result of this foul the

defence was interferred with The referee, in deciding when the defence was interfered with, must discriminate between when a score could be prevented and could not be prevented – that is a ball passing low through scoring area or high up When the goalkeeper or backs are charged illegally in the parallelogram, the referee shall award a free kick to the defending side from where the ball was when the foul occurred

4 *Scoring Space* – In the centre of the goal line shall stand the goal posts, 15 feet apart with a cross-bar 8 feet from the ground Fifteen feet from each goal post, and on the goal line, shall stand two posts called points posts, 16 feet high and 45 feet apart

5 *Number of Players* – The players shall be seventeen a side in inter-county matches, but a match may be started with thirteen players

NOTE- According to a decision of Central Council the game cannot, however, be resumed after the expiration of the first half hour unless there are seventeen players in each team

County Committees have power to make a bye-law that in their Championship and League Competitions a match may be commenced and finished if there are thirteen players in each team

6 *Commencing Play* – The captains of the teams shall toss for choice of sides before commencing play, and the players (with the exception of the respective goal-keepers) shall stand in two lines in the centre of the field opposite each other, and catch hands The Referee shall throw the ball up high over their heads, and then separate

7 *Duration of Play*– The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever, by reason of darkness, interference of spectators , or other cause he may think fit If necessary, he shall extend time of play to permit a free kick or forfeit puck being taken No score to count except from the kick direct

8 *Scores* – A goal is scored when the ball is driven or played by either team between the goal posts and under the crossbar, except when thrown or carried by any of the attacking side A point is scored when the ball is driven or played by any team over the crossbar, or over the goal line between the point posts at any height, except when thrown or carried in the hand by any of the attacking side The ball going directly over the point posts shall not count a point The ball hitting the posts or crossbar and rebounding into the field is still in play Should the crossbar become broken or displaced, and the ball pass between the posts at a point which, in the opinion of the Referee, is below where the crossbar should have been, he shall allow a goal If the point post become displaced, and the ball pass inside where the point post would, in the Referee's opinion, have been, he shall allow a point The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A goal shall be equal to three points Should the ball strike a bystander at the goal line, the Referee may allow a point, or a goal, or a 50 yards free if he considers the ball would have passed either through the goal or point space or a 50 yards free kick would have been forfeited but for the ball having been thus stopped Should the ball be played through the goal line by one of the defending side, it shall count a goal, if through the points, it shall count a point to the

opposing team

9 *The Kick Out* –When the ball is driven over the goal line by the opposing team, it shall be kicked out by one of the defending side from within the square opposite goal, no player from the opposite side to approach nearer than the 21 yards line until the ball is kicked The Referee shall be empowered to allow time for deliberate delay in kicking out from goal

Should a player of the opposing side stand nearer to the goal line than the 21 yards mark when the ball is being kicked from goal, the side having the kick out shall be awarded a free kick on the 21 yards line opposite where the player infringing the rule stood

10 *Free Kicks* – The penalty for all breaches of the rules shall be a free kick In all free kicks the ball must be kicked from the ground from the place indicated by the Referee The ball shall not be kicked until a signal is given by the Referee In all free kicks, including 50 yards, no player shall approach nearer than 14 yards till the ball is kicked If a free kick is allowed nearer than 14 yards from the goal line, the defending side must stand on the goal line or 14 yards away The kicker must not again play the ball until it has been played by some other player A free kick may be in any direction

Should a player stand nearer than 14 yards when a free kick is being taken, the opposing side shall be awarded a free kick from where he stood Should the player who took the free kick touch the ball again before another player has touched it the opposing team shall be awarded a free from where foul occurred

The Referee must bring back the ball to the 14 yards line for a foul occurring in the parallelogram and entitling the attacking side to a free kick

A player taking a free kick near the goal line or side line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched, after the Referee has signalled, by a player of the side having the free kick

11 *Throw-In* – When the ball is driven across the side line it should be thrown in from the point where it crossed the side line (as indicated by the linesman) by a player of the opposing team to that which touched it last before crossing The ball may be thrown in any direction, and the thrower-in must have at least one foot outside the line at time of throwing, and must not hold the ball by the lace or thong The thrower-in must not play the ball himself until it has been played by some other player All players to stand away ten yards from the player throwing in the ball Neither a goal nor a point can be scored from the throw-in unless the ball be touched by some other player after the throw-in

If a player of either side stand nearer than 10 yards to the player who is throwing in the ball a free kick shall be given to the opposing team from where the foul took place

If the player who is throwing in the ball stand inside the side line or throw the ball by the lace or thong the opposing team shall have a free kick from where the foul took place

The throw-in must be taken from the point indicated by the linesman

If the player who throws in the ball touches it before another player has touched it, the opposing team shall have a free kick from where foul took place

12 *Fifty Yards Free Kick* –If the ball is played across the goal line outside the point posts by a player whose goal line it is, no matter in what direction the ball was previously travelling, the opposing team shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the goal line If the ball, having been last played by one of the defending side, is prevented from crossing the goal line by an outsider, the referee shall allow the 50 yards free kick

13 *The Play* – The ball may be struck with the hand It may be caught when off the ground Carrying shall be taking more than four paces when holding the ball, which must not be held longer than is necessary to kick or fist it away The ball may be kicked by letting it drop from the hands and kicking it either before it touches the ground ("punting"), or immediately after it touches the ground ("drop-kicking") No player shall be caught or held under any circumstances The ball, on being caught, must be either kicked or struck by the hand or hopped once with either one or both hands against the ground, but not more than once, and must not be thrown The penalty for all breaches of this rule shall be a free kick (There is nothing in this rule to prevent a player making a run by striking a hopping ball many times in succession, but, when caught, the ball must not be thrown)

(a) When a player catches the ball he can hop it with one or both hands once against the ground, and can then catch it again, but must kick it without any further hop If a player infringe this rule, the referee shall award a free kick where the foul occurred, to the opposing side

(b) When a player strikes a hopping ball which he has not caught he can make a run by striking it with one or both hands, but should he catch the ball he is allowed only one hop If a player infringe this rule the referee shall award a free kick, where the foul occurred, to the opposing side

(c) Should a player hold the ball longer than is necessary to kick it or fist it away, or take more than four paces while holding it, the opposing side shall have a free kick from where the foul occurred

If a player lifts the ball from the ground with his hand the opposing side shall have a free from where the foul occurred

14 *Ball out of Play* – If the ball strike a bystander standing inside the line (except the Referee) it shall be out of play, and must be thrown in from the side line, as directed in Rule 11 If it occur at the goal line it shall be also out of play, and shall be kicked out from goal The referee may allow a point, a goal, or a fifty yards kick in the latter case should he consider that a point or a goal would have been scored but for the ball being stopped or that a fifty yards free would have been forfeited

15 *Foul Play* – Pushing, tripping, kicking, catching, holding, or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with, except he be in the act of playing the ball Tripping is throwing, or attempting to throw an opponent by using the legs, or by stooping in front or behind him, putting the leg from behind another player for the purpose of getting the ball, and thus throwing him, shall be deemed tripping Holding icludes the obstruction of a player by hand or arm The penalty for each breach of this rule shall be a free kick

Moving to play the ball shall be considered the
act of playing it

Should a player from each side foul at the same time the referee shall hop the ball where foul occurred

Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

In awarding free kicks for foul play the Referee shall give the free —

(1) From where foul occurred if the foul prevented the player playing the ball

(2) If the player succeeds in playing the ball -

(a) From where the ball dropped if it fall outside the 50 yards line

(b) From a point on the 50 yards line opposite where the ball drops, when the foul takes place outside the 50 yards line and the ball drops between that line and the goal line

(c) Where foul occurred when it takes place between the 50 yards line and goal line

The obstruction of a player by hand or arm, even though he be not actually held, shall be deemed a foul, or

Reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

Should a player be fouled after he has delivered the ball, a free kick shall be given from where the ball was played to, unless that it falls between the 50 yards line and the goal line, when the free shall be given on the line if foul were outside this line, or where foul occurred if it took place between the 50 yards line and the goal line

16 *Rough Play* – In the case of rough or dangerous play the Referee shall also caution the player or players, and should the offence be repeated, or in the case of violent conduct or improper language, without any previous caution the Referee shall also rule the offender or offenders out of play and report him or them to the County Committee in County Championships, to the Provincial Council in Inter-County Contests, and to the Central Council in All-Ireland matches No player, once ordered off the ground by the Referee, shall, under any circumstances, be permitted to again join in the game Any player lifting his hand to strike or threaten another player, or using irritating language to players or officials, shall be also at once ordered off the ground If he refuses to leave when ordered, the Referee may award the match to the opposite team Retaliation in this case shall entail disqualification at discretion of Referee A whole team may be disqualified for rough play, even though it won the match

Should a player who has been ordered off the ground again join in a game the

Referee shall award the opposing side the match A caution is necessary only in cases where, while the play is not actually an infringement of the rules, it is such that it may be calculated to cause injury to an opponent For deliberate violation of these rules a caution is not necessary

17 *Injured Player* – The Referee may allow a substitute for an injured player

18 *Weight and Size of Ball* – The weight of the ball shall be from 13 to 15 ounces, size, 27 to 29 inches in circumference No 5 match ball

19 *Insulting Referee* – Any player threatening or insulting the Referee shall be suspended for not less than twelve months, and his whole team shall be liable to disqualification

20 *Leaving the Field* – A team leaving the field without permission of the Referee forfeits the match

21 *Failure to Play* – A team failing to carry out a Championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match

22 *Colours* – Teams are requested to wear distinctive colours and register them

23 *Nails, &c* - Players are not allowed to wear projecting nails, spikes, or iron tips on their boots

24 *Darkness* – If a game has to be stopped owing to darkness, it must be replayed for the full time

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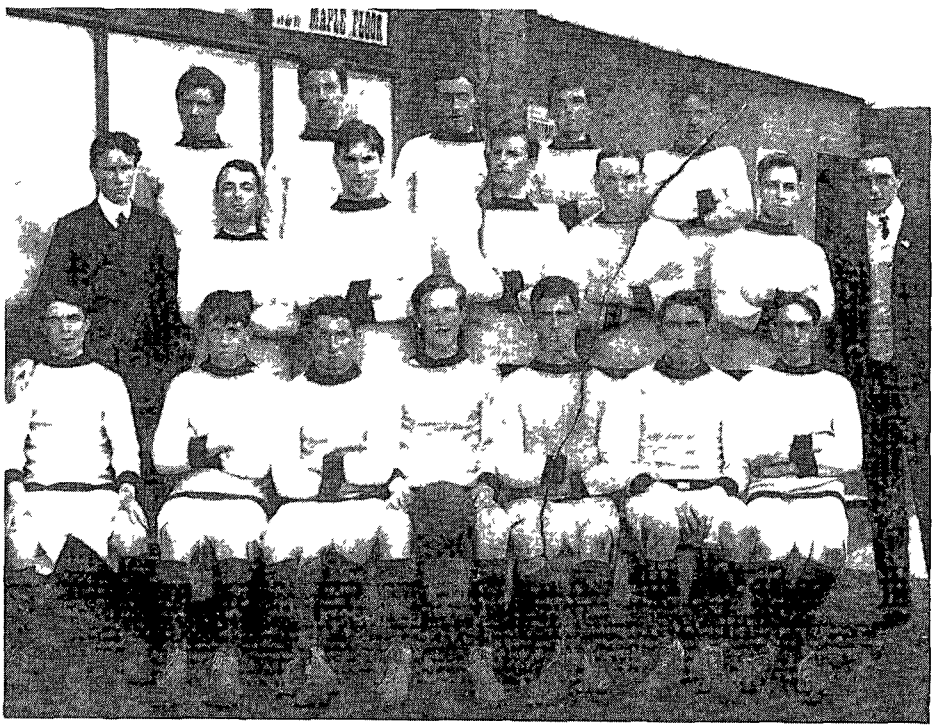
Erin's Hope Gaelic Football Club

St Patrick s Training College Drumcondra, Dublin (City)



Winners Co Dublin Junior Championship, 1909, Intermediate League (Second) 1908-9

HURLING RULES

OFFICIAL GUIDE 1907-08-09

And Notes on the application of these Rules and specific Penalties for breaches thereof, compiled for the guidance of Clubs by a special Committee appointed at the Annual Convention, 1907

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1 *Size of Ground* -The size of the ground shall not be less than 140 yards long or more than 180 yards long, and not less than 84 yards or more than 140 yards broad

2 *Marking of Ground* -Side lines and goal lines shall be either marked with a limed line or cut out of the turf Lines indicating 14 yards, and 21 yards, and 40 yards from the goal lines, and the half-way shall also be made, and these lines and each corner of the ground shall be marked by flags A five yards square shall be marked in front of each goal, having the goal posts at adjacent angles A five yards square shall be marked in front of each point space, having a goal post and a point post at adjacent angles There will thus be formed in front of scoring area a parallelogram fifteen yards by five yards

3 (a) The ball shall be pucked out from within the square opposite the goal

(b) No player of the opposing team shall be allowed inside the parallelogram until the ball enters it during play

It shall be the duty of the Referee to see that the goal line is distinctly marked, particularly across scoring area

(a) When a player is taking a puck from goal he can take the ball in his hand, but must stand within the goal square until he strikes the ball

For an infringement of this rule the Referee shall award a puck to the opposing side on the 50 yards line

(b) This rule shall be operative only when a player enters the parallelogram and charges the goalkeeper or backs before the ball enters it It was devised for the protection of a goal-keeper, and to prevent his being charged unless when in the act of playing or moving to play the ball, and Referees when enforcing penalties for breaches should bear this in mind Should a player of the opposing team enter the parallelogram before the ball enters it during play, the defending side shall have a free puck, to be taken from where the ball was when foul took place

The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed

The Referee may disallow a score made if a player of the opposing team enters this parallelogram before the ball enters it during play, and that as a result of this foul the defence was interfered with The Referee in deciding when the defence was interfered with must discriminate between when a score could be prevented and could not be prevented – that is a ball passing low through scoring area or high up When the goal-keeper or backs are charged illegally in the parallelogram, the Referee shall award a free puck to the defending side from where ball was when foul occurred

4 *Scoring Space* -In the centre of the goal line shall stand the posts, 15 feet apart, with a cross-bar 8 feet from the ground Fifteen feet from each goal post, and on the goal line, shall stand two posts called point posts, 16 feet high and 45 feet apart

5 *Number of Players* - The players shall be seventeen a side in Inter-county matches, but a match may be started with thirteen players

Note – According to a decision of Central Council the game cannot, however, be resumed after the expiration of the first half hour unless there are seventeen players in each team

Co Committees have power to make a bye-law that in their Championship and League Competitions a match may be commenced and fimshed if there are thirteen players in each team

6 *Commencing Play* - The captains of the teams shall toss for choice of sides before commencing play, and the players (with the exception of the respective goal-keepers) shall stand m two lines in the centre of the field opposite each other, and catch hands or hurleys across, and then separate The Referee shall throw the ball along the ground between the players, not up high over their heads

7 *Duration of Play* - The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever, by reason of darkness, interference of spectators , or other cause he may think fit If necessary, he shall extend time of play to permit a free puck or forfeit puck being taken No score to count except from the puck direct

8 *Scores* – A goal is scored when the ball is driven or played by either team between the goal posts and under the crossbar, except when thrown or carried by any of the attacking side A point is scored when the ball is driven or played by any team over the cross-bar or over the goal line between the point posts at any height, except when thrown or carried in the hand by any of the attacking side The ball going directly over the point posts shall not count a point The ball hitting the posts or crossbar and rebounding into the field is still in play Should the crossbar become broken or displaced, and the ball pass between the posts at a point which, in the opinion of the Referee, is below where the crossbar should have been, he shall allow a goal If the point post become displaced, and the ball pass inside where the point post would, in the Referee's opinion, have been he shall allow a point The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A goal shall be equal to three points Should the ball strike a bystander at the goal line, the Referee may allow a point, or a goal, or a 50 yards free if he considers the ball would have passed either through the goal or point space or a fifty yards puck would have been forfeited but for the ball having been thus stopped Should the ball be played through the goal line by one of the defending side, it shall count a goal, if through the points, it shall count a point to the opposing team

9 *The Puck Out* - When the ball is driven over the goal line by the opposing team, it shall be pucked out by one of the defending side from within the square opposite the goal, no player from the opposite side to approach nearer than the 21 yards line until the ball is pucked The Referee shall be empowered to allow time for deliberate delay in pucking out from goal

Should a player of the opposing team stand nearer to the goal line than the 21 yards mark when the ball is being pucked from goal, the side taking the puck out shall have a free puck on the 21 yards line opposite to where the player infringing the rule stood

10 *Free Pucks* - When the rules are broken the Referee shall allow a free puck In free pucks, except the puck from the goal, the ball must not be taken in the hand No player to approach nearer than twenty-one yards until the ball is pucked, but if the free puck is allowed nearer than twenty-one yards to the goal line, the defending players must stand on that line or 21 yards away In any free pucks, except the free puck from the goal, the ball can be struck in two ways only (1) Strike the ball on the ground, (2) Lift the ball with the hurley and strike it off the hurley The ball cannot be taken into the hand when lifted with the hurley in a free puck, though lawful in all other cases

Should a player stand nearer than 21 yards when a free puck is being taken the opposing side shall be awarded a free puck from where he stood Should the player who took the free puck touch the ball again before another player has touched it, the opposing team shall be awarded a free puck from where foul occurred

In all free pucks other than side line pucks the ball must be lifted and struck at first effort Should a player fail to lift at first effort, or fail to strike off hurley at first effort, he can strike it on the ground The ball must be pucked before the oposing team can charge

The Referee must bring back the ball to the 14 yards line for a foul occurring in the parallelogram and entitling the attacking side to a free puck

A player taking a free puck near the goal line or side line may stand outside when striking The free puck shall be deemed to have been taken when the ball is struck, after the Referee has signalled, by a player of the side having the free puck

11 *Side Puck* - When a player drives the ball over the side line it shall be a free puck on the ground to the opposing team at the point where the ball crosses the line No player to approach nearer than ten yards until the ball is struck, and no score can be made unless the ball be played by another player other than the striker

If a player of either side stand nearer than 10 yards to the player who is pucking in the ball a free puck shall be given the opposing team where the foul took place

The puck-in must be taken from the point indicated by the linesman, and while standing

If the player who pucks in the ball touch it before another player has touched it the opposing team shall have a free puck from where foul took place

12 *Fifty Yards Free Puck* - If the ball is played across the goal line outside the point posts by a player whose goal line it is, no matter in what direction the ball was previously travelling, the opposing team shall have a free puck from a point on the 50 yards line directly opposite where the ball crossed the goal line If the ball, having been last played by one of the defending side, is prevented from crossing the goal line by an outsider, the Referee shall allow a 50 yards free puck

13 *The Play* - The ball must not be lifted off the ground with the hand when in play It may be struck with the hand or kicked It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it

If a player lifts the ball from the ground with his hand the opposing side shall be awarded a free puck

14 *Ball Out of Play* - If the ball strike a bystander standing inside the line (except the Referee) it shall be out of play, and must be pucked in from the side line, as directed in Rule 11 If it occur at the goal line it shall be also out of play, and shall be pucked out from goal The Referee may allow a point, a goal, or a fifty yards puck in the latter case should he consider that a point or goal would have been scored but for the ball being stopped, or that a fifty yards free would have been forfeited

15 *Foul Play* - Pushing, tripping, kicking, catching, holding, or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with, except he be in the act of playing the ball No player shall bring his hurley intentionally in contact with the person of another player Tripping is throwing, or attempting to throw an opponent by using the legs, or by stooping in front or behind him, putting the leg or hurley from behind another player for the purpose of getting the ball, and thus throwing him, shall be deemed tripping Holding includes the obstruction of a player by hand or arm A player must not throw his hurley under any circumstances The penalty for each breach of this rule shall be a free puck

Moving to play the ball shall be considered the act of playing it

In awarding free pucks for foul or rough play, the referee shall give the free -

(1) If the player were prevented playing the ball from where foul occurred

(2) If the player succeeds in playing the ball -

(a) From where the ball dropped if it fall outside the 50 yards line

(b) From a point on the 50 yards line opposite where the ball drops, when the foul takes place outside the 50 yards line and the ball drops between that line and the goal line

(c) Where foul occurred when it takes place between the 50 yards line and goal line

Should a player from each side foul at the same time the Referee shall throw in the ball where foul occurs

Should a player charge another, who turns so as to make the charge, that would otherwise be fair, come from behind, that charge shall not be deemed foul

Should a player be fouled after he has delivered the ball, a free puck shall be awarded from where the ball drops, unless it falls between the 50 yards line and goal line, when the free shall be given on the line if foul were outside this line, or where foul occurred if it took place between the 50 yards line and goal line

16 *Rough Play* -In the case of rough or dangerous play the Referee shall also caution the player or players, and should the offence be repeated, or in the case of violent conduct or improper language, without any previous caution the Referee shall also rule the offender or offenders out of play, and report him or them to the County Committee in County Championships, to the Provincial Council in Inter-County contests, and to Central Council in All-Ireland matches No player, once ordered off the ground by the Referee shall, under any circumstances, be permitted to again join in the game Any player lifting his hand or hurley to strike or threaten another player,

or using irritating language to players or officials, shall be also at once ordered off the ground If he refuses to leave when ordered, the Referee may award the match to the opposite team Retaliation in this case shall entail disqualification at discretion of Referee A whole team may be disqualified for rough play, even though it won the match

The obstruction of a player by hand or arm, even though he be not actually held, shall be deemed a foul, or

Reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

Should a player who has been ordered off the ground again join in a game, the referee shall award the opposing side the match A caution is necessary only in cases where, while the play is not actually a direct infringement of the rules, it is such that it may be calcualted to cause injury to an opponent For deliberate violation of these rules a caution is not necessary

17 *Injured Player* -The Referee may allow a substitute for an injured player

18 *Weight and Size of Ball* -The weight of the ball shall be from 6 to 7 ounces, size 11 1/2 to 12 1/2 inches in circumference

19 *Insulting Referee* -Any player threatening or insulting the Referee shall be suspended for not less than 12 months, and his whole team shall be liable to disqualification

20 *Leaving the Field* -A team leaving the field without permission of the Referee forfeits the match

21 *Failure to Play* -A team failing to carry out a Championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match

22 *Colours* -Teams are required to wear distinctive colours and register them

23 *Nails &c* -Players are not allowed to wear projecting nails, spikes, or iron tips on their boots

24 *Darkness* -If a game has to be stopped owing to darkness, it must be replayed for the full time

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RULES OF CONTROL FOR FOOTBALL & HURLING

(1907-08-09)

(In a section of Official Guide separate from Playing Rules)

REFEREE, LINESMEN & UMPIRES

1 In all matches a Referee, two Linesmen and four Goal Umpires shall be appointed

2 The Referee's decision on questions of fact connected with the match shall be final Players should particularly note that, as the ball is in play till the whistle sounds, any stoppage of play on their part is at their own risk, for any score made in the event of the whistle not sounding shall be perfectly valid The Referee shall give his decision in writing, if requested, to the captains of the respective teams before leaving the ground

3 The Referee shall blow his whistle in the following cases,-

(a) When he allows a decision given by a linesman

(b) When he allows a score, having consulted the goal umpires

(c) When he wishes to stop the game for any purpose

(d) When half time or full time is up, he being the sole time-keeper, having sole power to allow extra time for delays

(e) The game shall be stopped whenever the Referee blows his whistle, even though he infringes the rules in doing so

4 The Referee's decision as to time shall be final

5 The Referee shall keep a record of the game, and shall lodge a report of the match, with the names of the players, if any, whom he has disqualified for rough play or misconduct This, especially in regard to rough play, is imperative

6 When the Referee stops the game for any purpose he shall re-start it by hopping or throwing in the ball amongst the players

7 A Referee having given a decision, after sounding his whistle, cannot under any circumstances alter it

8 It shall be the Referee's duty to see that all free kicks or pucks, kicks-out, or pucks-out, and throws-in, or pucks from side-line, are properly taken

9 In free-kicks or pucks the ball shall not be kicked or pucked until a signal is given by the Referee

10 Where linesmen cannot determine which team is entitled to a throw-in or side puck, the Referee shall throw in the ball himself

11 The Referee may, if he sees fit, consult the umpires and linesmen on any dispute which may arise in connection with the game

12 Any player threatening or insulting the Referee shall be suspended for not less than twelve months, and his whole team shall be liable to disqualification at the discretion of the County Committee, Provincial Council, or Central Council, according to which body is in control of the match

13 If the ball strike a bystander standing inside the line (except the Referee) it shall

be out of play, and must be thrown in or pucked from side line If it occur at the end line it shall be also out of play, and shall be kicked or pucked out from the goal The Referee may allow a point, a goal, or a fifty yards' kick in the latter case should he consider that a point or a goal would have been scored but for being thus stopped, or that the ball would have crossed the end line

14 In the event of the Referee duly appointed being unable to act,it shall be competent for the Secretary of a County Committee, Provincial Council, or Central Council to select and appoint a referee

15 There shall be two linesmen appointed by the Referee, who shall be provided with flags Their sole duty (subject to the decision of the Referee) shall be to decide when and where the ball crosses the side line, and which side is entitled to the throw-in or puck-in They shall each take one side of the ground, outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction the ball is to be thrown Linesmen shall keep outside the side lines

16 There shall be two goal umpires at each end of the ground, appointed by the Referee One shall stand outside each goal post, and their sole duty (also subject to the Referee's decision when they differ) shall be to watch for goals and points and to decide when the ball is over the end line

17 Referees, linesmen, and goal umpires are bound to give a decision one way or the other when appealed to, and all disputes must be decided on the spot

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BETTING AND GAMBLING

Betting men shall not be allowed on the grounds where hurling, football, or athletic sports are being held, and any member of County Committees, Hurling or Football League, Provincial or Central Council, shall be empowered to have them ejected, and any member of the G A A found betting shall be suspended Committees holding Athletic fixtures where this rule is not enforced shall be suspended, and not be eligible for office for two years, and Handicappers who fail to report a breach of this rule at Sports shall be deprived of their licenses for like period

NOTE - This Rule can be effectively enforced if the following simple conditions prescribed by the Street Betting Act be fulfilled -

(1) Have printed notices posted up at the different entrances and in other conspicuous places, as well as inside the grounds, stating the Committee forbids betting and gambling of all kinds

(2) Inform the local police this is being done and if an infringement occur they are bound to remove the offenders off the ground

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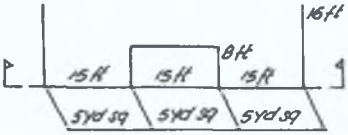
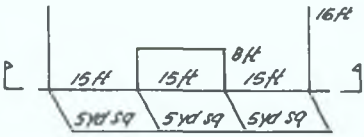
SUMMARY OF SPECIFICATIONS

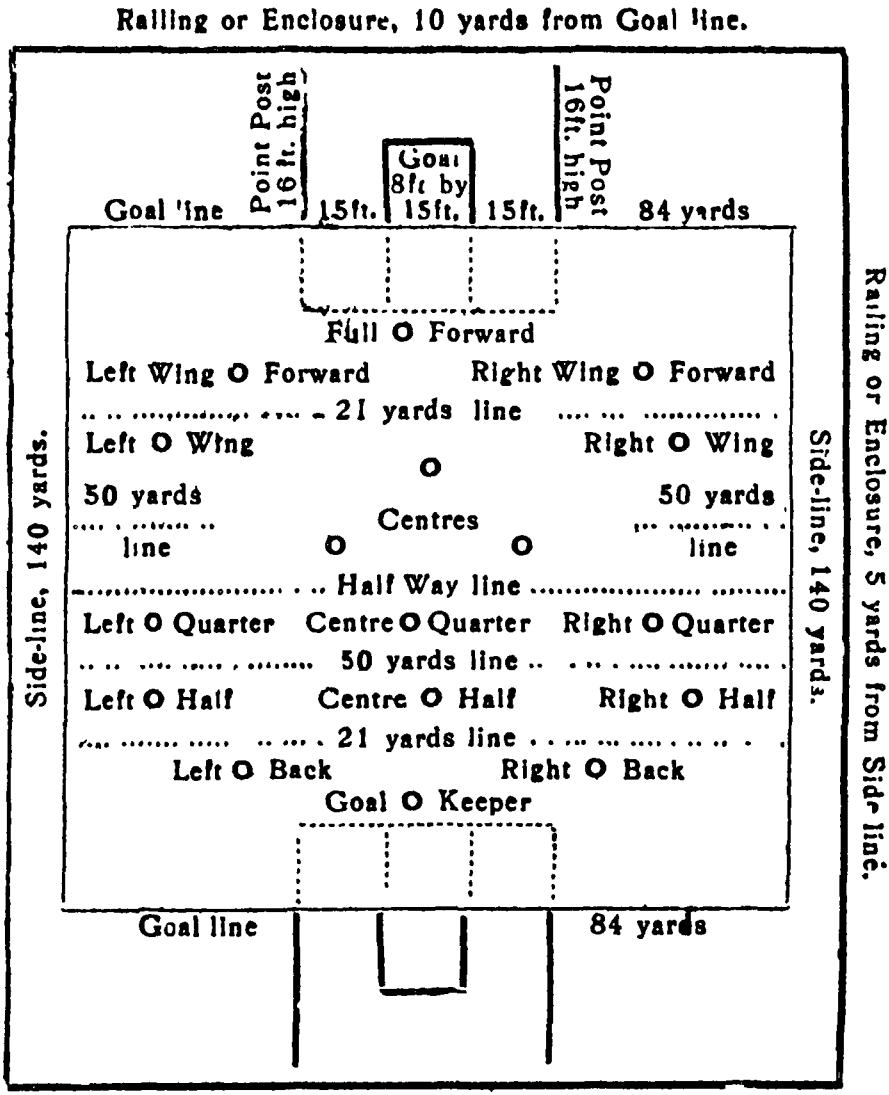
1907-08-09

FOOTBALL		HURLING
	PITCH SIZE	
140 to 170 yds. max. long. 100 to 80 yds. min. wide.		140 to 180 yds. max. long. 140 to 84 yds. min. wide.
	MARKINGS	
Side lines & end lines limed or cut out of turf. 14yds; 21yds; 50 yds; half-way. 3 x 5yd squares in front of goal and point spaces forming a 15yd x 5yd //gram in front of scoring area. Flags at line ends and corners.		Side lines & end lines limed or cut out of turf. 14yds; 21yds; 40yds +; half-way. 3 x 5yd squares in front of goal and point spaces forming a 15yd x 5yd //gram in front of scoring area. Flags at line ends and corners.
	TEAM SIZE	
Club C'ship & league may be 13-a-side. 17-a-side for Inter-Co. Match may start with 13 but 17 essential for second half.		Club C'ship & league may be 13-a-side. 17-a-side for Inter-Co. Match may start with 13 but 17 essential for second half.
	OFFICIALS	
Ref; 2 linesmen; 4 goal umpires.* Ref. may allow sub. for injured player.		Ref; 2 linesmen; 4 goal umpires.* Ref. may allow sub. for injured player.
	DURATION	
One hour.		One hour.
	SCORING SPACE	
		
	SCORES	
GOAL = 3 POINTS		GOAL = 3 POINTS
	BALL	
27-29 ins. circumference. 13-15 ozs. No. 5 Match Ball.		6-7 ozs; 11.5-12.5 ins. in circumference.
	DRESS	
Distinctive colours requested. Projecting nails, spikes or iron tips on boots forbidden.		Distinctive colours required. Projecting nails, spikes or iron tips on boots forbidden.

+ Rule 12 refers to Fifty yard free puck.
* See Rules 15,16 of Rules of Control, Football & Hurling.

Diagram 12

PLAN OF FOOTBALL GROUND AND PLACING OF TEAM



From Official Guide 1907, 08, 09

Diagram 13

FOOTBALL RULES
1910

(OFFICIAL GUIDE, 1912-13)

And notes on the application of these rules, and specific guidance of clubs by a special committee appointed at Annual Convention, 1910

1. Size of Ground. – The ground shall not be less than 140 yards or more than 170 yards long, and not less than 84 yards or more than 100 yards wide

2. Marking of Ground. – Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the Turf, Lines indicating 14 yards, 21 yards, 50 yards and half-way shall also be marked, and the ends of these lines and each corners of the ground shall be marked with flags

3. Scoring Space. – In the centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4. Lines, 5 yards long and at right angles to the goal line, shall be marked 4 yards from each goal post The ends of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

5. Number of Players. – The players shall be seventeen aside in inter-county matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be seventeen players on each side The teams failing to field the full number of players shall forfeit the match (County Committees have power to make a bye-law that teams competing in their Championship and League matches may consist of any number of players from thirteen to seventeen inclusive, but in the event of a County Committee failing to make a bye-law on the point, it shall be quite legal for either or both teams to commence and finish a match with any number of players not less than thirteen or more than seventeen)

6. Commencing Play. – The Captains of teams shall toss for choice of sides before commencing play, and the players, with the exception of the goal-keeper and six others who must be behind the 50 yards' lines, shall stand in two lines at the centre of the field, and each player shall catch an opponent's hand The Referee shall throw the ball high up over the heads of the players who shall then separate

7. Duration of Play. – The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever, by reason of darkness setting in, interference of spectators or other causes, he may think fit If necessary he shall extend time of play to permit of a free kick to be taken No score to count from such free kick unless the ball passes through scoring space without any other player of the same side touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall still further extend the time to allow of a free being taken, but no score shall be awarded except made directly off the free Whenever a game is terminated by reason of darkness setting in it must be replayed

for the full time Should any team cause such deliberate delay in starting or playing the game that it has to be terminated owing to darkness setting in, the Committee in charge can award the match to the opposing team

8. Scores. – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland and as far as possible in Inter-County and County Championship matches nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played by either side over the crossbar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar should have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the cross-bar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space, it shall count a point to the opposing team

9. The Kick-out. – When the ball is driven over the goal line by the oppsoing team, or through the scoring space by the defending team, it shall be kicked out from off the ground within the parallelogram irrespective of whether a score is allowed or disallowed The player taking the kick-out may go behind the end line for the purpose of taking a run, and may run in any direction he may think desirable No player from the opposing side shall approach nearer than the 21 yards line until the ball has left the parallelogram The Referee shall be empowered to allow time for deliberate delay in kicking out

NOTE – Should the player taking the kick-out place the ball outside the parallelogram, the opposing side shall have a free kick 50 yards out from the goal The player taking the kick-out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood

10. Free Kick.- The penalty for all breaches of the rules shall be a free kick In all free kicks the Referee must indicate the place from where the free shall be taken The ball shall not be kicked until the Referee has whistled In all free kicks, including the 50 yards kick, no player shall approach nearer than 14 yards until the ball is kicked If a free kick is allowed nearer than 14 yards from the goal line, the players must stand on the goal line or 14 yards away The kicker must not again play the ball until it has been played by some other player A free kick may be in any direction

Notes - (1) Should a player stand nearer than 14 yards when a free kick is being taken, the opposing team shall be awarded a free from where he stood Should the player who took the free kick touch the ball again before another player has touched it the opposing team shall be awarded a free kick from where

foul occurred

(2) The Referee must bring back the ball to the 14 yards line for a foul occurring in the parallelogram and entitling the attacking side to a free kick

(3) A player taking a free kick near the end line or side line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched, after the Referee has whistled, by a player of the side having the free kick

11. The Play. – The ball, when off the ground, may be struck with the hand It may be caught when off the ground It may be kicked in any direction, but not carried Carrying shall be taking more than four steps while holding the ball, which must not be held longer than is necessary to hop it, kick it or fist it away The ball must not be thrown When caught, the ball may be kicked by letting it drop from the hands and kicking it, either before it touches the ground ("punting") or immediately after it touches the ground ("drop-kicking") The ball, on being caught, must be either kicked or struck with the hand or hopped once with either one or both hands against the ground, but not more than once The ball, while on the ground, must not be touched with the hand The goal-keeper, within the parallelogram may touch the ball while on the ground with his hands A player of the opposing team cannot enter the parallelogram until the ball enters it in play

Notes - (1) When a player catches the ball he can hop it with one or both hands once against the ground and can then catch it again, but must kick it without any further hop If a player infringes this rule the Referee shall award a free kick to the opposing team where the foul occurred

(2) When a player strikes a hopping ball which he has not caught, he can make a run by striking it with one or both hands, but should he catch the ball he is allowed only one hop Should a player infringe this rule the Referee shall award a free kick where the foul occurred to the opposing team

(3) Should a player hold the ball longer than is necessary to hop it, kick it, or fist it away, or take more than four steps while holding it, the opposing side shall have a free kick from where foul occurred

(4) If a player touches the ball while on the ground with the hand, the opposing side shall have a free kick from where foul occurred

(5) *Entering the Parallelogram* – This rule shall be operative when the player enters the parallelogram and charges goal-keeper or back before the ball enters Should a player of the opposing team enter it before the ball enters it during play, the defending side shall have a free kick, to be taken from where the ball was when foul took place The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play

12. Throw-In.- When the ball is driven across the side line it should be thrown in from the point where it crossed the side line (as indicated by the linesman) by a player of the opposing team to that which touched it last before crossing The ball may be thrown in any direction, and the thrower-in must have one foot outside the line at the time of throwing, and must not hold the ball by the lace or thong The thrower-in must not play the ball himself until it has been played by some other player All

players to stand away ten yards from the player throwing the ball Neither a goal nor a point can be scored from the throw-in unless the ball is touched by some other player after the throw-in

Notes - (1) If a player of either side stands nearer than 10 yards to the player who is throwing in the ball, a free kick shall be given to the opposing team from where the foul occurred

(2) If the player who is throwing in the ball stands inside the side line or throws the ball by the lace or thong, the opposing team shall be awarded a free kick from where the foul took place

(3) If the player who throws in the ball touches it before another player has touched it, the opposing team shall have a free kick from where the foul took place

13. Fifty Yards Free Kick. – If the ball is played across the end line outside the point posts* by a player whose end line it is, the opposing team shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow the 50 yards free kick

Note – The last player touching the ball shall be considered the last player playing it

(* See Rule 3 – There are no points posts now)

14. Foul and Rough Play. – Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with unless he is in the act of playing the ball Tripping is throwing or attempting to throw an opponent by using the legs or by stooping in front of or behind him Putting the leg from behind another player for the purpose of getting the ball and thus throwing him shall be deemed tripping Holding includes the obstruction of a player by hand or arm

In the case of rough or dangerous play the Referee shall caution the player or players, and should the offence be repeated, or without any caution in the case of violent conduct or improper language, the Referee shall rule the offender or offenders out of play and report him or them to the County Committee in County Championships, to the Provincial Council in Inter-County matches, and to the Central Council in All-Ireland matches A player ordered off the ground by the Referee shall not under any circumstances be permitted to again join in the game Any player raising his hand to strike or threaten another player, or using irritating language to players or officials, shall be at once ordered off the ground If he refuses to leave when ordered the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play even though it won the match

Notes -(1) Moving to play the ball shall be considered the act of playing it

(2) Should a player from each team foul at the same time the referee shall hop the ball where foul occurred

(3) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(4) In awarding free kicks for foul or rough play, the Referee shall give the free-

(a) From where foul occurred if the foul prevented the player playing the ball

(b) If the player succeeds in playing the ball-

(1) From where the ball dropped if it fall outside the 50 yards line

(2) From a point on the 50 yards line opposite where the ball drops, when the foul takes place outside the 50 yards line and the ball drops between that line and the end line

(3) Where foul occurred when it takes place between the 50 yards line and end line

(5) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(6) If the ball cross the side line the free kick shall be given where the ball crossed the line

(7) Should a player who has been ordered off the ground again join in a game the referee shall award the opposing side the match A caution is necessary only in cases where, while the play is not a direct infringement of the rules, it is such that it may be calculated to cause injury to an opponent For deliberate violation of these rules a caution is not necessary

15. Ball out of Play - If the ball strikes a bystander standing inside the side-line it shall be out of play, and must be thrown in from the side line as directed in Rule 12 If it occurs at the end line, it shall also be out of play, and must be kicked out from the parallelogram The Referee may allow a point or a goal or a 50 yards free kick, should he consider that a point or a goal would have been scored or that a 50 yards free kick would have been forfeited

16. Injured Player - The Referee may allow a substitute for an injured player, but must not delay the game for the admission of a substitute

17. Weight and Size of Ball. – The weight of the ball shall be from 13 to 15 ounces, size, 27 to 29 inches in circumference No 5 match ball

18. Leaving the field.- A team or an individual leaving the field without the Referee's permission becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty

19. Failure to Play - A team failing to carry out a championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match

20. Colours. – Teams are required to wear distinctive colours and register them

21. Nails &c. – Players are not allowed to wear projecting nails, spikes or iron tips on their boots

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HURLING RULES 1910

OFFICIAL GUIDE 1912-'13.

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a special committee appointed at Annual Convention, 1910

1. Size of Ground. – The ground shall not be less than 140 yards or more than 170 yards long, and not less than 84 yards or more than 100 yards wide

2. Marking of Ground. – Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the turf Lines indicating 21 yards, 70 yards and half-way shall also be marked, and the ends of these lines and each corners of the ground shall be marked with flags

3. Scoring Space. – In the centre of the goal line line shall stand the goal posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4. Lines, 5 yards long and at right angles to the goal line shall be marked 4 yards from each goal post The ends of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

5. Number of Players. – The players shall be seventeen aside in inter-county matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be seventeen players on each side The team failing to field the full number of players shall forfeit the match (County Committees have power to make a bye-law that teams competing in their Championship and League matches may consist of any number of players from thirteen to seventeen inclusive, but in the event of a County Committee failing to make a bye-law on the point, it shall be quite legal for either or both teams to commence and finish a match with any number of players not less than thirteen or more than seventeen)

6 Commencing Play. – The Captains of teams shall toss for choice of sides before commencing play, and the players, with the exception of the goal-keeper and six others, who must be behind the 70 yards' lines, shall stand in two lines at the centre of the field, and each player shall place his hurley across an opponent's The Referee shall throw the ball along the ground between the players, who shall then separate

7. Duration of Play. – The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever by reason of darkness setting in, interference of spectators, or other causes he may think fit, If necessary he shall extend time of play to permit of a free puck to be taken No score to count from such free puck unless the ball passes through scoring space without any other player touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall further extend the time to allow of a free being taken, but no score shall be awarded except made directly off the free Whenever a game is terminated by reason of darkness setting in, it must be replayed for the full time Should any team cause such deliberate delay in starting or playing the game that it

has to be terminated owing to darkness setting in, the Committee in charge can award the match to the opposing team

8. Scores. – A Goal is scored when the ball is driven or played by either team between the goal posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland, and as far as possible in Inter-County and County Championship matches nets shall be placed behind the goal area so as to receive the ball when it passes through

A Point is scored when the ball is driven or played by either side over the crossbar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts, and below where in the opinion of the Referee the crossbar would have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the cross-bar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space, it shall count a point to the opposing team

9. The Puck-out.- When the ball is driven over the goal line by the opposing team, or through the scoring space by the defending team, it shall be pucked out from within the parallelogram, irrespective of whether the score is allowed or disallowed The Player taking the puck may take the ball in his hand to puck out Should he miss at first stroke the ball must be pucked from off the ground within the parallelogram No player from the opposing side shall approach nearer than the 12 yards* line until the ball has left the parallelogram The Referee shall be empowered to allow time for deliberate delay in pucking out

Notes - Should the player taking the puck- out place the ball outside the parallelogram, the opposing side shall have a free puck 70 yards out from the goal The player taking the puck out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

(* This should be '21 yards line')

10. Free Pucks. – The penalty for all breaches of the rules shall be a free puck In all free pucks the Referee must indicate the place from where the free puck shall be taken The ball shall not be pucked until the Referee has whistled In all free pucks, including the 70 yards puck, no player shall approach nearer than 21 yards until the ball is pucked If a free puck is allowed nearer than 21 yards from the goal line, the players must stand on the goal line or 21 yards away The player who pucks must not again play the ball until it has been played by some other player A Free puck may be in any direction In all free pucks other than side line pucks, the ball can be struck in two ways only - (1) Strike the ball on the ground (2) Lift the ball with the hurley and strike it off the hurley The ball cannot be taken in the hand when lifted with the hurley in a free puck, though lawful in all other cases

Notes - (1) Should a player stand nearer than 21 yards when a free puck is being taken, the opposing team shall be awarded a free puck from where he stood Should the player who took the free puck touch the ball again before another player has touched it, the opposing team shall be awarded a free puck from where foul occurred

(2) The Referee must bring back the ball to the 21 yards line for a foul occurring in the parallelogram and entitling the attacking side to a free puck

(3) The ball must be lifted at first effort to lift, and struck at first effort to strike off hurley Should a player fail to lift at first effort, or fail to strike off hurley at first effort, he must strike the ball on the ground The ball must be pucked before the opposing team can charge

(4) Should the player who is taking a free puck make a second attempt to lift, the opposing team shall have a free puck

(5) A player taking a free puck near the end line or side line may stand outside these lines when striking The free puck shall be deemed to have been taken when the ball is struck – after the Referee has whistled – by a player of the side having the free puck

11. The Play. – The ball must not be lifted off the ground with the hand when in play It may be struck with the hand when off the ground, or kicked It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it

Carrying shall be taking more than three steps while holding the ball A player of the opposing team cannot enter the parallelogram until the ball enters it during play

Notes - (1) Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where foul occurred

(2) If a player touches the ball while on the ground with his hand, the opposing side shall have a free puck from where foul occurred

(5)* Entering the Parallelogram – This rule shall be operative when the player enters the parallelogram and charges goal-keeper or backs before the ball enters Should a player of the opposing team enter it before the ball enters it during play, the defending side shall have a free puck to be taken from where ball was when foul took place The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play

(* This should read '(3)' See Rule 11 Football)

12. Side Puck. – When a player drives the ball over the side line it shall be a free puck on the ground to the opposing team at the point where the ball crossed the line No player to approach nearer than ten yards until the ball is struck, and no score can be made unless the ball be played by another player other than the striker The linesman shall drop the ball at the line where it crossed, and the player who takes the free puck cannot alter its position

Notes - (1) If a player of either side stands nearer than 10 yards to the player who is pucking in the ball, a free puck shall be given to the opposing team from

where the foul occurred

(2) If a player who is taking a side puck attempts to lift the ball, a free puck shall be awarded the opposing team where foul took place

(3) If the player who pucks in the ball touches it before another player has touched it, the opposing team shall have a free puck from where the foul took place

13. Seventy Yards Free Puck. – If the ball is played across the endline outside the point posts by a player whose end line it is, the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow a 70 yards free puck

Notes - (1) The last player touching the ball shall be considered the last person playing it

(2) Should the player who is taking the seventy yards free puck foul when doing so, the ball shall be pucked from goal by the opposing team

14. Foul and Rough Play. – Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with, except he be in the act of playing the ball No player shall bring his hurley intentionally in contact with the person of another player Tripping is throwing or attempting to throw an opponent by using the legs, or by stooping in front or behind him Putting the leg or hurley from behind another player for the purpose of getting the ball shall be deemed tripping Holding includes the obstruction of a player by hand or arm A player must not throw his hurley under any circumstances The penalty for each breach of this rule shall be a free puck

Striking a player's hurley unless he be in the act of striking at the ball shall be a foul

In the case of rough or dangerous play the Referee shall caution the player or players, and should the offence be repeated, or in the case of violent conduct or improper language, without any previous caution, the Referee shall rule the offender or offenders out of play, and report him or them to the County Committee in the case of County Championships, to the Provincial Council in Inter-County contests, and to the Central Council in All-Ireland matches No player once ordered off the ground by the Referee shall under any circumstances be permitted to again join in the game Any player lifting his hand or hurley to strike or threaten another player or using irritating language to players or officials, shall at once be ordered off the ground If he refuses to leave when ordered the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play, even though it won the match

Notes -(1) Moving to play the ball shall be considered the act of playing it

(2) Should a player from each team foul at the same time the referee shall throw in the ball where foul occurred

(3) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(4) In awarding free pucks for foul or rough play, the Referee shall give the free-

(a) From where foul occurred if the foul prevented the player playing the ball

(b) If the player succeeds in playing the ball, from where the ball dropped

(5) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(6) Should a player be fouled after he has delivered the ball, a free puck shall be given from where the ball was played to If the ball cross the side line it shall be given where the ball crossed the line

(7) Should a player who has been ordered off the field again join in a game, the Referee shall award the opposing side the match A caution is necessary only in cases where, while the play is not a direct infringement of the rules, it is such that it may be calculated to cause injury to an opponent For deliberate violation of these rules a caution is not necessary

15. Ball out of Play.- If the ball strikes a bystander standing inside the side line it shall be out of play, and must be pucked in from the side line as directed in Rule 12 If it occurs at end line, it shall also be out of play and must be pucked out from the parallelogram The Referee may allow a point or a goal or a 70 yards free puck, should he consider that a point or a goal would have been scored or that a 70 yards free puck would have been forfeited

16. Injured Player.- The Referee may allow a substitute for an injured player, but must not delay the game for the admission of a substitute

17. Weight and Size of Ball. – The weight of the ball shall be from 6 to 7 ounces, size, 11 1/2 to 12 1/2 inches in circumference

18. Leaving the field - A team or an individual leaving the field without the Referee's permission becomes automatically suspended for six months and no Council or Committee of the Association shall have power to modify this penalty

19. Failure to Play.- A team failing to carry out a championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match

20. Colours. – Teams are required to wear distinctive colours and register them

21. Nails, &c. – Players are not allowed to wear projecting nails, spikes or iron tips on their boots

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RULES OF CONTROL FOR FOOTBALL & HURLING

(In separate Section of O G from Playing Rules)

REFEREE, LINESMEN & UMPIRES

1 In all matches a Referee, two Linesmen and four Goal Umpires shall be appointed

2 The Referee's decision on questions of fact connected with the match shall be final Players should particularly note that, as the ball is in play till the whistle sounds, any stoppage of play on their part is at their own risk, for any score made in the event of the whistle not sounding shall be perfectly valid The Referee shall give his

decision in writing, if requested, to the captains of the respective teams before leaving the ground.

3. The Referee shall blow his whistle in the following cases;-

(a) When he allows a decision given by a linesman.

(b) When he allows a score, having consulted the goal umpires.

(c) When he wishes to stop the game for any purpose.

(d) When half time or full time is up, he being the sole time-keeper, having sole power to allow extra time for delays.

(e) The game shall be stopped whenever the Referee blows his whistle, even though he infringes the rules in doing so.

4. The Referee's decision as to time shall be final.

5. The Referee shall keep a record of the game, and shall lodge a report of the match, with the names of the players, if any, whom he has disqualified for rough play or misconduct. This, especially in regard to rough play, is imperative.

6. When the Referee stops the game for any purpose he shall re-start it by hopping or throwing in the ball amongst the players.

7. A Referee having given a decision, after sounding his whistle, cannot under any circumstances alter it.

8. It shall be the Referee's duty to see that all free kicks or pucks, kicks-out, or pucks-out, and throws-in, or pucks from side-line, are properly taken.

9. In free-kicks or pucks the ball shall not be kicked or pucked until a signal is given by the Referee.

10. Where linesmen cannot determine which team is entitled to a throw-in or side puck, the Referee shall throw in the ball himself.

11. The Referee may, if he sees fit, consult the umpires and linesmen on any dispute which may arise in connection with the game.

12. Any player threatening or insulting the Referee shall be suspended for not less than twelve months, and his whole team shall be liable to disqualification at the discretion of the County Committee, Provincial Council, or Central Council, according to which body is in control of the match.

13. If the ball strike a bystander standing inside the line (except the Referee) it shall be out of play, and must be thrown in or pucked from side line. If it occur at the end line it shall be also out of play, and shall be kicked or pucked out from the goal. The Referee may allow a point, a goal, or a fifty yards' kick in the latter case should he consider that a point or a goal would have been scored but for being thus stopped, or that the ball would have crossed the end line.

14. In the event of the Referee duly appointed being unable to act,it shall be competent for the Secretary of a County Committee, Provincial Council, or Central Council to select and appoint a referee.

15. There shall be two linesmen appointed by the Referee, who shall be provided with flags. Their sole duty (subject to the decision of the Referee) shall be to decide when and where the ball crosses the side line, and which side is entitled to the throw-in or puck-in. They shall each take one side of the ground, outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction the ball is to be thrown. Linesmen shall keep outside the side lines.

16 There shall be two goal umpires at each end of the ground, appointed by the Referee One shall stand outside each goal post, and their sole duty (also subject to the Referee's decision when they differ) shall be to watch for goals and points and to decide when the ball is over the end line

17 Referees, linesmen, and goal umpires are bound to give a decision one way or the other when appealed to, and all disputes must be decided on the spot

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BETTING AND GAMBLING

Betting men shall not be allowed on the grounds where hurling, football, or athletic sports are being held, and any member of County Committees, Hurling or Football League, Provincial or Central Council, shall be empowered to have them ejected, and any member of the G A A found betting shall be suspended Committees holding Athletic fixtures where this rule is not enforced shall be suspended, and not be eligible for office for two years, and Handicappers who fail to report a breach of this rule at Sports shall be deprived of their licenses for like period

NOTE - This Rule can be effectively enforced if the following simple conditions prescribed by the Street Betting Act be fulfilled -

(1) Have printed notices posted up at the different entrances and in other conspicuous places, as well as inside the grounds, stating the Committee forbids betting and gambling of all kinds

(2) Inform the local police this is being done and if an infringement occur they are bound to remove the offenders off the ground

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Irish Ash | CÁMANS | Irish Make.

1/9, 2/-, 2/6.

Hurley Balls, Irish Make 3s.

G.A.A. Footballs

(REGULATION)

Hand-made 10/6. Irish Manufacture

As supplied to Central Council

For All-Ireland Championships

Irish-made Jerseys, Knickers, &c

HAND BALLS, 1/-, 1/2, 1/9, 2/3

CROTTY,

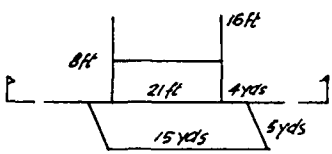
G A A ATHLETIC OUTFITTER,

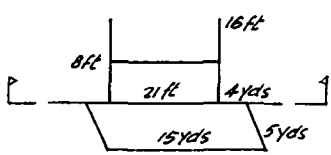
Grafton St., BUBLIN

SUMMARY OF SPECIFICATIONS

1910

HURLING		FOOTBALL
	PITCH SIZE	
140 to 170 yds max long 100 to 84 yds min wide		140 to 170 yds max long 100 to 84 yds min wide
	MARKINGS	
Side lines, end(goal lines)marked with lime or cut out of turf Lines at 14 yds 21 yds half way Flags at line ends and corners 15yd x 5yd //gram in front of each scoring space		Side & end lines (goal lines)marked with lime or cut out of turf Lines at 21 yds, 70 yds, half way Flags at line ends and corners 15yd x 5yd //gram in front of each scoring space
	TEAM SIZE	
17 a side for Inter Co Second half cannot start without 17 a-side 13 17 in Co Leagues & C'ships		17 a-side for Inter Co games Second half cannot start without 17 a side 13-17 in Co Leagues & C ships
	OFFICIALS	
Ref 2 linesmen 4 Goal Umpires Ref may allow sub for injured player		Ref 2 linesmen 4 Goal Umpires Ref may allow sub for injured player
	DURATION	
One hour		One hour
	SCORING SPACE	





	SCORES	
GOAL = 3 POINTS		GOAL = 3 POINTS
	BALL	
13 15 ozs, 27-29 ins in circumference No 5 Match Ball		6 7 ozs 11 5 12 5 ins in circumference
	DRESS	
Team colours required Projected nails spikes or iron tips forbidden		Team colours required Projected nails, spikes or iron tips forbidden

With the exception of the addition of a second "parallelogram" or larger rectangle in 1975 and the exclusion zone in 1995 the pitch markings and scoring space have remained the same Metrication came in 1975

Diagram 14

FOOTBALL RULES
1915

OFFICIAL GUIDE 1914-'15.

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a special committee appointed at Annual Convention, 1910

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1. Size of Ground. – The ground shall not be less than 140 yards or more than 170 yards long, and not less than 84 yards or more than 100 yards wide

2. Marking of Ground. – Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the turf, Lines indicating 14 yards, 21 yards, 50 yards and half-way shall also be marked, and the ends of these lines and each corners of the ground shall be marked with flags

3. Scoring Space. – In the centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4. Lines, 5 yards long and at right angles to the goal line, shall be marked 4 yards from each goal post The ends of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

5. Number of Players. – The players shall be fifteen aside in inter-county matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen players on each side The teams failing to field the full number of players shall forfeit the match (County Committees have power to make a bye-law that teams competing in their Championship and League matches may consist of any number of players from thirteen to fifteen inclusive, but in the event of a County Committee failing to make a bye-law on the point, it shall be quite legal for either or both teams to commence and finish a match with any number of players not less than thirteen or more than fifteen)

6. Commencing Play. – The Captains of teams shall toss for choice of sides before commencing play, and the players, with the exception of the goal-keeper and six others who must be behind the 50 yards' lines, shall stand in two lines at the centre of the field, and each player shall catch an opponent's hand The Referee shall throw the ball high up over the heads of the players who shall then separate

7. Duration of Play. – The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever, by reason of darkness setting in, interference of spectators or other causes, he may think fit If necessary he shall extend time of play to permit of a free kick to be taken No score to count from such free kick unless the ball passes through scoring space without any other player of the same side touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall still further extend the time to allow of a free being taken, but no score shall be awarded except made directly off the free Whenever a game is terminated by reason of darkness setting in it must be replayed

for the full time. Should any team cause such deliberate delay in starting or playing, the game that it has to be terminated owing to darkness setting in, the Committee in charge can award the match to the opposing team.

8. Scores. – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross-bar, except when thrown or carried by any of the attacking side. In All-Ireland and as far as possible in Inter-County and County Championship matches nets shall be placed behind the goal area so as to receive the ball when it passes through.

A *Point* is scored when the ball is driven or played by either side over the crossbar and between the goal posts, except when thrown by any of the attacking side. The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play. Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar should have been, he shall allow a goal. Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the cross-bar. The ball is in play until the whole ball has passed over the goal line or side line. The game shall be decided by the greater number of points. A goal shall be equal to three points. Should the ball be played through the goal space by one of the defending side, it shall count a goal; if through the point space, it shall count a point to the opposing team.

9. The Kick-out. – When the ball is driven over the goal line by the opposing team, or through the scoring space by the defending team, it shall be kicked out from off the ground within the parallelogram. The player taking the kick-out may go behind the end line for the purpose of taking a run, and may run in any direction he may think desirable. No player from the opposing side shall approach nearer than the 21 yards line until the ball has left the parallelogram. The Referee shall be empowered to allow time for deliberate delay in kicking out. When a score is made the kick-out shall be from the 21 yards line; no players to stand nearer than 14 until the ball is kicked.

NOTE.- Should the player taking the kick-out place the ball outside the parallelogram, the opposing side shall have a free kick 50 yards out from the goal. The player taking the kick-out may strike the ball more than once before any other player touches it. Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood.

10. Free Kick.- The penalty for all breaches of the rules shall be a free kick. In all free kicks the Referee must indicate the place from where the free shall be taken. The ball shall not be kicked until the Referee has whistled. In all free kicks, including the 50 yards kick, no player shall approach nearer than 14 yards until the ball is kicked. If a free kick is allowed nearer than 14 yards from the goal line, the players must stand on the goal line or 14 yards away. The kicker must not again play the ball until it has been played by some other player. A free kick may be in any direction.

Notes:- (1) Should a player stand nearer than 14 yards when a free kick is

being taken, the opposing team shall be awarded a free from where he stood Should the player who took the free kick touch the ball again before another player has touched it the opposing team shall be awarded a free kick from where foul occurred

(2) The Referee must bring back the ball to the 14 yards line for a foul occurring in the parallelogram and entitling the attacking side to a free kick

(3) A player taking a free kick near the end line or side line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched, after the Referee has whistled, by a player of the side having the free kick

11. The Play. – The ball, when off the ground, may be struck with the hand It may be caught when off the ground It may be kicked in any direction, but not carried Carrying shall be taking more than four steps while holding the ball, which must not be held longer than is necessary to hop it, kick it or fist it away The ball must not be thrown When caught, the ball may be kicked by letting it drop from the hands and kicking it, either before it touches the ground ("punting") or immediately after it touches the ground ("drop-kicking") The ball, on being caught, must be either kicked or struck with the hand or hopped once with either one or both hands against the ground, but not more than once The ball, while on the ground, must not be touched with the hand The goal-keeper, within the parallelogram, may touch the ball while on the ground with his hands A player of the opposing team cannot enter the parallelogram until the ball enters it in play

Notes - (1) When a player catches the ball he can hop it with one or both hands once against the ground and can then catch it again, but must kick it without any further hop If a player infringes this rule the Referee shall award a free kick to the opposing team where the foul occurred

(2) When a player strikes a hopping ball which he has not caught, he can make a run by striking it with one or both hands, but should he catch the ball he is allowed only one hop Should a player infringe this rule the Referee shall award a free kick where the foul occurred to the opposing team

(3) Should a player hold the ball longer than is necessary to hop it, kick it, or fist it away, or take more than four steps while holding it, the opposing side shall have a free kick from where foul occurred

(4) If a player touches the ball while on the ground with the hand, the opposing side shall have a free kick from where foul occurred It shall be permissable for a player knocked to the ground,in possession of the ball, to fist it away, even though it be on the ground

(5) *Entering the Parallelogram* – This rule shall be operative when the player enters the parallelogram and charges goal-keeper or back before the ball enters The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play

(6) When a score is disallowed for an infringement of the parallelogram rule the defending side shall take a free kick from within the parallelogram

12 Throw-In.- When the ball is driven across the side line it should be thrown in from the point where it crossed the side line (as indicated by the linesman) by a player of the opposing team to that which touched it last before crossing The ball may be thrown in any direction, and the thrower-in must have one foot outside the line at the time of throwing, and must not hold the ball by the lace or thong The thrower-in must not play the ball himself until it has been played by some other player All players to stand away ten yards from the player throwing the ball Neither a goal nor a point can be scored from the throw-in unless the ball is touched by some other player after the throw-in

Notes - (1) If a player of either side stands nearer than 10 yards to the player who is throwing in the ball, a free kick shall be given to the opposing team from where the foul occurred

(2) If the player who is throwing in the ball stands inside the side line or throws the ball by the lace or thong, the opposing team shall be awarded a free kick from where the foul took place

(3) If the player who throws in the ball touches it before another player has touched it, the opposing team shall have a free kick from where the foul took place

13. Fifty Yards Free Kick. – If the ball is played across the end line outside the point posts* by a player whose end line it is, the opposing team shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow the 50 yards free kick

Note – The last player touching the ball shall be considered the last player playing it

14. Foul and Rough Play. – Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with unless he is in the act of playing the ball Tripping is throwing or attempting to throw an opponent by using the legs or by stooping in front of or behind him Putting the leg from behind another player for the purpose of getting the ball and thus throwing him shall be deemed tripping Holding includes the obstruction of a player by hand or arm

In the case of rough or dangerous play the Referee shall caution the player or players, and should the offence be repeated, or without any caution in the case of violent conduct or improper language, the Referee shall rule the offender or offenders out of play and report him or them to the County Committee in County Championships, to the Provincial Council in Inter-County matches, and to the Central Council in All-Ireland matches A player ordered off the ground by the Referee shall not under any circumstances be permitted to again join in the game Any player raising his hand to strike or threaten another player, or using irritating language to players or officials, shall be at once ordered off the ground If he refuses to leave when ordered the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough

play even though it won the match

Notes -(1) Moving to play the ball shall be considered the act of playing it

(2) Should a player from each team foul at the same time the referee shall hop the ball where foul occurred

(3) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(4) In awarding free kicks for foul or rough play, the Referee shall give the free-

(a) From where foul occurred if the foul prevented the player playing the ball

(b) When a man is fouled and succeeds in playing the ball the Referee may allow the game to continue

(5) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(6) If the ball cross the side line the free kick shall be given where the ball crossed the line

(7) Should a player who has been ordered off the ground again join in a game the referee shall award the opposing side the match A caution is necessary only in cases where, while the play is not a direct infringement of the rules, it is such that it may be calculated to cause injury to an opponent For deliberate violation of these rules a caution is not necessary

15. Ball out of Play - If the ball strikes a bystander standing inside the side-line it shall be out of play, and must be thrown in from the side line as directed in Rule 12 If it occurs at the end line, it shall also be out of play, and must be kicked out from the parallelogram The Referee may allow a point or a goal or a 50 yards free kick, should he consider that a point or a goal would have been scored or that a 50 yards free kick would have been forfeited

16. Injured Player.- The Referee may allow a substitute for an injured player, but must not delay the game for the admission of a substitute

17. Weight and Size of Ball. – The weight of the ball shall be from 13 to 15 ounces, size, 27 to 29 inches in circumference No 5 match ball

18. Leaving the field.- A team or an individual leaving the field without the Referee's permission becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty

19. Failure to Play.- A team failing to carry out a championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match

20. Colours. – Teams are required to wear distinctive colours and register them

21. Nails &c. – Players are not allowed to wear projecting nails, spikes or iron tips on their boots

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HURLING RULES
1915

(OFFICIAL GUIDE 1914-'15)

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a special committee appointed at Annual Convention, 1910

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1. Size of Ground. – The ground shall not be less than 140 yards or more than 170 yards long, and not less than 84 yards or more than 100 yards wide

2. Marking of Ground. – Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the turf Lines indicating 21 yards, 70 yards and half-way shall also be marked, and the ends of these lines and each corners of the ground shall be marked with flags

3. Scoring Space. – In the centre of the goal line line shall stand the goal posts 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4. Lines, 5 yards long and at right angles to the goal line shall be marked 4 yards from each goal post The ends of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

5. Number of Players. – The players shall be fifteen aside in inter-county matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen player on each side The team failing to field the full number of players shall forfeit the match (County Committees have power to make a bye-law that teams competing in their Championship and League matches may consist of any number of players from thirteen to fifteen inclusive, but in the event of a County Committee failing to make a bye-law on the point, it shall be quite legal for either or both teams to commence and finish a match with any number of players not less than thirteen or more than fifteen)

6 Commencing Play. – The Captains of teams shall toss for choice of sides before commencing play, and the players, with the exception of the goal-keeper and six others, who must be behind the 70 yards lines, shall stand in two lines at the centre of the field, and each player shall place his hurley across an opponent's The Referee shall throw the ball along the ground between the players, who shall then separate

7. Duration of Play. – The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also havy power to terminate the game whenever by reason of darkness setting in, interference of spectators, or other causes he may think fit, If necessary he shall extend time of play to permit of a free puck to be taken No score to count from such free puck unless the ball passes through scoring space without any other player touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall further extend the time to allow of a free being taken, but no score shall be awarded except made directly off the free Whenever a game is

terminated by reason of darkness setting in, it must be replayed for the full time Should any team cause such deliberate delay in starting or playing the game that it has to be terminated owing to darkness setting in, the Committee in charge can award the match to the opposing team

8. Scores. – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland, and as far as possible in Inter-County and County Championship matches nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played by either side over the crossbar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts, and below where in the opinion of the Referee the crossbar would have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the cross-bar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space, it shall count a point to the opposing team

9. The Puck-out.- When the ball is driven over the goal line by the opposing team, or through the scoring space by the defending team, it shall be pucked out from within the parallelogram No player from the opposing side shall approach nearer than the 21 yars line until the ball has left the paralellogram The Player taking the puck may take the ball in his hand to puck out Should he miss at first stroke the ball must be pucked from off the ground within the parallelogram No player from the opposing side shall approach nearer than the 12 yards* line until the ball has left the parallelogram The Referee shall be empowered to allow time for deliberate delay in pucking out

Notes - Should the player taking the puck- out place the ball outside the parallelogram, the opposing side shall have a free puck 70 yards out from the goal The player taking the puck out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

(* This should be '21 yards line')

10. Free Pucks. – The penalty for all breaches of the rules shall be a free puck In all free pucks the Referee must indicate the place from where the free puck shall be taken The ball shall not be pucked until the Referee has whistled In all free pucks, including the 70 yards puck, no player shall approach nearer than 21 yards untilthe ball is pucked If a free puck is allowed nearer than 21 yards from the goal line, the players must stand on the goal line or 21 yards away The player who pucks must not again play the ball until it has been played by some other player A Free puck may be in any direction In all free pucks other than side line pucks, the ball can be struck in

two ways only - (1) Strike the ball on the ground (2) Lift the ball with the hurley and strike it off the hurley The ball cannot be taken in the hand when lifted with the hurley in a free puck, though lawful in all other cases

Notes - (1) Should a player stand nearer than 21 yards when a free puck is being taken, the opposing team shall be awarded a free puck from where he stood

(2) The Referee must bring back the ball to the 21 yards line for a foul occurring in the parallelogram and entitling the attacking side to a free puck

(3) The ball must be lifted at first effort to lift, and struck at first effort to strike off hurley Should a player fail to lift at first effort, or fail to strike off hurley at first effort, he must strike the ball on the ground The ball must be pucked before the opposing team can charge

(4) Should the player who is taking a free puck make a second attempt to lift, the opposing team shall have a free puck

(5) A player taking a free puck near the end line or side line may stand outside these lines when striking The free puck shall be deemed to have been taken when the ball is struck – after the Referee has whistled – by a player of the side having the free puck

11. The Play. – The ball must not be lifted off the ground with the hand when in play It may be struck with the hand when off the ground, or kicked It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it

Carrying shall be taking more than three steps while holding the ball A player of the opposing team cannot enter the parallelogram until the ball enters it during play

Notes - (1) Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where foul occurred

(2) If a player touches the ball while on the ground with his hand, the opposing side shall have a free puck from where foul occurred

(3) Entering the Parallelogram – This rule shall be operative when the player enters the parallelogram and charges goal-keeper or backs before the ball enters The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play

(4) When a score is disallowed for an infringement of the parallelogram rule the defending side shall take a free puck from within the paralellogram

12. Side Puck. – When a player drives the ball over the side line it shall be a free puck on the ground to the opposing team at the point where the ball crossed the line No player to approach nearer than ten yards until the ball is struck, and no score can be made unless the ball be played by another player other than the striker The linesman shall drop the ball at the line where it crossed, and the player who takes the free puck cannot alter its position

Notes - (1) If a player of either side stands nearer than 10 yards to the player who is pucking in the ball, a free puck shall be given to the opposing team from

where the foul occurred

(2) If a player who is taking a side puck attempts to lift the ball, a free puck shall be awarded the opposing team where foul took place

(3) If the player who pucks in the ball touches it before another player has touched it, the opposing team shall have a free puck from where the foul took place

13. Seventy Yards Free Puck. – If the ball is played across the endline outside the point posts by a player whose end line it is the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow a 70 yards free puck

Notes - (1) The last player touching the ball shall be considered the last person playing it

(2) Should the player who is taking the seventy yards free puck foul when doing so, the ball shall be pucked from goal by the opposing team

14. Foul and Rough Play. – Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with, except he be in the act of playing the ball No player shall bring his hurley intentionally in contact with the person of another player Tripping is throwing or attempting to throw an opponent by using the legs, or by stooping in front or behind him Putting the leg or hurley from behind another player for the purpose of getting the ball shall be deemed tripping Holding includes the obstruction of a player by hand or arm A player must not throw his hurley under any circumstances The penalty for each breach of this rule shall be a free puck

Striking a player's hurley unless he be in the act of striking at the ball shall be a foul

In the case of rough or dangerous play the Referee shall caution the player or players, and should the offence be repeated, or in the case of violent conduct or improper language, without any previous caution, the Referee shall rule the offender or offenders out of play, and report him or them to the County Committee in the case of County Championships, to the Provincial Council in Inter-County contests, and to the Central Council in All-Ireland matches No player once ordered off the ground by the Referee shall under any circumstances be permitted to again join in the game Any player lifting his hand or hurley to strike or threaten another player or using irritating language to players or officials, shall at once be ordered off the ground If he refuses to leave when ordered the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play, even though it won the match

Notes -(1) Moving to play the ball shall be considered the act of playing it

(2) Should a player from each team foul at the same time the referee shall throw in the ball where foul occurred

(3) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(4) In awarding free pucks for foul or rough play, the Referee shall give the free-

(a) From where foul occurred if the foul prevented the player playing the ball

(b) When a man is fouled and succeeds in playing the ball the Referee may allow the game to continue

(5) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(6) Should a player be fouled after he has delivered the ball, a free puck shall be given from where the ball was played to If the ball cross the side line it shall be given where the ball crossed the line

(7) Should a player who has been ordered off the field again join in a game, the Referee shall award the opposing side the match A caution is necessary only in cases where, while the play is not a direct infringement of the rules, it is such that it may be calculated to cause injury to an opponent For deliberate violation of these rules a caution is not necessary

15. Ball out of Play.- If the ball strikes a bystander standing inside the side line it shall be out of play, and must be pucked in from the side line as directed in Rule 12 If it occurs at end line, it shall also be out of play and must be pucked out from the parallelogram The Referee may allow a point or a goal or a 70 yards free puck, should he consider that a point or a goal would have been scored or that a 70 yards free puck would have been forfeited

16. Injured Player.- The Referee may allow a substitute for an injured player, but must not delay the game for the admission of a substitute

17 Weight and Size of Ball. – The weight of the ball shall be from 6 to 7 ounces, size, 11 1/2 to 12 1/2 inches in circumference

18. Leaving the field.- A team or an individual leaving the field without the Referee's permission becomes automatically suspended for six months and no Council or Committee of the Association shall have power to modify this penalty

19. Failure to Play - A team failing to carry out a championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match

20. Colours. – Teams are required to wear distinctive colours and register them

21. Nails, &c. – Players are not allowed to wear projecting nails, spikes or iron tips on their boots

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RULES OF CONTROL FOR FOOTBALL & HURLING

(In separate Section of O G from Playing Rules)

REFEREE, LINESMEN & UMPIRES

1 In all matches a Referee, two Linesmen and four Goal Umpires shall be appointed

2 The Referee's decision on questions of fact connected with the match shall be final Players should particularly note that, as the ball is in play till the whistle sounds, any stoppage of play on their part is at their own risk, for any score made in the event of the whistle not sounding shall be perfectly valid The Referee shall give his decision in writing, if requested, to the captains of the respective teams before leaving the ground

3 The Referee shall blow his whistle in the following cases,-

(a) When he allows a decision given by a linesman

(b) When he allows a score, having consulted the goal umpires

(c) When he wishes to stop the game for any purpose

(d) When half time or full time is up, he being the sole time-keeper, having sole power to allow extra time for delays

(e) The game shall be stopped whenever the Referee blows his whistle, even though he infringes the rules in doing so

4 The Referee's decision as to time shall be final

5 The Referee shall keep a record of the game, and shall lodge a report of the match, with the names of the players, if any, whom he has disqualified for rough play or misconduct This, especially in regard to rough play, is imperative

6 When the Referee stops the game for any purpose he shall re-start it by hopping or throwing in the ball amongst the players

7 A Referee having given a decision, after sounding his whistle, cannot under any circumstances alter it

8 It shall be the Referee's duty to see that all free kicks or pucks, kicks-out, or pucks-out, and throws-in, or pucks from side-line, are properly taken

9 In free-kicks or pucks the ball shall not be kicked or pucked until a signal is given by the Referee

10 Where linesmen cannot determine which team is entitled to a throw-in or side puck, the Referee shall throw in the ball himself

11 The Referee may, if he sees fit, consult the umpires and linesmen on any dispute which may arise in connection with the game

12 Any player threatening or insulting the Referee shall be suspended for not less than twelve months, and his whole team shall be liable to disqualification at the discretion of the County Committee, Provincial Council, or Central Council, according to which body is in control of the match

13 If the ball strike a bystander standing inside the line (except the Referee) it shall be out of play, and must be thrown in or pucked from side line If it occur at the end line it shall be also out of play, and shall be kicked or pucked out from the goal The Referee may allow a point, a goal, or a fifty yards' kick in the latter case should he consider that a point or a goal would have been scored but for being thus stopped, or that the ball would have crossed the end line

14 In the event of the Referee duly appointed being unable to act,it shall be competent for the Secretary of a County Committee, Provincial Council, or Central Council to select and appoint a referee

15 There shall be two linesmen appointed by the Referee, who shall be provided with flags Their sole duty (subject to the decision of the Referee) shall be to decide when and where the ball crosses the side line, and which side is entitled to the throw-

in or puck-in They shall each take one side of the ground, outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction the ball is to be thrown Linesmen shall keep outside the side lines

16 There shall be two goal umpires at each end of the ground, appointed by the Referee One shall stand outside each goal post, and their sole duty (also subject to the Referee's decision when they differ) shall be to watch for goals and points and to decide when the ball is over the end line

17 Referees, linesmen, and goal umpires are bound to give a decision one way or the other when appealed to, and all disputes must be decided on the spot

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In the section dealing with HURLING AND FOOTBALL CHAMPIONSHIPS, There are a further 17 rules Rule 6a in this section deals with CONTROL and SPECIFICATION as it states -

> 6a If a match end in a draw after one hour's play, the referee, providing both teams agree, shall order the teams to play for an additional half-hour

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In the 1914-1915 Official Guide, there is a section on p 109 which may well be the regulations governing the long puck competitions

LIFTING AND STRIKING THE HURLING BALL

The ball shall be regulation size and weight The hurley may be of any pattern

The ball may be placed on the ground behind the scratch line, and the striker must lift it with his hurley, and shall not be allowed to touch it with his hand The ball must be lifted at the first attempt, and struck on the first rise The ball must be struck from behind the scratch line, and within the return lines at the end of the scratch, and the stricker shall not touch the ground in front of the scratch with any part of his person until he has struck the ball The measurement shall be from rhe pitch of the ball to the nearest part of the scratch A failure in the attempt to lift or strike shall count as a try

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CLARE 1914

Back Row (from left) *Tom McGrath John Fox, Bob Doherty Mick Flanagan Jim Clancy Joe Power*
Seated (from left) *Jim Guerin Tom Fowler McInerney Dodger' Considine Amby Power Ned Grace John Shaloo*
Jim O Hehir (Trainer) *[Father of Michael O Hehir]*
On Ground *Brendan Considine Sham Spellisey*

FOOTBALL RULES

(OFFICIAL GUIDE 1923-1924)

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a special committee appointed at Annual Convention, 1910.

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1 **Size of Ground.** - The ground shall not be less than 140 yards or more than 170 yards long, and not less than 84 yards or more than 100 yards wide

2 **Marking of Ground.** - Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the Turf, Lines indicating 14 yards, 21 yards, 50 yards and half-way shall also be marked, and the ends of these lines and each corners of the ground shall be marked with flags

3 **Scoring Space.** - In the centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4 **Lines,** 5 yards long and at right angles to the goal line, shall be marked 4 yards from each goal post The ends of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

5 **Number of Players.** - The players shall be fifteen aside in inter-county matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen player on each side The team failing to field the full number of players shall forfeit the match (County Committees have power to make a bye-law that teams competing in their Championship and League matches may consist of any number of players from thirteen to fifteen inclusive, but in the event of a County Committee failing to make a bye-law on the point, it shall be quite legal for either or both teams to commence and finish a match with any number of players not less than thirteen or more than fifteen)

6 **Commencing Play.** - The Captains of teams shall toss for choice of sides before commencing play, and the players, with the exception of the goal-keeper and six others who must be behind the 50 yards' lines, shall stand in two lines at the centre of the field, and each player shall catch an opponent's hand The Referee shall throw the ball high up over the heads of the players who shall then separate

7 **Duration of Play.** - The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever, by reason of darkness setting in, interference of spectators or other causes, he may think fit If necessary he shall extend time of play to permit of a free kick to be taken No score to count from such free kick unless the ball passes through scoring space without any other player of the same side touching it. Should the defending team commit a further foul before the Referee whistles for full time, he shall still further extend the time to allow of a free being taken, but no score shall be awarded except made directly off the free Whenever a game is terminated by reason of darkness setting in it must be replayed for the full time Should any team cause such deliberate delay in starting or playing the game that it has to be terminated owing to darkness setting in, the Committee in

charge can award the match to the opposing team

8 **Scores.** - A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland and as far as possible in Inter-County and County Championship matches nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played by either side over the crossbar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar should have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the cross-bar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space, it shall count a point to the opposing team

9 **The Kick-out.** - When the ball is driven over the goal line by the opposing team it shall be kicked out from off the ground within the parallelogram The player taking the kick-out may go behind the end line for the purpose of taking a run, and may run in any direction he may think desirable No player from the opposing side shall approach nearer than the 21 yards line until the ball has left the parallelogram The Referee shall be empowered to allow time for deliberate delay in kicking out When a score is made the kick-out shall be from the 21 yards line, no players to stand nearer than 14 yards until the ball is kicked

NOTE - The player taking the kick-out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood

10 **Free Kick** - The penalty for all breaches of the rules shall be a free kick In all free kicks the Referee must indicate the place from where the free shall be taken The ball shall not be kicked until the Referee has whistled In all free kicks, including the 50 yards kick, no player shall approach nearer than 14 yards until the ball is kicked If a free kick is allowed nearer than 14 yards from the goal line, the players must stand on the goal line or 14 yards away The kicker must not again play the ball until it has been played by some other player A free kick may be in any direction

Notes - (1) Should a player stand nearer than 14 yards when a free kick is being taken, the opposing team shall be awarded a free from where he stood Should the player who took the free kick touch the ball again before another player has touched it the opposing team shall be awarded a free kick from where foul occurred

(2) The Referee must bring back the ball to the 14 yards line for a foul occurring in the parallelogram, and, entitling the attacking side to a free kick, all players but the goal-keeper to stand clear of the scoring space

(3) A player taking a free kick near the end line or side line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched, after the Referee has whistled, by a player of the side having the free kick

11 **The Play.** - The ball, when off the ground, may be struck with the hand It may be caught when off the ground It may be kicked in any direction, but not carried Carrying shall be taking more than four steps while holding the ball, which must not be held longer than is necessary to hop it, kick it or fist it away The ball must not be thrown When caught, the ball may be kicked by letting it drop from the hands and kicking it, either before it touches the ground ("punting") or immediately after it touches the ground ("drop-kicking") The ball, on being caught, must be either kicked or struck with the hand or hopped once with either one or both hands against the ground, but not more than once The ball, while on the ground, must not be touched with the hand The goal-keeper, within the parallelogram may touch the ball while on the ground with his hands A player of the opposing team cannot enter the parallelogram until the ball enters it in play

Notes - (1) When a player catches the ball he can hop it with one or both hands once against the ground and can then catch it again, but must kick it without any further hop If a player infringes this rule the Referee shall award a free kick to the opposing team where the foul occurred

(2) When a player strikes a hopping ball which he has not caught, he can make a run by striking it with one or both hands, but should he catch the ball he is allowed only one hop Should a player infringe this rule the Referee shall award a free kick where the foul occurred to the opposing team

(3) Should a player hold the ball longer than is necessary to hop it, kick it, or fist it away, or take more than four steps while holding it, the opposing side shall have a free kick from where foul occurred

(4) If a player touches the ball while on the ground with the hand, the opposing side shall have a free kick from where foul occurred It shall be permissable for a player knocked to the ground, in possession of the ball, to fist it away even though it be on the ground

(5) *Entering the Parallelogram* - This rule shall be operative when the player enters the parallelogram and charges goal-keeper or back before the ball enters The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were in parallelogram

(6) When a score is disallowed for infringement of parallelogram rule the defending side shall take a free kick from within parallelogram

12. Throw-In.- When the ball is driven across the side line it should be thrown in

from the point where it crossed the side line (as indicated by the linesman) by a player of the opposing team to that which touched it last before crossing The ball may be thrown in any direction, and the thrower-in must have one foot outside the line at the time of throwing, and must not hold the ball by the lace or thong The thrower-in must not play the ball himself until it has been played by some other player All players to stand away ten yards from the player throwing the ball Neither a goal nor a point can be scored from the throw-in unless the ball is touched by some other player after the throw-in

Notes - (1) If a player of either side stands nearer than 10 yards to the player who is throwing in the ball, a free kick shall be given to the opposing team from where the foul occurred

(2) If the player who is throwing in the ball stands inside the side line or throws the ball by the lace or thong, the opposing team shall be awarded a free kick from where the foul took place

(3) If the player who throws in the ball touches it before another player has touched it, the opposing team shall have a free kick from where the foul took place

13. Fifty Yards Free Kick. - If the ball is played across the end line outside the point posts* by a player whose end line it is, the opposing team shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow the 50 yards free kick

Note - The last player touching the ball shall be considered the last player playing it

14. Foul and Rough Play. - Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with unless he is in the act of playing the ball Tripping is throwing or attempting to throw an opponent by using the legs or by stooping in front of or behind him Putting the leg from behind another player for the purpose of getting the ball and thus throwing him shall be deemed tripping Holding includes the obstruction of a player by hand or arm

In the case of rough or dangerous play the Referee shall caution the player or players, and should the offence be repeated, or without any caution in the case of violent conduct or improper language, the Referee shall rule the offender or offenders out of play and report him or them to the County Committee in County Championships, to the Provincial Council in Inter-County matches, and to the Central Council in All-Ireland matches A player ordered off the ground by the Referee shall not under any circumstances be permitted to again join in the game Any player raising his hand to strike or threaten another player, or using irritating language to players or officials, shall be at once ordered off the ground If he refuses to leave when ordered the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play even though it won the match

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* See Rule 3 - There are no points posts now

Notes -(1) Moving to play the ball shall be considered the act of playing it

(2) Should a player from each team foul at the same time the referee shall hop the ball where foul occurred

(3) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(4) In awarding free kicks for foul or rough play, the Referee shall give the free-

(a) From where foul occurred if the foul prevented the player playing the ball

(b) Where a man is fouled and suceeds in playing the ball the Referee may allow the game to proceed

(c) When a player is fouled after delivery a free kick is given where ball lands if it be outside 50 yards mark or on a point on the 50 yards mark opposite where it landed if it be inside the 50 yards mark

(5) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(6) If the ball cross the side line the free kick shall be given where the ball crossed the line

(7) Should a player who has been ordered off the ground again join in a game the Referee shall award the opposing side the match A caution is necessary only in cases where, while the play is not a direct infringement of the rules, it is such that it may be calculated to cause injury to an opponent For deliberate violation of these rules a caution is not necessary

15. Ball out of Play.- If the ball strikes a bystander standing inside the side-line it shall be out of play, and must be thrown in from the side line as directed in Rule 12 If it occurs at the end line, it shall also be out of play, and must be kicked out from the parallelogram The Referee may allow a point or a goal or a 50 yards free kick, should he consider that a point or a goal would have been scored or that a 50 yards free kick would have been forfeited

16. Injured Player.- The Referee may allow a substitute for an injured player, but must not delay the game for the admission of a substitute

17. Weight and Size of Ball. - The weight of the ball shall be from 13 to 15 ounces, size, 27 to 29 inches in circumference No 5 match ball

18. Leaving the field.- A team or an individual leaving the field without the Referee's permission becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty

19. Failure to Play.- A team failing to carry out a championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match

20. Colours. - Teams are required to wear distinctive colours and register them

21. Nails &c. - Players are not allowed to wear projecting nails, spikes or iron tips on their boots

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HURLING RULES

(OFFICIAL GUIDE 1923-24)

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a special committee appointed at Annual Convention, 1910

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1. Size of Ground. – The ground shall not be less than 140 yards or more than 170 yards long, and not less than 84 yards or more than 100 yards wide

2 Marking of Ground. – Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the turf Lines indicating 21 yards, 70 yards and half-way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

3. Scoring Space. – In the centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4. Lines, 5 yards long and at right angles to the goal line shall be marked 4 yards from each goal post The ends of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

5. Number of Players. – The players shall be fifteen aside in inter-county matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there fifteen player on each side The team failing to field the full number of players shall forfeit the match (County Committees have power to make a bye-law that teams competing in their Championship and League matches may consist of any number of players from thirteen to fifteen inclusive, but in the event of a County Committee failing to make a bye-law on the point, it shall be quite legal for either or both teams to commence and finish a match with any number of players not less than thirteen or more than fifteen)

6. Commencing Play – The Captains of teams shall toss for choice of sides before commencing play, and the players, with the exception of the goal-keeper and six others, who must be behind the 70 yards' lines, shall stand in two lines at the centre of the field, and each player shall place his hurley across an opponent's The Referee shall throw the ball along the ground between the players, who shall then separate

7 Duration of Play. – The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever by reason of darkness setting in, interference of spectators, or other causes he may think fit If necessary he shall extend time of play to permit of a free puck to be taken No score to count from such free puck unless the ball passes through scoring space without any other player touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall further extend the time to allow of a free being taken, but no score shall be awarded except made directly off the free Whenever a game is

terminated by reason of darkness setting in, it must be replayed for the full time Should any team cause such deliberate delay in starting or playing the game that it has to be terminated owing to darkness setting in, the Committee in charge can award the match to the opposing team

8. Scores. – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland, and as far as possible in Inter-County and County Championship matches nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played by either side over the crossbar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts, and below where in the opinion of the Referee the crossbar would have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the cross-bar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space, it shall count a point to the opposing team

9. The Puck-out - When the ball is driven over the goal line by the opposing team, it shall be pucked out from within the parallelogram The Player taking the puck may take the ball in his hand to puck out Should he miss at first stroke the ball must be pucked from off the ground within the parallelogram No player from the opposing side shall approach nearer than the 21 yards line until the ball has left the parallelogram The Referee shall be empowered to allow time for deliberate delay in pucking out

Note - The player taking the puck-out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

10. Free Pucks. – The penalty for all breaches of the rules shall be a free puck In all free pucks the Referee must indicate the place from where the free puck shall be taken The ball shall not be pucked until the Referee has whistled In all free pucks, including the 70 yards puck, no player shall approach nearer than 21 yards until the ball is pucked If a free puck is allowed nearer than 21 yards from the goal line, the players must stand on the goal line or 21 yards away The player who pucks must not again play the ball until it has been played by some other player A Free puck may be in any direction In all free pucks other than side line pucks, the ball can be struck in two ways only - (1) Strike the ball on the ground (2) Lift the ball with the hurley and strike it off the hurley The ball cannot be taken in the hand when lifted with the hurley in a free puck, though lawful in all other cases

Notes - (1) Should a player stand nearer than 21 yards when a free puck is

being taken, the opposing team shall be awarded a free puck from where he stood

(2) The Referee must bring back the ball to the 21 yards line for a foul occurring in the parallelogram and entitling the attacking side to a free puck

(3) The ball must be lifted at first effort to lift, and struck at first effort to strike off hurley Should a player fail to lift at first effort, or fail to strike off hurley at first effort, he must strike the ball on the ground The ball must be pucked before the opposing team can charge

(4) Should the player who is taking a free puck make a second attempt to lift, the Referee shall throw in the ball between the opposing sides where the foul occurred

(5) A player taking a free puck near the end line or side line may stand outside these lines when striking The free puck shall be deemed to have been taken when the ball is struck – after the Referee has whistled – by a player of the side having the free puck

11. The Play. – The ball must not be lifted off the ground with the hand when in play It may be struck with the hand when off the ground, or kicked It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it

Carrying shall be taking more than three steps while holding the ball A player of the opposing team cannot enter the parallelogram until the ball enters it during play

Notes - (1) Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where foul occurred

(2) If a player touches the ball while on the ground with his hand, the opposing side shall have a free puck from where foul occurred

(3) Entering the Parallelogram – This rule shall be operative when the player enters the parallelogram and charges goal-keeper or backs before the ball enters The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score shall be allowed The score is allowed when it is sufficiently out of reach of attack and defence, though attacking players were inside parallelogram

12. Side Puck. – When a player drives the ball over the side line it shall be a free puck on the ground to the opposing team at the point where the ball crossed the line No player to approach nearer than ten yards until the ball is struck, and no score can be made unless the ball be played by another player other than the striker The linesman shall drop the ball at the line where it crossed, and the player who takes the free puck cannot alter its position

Notes - (1) If a player of either side stands nearer than 10 yards to the player who is pucking in the ball, a free puck shall be given to the opposing team from where the foul occurred

(2) If a player who is taking a side puck attempts to lift the ball, a free puck

shall be awarded the opposing team where foul took place

(3) If the player who pucks in the ball touches it before another player has touched it, the opposing team shall have a free puck from where the foul took place

13. Seventy Yards Free Puck. – If the ball is played across the endline outside the point posts by a player whose end line it is, the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow a 70 yards free puck

Notes - (1) The last player touching the ball shall be considered the last person playing it

(2) Should the player who is taking the seventy yards free puck foul when doing so, the ball shall be pucked from goal by the opposing team

14. Foul and Rough Play. – Pushing, kicking,tripping, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with, except he be in the act of playing the ball No player shall bring his hurley intentionally in contact with the person of another player Tripping is throwing or attempting to throw an opponent by using the legs, or by stooping in front or behind him Putting the leg or hurley from behind another player for the purpose of getting the ball shall be deemed tripping Holding includes the obstruction of a player by hand or arm Striking a player's hurley unless he be in the act of striking at the ball shall be a foul A player must not throw his hurley under any circumstances The penalty for each breach of this rule shall be a free puck

In the case of rough or dangerous play the Referee shall caution the player or players, and should the offence be repeated, or in the case of violent conduct or improper language, without any previous caution the Referee shall rule the offender or offenders out of play, and report him or them to the County Committee in the case of County Championships, to the Provincial Council in Inter-County contests, and to the Central Council in All-Ireland matches No player once ordered off the ground by the Referee shall under any circumstances be permitted to again join in the game Any player lifting his hand or hurley to strike or threaten another player, or using irritating language to players or officials, shall at once be ordered off the ground If he refuses to leave when ordered the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play, even though it won the match

Notes -(1) Moving to play the ball shall be considered the act of playing it

(2) Should a player from each side foul at the same time the referee shall throw in the ball where foul occurred

(3) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(4) In awarding free pucks for foul or rough play, the Referee shall give the free-

(a) From where foul occurred if the foul prevented the player playing the ball

(b) When a man is fouled and succeeds in playing the ball, the Referee may allow the game to proceed

(c) When a player is fouled after delivery a free puck is given where the ball lands if it be outside 50 yards mark or on a point on the 50 yards mark opposite where it landed if it be inside the 50 yards mark

(5) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(6) Should a player be fouled after he has delivered the ball, a free puck shall be given from where the ball was played to If the ball cross the side line it shall be given where the ball crossed the line

(7) Should a player who has been ordered off the field again join in a game, the Referee shall award the opposing side the match A caution is necessary only in cases where, while the play is not a direct infringement of the rules, it is such that it may be calculated to cause injury to an opponent For deliberate violation of these rules a caution is not necessary

15. Ball out of Play - If the ball strikes a bystander standing inside the side line it shall be out of play, and must be pucked in from the side line as directed in Rule 12 If it occurs at end line, it shall also be out of play and must be pucked out from the parallelogram The Referee may allow a point or a goal or a 70 yards free puck, should he consider that a point or a goal would have been scored or that a 70 yards free puck would have been forfeited

16. Injured Player.- The Referee may allow a substitute for an injured player, but must not delay the game for the admission of a substitute

17. Weight and Size of Ball. – The weight of the ball shall be from 6 to 7 ounces, size, 9 to 11 inches in circumference

18. Leaving the field.- A team or an individual leaving the field without the Referee's permission becomes automatically suspended for six months and no Council or Committee of the Association shall have power to modify this penalty

19. Failure to Play.- A team failing to carry out a championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match

20. Colours. – Teams are required to wear distinctive colours and register them

21. Nails, &c. – Players are not allowed to wear projecting nails, spikes or iron tips on their boots

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CENTRAL COUNCIL'S DECISIONS

JANUARY 4TH, 1924.

QUERY – 1 Does the Rule re paralellogram empower goal umpires to disallow a score when one of the attacking team charges into the area after the ball and the ball is driven outside of it, and if before he has had time to get out, the ball is scored by

another member of the attacking team?

DECISION 1 If the ball returns before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed

QUERY – 2 Should a score be disallowed when scored from out the field and sufficiently high to be out of the reach of both attacking and defending players, because one of the attacking players is inside the parallelogram?

DECISION – 2 In such circumstances the score, if a point, should be allowed if the defence was not interferred with

QUERY – 3 If the goal umpires disagree in disallowing a score, can the Referee allow it under any circumstances?

DECISION – 3 No

LIFTING & STRIKING THE HURLING BALL

The ball shall be regulation size and weight The Hurley may be of any pattern

The ball shall be placed on the ground behind the scratch line, and the striker must lift it with his hurley, and shall not be allowed to touch it with his hand The ball must be lifted at the first attempt, and struck on the first rise The ball must be struck from behind the scratch line, and within the return lines at the end of the scratch, and the striker shall not touch the ground in front of the scratch with any part of his person until he has struck the ball The measurment shall be from the pitch of the ball to the nearest part of the scratch A failure in the attempt to lift or strike shall count as a try Fouling the scratch line shall count as a try

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REFEREE, LINESMEN & UMPIRES

(FROM OFFICIAL GUIDE 1923-24)

1 In all matches a Referee, two Linesmen and four Goal Umpires shall be appointed

2 The Referee's decision on questions of fact connected with the match shall be final Players should particularly note that, as the ball is in play till the whistle sounds, any stoppage of play on their part is at their own risk, for any score made in the event of the whistle not sounding shall be perfectly valid. The Referee shall give his decision in writing, if requested, to the captains of the respective teams before leaving the ground

3 The Referee shall blow his whistle in the following cases,-

(*a*) When he allows a decision given by a linesman

(*b*) When he allows a score, having consulted the goal umpires

(*c*) When he wishes to stop the game for any purpose

(*d*) When half time or full time is up, he being the sole time-keeper, having sole power to allow extra time for delays

(*e*) The game shall be stopped whenever the Referee blows his whistle, even though he infringes the rules in doing so

4 The Referee's decision as to time shall be final

5 The Referee shall keep a record of the game, and shall lodge a report of the match, with the names of the players, if any, whom he has disqualified for rough play or misconduct This, especially in regard to rough play, is imperative

6 When the Referee stops the game for any purpose he shall re-start it by hopping or throwing in the ball amongst the players

7 A Referee having given a decision, after sounding his whistle, cannot under any circumstances alter it

8 It shall be the Referee's duty to see that all free kicks or pucks, kicks-out, or pucks-out, and throw-ins, or pucks from side-line, are properly taken

9 In free-kicks or pucks the ball shall not be kicked or pucked until a signal is given by the Referee

10 Where linesmen cannot determine which team is entitled to a throw-in or side puck, the Referee shall throw in the ball himself

11 The Referee may, if he sees fit, consult the umpires and linesmen on any dispute which may arise in connection with the game

12 Any player threatening or insulting the Referee shall be suspended for not less than twelve months, and his whole team shall be liable to disqualification at the discretion of the County Committee, Provincial Council, or Central Council, according to which body is in control of the match

13 If the ball strike a bystander standing inside the line (except the Referee) it shall be out of play, and must be thrown in or pucked from side line If it occur at the end line it shall be also out of play, and shall be kicked or pucked out from the goal The Referee may allow a point, a goal, or a fifty yards' kick in the latter case should he consider that a point or a goal would have been scored but for being thus stopped, or that the ball would have crossed the end line

14 In the event of the Referee duly appointed being unable to act,it shall be competent for the Secretary of a County Committee, Provincial Council, or Central Council to select and appoint a referee

15 There shall be two linesmen appointed by the Referee, who shall be provided with flags Their sole duty (subject to the decision of the Referee) shall be to decide when and where the ball crosses the side line, and which side is entitled to the throw-in or puck-in They shall each take one side of the ground, outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction the ball is to be thrown Linesmen shall keep outside the side lines

16 There shall be two goal umpires at each end of the ground, appointed by the Referee One shall stand outside each goal post, and their sole duty (also subject to

the Referee's decision when they differ) shall be to watch for goals and points and to decide when the ball is over the end line

17 Referees, linesmen, and goal umpires are bound to give a decision one way or the other when appealed to, and all disputes must be decided on the spot

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BETTING AND GAMBLING

Betting men shall not be allowed on the grounds where Hurling Football, are being held, and any member of County Committee, Hurling or Football League, Provincial or Central Council, shall be empowered to have them ejected, and any member of the G A A found betting shall be suspended

NOTE - This Rule can be effectively enforced if the following simple conditions prescribed by the Street Betting Act be fulfilled -

(1) Have printed notices posted up at the different entrances and in other conspicuous places, as well as inside the grounds, stating the Committee forbids betting and gambling of all kinds

(2) Inform the local police this is being done, and if an infringement occur they are bound to remove the offenders off the ground

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Down - Ulster Minor Champions, 1932 From Irish Press Jubilee Edition

FOOTBALL RULES

(OFFICIAL GUIDE 1926-27)

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a special committee appointed at Annual Convention, 1910, and revised by a special committee appointed at Annual Congress, 1925

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1 **The Field of Play** shall not be less than 140 yards or more than 170 yards long, and not less than 84 yards or more than 100 yards wide

2 **Marking of Ground.**- Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the turf Lines indicating 14 yards, 21 yards, 50 yards and half-way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

3 **Scoring Space.** – In the centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4 **Lines** 5 yards long, and at right angles to the goal line, shall be marked 4 yards from each goal post The ends of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

5 **Number of Players.**- The players shall be fifteen aside in all matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen players on each side The team failing to field the full number of players shall forfeit the match

6 **Commencing Play.** – The Referee, in consultation with the Officials of Council, or County Committee present for the match, shall in case of inclement weather or unsuitable state of playing pitch, decides as to the playing or postponement of the match The Captains of teams shall toss for choice of sides before commencing play, and the players, with the exception of the goal-keeper and, six others, who must be behind the 50 yards' lines, shall stand in two lines at the centre of the field, and each player shall catch an opponent's hand The Referee shall throw the ball over the heads of the players, and then separate, and should one of the seven players stand in front of 50 yards line, the opposing team shall be awarded a free kick

7 **Duration of Play.**- The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever, by reason of darkness setting in, interference of spectators, or other causes, he may think fit If necessary he shall extend time of play to permit of a free kick to be taken No score to count from such free kick unless the ball passes through scoring space without any other player of the same side touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall still further extend the time to allow of a free being taken, but no score shall be awarded except made directly off the free Whenever a game is terminated by reason of darkness setting in it must be replayed for the full time Should any team cause such deliberate delay in playing the game

that it has to be terminated owing to darkness setting in, the Committee in charge may award the match to the opposing side.

8. **Scores.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross-bar, except when thrown or carried by any of the attacking side. In All-Ireland, Inter-County, and as far as possible in County Championship matches, nets shall be placed behind the goal area so as to receive the ball when it passes through.

A *Point* is scored when the ball is driven or played be either side over the crossbar and between the goal posts, except when thrown by any of the attacking side. The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play. Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar should have been, he shall allow a goal.Should the upright posts become displaced and the ball pass inside where they would, in the Referees opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the cross-bar. The ball is in play until the whole ball has passed over the goal line or side line. The game shall be decided by the greater number of points. A Goal shall be equal to three points. Should the ball be played through the goal space by one of the defending side, it shall count a goal; if through the point space , it shall count a point to the opposing team.

9. **The Kick-out.**- When the ball is driven over the goal line by the opposing team it shall be kicked out from off the ground within the parallelogram. The player taking the kick-out may go behind the end line for the purpose of taking a run, and may run in any direction he may think desirable. No player from the opposing side shall approach nearer than the 21 yards line until the ball has been kicked. The Referee shall be empowered to allow time for deliberate delay in kicking out. When a score is made the kick-out shall be a point on 21 yards line, in front of the scoring space; no players to stand nearer than 14 yards until the ball is kicked.

Note.-The player taking the kick-out may play the ball more than once before any other player touches it. Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood.

10. **Free Kicks.**- The penalty for all breaches of the rules shall be a free kick. In all free kicks the Referee must indicate the place from where the free shall be taken. The ball shall not be kicked until the Referee has whistled. In all free kicks, including the 50 yards kick, no player shall approach nearer than 14 yards until the ball is kicked. When a foul is committed by the defence within the 14 yards of goal,* but not within the parallelogram, a free shall be given on the 14 yards line opposite where the foul was committed.* w.e.f. 17th April, 1927 this wording was changed by a Congress motion to read. "Within the 14 yards' line, "

Notes:- (1) Should a player stand nearer than 14 yards when a free kick is being taken, the opposing team shall be awarded a free from where he stood. Should the player who took the free kick touch the ball again before another player has touched it the opposing team shall be awarded a free kick from where foul occurred.

(2) The Referee must bring back the ball to a point on the 14 yards line

opposite to where the foul occurred, for the foul occurring in the parallelogram, and entitling the attacking side to a free kick, all players, with the exception of the defending goal-keeper and player taking the kick, to stand outside the 21 yards line

(3) A player taking a free kick near the end line or side line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched, after the Referee has whistled, by a player of the side having the free kick

11 **The Play.**- The ball, when off the ground, may be struck with the hand It may be caught when off the ground It may be kicked in any direction, but not carried Carrying shall be taking more than four steps while holding the ball, which must not be held longer than is necessary to hop it, kick it or fist it away Tipping it on the hand is considered carrying The ball must not be thrown When caught, the ball may be kicked or struck with the hand or hopped once with either one or both hands against the ground The ball, while on the ground, must not be touched with the hand, except in the case of a player knocked to the ground while in possession of the ball who may fist it away even though it be on the ground The goal-keeper, within the parallelogram, may touch the ball while on the ground with his hands A player of the opposing team must not enter the parallelogram until the ball enters it in play

Note - When a player strikes a hopping ball which he has not caught, he can make a run by striking it with one or both hands, but should he catch the ball he is allowed only one hop

12 The Goalkeeper shall not be charged unless in possession of the ball or obstructing an opponent, or when he has passed outside the parallelogram

13 *Entering the Parallelogram* – The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The scoie is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were in parallelogram The Goal Umpires shall call attention to breaches of this rule by raising both Flags and holding them crossed

Note - When a score is disallowed for infringement of parallelogram rule the defending side shall take a free kick from within parallelogram

14 **Throw-In** - When the ball is driven across the side line it should be thrown in from the point where it crossed the side line (as indicated by the linesman) by a player of the opposing team to that which touched it last before crossing The ball may be thrown in any direction, and the player throwing in the ball must have one foot outside the line at the time of throwing, and must not hold the ball by the lace or thong The player throwing in the ball must not play the ball himself until it has been played by some other player, all players to stand away ten yards from the player throwing the ball Neither a goal nor a point can be scored from the throw-in unless the ball is touched by some other player after the throw-in

15 **Fifty Yards Free Kick** - If the ball is played across the end line outside the point posts by a player whose end line it is, the opposing team shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line If the

ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow the 50 yards free kick

Note - The last player touching the ball shall be considered the last player playing it

16 **Foul and Rough Play.**- Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with unless he is moving to play the ball or in the act of playing the ball Tripping is throwing or attempting to throw an opponent by using the legs or by stooping in front of or behind him Putting the leg from behind another player for the purpose of getting the ball and thus throwing him shall be deemed tripping Holding includes the obstruction of a player by hand or arm

In the case of rough play the Referee shall caution the player or players, and should the offence be repeated, or without any caution in the case of dangerous play, violent conduct or improper language, the Referee shall rule the offender or offenders out of play and report him or them to the County Committee in County Championships, to the Provincial Council in Inter-County matches, and to the Central Council in All-Ireland matches A player ordered off the ground by the Referee shall not under any circumstances be permitted to again join in the game Any player raising his hand to strike or threaten another player, or using irritating language to players or officials, shall be at once ordered off the ground If he refuses to leave when ordered the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play even though it won the match

Notes - (1) Should a player from each team foul at the same time the Referee shall hop the ball where foul occurred

(2) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(3) In awarding free kicks for foul or rough play, the Referee shall give the free –

(a) From where foul occurred if the foul prevented the player playing the ball

(b) When a player is fouled after delivery a free kick shall be given where ball lands (except a score is made, which is allowed) Should the ball cross the end or side line a free shall be given where the foul occurred

(4) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(5) Should a player who has been ordered off the ground again join the game the Referee shall award the opposing side the match

17 **Ball out of Play.**- If the ball strikes a spectator or official other than the referee inside the side-line it shall be out of play, and must be thrown in from the side-line, as directed in Rule 14 If it occurs at the end line, it shall also be out of play, and must be kicked out from the parallelogram The Referee may allow a point or a goal or 50 yards free kick should he consider that a point or a goal would have been scored, or

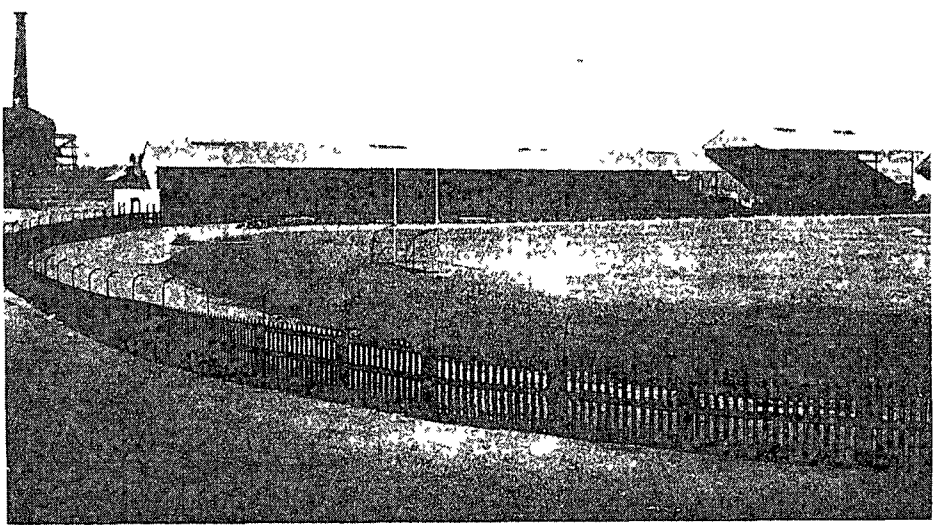
that a 50 yards free kick would have been forfeited

18 **Injured Player.** – The Referee may allow a substitute for an injured player, but must not delay the game for the admission of a substitute

19 **Weight and Size of Ball** – The weight of the ball shall be from 13 to 15 ounces, size, 27 to 29 inches in circumference No 5 match ball

20 **Leaving the Field.**- A team or an individual leaving the field, or refusing to continue the game, without the Referee's permission, becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty

21 **Nails, &c.** – Players are not allowed to wear projecting nails, spikes, or iron tips on their boots



The Cusack Stand Croke Park 1924

HURLING RULES

(OFFICIAL GUIDE 1926-27)

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a special committee appointed at Annual Convention, 1910, and revised by a special committee appointed at Annual Congress, 1925

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1 **The Field of Play.** -The ground shall not be less than 140 yards or more than 170 yards long, and not less than 84 yards or more than 100 yards wide

2 . **Marking of Ground.**- Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the turf Lines indicating 21 yards, 70 yards and half way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

3 **Scoring Space.** – In the centre of the goal line shall stand the goal posts 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4 **Lines,** 5 yards long and at right angles to the goal line shall be marked 4 yards from each goal post The ends of these lines shall be joined, so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

5 **Number of Player.**- The players shall be fifteen aside in all matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen players on each side The team failing to field the full number of players shall forfeit the match

6 **Commmencing Play.** – The Referee, in consultation with the Officials of Council, or County Committee present for the match, shall in case of inclement weather or unsuitable state of playing pitch, decides as to the playing or pstponement of the match The Captains of teams shall toss for choice of sides before commencing play, and the players, with the exception of the goal-keeper and six others, who must be behind the 70 yards lines, shall stand in two lines at the centre of the field, and each player shall place his hurley across an opponent's The Referee shall throw the ball along the ground between the players, who shall then separate

7 **Duration of Play.**- The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever, by reason of darkness setting in, interference of spectators, or other causes he may think fit If necessary he shall extend time of play to permit of a free puck to be taken No score to count from such free puck unless the ball passes through scoring space without any other player touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall still further extend the time to allow of a free being taken, but no score shall be awarded except made directly off the free Whenever a game is terminated by reason of darkness setting in, it must be replayed for the full time Should any team cause such deliberate delay in playing the game that it has to be terminated owing to darkness setting in, the Committee in charge may award the

match to the opposing team

8 **Scores.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross bar, except when thrown or carried by any of the attacking side In All-Ireland, Inter-County, and as far as possible in County Championship matches, nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played be either side over the crossbar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar would have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the crossbar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A Goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space , it shall count a point to the opposing team

9 **The Puck-out.**- When the ball is driven over the goal line by the opposing team, it shall be pucked out from within the parallelogram The player taking the puck may take the ball in his hand to puck out Should he miss at first stroke the ball must be pucked from off the ground within the parallelogram No player from the opposing side shall approach nearer than the 21 yards line until the ball has been pucked The Referee shall be empowered to allow time for deliberate delay in pucking out

Note - (1) Should a player puck the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck opposite to where foul occurred

(2) The player taking the puck-out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

10 **Free Pucks.**- The penalty for all breaches of the rules shall be a free puck In all free pucks the Referee must indicate the place from where the free puck shall be taken The ball shall not be pucked until the Referee has whistled In all free pucks, including the 70 yards puck, no player shall approach nearer than 21 yards until the ball is pucked The player who pucks must not again play the ball until it has been played by some other player A free puck may be in any direction In all free pucks other than side line pucks, the ball can be struck in two ways only - (1) Strike the ball on the ground (2) Lift the ball with the hurley and strike it off the hurley The ball cannot be taken in the hand when lifted with the hurley in a free puck, though lawful in all other cases

Notes - (1) Should a player stand nearer than 21 yards when a free puck is being taken, the opposing team shall be awarded a free puck from where he stood

(2) The Referee must bring back the ball to the 21 yards line for a foul occurring

inside the 21 yards line, and entitling the attacking side to a free puck

(3) The ball must be lifted at first effort to lift, and struck at first effort to strike off hurley Should a player fail to lift at first effrot,(sic) or fail to strike off hurley at first effort, he must strike the ball on the, ground The ball must be pucked before the opposing team can charge

(4) Should the player who is taking a free puck make a second attempt to lift, the Referee shall throw m the ball between the opposing sides where the foul occurred

(5) A player taking a free puck near the end line or side line may stand outside these lines when striking The free puck shall be deemed to have been taken when the ball is struck – after the Referee has whistled – by a player of the side having the free puck

11 **The Play.** – The ball must not be lifted off the ground with the hand when in play It may be struck with the hand when off the ground, or kicked It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it Tipping on the hand is considered carrying

Carrying shall be taking more than three steps while holding the ball A player of the opposing team cannot enter the parallelogram until the ball enters it during play

Notes - (1) Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where foul occurred

(2) If a player touches the ball while on the ground with his hand, the opposing side shall have a free puck from where foul occurred

(3) Entering the Parallelogram – This rule shall be operative when the player enters the parallelogram and charges goal-keeper or backs before the ball enters The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were inside parallelogram

(4) When a score is disallowzd for infringement of parallelogram rule the defending side shall take a free puck from within parallelogram

12 **Side Puck.**- When a player drives the ball over the side line it shall be a free puck on the ground to the opposing team at the point where the ball crossed the line No player to approach nearer than ten yards until the ball is struck, and no score can be made unless the ball be played by another player other than the striker The linesman shall drop the ball at the line where it crossed, and the player who takes the free puck cannot alter its position

Notes - (1) If a player of either side stands nearer than 10 yards to the player who is pucking in the ball, a free puck shall be given to the opposing team from where the foul occurred

(2) If a player who is taking a side puck attempts to lift the ball, a free puck shall

be awarded the opposing team where foul took place

(3) If the player who pucks in the ball touches it before another player has touched it, the opposing team shall have a free puck from where the foul took place

13 **Seventy Yards Free Puck.**- If the ball is played across the end line outside the point posts by a player whose end line it is the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow a 70 yards free puck

Notes - (1) The last player touching the ball shall be considered the last person playing it

(2) Should the player who is taking the seventy yards free puck foul when doing so, the ball shall be pucked from goal by the opposing team

Directions to Umpires -

(a) A "wide" or "over" is indicated by waving one or both hands

(b) A seventy yards puck is indicated by standing on the endline where the ball crossed, the umpire holding up one hand, pointing forward in the direction of the seventy yards line

(c) A breach of the parallelogram rule by the attacking side is shown by crossing both flags in front of the goal, thus indicating that score is allowed

14 **Foul and Rough Play.**- Pushing, tripping, kicking, catching, holding or jumping at a player, ot butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with, except he be in the act of moving to play the ball or playing it No player shall bring his hurley intentioanally in contact with the person of another player Tripping is throwing or attempting to throw an opponent by using the legs, or by stooping in front or behind him Putting the leg or hurley from behind another player for the purpose of getting the ball shall be deemed tripping Holding includes the obstruction of a player by hand or arm Striking a player's hurley unless he be in the act of striking at the ball shall be a foul A player must not throw his hurley under any circumstances The penalty for each breach of this rule shall be a free puck

In the case of rough play the Referee shall caution the player or players, and should the offence be repeated, or in the case of dangerous play, violent conduct or improper language,without any previous caution, the Referee shall rule the offender or offenders out of play and report him or them to the County Committee in the case of County Championships, to the Provincial Council in Inter-County contests, and to the Central Council in All-Ireland matches No player once ordered off the ground by the Referee shall under any circumstances be permitted to again join in the game Any player lifting his hand or hurley to strike or threaten another player, or using irritating language to players or officials, shall at once be ordered off the ground If he refuses to leave when ordered, the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play, even though it won the match

(1) Should a player from each side foul at the same time the Referee shall

throw in the ball where foul occurred

(2) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(3) In awarding free pucks for foul or rough play, the Referee shall give the free –

(a) From where foul occurred if the foul prevented the player from playing the ball

(b) When a player is fouled after delivery a free puck shall be given (except a score is made, which is allowed), where the ball lands if outside 70 yards mark or on a point on the 70 yards mark opposite where it landed if it be inside the 70 yards mark

(4) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(5) If the ball cross th side line it shall be given where the ball crossed the line

(6) Should a player who has been ordered off the field again join the game, the Referee shall award the opposing side the match

15 **Ball out of Play.**- If the ball strikes a spectator or official other than the referee inside the side-line, it shall be out of play, and must be pucked in from the side line, as directed in Rule 12 If it occurs at end line, it shall also be out of play, and must be pucked out from the parallelogram The Referee may allow a point or a goal, or a 70 yards free puck, should he consider that a point or a goal would have been scored, or a 70 free puck would have been forfeited

16 **Injured Player.** – The Referee may allow a substitute for an injured player, but must not delay the game for the admission of a substitute

17 **Weight and Size of Ball.** – The weight of the ball shall be from 3 1/2 to 4 1/2 ounces, size, 9 to 10 inches in circumference

18 **Leaving the Field.** – A team or an individual leaving the field, or refusing to continue the game, without the Referee's permission becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty

19 **Failure to Play.**- A team failing to carry out a championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match

20 **Nails, etc.** – Players are not allowed to wear projecting nails, spikes or iron tips on their boots

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REFEREE, LINESMEN, AND UMPIRES

1 In all matches a Referee, two Linesmen and four Goal Umpires shall be appointed

2 The Referee's decision on questions of fact connected with the match shall be final Players should particularly note that, as the ball is in play till the whistle sounds, any stoppage of play on their part is at their own risk, for any score made in the event

of the whistle not sounding shall be perfectly valid The Referee shall give his decision in writing, if requested, to the captains of the respective teams before leaving the ground

3 The Referee's decision as to time shall be final

4 The Referee shall keep a record of the game, and shall lodge a report of the match, with the names of the players, if any, whom he has disqualified for rough play or misconduct

5 A Referee having given a decision, after sounding his whistle, cannot under any circumstances alter it

6 In free-kicks or pucks the ball shall not be kicked or pucked until a signal is given by the Referee

7 Where linesmen or referee cannot determine which team is entitled to a throw-in or side puck, the Referee shall throw in the ball himself

8 The Referee may, if he sees fit, consult the umpires and linesmen on any dispute which may arise in connection with the game

9 Any player threatening or insulting the Referee shall be suspended for not less than twelve months, and his whole team shall be liable to disqualification at the discretion of the County Committee, Provincial Council, or Central Council, according to which body is in control of the match

10 In the event of the Referee duly appointed being unable to act, it shall be competent for the Secretary (or official in charge) of a County Committee, Provincial Council, or Central Council to select and appoint a referee

11 There shall be two linesmen appointed by the Referee, who shall be provided with flags Their sole duty (subject to the decision of the Referee) shall be to decide when and where the ball crosses the side line, and which side is entitled to the throw-in or puck-in They shall each take one side of the ground, outside the field of play changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction the ball is to be thrown Linesmen shall keep outside the side lines

12 There shall be two goal umpires, at each end of the ground, appointed by the Referee One shall stand outside each goal post, and their sole duty (also subject to the Referee's decision when they differ) shall be to watch for goals and points and to decide when the ball is over the end line The goal umpires shall not change ends at half time

13 Referees, linesmen, and goal umpires are bound to give a decision one way or the other when appealed to, and all disputes must be decided on the spot

14 There can be no objection to Referee's decision, save when he gives a ruling on a score contrary to the decision of both umpires

15 Referees shall present the winning Captain with the Ball on behalf of the Council in Provincial and All Ireland Finals

16 In all Inter-County and Provincial matches referees and officials shall be appointed at meeting when fixtures are made, such officials shall have the right to appoint a proxy and notify the Secretary in charge

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This set of rules for Referees, Linesmen and Umpires was reproduced verbatim in the 1930-'31

FOOTBALL RULES

OFFICIAL GUIDE 1930-31

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a special committee appointed at Annual Convention, 1910, and revised by a special committee appointed at Annual Congress, 1925

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1 **The Field of Play** shall not be less than 140 yards or more than 170 yards long, and not less than 84 yards or more than 100 yards wide

2 **Marking of Ground** - Side lines and end lines (goal lines) shall either be marked with line (sic) or cut out of the turf Lines indicating 14 yards, 21 yards, 50 yards and half-way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

3 **Scoring Space.** – In the centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4 **Lines** 5 yards long, and at right angles to the goal line, shall be marked 4 yards from each goal post The ends of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

5 **Number of Players.**- The players shall be fifteen aside in all matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen players on each side The team failing to field the full number of players shall forfeit the match

6 **Commencing Play.** – The Referee, in consultation with the Officials of Council, or County Committee present for the match, shall in case of inclement weather or unsuitable state of playing pitch, decides as to the playing or postponement of the match The Captains of teams shall toss for choice of sides before commencing play, and the players with the exception of the goal-keeper and, six others, who must be behind the 50 yards' lines, shall stand in two lines at the centre of the field, and each player shall catch an opponent's hand The Referee shall throw the ball over the heads of the players, and then separate, and should one of the seven players stand in front of 50 yards line, the opposing team shall be awarded a free kick

7 **Duration of Play.**- The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever, by reason of darkness setting in, interference of spectators, or other causes, he may think fit If necessary he shall extend time of play to permit of a free kick to be taken No score to count from such free kick unless the ball passes through scoring space without any other player of the same side touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall still further extend the time to allow of a free being taken, but no score shall be awarded except made directly off the free Whenever a game is terminated by reason of darkness setting in it must be replayed for the full time Should any team cause such deliberate delay in playing the game that it has to be terminated owing to darkness setting in, the Committee in charge may award the

match to the opposing side

8 **Scores.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland, Inter-County, and as far as possible in County Championship matches, nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played be either side over the crossbar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar should have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referees opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the cross-bar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A Goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space , it shall count a point to the opposing team

9 **The Kick-out** - When the ball is driven over the goal line by the opposing team it shall be kicked out from off the ground within the parallelogram The player taking the kick-out may go behind the end line for the purpose of taking a run, and may run in any direction he may think desirable No player from the opposing side shall approach nearer than the 21 yards line until the ball has been kicked The Referee shall be empowered to allow time for deliberate delay in kicking out When a score is made the kick-out shall be a point on 21 yards line, in front of the scoring space, no players to stand nearer than 14 yards until the ball is kicked

Note -The player taking the kick-out may play the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood

10 **Free Kicks.**- The penalty for all breaches of the rules shall be a free kick In all free kicks the Referee must indicate the place from where the free shall be taken The ball shall not be kicked until the Referee has whistled In all free kicks, including the 50 yards- kick, no player shall approach nearer than 14 yards until the ball is kicked When a foul is committed by the defence within the 14 yards line, but not within the parallelogram, a free shall be given on the 14 yards line opposite where the foul was committed

Notes - (1) Should a player stand nearer than 14 yards when a free kick is being taken, the opposing team shall be awarded a free from where he stood Should the player who took the free kick touch the ball again before another player has touched it the opposing team shall be awarded a free kick from where foul occurred

(2) The Referee must bring back the ball to the point on the 14 yards line opposite to where the foul occurred, for the foul occurring in the parallelogram, and entitling the attacking side to a free kick, all players, with the exception of the

defending goal-keeper and player taking the kicks, to stand outside the 21 yards line

(3) A player taking a free kick near the end line or side line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched, after the Referee has whistled, by a player of the side having the free kick

11 **The Play.**- The ball, when off the ground, may be struck with the hand It may be caught when off the ground It may be kicked in any direction, but not carried Carrying shall be taking more than four steps while holding the ball, which must not be held longer than is necessary to hop it, kick it or fist t (sic) away Tipping it on the hand is considered carrying The ball must not be thrown When caught, the ball may be kicked or struck with the hand or hopped once with either one or both hands against the ground The ball, while on the ground, must not be touched with the hand, except in the case of a player knocked to the ground while in possession of the ball who may fist it away even though it be on the ground The goal-keeper, within the parallelogram, may touch the ball while on the ground with his hands A player of the opposing team must not enter the parallelogram until the ball enters it in play

Note - When a player strikes a hopping ball which he has not caught, he can make a run by striking it with one or both hands, but should he catch the ball he is allowed only one hop

12 The Goalkeeper shall not be charged unless in possession of the ball or obstructing an opponent or when he has passed outside the parallelogram

13 **Entering the Parallelogram.** – The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were in parallelogram The Goal Umpires shall call attention to breaches of this rule by raising both Flags and holding them crossed

Note - When a score is disallowed for infringement of parallelogram rule the defending side shall take a free kick from within parallelogram

14 **Throw-In.**- When the ball is driven across the side line it should be thrown in from the point where it crossed the side line (as indicated by the linesman) by a player of the opposing team to that which touched it last before crossing The ball may be thrown in any direction, and the player throwing in the ball must have one foot outside the line at the time of throwing, and must not hold the ball by the lace or thong The player throwing in the ball must not play the ball himself until it has been played by some other player, all players to stand away ten yards from the player throwing the ball Neither a goal nor a point can be scored from the throw-in unless the ball is touched by some other player after the throw-in

15 **Fifty Yards Free Kick.**- If the ball is played across the end line outside the point posts by a player whose end line it is, the opposing team shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow the 50 yards free kick

Note - The last player touching the ball shall be considered the last player playing

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Directions to Umpires -

(a) A "wide" or "over" is indicated by waving one or both hands

(b) A fifty yards' kick is indicated by standing on the end line where the ball crossed the umpire holding up one hand pointing forward in the direction of the fifty yards' line

(c) A breach of the parallelogram rule by attacking side is shown by crossing both flags in front of the goal, thus indicating that score is disallowed

16 **Foul and Rough Play.**- Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with unless he is moving to play the ball or in the act of playing the ball Tripping is throwing or attempting to throw an opponent by using the legs or by stooping in front of or behind him Putting the leg from behind another player for the purpose of getting the ball and thus throwing him shall be deemed tripping Holding includes the obstruction of a player by hand or arm

In the case of rough play the Referee shall caution the player or players, and should the offence be repeated, or without any caution in the case of dangerous play, violent conduct or improper language, the Referee shall rule the offender or offenders out of play and report him or them to the County Committee in County Championships, to the Provincial Council in Inter-County matches, and to the Central Council in All-Ireland matches A player ordered off the ground by the Referee shall not under any circumstances be permitted to again join in the game Any player raising his hand to strike or threaten another player, or using irritating language to players or officials, shall be at once ordered off the ground If he refuses to leave when ordered the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play even though it won the match

When a player is ordered off the field by the referee for striking another player he shall be suspended for a minimum period of three months (See p 199 O G 1932-33 (This penalty was decided at Congress of 1931 and was to become operative w e f 9th May, 1931 However, this rule eventually found its way into the appropriate part of the Official Guide , as Rule 8 a in 1938 A year later, an" Abridged and Rearranged" version of the the Official Guide gave the penalty for this offence as one month!)

Note - (1) Should a player from each team foul at the same time the Referee shall hop the ball where foul occurred

(2) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(3) In awarding free kicks for foul or rough play, the Referee shall give the free–

(a) From where foul occurred if the foul prevented the player playing the ball

(b) When a player is fouled after delivery a free kick shall be given where ball lands (except a score is made, which is allowed) Should the ball cross the end or side line a free shall be given where the foul occurred

(4) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of

a player who has caught the ball shall be a foul

(5) Should a player who has been ordered off the ground again join the game the Referee shall award the opposing side the match

17 **Ball out of Play** - If the ball strikes a spectator or official other than the referee inside the side-line it shall be out of play, and must be thrown in from the side-line, as directed in Rule 14 If it occurs at the end-line, it shall also be out of play, and must be kicked out from the parallelogram The Referee may allow a point or a goal or 50 yards free kick should he consider that a point or a goal would have been scored, or that a 50 yards free kick would have been forfeited

18 **Injured Player.** – The Referee may allow a substitute for an injured player, but must not delay the game for the admission of a substitute

19 **Weight and Size of Ball** – The weight of the ball shall be from 13 to 15 ounces, size, 27 to 29 inches in circumference No 5 match ball

20 **Leaving the Field.**- A team or an individual leaving the field, or refusing to continue the game, without the Referee's permission, becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty

21 **Nails etc.** – Players are not allowed to wear projecting nails, spikes, or iron tips on their boots

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1 **The Field of Play.** -The ground shall not be less than 140 yards or more than 170 yards long, and not less than 84 yards or more than 100 yards wide

2 **Marking of Ground.**- Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the turf Lines indicating 21, yards, 70 yards and half way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

3 **Scoring Space.** – In the centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4 **Lines,** 5 yards long and at right angles to the goal line, shall be marked 4 yards from each goal post The ends of these lines shall be joined, so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

5 **Number of Players.**- The players shall be fifteen aside in all matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen players on each side The team failing to field the full number of players shall forfeit the match

6 **Commencing Play.** – The Referee, in consultation with the Officials of Council, or County Committee present for the match, shall in case of inclement weather or unsuitable state of playing pitch, decides as to the playing or pstponement of the match The Captains of teams shall toss for choice of sides before commencing play, and the other players, with the exception of the goal-keeper and six others, who must be behind the 70 yards' lines, shall stand in two lines at the centre of the field, and each player shall place his hurley across across an opponent's The Referee shall throw the ball along the ground between the players, who shall then separate

7 **Duration of Play.**- The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever, by reason of darkness setting in, interference of spectators, or other causes he may think fit If necessary he shall extend time of play to permit of a free puck to be taken No score to count from such free puck unless the ball passes through scoring space without any other player touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall still further extend the time to allow of a free being taken, but no score shall be awarded except made directly off the free Whenever a game is terminated by reason of darkness setting in, it must be replayed for the full time Should any team cause such deliberate delay in playing the game that it has to be terminated owing to darkness setting in, the Committee in charge may award the match to the opposing team

8 **Scores.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross bar, except when thrown or carried by any of the attacking side In All-Ireland, Inter-County, and as far as possible in County Championship matches, nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played be either side over the crossbar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar would have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the crossbar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A Goal shall be equal to three points Should the ball be played through the goal space by one of the defending side,

it shall count a goal, if through the point space , it shall count a point to the opposing team

9 **The Puck-out.**- When the ball is driven over the goal line by the opposing team, it shall be pucked out from within the parallelogram The player taking the puck may take the ball in his hand to puck out Should he miss at first stroke the ball must be pucked from off the ground within the parallelogram No player from the opposing side shall approach nearer than the 21 yards line until the ball has been pucked The Referee shall be empowered to allow time for deliberate delay in pucking out

Note - (1) Should a player puck the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck opposite to where foul occurred

(2) The player taking the puck-out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

10 **Free Pucks.**- The penalty for all breaches of the rules shall be a free puck In all free pucks the Referee must indicate the place from where the free puck shall be taken The ball shall not be pucked until the Referee has whistled In all free pucks, including the 70 yards puck, no player shall approach nearer than 21 yards until the ball is pucked The player who pucks must not again play the ball until it has been played by some other player A free puck may be in any direction In all free pucks other than side line pucks, the ball can be struck in two ways only - (1) Strike the ball on the ground (2) Lift the ball with the hurley and strike it off the hurley The ball cannot be taken in the hand when lifted with the hurley in a free puck, though lawful in all other cases

Notes - (1) Should a player stand nearer than 21 yards when a free puck is being taken, the opposing team shall be awarded a free puck from where he stood

(2) The Referee must bring back the ball to the 21 yards line for a foul occurring inside the 21 yards line, and entitling the attacking side to a free puck

(3) The ball must be lifted at first effort to lift, and struck at first effort to strike off hurley Should a player fail to lift at first effrot,(sic) or fail to strike off hurley at first effort, he must strike the ball on the ground The ball must be pucked before the opposing team can charge

(4) Should the player who is taking a free puck make a second attempt to lift, the Referee shall throw in the ball between the opposing sides where the foul occurred

(5) A player taking a free puck near the end line or side line may stand outside these lines when striking The free puck shall be deemed to have been taken when the ball is struck – after the Referee has whistled – by a player of the side having the free puck

11 **The Play.** – The ball must not be lifted off the ground with the hand when in play It may be struck with the hand when off the ground, or kicked It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it Tipping on the hand is considered carrying

Carrying shall be taking more than three steps while holding the ball A player of the opposing team cannot enter the parallelogram until the ball enters it during play

Notes - (1) Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where foul occurred

(2) If a player touches the ball while on the ground with his hand, the opposing side shall have a free puck from where foul occurred

(3) Entering the Parallelogram – This rule shall be operative when the player enters the parallelogram and charges goal-keeper or backs before the ball enters The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were inside parallelogram

(4) When a score is disallowzd(sic) for infringement of parallelogram rule the defending side shall take a free puck from within parallelogram

12 **Side Puck.**- When a player drives the ball over the side line it shall be a free puck on the ground to the opposing team at the point where the ball crossed the line No player to approach nearer than ten yards until the ball is struck The linesman shall drop the ball at the line where it crossed, and the player who takes the free puck cannot alter its position

Notes - (1) If a player of either side stands nearer than 10 yards to the player who is pucking in the ball, a free puck shall be given to the opposing team from where the foul occurred

(2) If a player who is taking a side puck attempts to lift the ball, a free puck shall be awarded the opposing team where foul took place

(3) If the player who pucks in the ball touches it before another player has touched it, the opposing team shall have a free puck from where the foul took place

13 **Seventy Yards Free Puck** - If the ball is played across the end line outside the point posts by a player whose end line it is the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow a 70 yards free puck

Notes - (1) The last player touching the ball shall be considered the last person playing it

(2) Should the player who is taking the seventy yards free puck foul when doing so, the ball shall be pucked from goal by the opposing team

Directions to Umpires -

(a) A "wide" or "over" is indicated by waving one or both hands

(b) A seventy yards puck is indicated by standing on the endline where the ball

crossed, the umpire holding up one hand, pointing forward in the direction of the seventy yards line

(c) A breach of the parallelogram rule by the attacking side is shown by crossing both flags in front of the goal, thus indicating that score is allowed

14 **Foul and Rough Play.**- Pushing, tripping, kicking, catching, holding or jumping at a player, ot(sic) butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with, except he be in the act of moving to play the ball or playing it No player shall bring his hurley intentionally in contact with the person of another player Tripping is throwing or attempting to throw an opponent by using the legs, or by stooping in front or behind him Putting the leg or hurley from behind another player for the purpose of getting the ball shall be deemed tripping Holding includes the obstruction of a player by hand or arm Striking a player's hurley unless he be in the act of striking at the ball shall be a foul A player must not throw his hurley under any circumstances The penalty for each breach of this rule shall be a free puck

In the case of rough play the Referee shall caution the player or players, and should the offence be repeated, or in the case of dangerous play, violent conduct or improper language,without any previous caution, the Referee shall rule the offender or offenders out of play and report him or them to the County Committee in the case of County Championships, to the Provincial Council in Inter-County contests, and to the Central Council in All-Ireland matches No player once ordered off the ground by the Referee shall under any circumstances be permitted to again join in the game Any player lifting his hand or hurley to strike or threaten another player, or using irritating language to players or officials, shall at once be ordered off the ground If he refuses to leave when ordered, the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play, even though it won the match

When a player is ordered off the field for striking another player he shall be suspended for three months (This penalty was passed by Congress in 1931 and should have been in operation w e f 9th May, 1931 However, it was not inserted in the relevant rules till some years later See Rule 8 a p 33 O G 1938 A year later, the "Abridged and Rearranged" version of the O G gives the penalty for this offence as one month)

(1) Should a player from each side foul at the same time the Referee shall throw in the ball where foul occurred

(2) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(3) In awarding free pucks for foul or rough play, the Referee shall give the free –

(a) From where foul occurred if the foul prevented the player from playing the ball

(b) When a player is fouled after delivery a free puck shall be given (except a score is made, which is allowed), where the ball lands if outside 70 yards mark or on a point on the 70 yards mark opposite where it landed if it be inside the 70 yards mark

(4) The obstruction of a player by hand or arm, even though he be not actual-

ly held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(5) If the ball cross th side line it shall be given where the ball crossed the line

(6) Should a player who has been ordered off the field again join the game, the Referee shall award the opposing side the match

15 **Ball out of Play.**- If the ball strikes a spectator or official other than the referee inside the side-line, it shall be out of play, and must be pucked in from the side line, as directed in Rule 12 If it occurs at end line, it shall also be out of play, and must be pucked out from the parallelogram The Referee may allow a point or a goal, or a 70 yards free puck, should he consider that a point or a goal would have been scored, or a 70 free puck would have been forfeited

16 **Injured Player.** – The Referee may allow a substitute for an injured player, but must not delay the game for the admission of a substitute

17 **Weight and Size of Ball.** – The weight of the ball shall be from 3 1/2 to 4 1/2 ounces, size, 9 to 10 inches in circumference

18 **Leaving the Field.** – A team or an individual leaving the field, or refusing to continue the game, without the Referee's permission becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty

19 **Failure to Play** - A team failing to carry out a championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match

20 **Nails, etc.** – Players are not allowed to wear projecting nails, spikes or iron tips on their boots

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REFEREE, LINESMEN AND UMPIRES

1 In all matches a Referee, two Linesmen and four Goal Umpires shall be appointed

2 The Referee's decision on questions of fact connected with the match shall be final Players should particularly note that, as the ball is in play till the whistle sounds, any stoppage of play on their part is at their own risk, for any score made in the event of the whistle not sounding shall be perfectly valid The Referee shall give his decision in writing, if requested, to the captains of the respective teams before leaving the ground

3 The Referee's decision as to time shall be final

4 The Referee shall keep a record of the game, and shall lodge a report of the match, with the names of the players, if any, whom he has disqualified for rough play or misconduct

5 A Referee having given a decision, after sounding his whistle, cannot under any circumstances alter it

6 In free-kicks or pucks the ball shall not be kicked or pucked until a signal is given by the Referee

7 Where linesmen or referee cannot determine which team is entitled to a throw-in or side puck, the Referee shall throw in the ball himself

8 The Referee may, if he sees fit, consult the umpires and linesmen on any dispute which may arise in connection with the game

9 Any player threatening or insulting the Referee shall be suspended for not less than twelve months, and his whole team shall be liable to disqualification at the discretion of the County Committee, Provincial Council, or Central Council, according to which body is in control of the match

10 In the event of the Referee duly appointed being unable to act, it shall be competent for the Secretary (or official in charge) of a County Committee, Provincial Council, or Central Council to select and appoint a referee

11 There shall be two linesmen appointed by the Referee, who shall be provided with flags Their sole duty (subject to the decision of the Referee) shall be to decide when and where the ball crosses the side line, and which side is entitled to the throw-in or puck-in They shall each take one side of the ground, outside the field of play changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction the ball is to be thrown Linesmen shall keep outside the side lines

12 There shall be two goal umpires, at each end of the ground, appointed by the Referee One shall stand outside each goal post, and their sole duty (also subject to the Referee's decision when they differ) shall be to watch for goals and points and to decide when the ball is over the end line The goal umpires shall not change ends at half time

13 Referees, linesmen, and goal umpires are bound to give a decision one way or the other when appealed to, and all disputes must be decided on the spot

14 There can be no objection to Referee's decision, save when he gives a ruling on a score contrary to the decision of both umpires

15 Referees shall present the winning Captain with the Ball on behalf of the Council in Provincial and All Ireland Finals

16 In all Inter-County and Provincial matches referees and officials shall be appointed at meeting when fixtures are made, such officials shall have the right to appoint a proxy and notify the Secretary in charge

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FOOTBALL RULES

OFFICIAL GUIDE 1932-33

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a special committee appointed at Annual Convention, 1910, and revised by a special committee appointed at Annual Congress, 1925

(Rules relating to **Referee, Linesmen and Umpires** are exactly the same as 930-31)

1 **The Field of Play** shall not be less than 140 yards or more than 170 yards long, and not less than 84 yards or more than 100 yards wide

2 **Marking of Ground.**- Side lines and end lines (goal lines) shall either be marked with line (sic) or cut out of the turf Lines indicating 14 yards, 21 yards, 50 yards and half-way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

3 **Scoring Space.** – In the centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4 **Lines** 5 yards long, and at right angles to the goal line, shall be marked 4 yards from each goal post The ends of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

5 **Number of Players.**- The players shall be fifteen aside in all matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen players on each side The team failing to field the full number of players shall forfeit the match

6 **Commencing Play.** – The Referee, in consultation with the Officials of Council, or County Committee present for the match, shall in case of inclement weather or unsuitable state of playing pitch, decides as to the playing or postponement of the match The Captains of teams shall toss for choice of sides before commencing play, and the players with the exception of the goal-keeper and, six others, who must be behind the 50 yards' lines, shall stand in two lines at the centre of the field, and each player shall catch an opponent's hand The Referee shall throw the ball over the heads of the players, who shall then separate, and should one of the seven players stand in front of 50 yards line, the opposing team shall be awarded a free kick

7 **Duration of Play.**- The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever, by reason of darkness setting in, interference of spectators, or other causes, he may think fit If necessary he shall extend time of play to permit of a free kick to be taken No score to count from such free kick unless the ball passes through scoring space without any other player of the same side touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall still further extend the time to allow of a free being taken, but no score shall be awarded except made directly off the free Whenever a game is terminated by reason of darkness setting in it must be replayed for the full time Should any team cause such deliberate delay in playing the game that it has to be terminated owing to darkness setting in, the Committee in charge may award the

match to the opposing side

8 **Scores.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland, Inter-County, and as far as possible in County Championship matches, nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played be either side over the cross-bar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar should have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the cross-bar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A Goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space , it shall count a point to the opposing team

9 **The Kick-out.**- When the ball is driven over the goal line by the opposing team it shall be kicked out from off the ground within the parallelogram The player taking the kick-out may go behind the end line for the purpose of taking a run, and may run in any direction he may think desirable No player from the opposing side shall approach nearer than the 21 yards line until the ball has been kicked The Referee shall be empowered to allow time for deliberate delay in kicking out When a score is made the kick-out shall be a point on 21 yards line(sic), in front of the scoring space, no players to stand nearer than 14 yards until the ball is kicked

Note -The player taking the kick-out may play the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood

10 **Free Kicks.**- The penalty for all breaches of the rules shall be a free kick In all free kicks the Referee must indicate the place from where the free shall be taken The ball shall not be kicked until the Referee has whistled In all free kicks, including the 50 yards- kick, no player shall approach nearer than 14 yards until the ball is kicked When a foul is committed by the defence within the 14 yards line, but not within the parallelogram, a free shall be given on the 14 yards line opposite where the foul was committed

Notes - (1) Should a player stand nearer than 14 yards when a free kick is being taken, the opposing team shall be awarded a free from where he stood Should the player who took the free kick touch the ball again before another player has touched it the opposing team shall be awarded a free kick from where foul occurred

(2) The Referee must bring back the ball to the point on the 14 yards line opposite to where the foul occurred, for the foul occurring in the parallelogram, and entitling the attacking side to a free kick, all players, with the exception of the defending goal-keeper and player taking the kicks, to stand outside the 21 yards

line

(3) A player taking a free kick near the end line or side line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched, after the Referee has whistled, by a player of the side having the free kick

11 **The Play** - The ball, when off the ground, may be struck with the hand It may be caught when off the ground It may be kicked in any direction, but not carried Carrying shall be taking more than four steps while holding the ball, which must not be held longer than is necessary to hop it, kick it or fist it away Tipping it on the hand is considered carrying The ball must not be thrown When caught, the ball may be kicked or struck with the hand or hopped once with either one or both hands against the ground The ball, while on the ground, must not be touched with the hand, except in the case of a player knocked to the ground while in possession of the ball who may fist it away even though it be on the ground The goal-keeper, within the parallelogram, may touch the ball while on the ground with his hands A player of the opposing team must not enter the parallelogram until the ball enters it in play

Note - When a player strikes a hopping ball which he has not caught, he can make a run by striking it with one or both hands, but should he catch the ball he is allowed only one hop

12 The Goalkeeper shall not be charged unless in possession of the ball or obstructing an opponent or when he has passed outside the parallelogram

13 **Entering the Parallelogram.** – The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were in parallelogram The Goal Umpires shall call attention to breaches of this rule by raising both Flags and holding them crossed

Note - When a score is disallowed for infringement of parallelogram rule the defending side shall take a free kick from within parallelogram

14 **Throw-In.**- When the ball is driven across the side line it should be thrown in from the point where it crossed the side line (as indicated by the linesman) by a player of the opposing team to that which touched it last before crossing The ball may be thrown in any direction, and the player throwing in the ball must have one foot outside the line at the time of throwing, and must not hold the ball by the lace or thong The player throwing in the ball must not play the ball himself until it has been played by some other player, all players to stand away ten yards from the player throwing the ball Neither a goal nor a point can be scored from the throw-in unless the ball is touched by some other player after the throw-in

15 **Fifty Yards Free Kick.**- If the ball is played across the end line outside the point posts by a player whose end line it is, the opposing team shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow the 50 yards free kick

Note - The last player touching the ball shall be considered the last player playing it

Directions to Umpires -

(a) A "wide" or "over" is indicated by waving one or both hands

(b) A fifty yards' kick is indicated by standing on the end line where the ball crossed the umpire holding up one hand pointing forward in the direction of the fifty yards' line

(c) A breach of the parallelogram rule by attacking side is shown by crossing both flags in front of the goal, thus indicating that sco e(sic) is disallowed

16 **Foul and Rough Play** - Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with unless he is moving to play the ball or in the act of playing the ball Tripping is throwing or attempting to throw an opponent by using the legs or by stooping in front of or behnid him Putting the leg from behind another player for the purpose of getting the ball and thus throwing him shall be deemed tripping Holding includes the obstruction of a player by hand or arm

In the case of rough play the Referee shall caution the player or players, and should the offence be repeated, or without any caution in the case of dangerous play, violent conduct or improper language, the Referee shall rule the offender or offenders out of play and report him or them to the County Committee in County Championships, to the Provincial Council in Inter-County matches, and to the Central Council in All-Ireland matches A player ordered off the ground by the Referee shall not under any circumstances be permitted to again join in the game Any player raising his hand to strike or threaten another player, or using irritating language to players or officials, shall be at once ordered off the ground If he refuses to leave when ordered the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play even though it won the match

Note - (1) Should a player from each team foul at the same time the Referee shall hop the ball where foul occurred

(2) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(3) In awarding free kicks for foul or rough play, the Referee shall give the free –

(a) From where foul occurred if the foul prevented the player playing the ball

(b) When a player is fouled after delivery a free kick shall be given where ball lands (except a score is made, which is allowed) Should the ball cross the end or side line a free shall be given where the foul occurred

(4) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(5) Should a player who has been ordered off the ground again join the game the Referee shall award the opposing side the match

17 **Ball out of Play.**- If the ball strikes a spectator or official other than the referee inside the side-line it shall be out of play, and must be thrown m from the side-line, as directed in Rule 14 If it occurs at the end-line, it shall also be out of play, and must be kicked out from the parallelogram The Referee may allow a point or a goal or 50 yards free kick should he consider that a point or a goal would have been scored, or

that a 50 yards free kick would have been forfeited

18 **Injured Player.** – The Referee may allow a substitute for an injured player, but must not delay the game for the admission of a substitute

19 **Weight and Size of Ball.** – The weight of the ball shall be from 13 to 15 ounces, size, 27 to 29 inches in circumference No 5 match ball

20 **Leaving the Field.**- A team or an individual leaving the field, or refusing to continue the game, without the Referee's permission, becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty

21 **Nails, etc.** – Players are not allowed to wear projecting nails, spikes, or iron tips on their boots

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HURLING RULES

OFFICIAL GUIDE 1932-33

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a Special Committee appointed at Annual Convention, 1910, and revised by a Special Committee appointed at Annual Congress, 1925

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1 **The Field of Play.** -The ground shall not be less than 140 yards or more than 170 yards long, and not less than 84 yards or more than 100 yards wide

2 **Marking of Ground.**- Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the turf Lines indicating 21 yards, 70 yards and half way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

3 **Scoring Space** – In the centre of the goal line shall stand the goal posts 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4 **Lines,** 5 yards long and at right angles to the goal line shall be marked 4 yards from each goal post The ends of these lines shall be joined, so as to form a parallelogram 15 yards by 5 yards in front of each scoring place(sic)

5 **Number of Players.**- The players shall be fifteen aside in all matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen players on each side The team failing to field the full

number of players shall forfeit the match

6 **Commencing Play.** – The Referee, in consultation with the Officials of Council, or County Committee present for the match, shall, in case of inclement weather or unsuitable state of playing pitch, decides as to the playing or pstponement of the match The Captains of teams shall toss for choice of sides before commencing play, and the players, with the exception of the goal-keeper and six others, who must be behind the 70 yards lines, shall stand in two lines at the centre of the field, and each player shall place his hurley across an opponent's The Referee shall throw the ball along the ground between the players, who shall then separate

7 **Duration of Play.**- The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He also shall have power to terminate the game whenever by reason of darkness setting in, interference of spectators, or other causes he may think fit If necessary he shall extend time of play to permit of a free puck to be taken No score to count from such free puck unless the ball passes through scoring space without any other player touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall further extend the time to allow of a free being taken, but no score shall be awarded except made directly off the free Whenever a game is terminated by reason of darkness setting in, it must be replayed for the full time Should any team cause such deliberate delay in playing the game that it has to be terminated owing to darkness setting in, the Committee in charge may award the match to the opposing team

8 **Scores.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross bar, except when thrown or carried by any of the attacking side In All-Ireland, Inter-County, and as far as possible in County Championship matches, nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played be either side over the crossbar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar would have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the crossbar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A Goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space it shall count a point to the opposing team

9 **The Puck-out.**- When the ball is driven over the goal line by the opposing team, it shall be pucked out from within the parallelogram The player taking the puck may take the ball in his hand to puck out Should he miss at first stroke the ball must be pucked from off the ground within the parallelogram No player from the opposing side shall approach nearer than the 21 yards line until the ball has been pucked The Referee shall be empowered to allow time for deliberate delay in pucking out

Note - (1) Should a player puck the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck opposite to where foul occurred

(2) The player taking the puck-out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

10 **Free Pucks.**- The penalty for all breaches of the rules shall be a free puck In all free pucks the Referee must indicate the place from where the free puck shall be taken The ball shall not be pucked until the Referee has whistled In all free pucks, including the 70 yards puck, no player shall approach nearer than 21 yards until the ball is pucked The player who pucks must not again play the ball until it has been played by some other player A free puck may be in any direction In all free pucks other than side line pucks, the ball can be struck in two ways only - (1) Strike the ball on the ground (2) Lift the ball with the hurley and strike it off the hurley The ball cannot be taken in the hand when lifted with the hurley in a free puck, though lawful in all other cases

Notes - (1) Should a player stand nearer than 21 yards when a free puck is being taken, the opposing team shall be awarded a free puck from where he stood

(2) The Referee must bring back the ball to the 21 yards line for a foul occurring inside the 21 yards line, and entitling the attacking side to a free puck

(3) The ball must be lifted at first effort to lift, and struck at first effort to strike off hurley Should a player fail to lift at first effrot(sic), or fail to strike off hurley at first effort, he must strike the ball on the ground The ball must be pucked before the opposing team can charge

(4) Should the player who is taking a free puck make a second attempt to lift, the Referee shall throw in the ball between the opposing sides where the foul occurred

(5) A player taking a free puck near the end line or side line may stand outside these lines when striking The free puck shall be deemed to have been taken when the ball is struck – after the Referee has whistled – by a player of the side having the free puck

11 **The Play. – The ball must not be lifted off the ground with the hand when in play. It may** be struck with the hand when off the ground, or kicked It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it Tipping on the hand is considered carrying

Carrying shall be taking more than three steps while holding the ball A player of the opposing team cannot enter the parallelogram until the ball enters it during play

Notes - (1) Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where foul occurred

(2) If a player touches the ball while on the ground with his hand(sic), the opposing side shall have a free puck from where foul occurred

(3) Entering the Parallelogram – This rule shall be operative when the player

enters the parallelogram and charges goal-keeper or backs before the ball enters The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were inside parallelogram

(4) When a score is disallowed for infringement of parallelogram rule the defending side shall take a free puck from within parallelogram

12 **Side Puck.**- When a player drives the ball over the side line it shall be a free puck on the ground to the opposing team at the point where the ball crossed the line No player to approach nearer than ten yards until the ball is struck, and no score can be made unless the ball be played by another player other than the striker The linesman shall drop the ball at the line where it crossed, and the player who takes the free puck cannot alter its position

Notes - (1) If a player of either side stands nearer than 10 yards to the player who is pucking in the ball, a free puck shall be given to the opposing team from where the foul occurred

(2) If a player who is taking a side puck attempts to lift the ball, a free puck shall be awarded the opposing team where foul took place

(3) If the player who pucks in the ball touches it before another player has touched it, the opposing team shall have a free puck from where the foul took place

13 **Seventy Yards Free Puck.**- If the ball is played across the end line outside the point posts by a player whose end line it is the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow a 70 yards free puck

Notes - (1) The last player touching the ball shall be considered the last person playing it

(2) Should the player who is taking the seventy yards free puck foul when doing so, the ball shall be pucked from goal by the opposing team

Directions to Umpires -

(a) A "wide" or "over" is indicated by waving one or both hands

(b) A seventy yards puck is indicated by standing on the endline where the ball crossed, the umpire holding up one hand, pointing forward in the direction of the seventy yards line

(c) A breach of the parallelogram rule by the attacking side is shown by crossing both flags in front of the goal, thus indicating that score is allowed (sic)

14 **Foul and Rough Play.**- Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with, except he be in the act of moving to play the ball or playing it No player shall bring his hurley intentioanally in contact with the person of another player Tripping is throwing or

attempting to throw an opponent by using the legs, or by stooping in front of or behind him Putting the leg or hurley from behind another player for the purpose of getting the ball shall be deemed tripping Holding includes the obstruction of a player by hand or arm Striking a player's hurley unless he be in the act of striking at the ball shall be a foul A player must not throw his hurley under any circumstances The penalty for each breach of this rule shall be a free puck

In the case of rough play the Referee shall caution the player or players, and should the offence be repeated, or in the case of dangerous play, violent conduct or improper language, without any previous caution, the Referee shall rule the offender or offenders out of play, and report him or them to the County Committee in the case of County Championships, to the Provincial Council in Inter-County contests, and to the Central Council in All-Ireland matches No player once ordered off the ground by the Referee shall under any circumstances be permitted to again join in the game Any player lifting his hand or hurley to strike or threaten another player, or using irritating language to players or officials, shall at once be ordered off the ground If he refuses to leave when ordered, the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play, even though it won the match

(1) Should a player from each side foul at the same time the Referee shall throw in the ball where foul occurred

(2) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(3) In awarding free pucks for fou or rough play, the Referee shall give the free

(a) From where foul occurred if the foul prevented the player from playing the ball

(b) When a player is fouled after delivery a free puck shall be given (except a score is made, which is allowed), where the ball lands if outside 70 yards mark or on a point on the 70 yards mark opposite where it landed if it be inside the 70 yards mark (sic)

(4) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(5) If the ball cross th side line it shall be given where the ball crossed the line

(6) Should a player who has been ordered off the field again join the game, the Referee shall award the opposing side the match

15 **Ball out of Play.**- If the ball strikes a spectator or official other than the referee inside the side-line, it shall be out of play, and must be pucked in from the side line, as directed in Rule 12 If it occurs at end line, it shall also be out of play, and must be pucked out from the parallelogram The Referee may allow a point or a goal, or a 70 yards free puck, should he consider that a point or a goal would have been scored or that a 70 yards free puck would have been forfeited

16 **Injured Player.** – The Referee may allow a substitute for an injured player, but must not delay the game for the admission of a substitute

17 **Weight and Size of Ball.** – The weight of the ball shall be from 3 1/2 to 4 1/2

ounces; size 9 to 10 inches in circumference.

18. **Leaving the Field.** – A team or an individual leaving the field, or refusing to continue the game, without the Referee's permission becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty.

19. **Failure to Play.**- A team failing to carry out a championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match.

20. **Nails, etc.** – Players are not allowed to wear projecting nails, spikes or iron tips on their boots.

REFEREE, LINESMEN, AND UMPIRES

1. In all matches a Referee, two Linesmen and four Goal Umpires shall be appointed.

2. The Referee's decision on questions of fact connected with the match shall be final. Players should particularly note that, as the ball is in play till the whistle sounds, any stoppage of play on their part is at their own risk; for any score made in the event of the whistle not sounding shall be perfectly valid. The Referee shall give his decision in writing, if requested, to the captains of the respective teams before leaving the ground.

3. The Referee's decision as to time shall be final.

4. The Referee shall keep a record of the game, and shall lodge a report of the match, with the names of the players, if any, whom he has disqualified for rough play or misconduct.

5. A Referee having given a decision, after sounding his whistle, cannot under any circumstances alter it.

6. In free-kicks or pucks the ball shall not be kicked or pucked until a signal is given by the Referee.

7. Where linesmen or referee cannot determine which team is entitled to a throw-in or side puck, the Referee shall throw in the ball himself.

8. The Referee may, if he sees fit, consult the umpires and linesmen on any dispute which may arise in connection with the game.

9. Any player threatening or insulting the Referee shall be suspended for not less than twelve months, and his whole team shall be liable to disqualification at the discretion of the County Committee, Provincial Council, or Central Council, according to which body is in control of the match.

10. In the event of the Referee duly appointed being unable to act, it shall be competent for the Secretary (or official in charge) of a County Committee, Provincial Council, or Central Council to select and appoint a referee.

11. There shall be two linesmen appointed by the Referee, who shall be provided with flags. Their sole duty (subject to the decision of the Referee) shall be to decide when and where the ball crosses the side line, and which side is entitled to the throw-in or puck-in. They shall each take one side of the ground, outside the field of play changing sides at half-time, and they shall hold up the flag when and where the ball is

out of play, inclining the flag in the direction the ball is to be thrown Linesmen shall keep outside the side lines

12 There shall be two goal umpires, at each end of the ground, appointed by the Referee One shall stand outside each goal post, and their sole duty (also subject to the Referee's decision when they differ) shall be to watch for goals and points and to decide when the ball is over the end line The goal umpires shall not change ends at half time

13 Referees, linesmen, and goal umpires are bound to give a decision one way or the other when appealed to, and all disputes must be decided on the spot

14 There can be no objection to Referee's decision, save when he gives a ruling on a score contrary to the decision of both umpires

15 Referees shall present the winning Captain with the Ball on behalf of the Council in Provincial and All Ireland Finals

16 In all Inter-County and Provincial matches referees and officials shall be appointed at meeting when fixtures are made, such officials shall have the right to appoint a proxy and notify the Secretary in charge

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FOOTBALL RULES

OFFICIAL GUIDE 1934-35

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a Special Committee appointed at Annual Convention, 1910, and revised by a Special Committee appointed at Annual Congress, 1925

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1 **The Field of Play** shall not be less than 140 yards or more than 170 yards long, and not less than 84 yards or more than 100 yards wide

2 **Marking of Ground.**- Side lines and end lines (goal lines) shall either be marked with line (sic) or cut out of the turf Lines indicating 14 yards, 21 yards, 50 yards and half-way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

3 **Scoring Space.** – In the centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4 **Lines** 5 yards long, and at right angles to the goal line, shall be marked 4 yards from each goal post The ends of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

5 **Number of Players.**- The players shall be fifteen aside in all matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen players on each side The team failing to field the full number of players shall forfeit the match

6 **Commencing Play.** – The Referee, in consultation with the Officials of Council, or County Committee present for the match, shall in case of inclement weather or unsuitable state of playing pitch, decide as to the playing or postponement of the match The Captains of teams shall toss for choice of sides before commencing play,

and the players with the exception of the goal-keeper and, six others, who must be behind the 50 yards' lines, shall stand in two lines at the centre of the field, and each player shall catch an opponent's hand The Referee shall throw the ball over the heads of the players, who shall then separate, and should one of the seven players stand in front of 50 yards line, the opposing team shall be awarded a free kick

7 **Duration of Play.**- The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever, by reason of darkness setting in, interference of spectators, or other causes, he may think fit If necessary he shall extend time of play to permit of a free kick to be taken No score to count from such free kick unless the ball passes through scoring space without any other player of the same side touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall still further extend the time to allow of a free being taken, but no score shall be awarded except made directly off the free Whenever a game is terminated by reason of darkness setting in it must be replayed for the full time Should any team cause such deliberate delay in playing the game that it has to be terminated owing to darkness setting in, the Committee in charge may award the match to the opposing team

8 **Scores.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland, Inter-County, and as far as possible in County Championship matches, nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played be either side over the crossbar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar should have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the cross-bar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A Goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space , it shall count a point to the opposing team

9 **The Kick-out.**- When the ball is driven over the goal line by the opposing team it shall be kicked out from off the ground within the parallelogram The player taking the kick-out may go behind the end line for the purpose of taking a run, and may run in any direction he may think desirable No player from the opposing side shall approach nearer than the 21 yards line until the ball has been kicked The Referee shall be empowered to allow time for deliberate delay in kicking out When a score is made the kick-out shall be a point on 21 yards line(sic), in front of the scoring space, no players to stand nearer than 14 yards until the ball is kicked

Note -The player taking the kick-out may play the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free kick on

the 21 yards line opposite where the player stood

10 **Free Kicks** - The penalty for all breaches of the rules shall be a free kick In all free kicks the Referee must indicate the place from where the free shall be taken The ball shall not be kicked until the Referee has whistled In all free kicks, including the 50 yards- kick, no player shall approach nearer than 14 yards until the ball is kicked When a foul is committed by the defence within the 14 yards line, but not within the parallelogram, a free shall be given on the 14 yards line opposite where the foul was committed

Notes - (1) Should a player stand nearer than 14 yards when a free kick is being taken, the opposing team shall be awarded a free from where he stood Should the player who took the free kick touch the ball again before another player has touched it the opposing team shall be awarded a free kick from where foul occurred

(2) The Referee must bring back the ball to the point on the 14 yards line opposite to where the foul occurred, for a foul occurring in the parallelogram, and entitling the attacking side to a free kick, all players, with the exception of the defending goal-keeper and player taking the kicks, to stand outside the 21 yards line

(3) A player taking a free kick near the end line or side line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched, after the Referee has whistled, by a player of the side taking the free kick

11 **The Play.**- The ball, when off the ground, may be struck with the hand It may be caught when off the ground It may be kicked in any direction, but not carried Carrying shall be taking more than four steps while holding the ball, which must not be held longer than is necessary to hop it, kick it or fist it away Tipping it on the hand is considered carrying The ball must not be thrown When caught, the ball may be kicked or struck with the hand or hopped once with either one or both hands against the ground The ball, while on the ground, must not be touched with the hand, except in the case of a player knocked to the ground while in possession of the ball who may fist it away even though it be on the ground The goal-keeper, within the parallelogram, may touch the ball while on the ground with his hands A player of the opposing team must not enter the parallelogram until the ball enters it in play

Note - When a player strikes a hopping ball which he has not caught, he can make a run by striking it with one or both hands, but should he catch the ball he is allowed only one hop

12 The Goalkeeper shall not be charged unless in possession of the ball or obstructing an opponent, or when he has passed outside the parallelogram

13 **Entering the Parallelogram.** – The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were in parallelogram The Goal Umpires shall call attention to breaches of this rule by raising both Flags and holding them crossed

Note - When a score is disallowed for infringement of parallelogram rule the defending side shall take a free kick from within parallelogram

14 **Throw-In.**- When the ball is driven across the side line it should be thrown in from the point where it crossed the side line (as indicated by the linesman) by a player of the opposing team to that which touched it last before crossing The ball may be thrown in any direction, and the player throwing in the ball must have one foot outside the line at the time of throwing, and must not hold the ball by the lace or thong The player throwing in the ball must not play the ball himself until it has been played by some other player, all players to stand away ten yards from the player throwing the ball Neither a goal nor a point can be scored from the throw-in unless the ball is touched by some other player after the throw-m

15 **Fifty Yards Free Kick** - If the ball is played across the end line outside the point posts by a player whose end line it is, the opposing team shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow the 50 yards free kick

Note - The last player touching the ball shall be considered the last player playing it

Directions to Umpires -

(a) A "wide" or "over" is indicated by waving one or both hands

(b) A fifty yards' kick is indicated by standing on the end line where the ball crossed the umpire holding up one hand pointing forward in the direction of the fifty yards' line

(c) A breach of the parallelogram rule by attacking side is shown by crossing both flags in front of the goal, thus indicating that score is disallowed

16 **Foul and Rough Play.**- Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with unless he is moving to play the ball or in the act of playing the ball Tripping is throwing or attempting to throw an opponent by using the legs or by stooping in front of or behnid him Putting the leg from behind another player for the purpose of getting the ball and thus throwing him shall be deemed tripping Holding includes the obstruction of a player by hand or arm

In the case of rough play the Referee shall caution the player or players, and should the offence be repeated, or without any caution in the case of dangerous play, violent conduct or improper language, the Referee shall rule the offender or offenders out of play and report him or them to the County Committee in County Championships, to the Provincial Council in Inter-County matches, and to the Central Council in All-Ireland matches A player ordered off the ground by the Referee shall not under any circumstances be permitted to again join in the game Any player raising his hand to strike or threaten another player, or using irritating language to players or officials, shall be at once ordered off the ground If he refuses to leave when ordered the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play even though it won the match

Note - (1) Should a player from each team fou at the same time the Referee shall hop the ball where foul occurred

(2) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(3) In awarding free kicks for foul or rough play, the Referee shall give the free –

(a) From where foul occurred if the foul prevented the player playing the ball

(b) When a player is fouled after delivery a free kick shall be given where ball lands (except a score is made, which is allowed) Should the ball cross the end or side line a free shall be given where the foul occurred

(4) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(5) Should a player who has been ordered off the ground again join the game the Referee shall award the opposing side the match

17 **Ball out of Play.**- If the ball strikes a spectator or official other than the referee inside the side-line it shall be out of play, and must be thrown in from the side-line, as directed in Rule 14 If it occurs at the end-line, it shall also be out of play, and must be kicked out from the parallelogram The Referee may allow a point or a goal or 50 yards free kick should he consider that a point or a goal would have been scored, or that a 50 yards free kick would have been forfeited

18 **Injured Player.** – The Referee may allow a substitute for an injured player, but must not delay the game for the admission of a substitute

19 **Weight and Size of Ball.** – The weight of the ball shall be from 13 to 15 ounces, size, 27 to 29 inches in circumference No 5 match ball

20 **Leaving the Field.**- A team or an individual leaving the field, or refusing to continue the game, without the Referee's permission, becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty

21 **Nails, etc** – Players are not allowed to wear projecting nails, spikes, or iron tips on their boots

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HURLING RULES

OFFICIAL GUIDE 1934-35

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a Special Committee appointed at Annual Convention, 1910, and revised by a Special Committee appointed at Annual Congress, 1925

1 **The Field of Play.** -The ground shall not be less than 140 yards or more than 170 yards long, and not less than 84 yards or more than 100 yards wide

2 **Marking of Ground** - Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the turf Lines indicating 21 yards, 70 yards and half way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

3 **Scoring Space.** – In the centre of the goal line shall stand the goal posts 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4 **Lines,** 5 yards long and at right angles to the goal line shall be marked 4 yards from each goal post The ends of these lines shall be joined, so as to form a parallelogram 15 yards by 5 yards in front of each scoring place(sic)

5 **Number of Players.**- The players shall be fifteen aside in all matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen players on each side The team failing to field the full number of players shall forfeit the match

6 **Commencing Play.** – The Referee, in consultation with the Officials of Council, or County Committee present for the match, shall, in case of inclement weather or unsuitable state of playing pitch, decides as to the playing or postponement of the match The Captains of teams shall toss for choice of sides before commencing play, and the players, with the exception of the goal-keeper and six others, who must be behind the 70 yards lines, shall stand in two lines at the centre of the field, and each player shall place his hurley across an opponent's The Referee shall throw the ball along the ground between the players, who shall then separate

7 **Duration of Play.**- The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He also shall have power to terminate the game whenever by reason of darkness setting in, interference of spectators, or other causes he may think fit If necessary he shall extend time of play to permit of a free puck to be taken No score to count from such free puck unless the ball passes through scoring space without any other player touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall further extend the time to allow of a free being taken, but no score shall be awarded except made directly off the free Whenever a game is terminated by reason of darkness setting in, it must be replayed for the full time Should any team cause such deliberate delay in playing the game that it has to be terminated owing to darkness setting in, the Committee in charge may award the match to the opposing team

8 **Scores.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross bar, except when thrown or carried by any of the attacking side In All-Ireland, Inter-County, and as far as possible in County Championship matches, nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played be either side over the cross-bar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar would have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the crossbar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A Goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space it shall count a point to the opposing team

9 **The Puck-out** - When the ball is driven over the goal line by the opposing team, it shall be pucked out from within the parallelogram The player taking the puck may take the ball in his hand to puck out Should he miss at first stroke the ball must be pucked from off the ground within the parallelogram No player from the opposing side shall approach nearer than the 21 yards line until the ball has been pucked The Referee shall be empowered to allow time for deliberate delay in pucking out

Note - (1) Should a player puck the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck opposite to where foul occurred

(2) The player taking the puck-out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

10 **Free Pucks.**- The penalty for all breaches of the rules shall be a free puck In all free pucks the Referee must indicate the place from where the free puck shall be taken The ball shall not be pucked until the Referee has whistled In all free pucks, including the 70 yards puck, no player shall approach nearer than 21 yards until the ball is pucked The player who pucks must not again play the ball until it has been played by some other player A free puck may be in any direction In all free pucks other than side line pucks, the ball can be struck in two ways only - (1) Strike the ball on the ground (2) Lift the ball with the hurley and strike it off the hurley The ball cannot be taken in the hand when lifted with the hurley in a free puck, though lawful in all other cases

Notes - (1) Should a player stand nearer than 21 yards when a free puck is being taken, the opposing team shall be awarded a free puck from where he stood

(2) The Referee must bring back the ball to the 21 yards line for a foul occurring inside the 21 yards line, and entitling the attacking side to a free puck

(3) The ball must be lifted at first effort to lift, and struck at first effort to strike off hurley Should a player fail to lift at first effort, or fail to strike off hurley at first effort, he must strike the ball on the ground The ball must be pucked before the opposing team can charge

(4) Should the player who is taking a free puck make a second attempt to lift, the Referee shall throw in the ball between the opposing sides where the foul occurred

(5) A player taking a free puck near the end line or side line may stand outside these lines when striking The free puck shall be deemed to have been taken when the ball is struck – after the Referee has whistled – by a player of the side having the free puck

11 **The Play.** – The ball must not be lifted off the ground with the hand when in play It may be struck with the hand when off the ground, or kicked It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it Tipping on the hand is considered carrying

Carrying shall be taking more than three steps while holding the ball A player of the opposing team cannot enter the parallelogram until the ball enters it during play

Notes - (1) Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where foul occurred

(2) If a player touches the ball while on the ground with his hand(sic), the opposing side shall have a free puck from where foul occurred

(3) Entering the Parallelogram – This rule shall be operative when the player enters the parallelogram and charges goal-keeper or backs before the ball enters The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were inside parallelogram

(4) When a score is disallowed for infringement of parallelogram rule the defending side shall take a free puck from within parallelogram

12 **Side Puck.**- When a player drives the ball over the side line it shall be a free puck on the ground to the opposing team at the point where the ball crossed the line No player to approach nearer than ten yards until the ball is struck The linesman shall drop the ball at the line where it crossed and the player who takes the free puck cannot alter its position

Notes - (1) If a player of either side stands nearer than 10 yards to the player who is pucking in the ball, a free puck shall be given to the opposing team from where the foul occurred

(2) If a player who is taking a side puck attempts to lift the ball, a free puck shall

be awarded the opposing team where foul took place

(3) If the player who pucks in the ball touches it before another player has touched it, the opposing team shall have a free puck from where the foul took place

13 **Seventy Yards Free Puck.-** If the ball is played across the end line outside the point posts(sic) by a player whose end line it is the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow a 70 yards free puck

Notes - (1) The last player touching the ball shall be considered the last person playing it

(2) Should the player who is taking the seventy yards free puck foul when doing so, the ball shall be pucked from goal by the opposing team

Directions to Umpires -

(a) A "wide" or "over" is indicated by waving one or both hands

(b) A seventy yards puck is indicated by standing on the endline where the ball crossed, the umpire holding up one hand, pointing forward in the direction of the seventy yards line

(c) A breach of the parallelogram rule by the attacking side is shown by crossing both flags in front of the goal, thus indicating that score is allowed (sic)

14 **Foul and Rough Play.-** Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with, except he be in the act of moving to play the ball or playing it No player shall bring his hurley mtentioanally in contact with the person of another player Tripping is throwing or attempting to throw an opponent by using the legs, or by stooping in front of or behind him Putting the leg or hurley from behind another player for the purpose of getting the ball shall be deemed tripping Holding includes the obstruction of a player by hand or arm Striking a player's hurley unless he be in the act of striking at the ball shall be a foul A player must not throw his hurley under any circumstances The penalty for each breach of this rule shall be a free puck

In the case of rough play the Referee shall caution the player or players, and should the offence be repeated, or in the case of dangerous play, violent conduct or improper language, without any previous caution, the Referee shal[1] rule the offender or offenders out of play, and report him or them to the County Committee in the case of County Championships, to the Provincial Council in Inter-County contests, and to the Central Council in All-Ireland matches No player once ordered off the ground by the Referee shall under any circumstances be permitted to again join in the game Any player lifting his hand or hurley to strike or threaten another player, or using irritating language to players or officials, shall at once be ordered off the ground If he refuses to leave when ordered, the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play, even though it won the match

(1) Should a player from each side foul at the same time the Referee shall

throw in the ball where foul occurred

(2) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(3) In awarding free pucks for foul or rough play, the Referee shall give the free –

(a) From where foul occurred if the foul prevented the player from playing the ball

(b) When a player is fouled after delivery a free puck shall be given (except a score is made, which is allowed), where the ball lands if outside 70 yards mark (sic) or on a point on the 70 yards mark (sic) opposite where it landed if it be inside the 70 yards mark (sic)

(4) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(5) If the ball cross the side line it shall be given where the ball crossed the line

(6) Should a player who has been ordered off the field again join the game, the Referee shall award the opposing side the match

15 **Ball out of Play** - If the ball strikes a spectator or official other than the referee inside the side-line, it shall be out of play, and must be pucked in from the side line, as directed in Rule 12 If it occurs at end line, it shall also be out of play, and must be pucked out from the parallelogram The Referee may allow a point or a goal, or a 70 yards free puck, should he consider that a point or a goal would have been scored, or that a 70 yards free puck would have been forfeited

16 **Injured Player.** – The Referee may allow a substitute for an injured player, but must not delay the game for the admission of a substitute

17 **Weight and Size of Ball.** – The weight of the ball shall be from 3 1/2 to 4 1/2 ounces, size, 9 to 10 inches in circumference

18 **Leaving the Field.** – A team or an individual leaving the field, or refusing to continue the game, without the Referee's permission becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty

19 **Failure to Play.**- A team failing to carry out a championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match

20 **Nails, etc.** – Players are not allowed to wear projecting nails, spikes or iron tips on their boots

REFEREE, LINESMEN, AND UMPIRES

1 In all matches a Referee, two Linesmen and four Goal Umpires shall be appointed

2 The Referee's decision on questions of fact connected with the match shall be final Players should particularly note that, as the ball is in play till the whistle sounds, any stoppage of play on their part is at their own risk, for any score made in the event of the whistle not sounding shall be perfectly valid The Referee shall give his deci-

sion in writing, if requested, to the captains of the resepctive teams before leaving the ground

3 The Referee's decision as to time shall be final

4 The Referee shall keep a record of the game, and shall lodge a report of the match, with the names of the players, if any, whom he has disqualified for rough play or misconduct

5 A Referee having given a decision, after sounding his whislte, cannot under any circumstances alter it

6 In free-kicks or pucks the ball shall not be kicked or pucked until a signal is given by the Referee

7 Where linesmen or referee canot determine which team is entitled to a throw-in or side puck, the Referee shall throw in the ball himself

8 The Referee may, if he sees fit, consult the umpires and linesmen on any dispute which may arise in connection with the game

9 Any player threatening or insulting the Referee shall be suspended for not less than twelve months, and his whole team shall be liable to disqualification at the discretion of the County Committee, Provincial Council, or Central Council, according to which body is in control of the match

10 In the event of the Referee duly appointed being unable to act, it shall be competent for the Secretary (or official in charge) of a County Committee, Provincial Council, or Central Council to select and appoint a referee

11 There shall be two linesmen appointed by the Referee, who shall be provided with flags Their sole duty (subject to the decision of the Referee) shall be to decide when and where the ball crosses the side line, and which side is entitled to the throw-in or puck-in They shall each take one side of the ground, outside the field of play changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction the ball is to be thrown (sic) Linesmen shall keep outside the side lines

12 There shall be two goal umpires, at each end of the ground, appointed by the Referee One shall stand outside each goal post, and their sole duty (also subject to the Referee's decision when they differ) shall be to watch for goals and points and to decide when the ball is over the end line The goal umpires shall not change ends at half time

13 Referees, linesmen, and goal umpires are bound to give a decision one way or the other when appealed to, and all disputes must be decided on the spot

14 There can be no objection to Referee's decision save when he gives a ruling on a score contrary to the decision of both umpires

15 Referees shall present the winning Captain with the Ball on behalf of the Council in Provincial and All-Ireland Finals

16 In all Inter-County and Provincial matches referees and officials shall be appointed at meeting when fixtures are made, such officials shall have the right to appoint proxy and notify the Secretary in charge

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The following rules for Football and Hurling, revised and corrected up to date, and published by authority of Central Council.

FOOTBALL RULES

1937

With notes on their interpretation and specific penalties for offences, compiled by a Special Committee appointed at the Annual Congress, 1910; revised by a Congress Committee, 1925, and embodying all further alterations and recommendations to date, 1937

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1 **The Field of Play** shall not be less than 140 yards or more than 160 yards long, and not less than 84 yards or more than 100 yards wide

2 **Marking of Ground** - Side lines and end lines (goal lines) shall either be marked with line (sic) or cut out of the turf Lines indicating 14 yards, 21 yards, 50 yards and half-way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

3 **Scoring Space.** – In the centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4 **Lines** 5 yards long, and at right angles to the goal line, shall be marked 4 yards from each goal post The ends of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

4a The Referee shall report any irregularities in respect of the foregoing Rules and the two Captains should, before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc , unless a protest has been made to Referee before match starts The Committee or Council acting on such a report can order a replay

5 **Number of Players.**- The players shall be fifteen aside in all matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen players on each side The team failing to field the full number of players shall forfeit the match

6 **Commencing Play** – The Referee, in consultation with the Officials of Council, or County Committee present for the match, shall in case of inclement weather or unsuitable state of playing pitch, decide as to the playing or postponement of the match The Captains of teams shall toss for choice of sides before commencing play The goalkeeper and six others must be behind the 50 yards' lines Should any of these players advance beyond this line, the opposing team shall be awarded a free kick The remaining players shall stand in two lines at the centre of the field, and each player shall catch an opponent's hand The Referee shall throw the ball over the heads of the players, who shall then separate

7 **Duration of Play.**- The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever, by reason of darkness setting in, interference of spectators, or other causes, he may think fit If necessary he shall extend

time of play to permit of a free kick to be taken No score to count from such free kick unless the ball passes through scoring space without any other player of the same side touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall further extend the time to permit of a free being given the score to count from such free if the ball passes through the scoring space without any other player of the same side touching it Whenever a game is terminated by reason of darkness setting in, it must be replayed for the full time Should any team cause such deliberate delay in playing the game that it has to be terminated owing to darkness setting in, the Committee in charge may award the match to the opposing team

8 **Scores.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland, Inter-County, and as far as possible in County Championship matches, nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played be either side over the crossbar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar should have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the cross-bar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A Goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space , it shall count a point to the opposing team

8 (sic) **The Kick-out.**- In the football kick-out from goal, the ball shall be kicked from the ground inside the parallelogram, the players of the defending team, except the player taking the kick and the goalkeeper – who shall remain within the parallelogram, to be outside the 14 yds line, and all players of the attacking team to be outside of the 21 yds line The player taking the kick-out may go behind the end line for the purpose of taking a run, and may run in any direction he may think desirable The Referee shall be empowered to allow time for deliberate delay in kicking out When a score is made the kick-out shall be a point on 21 yards line, in front of the scoring space, no players to stand nearer than 14 yards until the ball is kicked

Note -The player taking the kick-out may play the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood

10 **Free Kicks.**- The penalty for all breaches of the rules shall be a free kick In all free kicks the Referee must indicate the place from where the free shall be taken The ball shall not be kicked until the Referee has whistled In all free kicks, including the 50 yards- kick, no player shall approach nearer than 14 yards until the ball is kicked When a foul is committed by the defence within the 14 yards line, but not within the

parallelogram, a free shall be given on the 14 yards line opposite where the foul was committed

Notes - (1) Should a player stand nearer than 14 yards when a free kick is being taken, the opposing team shall be awarded a free from where he stood Should the player who took the free kick touch the ball again before another player has touched it the opposing team shall be awarded a free kick from where foul occurred

(2) The Referee must bring back the ball to a point on the 14 yards line opposite to where the foul occurred, for a foul occurring in the parallelogram, and entitling the attacking side to a free kick, all players, with the exception of the defending goal-keeper and player taking the kicks, to stand outside the 21 yards line

(3) A player taking a free kick near the end line or side line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched, after the Referee has whistled, by a player of the side taking the free kick

(4) A player charging a free commits a foul and a free will be given from where the player charged Should a player charge from within the parallelogram a penalty kick to be given

11 **The Play.**- The ball, when off the ground, may be struck with the hand It may be caught when off the ground It may be kicked in any direction, but not carried Carrying shall be taking more than four steps while holding the ball, which must not be held longer than is necessary to hop it, kick it or fist it away Tipping it on the hand is considered carrying The ball must not be thrown When caught, the ball may be kicked or struck with the hand or hopped once with either one or both hands against the ground The ball, while on the ground, must not be touched with the hand, except in the case of a player knocked to the ground while in possession of the ball who may fist it away even though it be on the ground The goal-keeper, within the parallelogram, may touch the ball while on the ground with his hand, and when himself on the ground, fist the ball away A player of the opposing team may not enter the parallelogram until the ball enters it in play

Note - When a player strikes a hopping ball which he has not caught, he can make a run by striking it with one or both hands, but should he catch the ball he is allowed only one hop

12 The Goalkeeper shall not be charged unless in possession of the ball or obstructing an opponent, or when he has passed outside the parallelogram

13 **Entering the Parallelogram** – The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were in parallelogram The Goal Umpires shall call attention to breaches of this rule by raising both Flags and holding them crossed

Note - When a score is disallowed for infringement of parallelogram rule the defending side shall take a free kick from within parallelogram

14 **Throw-In.**- When the ball is driven across the side line it should be thrown in

from the point where it crossed the side line (as indicated by the linesman) by a player of the opposing team to that which touched it last before crossing The ball may be thrown in any direction, and the player throwing in the ball must have one foot outside the line at the time of throwing, and must not hold the ball by the lace or thong The player throwing in the ball must not play the ball himself until it has been played by some other player, all players to stand away ten yards from the player throwing the ball Neither a goal nor a point can be scored from the throw-in unless the ball is touched by some other player after the throw-in

15 **Fifty Yards Free Kick.**- If the ball is played across the end line outside the point posts by a player whose end line it is, the opposing team shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow the 50 yards free kick

Note - The last player touching the ball shall be considered the last player playing it

Directions to Umpires -

(a) A "wide" or "over" is indicated by waving one or both hands

(b) A fifty yards' kick is indicated by standing on the end line where the ball crossed the umpire holding up one hand pointing forward in the direction of the fifty yards' line

(c) A breach of the parallelogram rule by attacking side is shown by crossing both flags in front of the goal, thus indicating that score is disallowed

16 **Foul and Rough Play.**- Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with unless he is moving to play the ball or in the act of playing the ball Tripping is throwing or attempting to throw an opponent by using the legs or by stooping in front of or behind him Putting the leg from behind another player for the purpose of getting the ball and thus throwing him shall be deemed tripping Holding includes the obstruction of a player by hand or arm

In the case of rough play the Referee shall caution the player or players, and should the offence be repeated, or without any caution in the case of dangerous play, violent conduct or improper language, the Referee shall rule the offender or offenders out of play and report him or them to the County Committee in County Championships, to the Provincial Council in Inter-County matches, and to the Central Council in All-Ireland matches A player ordered off the ground by the Referee shall not under any circumstances be permitted to again join in the game Any player raising his hand to strike or threaten another player, or using irritating language to players or officials, shall be at once ordered off the ground If he refuses to leave when ordered the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play even though it won the match

Note - (1) Should a player from each team foul at the same time the Referee shall hop the ball where foul occurred

(2) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(3) In awarding free kicks for foul or rough play, the Referee shall give the free –

(a) From where foul occurred if the foul prevented the player playing the ball

(b) When a player is fouled after delivery a free kick shall be given where ball lands (except a score is made, which is allowed) Should the ball cross the end or side line a free shall be given where the foul occurred

(4) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(5) Should a player who has been ordered off the ground again join the game the Referee shall award the opposing side the match

17 **Ball out of Play.**- If the ball strikes a spectator or official other than the referee inside the side-line it shall be out of play, and must be thrown in from the side-line, as directed in Rule 14 If it occurs at the end-line, it shall also be out of play, and must be kicked out from the parallelogram The Referee may allow a point or a goal or 50 yards free kick should he consider that a point or a goal would have been scored, or that a 50 yards free kick would have been forfeited

18 **Injured Player.** – The Referee may allow a substitute for an injured player,but must not delay the game for the admission of a substitute The maximum of two mintues' delay to be strictly enforced when a player is injured Henceforward only two officials will be permitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for those officials (to apply only to inter-county matches)

19 **Weight and Size of Ball.** – The weight of the ball shall be from 13 to 15 ounces, size, 27 to 29 inches in circumference No 5 match ball

20 **Leaving the Field.**- A team or an individual leaving the field, or refusing to continue the game, without the Referee's permission, becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty When a player, players or a whole team are refusing to continue the game, etc , the Referee should give Captain of the team concerned certain time, say three minutes, to decide and if then there be no sign of resumption, he should endeavour to find out and report the names of any players willing to finish the game The Committee in charge mst(sic) award match to team willing to continue

21 **Failure to Play** – A team failing to carry out a championship fixture, of which it received due notice shall be disqualified, and the opposing team shall be entitled to the match

22 **Nails, etc** – Players are not allowed to wear projecting nails, spikes, or iron tips on their boots See observations, Rule 25 championships

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HURLING RULES

1937

With notes on their interpretation and specific penalties for offences, compiled by a Special Committee appointed at the Annual Congress, 1910; revised by a Congress Committee, 1925, and embodying all further alterations and recommendations to date, 1937.

1 **The Field of Play.**-The ground shall not be less than 140 yards or more than 160 yards long, and not less than 84 yards or more than 100 yards wide

2 **Marking of Ground.**- Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the turf Lines indicating 21 yards, 70 yards and halfway shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

3 **Scoring Space.** – In the centre of the goal line shall stand the goal posts 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4 **Lines** 5 yards long and at right angles to the goal line shall be marked 4 yards from each goal post The ends of these lines shall be joined, so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

4a The Referee shall report any irregularities in respect of the foregoing Rules and the two Captains should, before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc , unless a protest has been made to Referee before match starts The Committee or Council acting on such a report can order a replay

5 **Number of Players.**- The players shall be fifteen aside in all matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen players on each side The team failing to field the full number of players shall forfeit the match

6 **Commencing Play.** – The Referee, in consultation with the Officials of Council or County Committee present for the match, shall, in case of inclement weather or unsuitable state of playing pitch, decide as to the playing or postponement of the match The Captains of teams shall toss for choice of sides before commencing play, and the players, with the exception of the goal-keeper and six others, who must be behind the 70 yards lines, shall stand in two lines at the centre of the field, and each player shall place his hurley across an opponent's The Referee shall throw the ball along the ground between the players, who shall then separate

7 **Duration of Play.**- The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He also shall have power to terminate the game whenever by reason of darkness setting in, interference of spectators, or other causes he may think fit If necessary he shall extend time of play to permit of a free puck to be taken No score to count from such free puck unless the ball passes through scoring space without any other player touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall further extend the time to allow of a free being taken,but no score shall

be awarded except made directly off the free Whenever a game is terminated by reason of darkness setting in, it must be replayed for the full time Should any team cause such deliberate delay in playing the game that it has to be terminated owing to darkness setting in, the Committee in charge may award the match to the opposing team

8 **Scores.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross bar, except when thrown or carried by any of the attacking side In All-Ireland, Inter-County, and as far as possible in County Championship matches, nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played be either side over the cross bar and between the goal posts, except when thrown by any of the attacking side The ball hitting the cross bar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the cross bar would have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the crossbar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space it shall count a point to the opposing team

9 **The Puck-out.**- When the ball is driven over the goal line by the opposing team, it shall be pucked out from within the parallelogram The player taking the puck may take the ball in his hand to puck out Should he miss at first stroke the ball must be pucked from off the ground within the parallelogram No player from the opposing side shall approach nearer than the 21 yards line until the ball has been pucked The Referee shall be empowered to allow time for deliberate delay in pucking out

Note - (1) Should a player puck the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck opposite to where foul occurred

(2) The player taking the puck-out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood Should the player taking the puck-out miss at the first stroke, the ball may be raised but not taken into the hand before striking

10 **Free Pucks.**- The penalty for all breaches of the rules shall be a free puck In all free pucks the Referee must indicate the place from where the free puck shall be taken The ball shall not be pucked until the Referee has whistled In all free pucks, including the 70 yards puck, no player shall approach nearer than 21 yards until the ball is pucked The player who pucks must not again play the ball until it has been played by some other player A free puck may be in any direction In all free pucks other than side line pucks, the ball can be struck in two ways only - (1) Strike the ball

on the ground (2) Lift the ball with the hurley and strike it off the hurley The ball cannot be taken in the hand when lifted with the hurley in a free puck, though lawful in all other cases

Notes - (1) Should a player stand nearer than 21 yards when a free puck is being taken, the opposing team shall be awarded a free puck from where he stood

(2) The Referee must bring back the ball to the 21 yards line for a foul occurring inside the 21 yards line, and entitling the attacking side to a free puck

(3) The ball must be lifted at first effort to lift, and struck at first effort to strike off hurley Should a player fail to lift at first effort, or fail to strike off hurley at first effort, he must strike the ball on the ground The ball must be pucked before the opposing team can charge

(4) Should the player who is taking a free puck make a second attempt to lift, or otherwise foul the ball before any other player plays it, the Referee shall throw in the ball between the opposing sides where the foul occurred

(5) A player taking a free puck near the end line or side line may stand outside these lines when striking The free puck shall be deemed to have been taken when the ball is struck – after the Referee has whistled – by a player of the side having the free puck A player charging a free commits a foul and a free will be given from where the player charged

11 **The Play.** – The ball must not be lifted off the ground with the hand when in play It may be struck with the hand when off the ground, or kicked It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it Tipping on the hand is considered carrying

The goalkeeper shall not be charged unless in possession of the ball or obstructing an opponent or when he has passed outside the parallelogram

Carrying shall be taking more than three steps while holding the ball A player of the opposing team cannot enter the parallelogram until the ball enters it during play

Notes - (1) Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where foul occurred

(2) If a player touches the ball while on the ground with his hand, the opposing side shall have a free puck from where foul occurred

(3) Entering the Parallelogram – This rule shall be operative when the player enters the parallelogram and charges goal-keeper or backs before the ball enters The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were inside parallelogram

(4) When a score is disallowed for mfringement of parallelogram rule the defend-

ing side shall take a free puck from within parallelogram

(5) The attention of Referees is drawn to the ruling of Council that a player can only catch the ball twice before hitting Throwing up the ball and catching it again without playing it with the hurley is not allowed

12 **Side Puck.**- When a player drives the ball over the side line it shall be a free puck on the ground to the opposing team at the point where the ball crossed the line No player to approach nearer than ten yards until the ball is struck The linesman shall drop the ball at the line where it crossed, and the player who takes the free puck cannot alter its position

Notes - (1) If a player of either side stands nearer than 10 yards to the player who is pucking in the ball, a free puck shall be given to the opposing team from where the foul occurred

(2) If a player who is taking a side puck attempts to lift the ball, a free puck shall be awarded the opposing team where foul took place

(3) If the player who pucks in the ball touches it before another player has touched it, the opposing team shall have a free puck from where the foul took place

13 **Seventy Yards Free Puck.**- If the ball is played across the end line outside the point posts(sic) by a player whose end line it is the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow a 70 yards free puck

Notes - (1) The last player touching the ball shall be considered the last person playing it

(2) Should the player who is taking the 70 yds free puck foul the ball before any other player plays it, the ball shall be pucked from goal by the opposing team

Directions to Umpires -

(a) A "wide" or "over" is indicated by waving one or both hands

(b) A seventy yards puck is indicated by standing on the end line where the ball crossed, the umpire holding up one hand, pointing forward in the direction of the seventy yards line

(c) A breach of the parallelogram rule by the attacking side is shown by crossing both flags in front of the goal, thus indicating that score is disallowed

14 **Foul and Rough Play** - Pushing, tripping, kicking, catching, holding, or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with, except he be in the act of moving to play the ball or playing it No player shall bring his hurley intentionally in contact with the person of another player Tripping is throwing or attempting to throw an opponent by using the legs, or by stooping in front or behind him Putting the leg or hurley from behind another player for the purpose of getting the ball shall be deemed tripping Holding includes the obstruction of a player by hand or arm Striking a player's hurley unless he be in the act of striking at the ball

shall be a foul A player must not throw his hurley under any circumstances The penalty for each breach of this rule shall be a free puck

In the case of rough play the Referee shall caution the player or players, and should the offence be repeated, or in the case of dangerous play, violent conduct or improper language, without any previous caution, the Referee shall rule the offender or offenders out of play, and report him or them to the County Committee in the case of County Championships, to the Provincial Council in Inter-County contests, and to the Central Council in All-Ireland matches No player once ordered off the ground by the Referee shall under any circumstances be permitted to again join in the game Any player lifting his hand or hurley to strike or threaten another player, or using irritating language to players or officials, shall at once be ordered off the ground If he refuses to leave when ordered, the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play, even though it won the match

(1) Should a player from each side foul at the same time the Referee shall throw in the ball where foul occurred

(2) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(3) In awarding free pucks for foul or rough play, the Referee shall give the free –

(a) From where foul occurred if the foul prevented the player from playing the ball

(b) When a player is fouled after delivery a free puck shall be given (except a score is made, which is allowed), where the ball lands if outside 70 yards mark (sic) or on a point on the 70 yards mark (sic) opposite where it landed if it be inside the 70 yards mark (sic)

(c) If the ball cross the side line it shall be given where the ball crossed the line

(4) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(5) Should a player who has been ordered off the field again join the game, the Referee shall award the opposing side the match

15 **Ball out of Play.**- If the ball strikes a spectator or official other than the referee inside the side-lme, it shall be out of play, and must be pucked in from the side line, as directed in Rule 12 If it occurs at end line, it shall also be out of play, and must be pucked out from the parallelogram The Referee may allow a point or a goal, or a 70 yards free puck, should he consider that a point or a goal would have been scored, or that a 70 yards free puck would have been forfeited

16 **Injured Player.** – The Referee may allow a substitute for an injured player, but the maximum of two minutes delay to be strickly enforced when a player is injured Henceforward only two officials will be admitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for these officials (To apply only to inter-county matches)

17 **Weight and Size of Ball.** – The weight of the ball shall be from 3 1/2 to 4 1/2 ounces, size, 9 to 10 inches in circumference Committees and Councils should see

that Hurlin (sic) Balls are up to standard No penalty

18 **Leaving the Field.** – A team or an individual leaving the field, or refusing to continue the game, without the Referee's permission becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty When a player, players or a whole team refuse to continue the game or proceed to leave the field without the permission of the Referee, he shall give the Captain of the team concerned certain time, say three minutes, to decide, and if there be no sign of resumption he should endeavour to find out and report the names of the players willing to finish the game The Committee in charge must award the match to the team willing to continue

19 **Failure to Play** - A team failing to carry out a championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match

20 **Nails, etc.** – Players are not allowed to wear projecting nails, spikes or iron tips on their boots

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REFEREE, LINESMEN, AND UMPIRES

1 In all matches a Referee, two Linesmen and four Goal Umpires shall be appointed

2 The Referee's decision on questions of fact connected with the match shall be final Players should particularly note that, as the ball is in play till the whistle sounds, any stoppage of play on their part is at their own risk, for any score made in the event of the whistle not sounding shall be perfectly valid A Referee should not give his decision before leaving the field It is a matter for the Council or Board concerned to award the match on the Referee's Report The Referee, however, may give final score if requested

Intruding persons other than those authorised to be reported by the Referee Players or officials interfering in any way with the Referee or Umpires to suffer a penalty at the discretion of the Committee in charge

3 The Referee's decision as to time shall be final

4 The Referee shall keep a record of the game, and shall lodge a report of the match, with the names of the players, if any, whom he has disqualified for rough play or misconduct

5 A Referee having given a decision, after sounding his whislte, cannot under any circumstances alter it

6 In free-kicks or pucks the ball shall not be kicked or pucked until a signal is given by the Referee

7 Where linesmen or referee canot determine which team is entitled to a throw-in or side puck, the Referee shall throw in the ball himself

8 The Referee may, if he sees fit, consult the umpires and linesmen on any dispute which may arise in connection with the game

9 Any player threatening or insulting the Referee shall be suspended for not less than twelve months, and his whole team shall be liable to disqualification at the dis-

cretion of the County Committee, Provincial Council, or Central Council, according to which body is in control of the match

10 In the event of the Referee duly appointed being unable to act, it shall be competent for the Secretary (or official in charge) of a County Committee, Provincial Council, or Central Council to select and appoint a referee

11 There shall be two linesmen appointed by the Referee,County Committee, Provincial Council or Central Council, who shall be provided with flags Their sole duty (subject to the decision of the referee) shall be to decide when and where the ball crosses the side line, and which side is entitled to the throw-in or puck-in They shall each take one side of the ground, outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction the ball is to be thrown Linesmen shall keep outside the side lines

12 There shall be two goal umpires, at each end of the ground, appointed by the Referee, County Committee, Provincial Council, or Central Council One shall stand outside each goal post, and their sole duty (also subject to the referee's decision when they differ) shall be to watch for goals and points and to decide when the ball is over the end line The goal umpires shall not change ends at half-time

13 Referees, linesmen and goal umpires are bound to give a decision one way or the other when appealed to, and all disputes must be decided on the spot If the linesmen or goal umpires sgould (sic) not continue to act until a match is concluded, the Referee is empowered to appoint substitutes

14 There can be no objection to Referee's decision, save when he gives a ruling on a score contrary to the decision of both umpires

15 Referees shall present the winning Captain with the Ball on behalf of the Council in Provincial and All-Ireland Finals

16 In all Inter-County and Provincial matches referees and officials shall be appointed at meeting when fixtures are made, such officials shall have the right to appoint a proxy and notify the Secretary in charge

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FOOTBALL RULES

OFFICIAL GUIDE 1938

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a special committee appointed at Annual Convention, 1910, and revised by a special committee appointed at Annual Congress, 1925.

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1 **The Field of Play** shall not be less than 140 yards or more than 160 yards long, and not less than 84 yards or more than 100 yards wide

2 **Marking of Ground.**- Side lines and end lines (goal lines) shall either be marked with line or cut out of the turf Lines indicating 14 yards, 21 yards, 50 yards and half-way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

3 **Scoring Space.** – In the centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4 **Lines** 5 yards long, and at right angles to the goal line, shall be marked 4 yards from each goal post The ends of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

The Referee shall report any irregularities in respect of the foregoing Rules and the two Captains should before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc , unless a protest has been made to Referee before match starts The Committee or Council acting on such a report can order a reply

5 **Number of Players.**- The players shall be fifteen aside in all matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen players on each side The team failing to field the full number of players shall forfeit the match

6 **Commencing Play** – The Referee, in consultation with the officials in charge of the fixture and present, shall in case of inclement weather or unsuitable state of playing pitch, decide as to the playing or postponement of the match The Captains of teams shall toss for choice of sides before commencing play The goalkeeper and six others must be behind the 50 yards' lines The remaining players shall stand in two lines at the centre of the field, and each player shall catch an opponent's hand The Referee shall throw the ball over the heads of the players, who shall then separate

7 **Duration of Play.**- The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever, by reason of darkness setting in, interference of spectators, or other causes, he may think fit If necessary he shall extend time of play to permit of a free kick to be taken No score to count from such free kick unless the ball passes through scoring space without any other player of the same side touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall further extend the time to permit of a free being given The score to count from such free if the ball passes through the scoring

space without any other player of the same side touching it Whenever a game is terminated by reason of darkness setting in, it must be replayed for the full time Should any team cause such deliberate delay in playing the game that it has to be terminated owing to darkness setting in, the Committee in charge may award the match to the opposing team

8 **Scores.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland, Inter-County, and as far as possible in County Championship matches, nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played be either side over the crossbar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar should have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the cross-bar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A Goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space , it shall count a point to the opposing team

9 **The Kick-out.**- In the Football kick-out from goal, the ball shall be kicked from the ground inside the parallelogram the players of the defending team, except the player taking the kick or the goalkeeper – who shall remain within the parallelogram – to be outside the 14 yds line, and all players of the attacking team to be outside of the 21 yds line The player taking the kick-out may go behind the end line for the purpose of taking a run, and may run in any direction he thinks desirable The Referee shall be empowered to allow time for deliberate delay in kicking out When a score is made the kick-out shall be taken from a point on 21 yards line, in front of the scoring space, no players to stand nearer than 14 yards until the ball is kicked

Note -The player taking the kick-out may play the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood

10 **Free Kicks.**- The penalty for all breaches of the rules shall be a free kick In all free kicks the Referee must indicate the place from where the free shall be taken The ball shall not be kicked until the Referee has whistled In all free kicks, including the 50 yards- kick, no player shalla(sic) approach nearer than 14 yards until the ball is kicked When a foul is committed by the defence within the 14 yards line, but not within the parallelogram, a free shall be given on the 14 yards line opposite where the foul was committed

Notes - (1) Should a player stand nearer than 14 yards when a free kick is being taken, the opposing team shall be awarded a free from where he stood Should the player who took the free kick touch the ball again before another player has

touched it the opposing team shall be awarded a free kick from where foul occurred

(2) The Referee must bring back the ball to the point on the 14 yards line opposite to where the foul occurred, for a foul occurring in the parallelogram, and entitling the attacking side to a free kick All players, with the exception of the defending goal-keeper and player taking the kick, to stand outside the 21 yards line

(3) A player taking a free kick near the end line or side line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched, after the Referee has whistled, by a player of the side taking the free kick

(4) A player charging a free commits a foul and a free will be given from where the player charged Should a player charge from within the parallelogram a penalty kick to be given

11 **The Play.**- The ball, when off the ground, may be struck with the hand It may be caught when off the ground It may be kicked in any direction, but not carried Carrying shall be taking more than four steps while holding the ball, which must not be held longer than is necessary to hop it, kick it or fist it away Tipping it on the hand is considered carrying The ball must not be thrown When caught, the ball may be kicked or struck with the hand or hopped once with either one or both hands against the ground The ball, while on the ground, must not be touched with the hand, except in the case of a player knocked to the ground while in possession of the ball who may fist it away even though it be on the ground The goal-keeper, within the parallelogram, may touch the ball while on the ground with his hand, and when himself on the ground, fist the ball away A player of the opposing team must not enter the parallelogram until the ball enters it in play

Note - When a player strikes a hopping ball which he has not caught, he can make a run by striking it with one or both hands, but should he catch the ball he is allowed only one hop

12 The Goalkeeper shall not be charged unless in possession of the ball or obstructing an opponent, or when he has passed outside the parallelogram

13 **Entering the Parallelogram.** – The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were in parallelogram The Goal Umpires shall call attention to breaches of this rule by raising both Flags and holding them crossed

Note - When a score is disallowed for infringement of parallelogram rule the defending side shall take a free kick from within parallelogram

14 **Throw-In.**- When the ball is driven across the side line it should be thrown in from the point where it crossed the side line (as indicated by the linesman) by a player of the opposing team to that which touched it last before crossing The ball may be thrown in any direction, and the player throwing in the ball must have one foot outside the line at the time of throwing, and must not hold the ball by the lace or

thong The player throwing in the ball must not play the ball himself until it has been played by some other player, all players to stand away ten yards from the player throwing the ball Neither a goal nor a point can be scored from the throw-in unless the ball is touched by some other player after the throw-in

15 **Fifty Yards Free Kick.**- If the ball is played across the end line outside the point posts by a player whose end line it is, the opposing team shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow the 50 yards free kick

Note - The last player touching the ball shall be considered the last player playing it

Directions to Umpires -

(a) A "wide" or "over" is indicated by waving one or both hands

(b) A fifty yards' kick is indicated by standing on the end line where the ball crossed the umpire holding up one hand pointing forward in the direction of the fifty yards' line

(c) A breach of the parallelogram rule by attacking side is shown by crossing both flags in front of the goal, thus indicating that score is disallowed

16 **Foul and Rough Play** - Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with unless he is moving to play the ball or in the act of playing the ball Tripping is throwing or attempting to throw an opponent by using the legs or by stooping in front of or behind him Putting the leg from behind another player for the purpose of getting the ball and thus throwing him shall be deemed tripping Holding includes the obstruction of a player by hand or arm

In the case of rough play the Referee shall caution the player or players, and should the offence be repeated, or without any caution in the case of dangerous play, violent conduct or improper language, the Referee shall rule the offender or offenders out of play and report him or them to the County Committee in County Championships, to the Provincial Council in Inter-County matches, and to the Central Council in All-Ireland matches A player ordered off the ground by the Referee shall not under any circumstances be permitted to again join in the game Any player raising his hand to strike or threaten another player, or using irritating language to players or officials, shall be at once ordered off the ground If he refuses to leave when ordered the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play even though it won the match

Note - (1) Should a player from each team foul at the same time the Referee shall hop the ball where foul occurred

(2) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(3) In awarding free kicks for foul or rough play, the Referee shall give the free –

(a) From where foul occurred if the foul prevented the player playing the ball

(b) When a player is fouled after delivery a free kick shall be given where ball lands (except a score is made, which is allowed) Should the ball cross the end or side line a free shall be given where the foul occurred

(4) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(5) Should a player who has been ordered off the ground again join the game the Referee shall award the opposing side the match

17 **Ball out of Play.**- If the ball strikes a spectator or official other than the referee inside the side-line it shall be out of play, and must be thrown in from the side-line, as directed in Rule 14 If it occurs at the end-line, it shall also be out of play, and must be kicked out from the parallelogram The Referee may allow a point or a goal or 50 yards free kick should he consider that a point or a goal would have been scored, or that a 50 yards free kick would have been forfeited

18 **Injured Player** – The Referee may allow a substitute for an injured player The maximum of two mintues' delay to be strictly enforced when a player is injured Henceforward only two officials will be permitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for those officials (to apply only to inter-county matches)

19 **Weight and Size of Ball.** – The weight of the ball shall be from 13 to 15 ounces, size, 27 to 29 inches in circumference No 5 match ball

20 **Leaving the Field.**- A team or an individual leaving the field, or refusing to continue the game, without the Referee's permission, becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty When a player, players or a whole team are refusing to continue the game, etc , the Referee should give Captain of the team concerned certain time, say three minutes, to decide and if then there be no sign of resumption, he should endeavour to find out and report the names of any players willing to finish the game The Committee in charge must award match to team willing to continue

21 **Nails, etc.** – Players are not allowed to wear projecting nails, spikes, or iron tips on their boots See Rule 25 championships

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HURLING RULES

OFFICIAL GUIDE 1938

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a special committee appointed at Annual Convention, 1910, and revised by a special committee appointed at Annual Congress, 1925.

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1 **The Field of Play** shall not be less than 140 yards or more than 160 yards long, and not less than 84 yards or more than 100 yards wide

2 **Marking of Ground.**- Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the turf Lines indicating 21 yards, 70 yards and halfway shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

3 **Scoring Space.** – In the centre of the goal line shall stand the goal posts 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4 **Lines** 5 yards long and at right angles to the goal line shall be marked 4 yards from each goal post The ends of these lines shall be joined, so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

The Referee shall report any irregularities in respect of the foregoing Rules and the two Captains should, before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc , unless a protest has been made to Referee before match starts The Committee or Council acting on such a report can order a replay

5 **Number of Players.**- The players shall be fifteen aside in all matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen players on each side The team failing to field the full number of players shall forfeit the match

6 **Commencing Play.** – The Referee, in consultation with the Officials of Council or County Committee present for the match shall, in case of inclement weather or unsuitable state of playing pitch, decide as to the playing or postponement of the match The Captains of teams shall toss for choice of sides before commencing play, and the players, with the exception of the goal-keeper and six others, who must be behind the 70 yards lines, shall stand in two lines at the centre of the field, and each player shall place his hurley across an opponent's The Referee shall throw the ball along the ground between the players, who shall then separate

7 **Duration of Play.**- The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He also shall have power to terminate the game whenever by reason of darkness setting in, interference of spectators, or other causes he may think fit If necessary he shall extend time of play to permit of a free puck to be taken No score to count from such free puck unless the ball passes through scoring space without any other player touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall further extend the time to allow of a free being

taken,but no score shall be awarded except made directly off the free Whenever a game is terminated by reason of darkness setting in, it must be replayed for the full time Should any team cause such deliberate delay in playing the game that it has to be terminated owing to darkness setting in, the Committee in charge may award the match to the opposing team

8 **Scores.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross bar, except when thrown or carried by any of the attacking side In All-Ireland, Inter-County, and as far as possible in County Championship matches, nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played be either side over the cross bar and between the goal posts, except when thrown by any of the attacking side The ball hitting the cross bar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the cross bar would have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the crossbar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A Goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space , it shall count a point to the opposing team

9 **The Puck-out** - When the ball is driven over the goal line by the opposing team, it shall be pucked out from within the parallelogram The player taking the puck may take the ball in his hand to puck out Should he miss at first stroke the ball must be pucked from off the ground within the parallelogram No player from the opposing side shall approach nearer than the 21 yards line until the ball has been pucked The Referee shall be empowered to allow time for deliberate delay in pucking out

Note - (1) Should a player puck the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck opposite to where foul occurred

(2) The player taking the puck-out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

(3) Should the player taking the puck-out miss at the first stroke, the ball may be raised but not taken into the hand before striking

10 **Free Pucks.**- The penalty for all breaches of the rules shall be a free puck In all free pucks the Referee must indicate the place from where the free puck shall be taken The ball shall not be pucked until the Referee has whistled In all free pucks, including the 70 yards puck, no player shall approach nearer than 21 yards until the ball is pucked The player who pucks must not again play the ball until it has been played by some other player A free puck may be in any direction In all free pucks other than side line pucks, the ball can be struck in two ways only - (1) Strike the ball

on the ground (2) Lift the ball with the hurley and strike it off the hurley The ball cannot be taken in the hand when lifted with the hurley in a free puck, though lawful in all other cases

Notes - (1) Should a player stand nearer than 21 yards when a free puck is being taken, the opposing team shall be awarded a free puck from where he stood

(2) The Referee must bring back the ball to the 21 yards line for a foul occurring inside the 21 yards line, and entitling the attacking side to a free puck

(3) The ball must be lifted at first effort to lift, and struck at first effort to strike off hurley Should a player fail to lift at first effort, or fail to strike off hurley at first effort, he must strike the ball on the ground The ball must be pucked before the opposing team can charge

(4) Should the player who is taking a free puck make a second attempt to lift, or otherwise foul the ball before any other player plays it, the Referee shall throw in the ball between the opposing sides where the foul occurred

(5) A player taking a free puck near the end line or side line may stand outside these lines when striking The free puck shall be deemed to have been taken when the ball is struck – after the Referee has whistled – by a player of the side having the free puck A player charging a free commits a foul and a free will be given from where the player charged Should a player charge from within the parallelogram, a penalty to be given

11 **The Play.** – The ball must not be lifted off the ground with the hand when in play It may be struck with the hand when off the ground, or kicked It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it Tipping on the hand is considered carrying The goalkeeper shall not be charged unless in possession of the ball or obstructing an opponent or when he has passed outside the parallelogram

Carrying shall be taking more than three steps while holding the ball A player of the opposing team cannot enter the parallelogram until the ball enters it during play

Notes - (1) Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where foul occurred

(2) If a player touches the ball while on the ground with his hand, the opposing side shall have a free puck from where foul occurred

(3) Entering the Parallelogram – This rule shall be operative when the player enters the parallelogram and charges goal-keeper or backs before the ball enters The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were inside parallelogram

(4) When a score is disallowed for infringement of parallelogram rule the

defending side shall take a free puck from within parallelogram

(5) The attention of Referees is drawn to the ruling of Council that a player can only catch the ball twice before hitting Throwing up the ball and catching it again without playing it with the hurley is not allowed

12 Side Puck - When a player drives the ball over the side line it shall be a free puck on the ground to the opposing team at the point where the ball crossed the line No player to approach nearer than ten yards until the ball is struck The linesman shall drop the ball at the line where it crossed, and the player who takes the free puck cannot alter its position

Notes - (1) If a player of either side stands nearer than 10 yards to the player who is pucking in the ball, a free puck shall be given to the opposing team from where the foul occurred

(2) If a player who is taking a side puck attempts to lift the ball, a free puck shall be awarded the opposing team where foul took place

(3) If the player who pucks in the ball touches it before another player has touched it, the opposing team shall have a free puck from where the foul took place

13 **Seventy Yards Free Puck** - If the ball is played across the end line outside the point posts(sic) by a player whose end line it is the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow a 70 yards free puck

Notes - (1) The last player touching the ball shall be considered the last person playing it

(2) Should the player who is taking the 70 yds free puck foul when doing so, the ball shall be pucked from goal by the opposing team

Directions to Umpires -

(a) A "wide" or "over" is indicated by waving one or both hands

(b) A seventy yards puck is indicated by standing on the end line where the ball crossed, the umpire holding up one hand, pointing forward in the direction of the seventy yards line

(c) A breach of the parallelogram rule by the attacking side is shown by crossing both flags in front of the goal, thus indicating that score is disallowed

14 **Foul and Rough Play.**- Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with, except he be in the act of moving to play the ball or playing it No player shall bring his hurley intentioanally in contact with the person of another player Tripping is throwing or attempting to throw an opponent by using the legs, or by stooping in front or behind him Putting the leg or hurley from behind another player for the purpose of getting the ball shall be deemed tripping Holding includes the obstruction of a player by hand or arm Striking a player's hurley unless he be in the act of striking at the ball

shall be a foul A player must not throw his hurley under any circumstances The penalty for each breach of this rule shall be a free puck

In the case of rough play the Referee shall caution the player or players, and should the offence be repeated, or in the case of dangerous play, violent conduct or improper language, without any previous caution, the Referee shall rule the offender or offenders out of play, and report him or them to the County Committee in the case of County Championships, to the Provincial Council in Inter-County contests, and to the Central Council in All-Ireland matches No player once ordered off the ground by the Referee shall under any circumstances be permitted to again join in the game Any player lifting his hand or hurley to strike or threaten another player, or using irritating language to players or officials, shall at once be ordered off the ground If he refuses to leave when ordered, the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play, even though it won the match

(1) Should a player from each side foul at the same time the Referee shall throw in the ball where foul occurred

(2) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(3) In awarding free pucks for foul or rough play, the Referee shall give the free –

(a) From where foul occurred if the foul prevented the player from playing the ball

(b) When a player is fouled after delivery a free puck shall be given (except a score is made, which is allowed), where the ball lands if outside 70 yards mark (sic) or on a point on the 70 yards mark (sic) opposite where it landed if it be inside the 70 yards mark (sic)

(c) If the ball cross the side line it shall be given where the ball crossed the line

(4) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(5) Should a player who has been ordered off the field again join the game, the Referee shall award the opposing side the match

15 **Ball out of Play.**- If the ball strikes a spectator or official other than the referee inside the side-line, it shall be out of play, and must be pucked in from the side line, as directed in Rule 12 If it occurs at end line, it shall also be out of play, and must be pucked out from the parallelogram The Referee may allow a point or a goal, or a 70 yards free puck, should he consider that a point or a goal would have been scored, or that a 70 yards free puck would have been forfeited

16 **Injured Player.** – The Referee may allow a substitute for an injured player, but the maximum of two minutes delay to be strickly enforced when a player is injured Henceforward only two officials will be admitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for these officials (To apply only to inter-county matches)

17 **Weight and Size of Ball.** – The weight of the ball shall be from 3 1/2 to 4 1/2 ounces, size, 9 to 10 inches in circumference Committees and Councils should see

that Hurling Balls are up to standard No penalty

18 **Leaving the Field.** – A team or an individual leaving the field, or refusing to continue the game, without the Referee's permission becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty When a player, players or a whole team refuse to continue the game or proceed to leave the field without the permission of the Referee, he shall give the Captain of the team concerned certain time, say three minutes, to decide, and if there be no sign of resumption he should endeavour to find out and report the names of the players willing to finish the game The Committee in charge must award the match to the team willing to continue

19 **Failure to Play** - A team failing to carry out a championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match

20 **Nails, etc.** – Players are not allowed to wear projecting nails, spikes or iron tips on their boots See Rule 25 Championship

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REFEREE, LINESMEN, AND UMPIRES 1938

1 In all matches a Referee, two Linesmen and four Goal Umpires shall be appointed

2 The Referee's decision on questions of fact connected with the match shall be final Players should particularly note that, as the ball is in play till the whistle sounds, any stoppage of play on their part is at their own risk, for any score made in the event of the whistle not sounding shall be perfectly valid A Referee should not give his decision before leaving the field It is a matter for the Council or Board concerned to award the match on the Referee's Report The Referee, however, may give final score if requested

Intruding persons other than those authorised to be reported by the Referee Players or officials interfering in any way with the Referee or Umpires to suffer a penalty at the discretion of the Committee in charge

3 The Referee's decision as to time shall be final

4 The Referee shall keep a record of the game, and shall lodge a report of the match, with the names of the players, if any, whom he has disqualified for rough play or misconduct

5 A Referee having given a decision, after sounding his whislte, cannot under any circumstances alter it

6 In free-kicks or pucks the ball shall not be kicked or pucked until a signal is given by the Referee

7 Where linesmen or referee canot determine which team is entitled to a throw-in or side puck, the Referee shall throw in the ball himself

8 The Referee may, if he sees fit, consult the umpires and linesmen on any dispute which may arise in connection with the game

9 Any player threatening or insulting the Referee shall be suspended for not less than twelve months, and his whole team shall be liable to disqualification at the

discretion of the County Committee, Provincial Council, or Central Council, according to which body is in control of the match

10 In the event of the Referee duly appointed being unable to act, it shall be competent for the Secretary (or official in charge) of a County Committee, Provincial Council, or Central Council to select and appoint a referee

11 There shall be two linesmen appointed by the Referee,County Committee, Provincial Council or Central Council, who shall be provided with flags Their sole duty (subject to the decision of the Referee) shall be to decide when and where the ball crosses the side line, and which side is entitled to the throw-in or puck-in They shall each take one side of the ground, outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction the ball is to be thrown or pucked Linesmen shall keep outside the side lines

12 There shall be two goal umpires, at each end of the ground, appointed by the Referee, County Committee, Provincial Council, or Central Council One shall stand outside each goal post, and their sole duty (also subject to the Referee's decision when they differ) shall be to watch for goals and points and to decide when the ball is over the end line The goal umpires shall not change ends at half-time

13 Referees, linesmen and goal umpires are bound to give a decision one way or the other when appealed to, and all disputes must be decided on the spot If the linesmen or goal umpires should not continue to act until a match is concluded, the Referee is empowered to appoint substitutes

14 There can be no objection to Referee's decision, save when he gives a ruling on a score contrary to the decision of both umpires

15 Referees shall present the winning Captain with the Ball on behalf of the Council in Provincial and All-Ireland Finals

16 In all Inter-County and Provincial matches referees and officials shall be appointed at meeting when fixtures are made, such officials shall have the right to appoint a proxy and notify the Secretary in charge

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Cúmann Lúic-Ċlear Zaeveal

CONSTITUTION AND RULES

OF THE

GAELIC ATHLETIC ASSOCIATION

Abridged and re-arranged from the "Official Guide" with latest Congress Amendments

PUBLISHED BY AUTHORITY OF THE CENTRAL COUNCIL
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PLAYING RULES OF HURLING AND FOOTBALL

1939

HURLING AND FOOTBALL

The following conditions and regulations apply to both games -

1 **Ground.** Maximum, 160 yards x 100 yards, Minimum, 140 x 84 yards

2 **Marking.** Side and Goal lines cut in turf or lime-washed For Football cross lines at 14 yards, 21 yards, 50 yards and half way, for Hurling, similar lines at 21 yards, 70 yards and half way All corners and intersections to be indicated by flags

3 **Scoring Space.** Equidistant from the corners on each end-line posts 21 feet apart and 16 feet high, with a cross bar fixed horizontally 8 feet above the ground define the scoring area

Four yards outside each post lines 5 yards long are drawn at right angles to end line and joined, making a parallelogram 5 yards by 15 yards in front of each goal

If ground has been incompletely or incorrectly marked, a replay may be ordered, but no objection can arise unless captains of teams draw Referee's attention to the irregularity before the match starts

In Inter-provincial, Inter-couty, and, if practicable, in all championship matches, nets should be fixed behind the goal-scoring space

Teams comprise 15 players aside, but a team may start with 13 players and so continue until resumption after the interval, when it must be at full strength or forfeit the match

Time The duration of actual play is one hour, with a change of ends at the expiration of 30 minutes play

Interval allowed is 10 minutes, and the penalty for excess delay is a fine of £5 deducted from expenses

Scoring. All contests are decided by the greater score of points and goals, the latter being equal to three points

A Goal is scored when entire ball is played or driven, not thrown or carried, across the goal line under the bar by the attacking side, or in any manner by one of the defenders

A Point is scored when the ball is similarly driven or played, not thrown, between the posts above the bar by an attacking player or put across by a defender

Should cross bar or posts become broken or displaced, the Referee can allow a goal or a point if, in his judgment, the ball passed legitimately through the regulation goal or point scoring space

A ball rebounding from post or cross bar into the arena is still in play The ball is always in play until the Referee has whistled Voluntary stoppages are not recognised, and a score made under such circumstances is valid

Commencement. Captains toss for choice of ends 8 players from each team line up on the mid-way line The remainder, goalman and six others, retire behind the 50 yards line if Football, and 70 yards line if Hurling

Players at mid-field catch opponents' hands in Football, and cross hurleys in

Hurling The football is thrown down this line overhead, and the hurling ball along the ground by the Referee

Players ordered off in championship matches must be reported by the Referee to body in immediate control

Injured Players. Substitutes are allowed, but a delay of only two minutes can be permitted, and in inter-county contests only two authorised officials will be allowed on the field during stoppage

Frees. The penalty for all breaches of the Rules is a free A player may go outside any line to take a free, which is deemed to have been taken when he, or any of his side, touches the ball after the Referee has signalled

Charging down a free is a foul, and a free is given to opposing team from point of attack If it was within the parallelogram a penalty is awarded

Goal Area. No attacking player may enter the goal area before the ball reaches it in play Otherwise a score made will be disallowed and a free from within the parallelogram given to defending side

But if ball returns before player can leave and he does not interfere with the defence, the score then made is legal, or when the ball passes overhead out of reach of all players

The goal-keeper can only be charged when he is in possession, or obstructing an opponent, or outside the parallelogram

Dead Ball. A ball striking a non-player, other than the Referee, inside the lines is out of play If it occurs at the side line it must be thrown, or pucked in as directed in Rules 14 Football 12 Hurling If at the end line it must be kicked, or pucked, from the para-llellogram

Referee may allow a score, a "50 yards" or a "70 yards" free, if he considers such advantage was lost by the interference

When mutual fouls occur the Referee will hop the football, or throw in the hurling ball where the fouls took place, but if a player by turning renders a fair charge foul no penalty is imposed

All dangerous projections on boots are prohibited

Last player touching the ball is considered the last to have played it

A player once ordered off cannot resume If such occurs the match shall be awarded to opposing side

A player or team leaving the field without the permission of the Referee or refusing to continue is automatically suspended for six months without any power of mitigation

When it occurs the Referee shall give captain concerned a few minutes to decide Failing a resumption, he will endeavour to ascertain names of players willing to continue and report accordingly to the committee in charge, who must award match to the team prepared to finish contest

HURLING RULES

Ball to weigh between 3 1/2 and 4 1/2 ounces and measure from 9 to 10 inches in circumference

Goal Delivery Puck must be taken from within the parallelogram, otherwise opposing team get a free on the 70 yards line directly opposite point of illegal delivery

No attacking player can come inside the 21 yards line until puck has been taken subject to a free to defending side opposite point of intrusion on 21 yards line

Ball may be struck from the hand, but, if once missed, must be struck on the ground or raised with hurley and struck from within the parallelogram

The ball may be played more than once

Frees. While a free is being taken no player may approach nearer than 21 yards, otherwise a free is awarded to the opposing side from point of encroachment

If defenders commit this offence inside 21 yards line the attack is awarded a free on that line

In all frees the ball must be raised and struck with the hurley in the first attempt If missed, it can only be struck on the ground

Opponents cannot charge until ball has been played

The striker cannot play the ball again until another has done so If a second attempt is made to raise or play it the ball is thrown in by the Referee between the sides where the foul occurred

A free for foul play is taken from scene of offence indicated by the Referee if stroke was prevented Or if ball crossed the side line from that point

If ball was delivered despite the foul, the puck is taken from where it landed if outside opponents' 70 yards line, or from a point on that line opposite where it dropped beyond If, however, it passed out for a score the score is allowed

Seventy Yards Free. When a ball is put over the end line by the defending side beyond the posts or is then prevented crossing by a non-player, the free is taken by attacking team from a point indicated by the Umpire on the 70 yards line under conditions applying to all frees

If player fouls the stroke, the defending team take a puck from goal

In play the ball may be struck or caught when off the ground, but must not be carried further than is necessary to play it – three steps at most, or thrown

When caught it may be pucked or supported on a hurley, but not tipped on the hand

A player can only catch the ball **twice** before striking it away

The ball cannot be lifted from or touched on the ground by the hand subject to a free to opposing side where this occurred

Line Puck. Ball must be struck where dropped by linesman on the ground where it crossed by an opponent of the player who touched it last as it went out Other players stand 10 yards away, subject to a free against the offending side from the point of intrusion

If player striking attempts to lift the ball or plays it again before another player has done so, opposing team get a free

Foul Play. A player must not be charged from behind or interfered with in any way unless moving to play or actually playing the ball Pushing, tripping by use of leg or hurley, catching or impeding by hand or arm, and deliberate impacts with head or body, are forbidden

The hurley must not be used to strike another player, nor, unless in playing the ball, come into contact with that of another, and it must never be thrown

The penalty for each offence of this nature is a free puck to opposing team

FOOTBALL RULES

Ball must weigh from 13 to 15 ounces, with a circumference of 27 to 29 inches No 5 Match Ball

Free Kicks are taken under the following conditions -

(a)- From spot indicated by the Referee after he has whistled

(b)- No player to approach within 14 yards until ball is kicked, otherwise opposing side get a free from where offender stood

(c)- Fouls committed by defenders inside the 14 yards area, but outside the parallellogram, are penalised by a free from point on 14 yards line opposite where foul occurred

(d)- Player taking free must not again touch the ball before another player has done so subject to a free for opposing side from point of offence

(e)- For a foul in the parallelogram by a defender the kick is taken from a point on the 14 yards line opposite scene of foul, and all players, except the goalman and player taking the kick, must withdraw beyond the 21 yards line

(f)- **Fifty Yards Free.** If ball is put over end line outside the posts by a defending player or in the same circumstances is prevented crossing by a non-player, a free is given directly opposite the point of crossing, or stoppage, on the 50 yards line under conditions governing all frees

Throw-in. A ball driven over side-line is thrown in from the point indicated by the linesman by an opponent of the player who touched it last

Ball may be thrown in in any direction, but not by the aid of the lace

Player throwing must have one foot outside the line and cannot play the ball before another player has done so

All players must stand away 10 yards

No score can be made directly from the throw-in

Kick from Goal. When a score has been made, the delivery is from a point on the ground along the 21 yards line in front of the scoring space No player can be nearer than 14 yards until the ball is kicked

When the ball is sent over outside the posts the kick is taken off the ground inside the parallelogram and the rest of the defending side must be beyond the 14 yards, and the attacking side beyond the 21 yards lines

The penalty for encroachment by one of attacking side is a free kick to opposite side on the 21 yards line

Player making delivery from goal can play the ball more than once, and may go behind the line for the run

In Play it is permitted to strike or catch the ball when it is off the ground, kick or fist it away, or hop it once only with one or both hands

A ball not caught may be hopped repeatedly with one or both hands, not otherwise

A ball on the ground must not be touched with the hand, but a player knocked down in possession may fist it away, though it is grounded

The goal-keeper can touch the ball on the ground, but only within the limits of the parallelogram

Forbidden. Carrying-that is, taking more than four strides while holding the ball – is prohibited, and the ball must not be thrown

Ball must not be held longer than is necessary to hop, kick, or fist it Tipping on the hand is "carrying"

Foul Play. The following are deemed foul tactics -

Pushing, tripping by means of legs or body, kicking catching, holding or obstruction by hand or arm in any way,

Jumping at or butting with head, charging from behind, or interferring in any manner with a player unless he is about to play or in the act of playing the ball

Frees for such offences are taken -

(a)- From where the foul occurred if it prevented the ball being played, or if the ball went over the side-line or end-line, and

(b)- From where the ball landed if foul followed or did not prevent delivery If a score was made it is valid and no free is awarded

CONTROL OF MATCHES

Control of matches is entrusted to the Referee, Umpires (four) and Linesmen (two)

Referee-The duties and powers of a Referee, in addition to those set out under Playing Rules are -

1 -**Consult** with umpires and linesmen when occasion arises and in case any of them withdraw before end of match, appoint another

2 -**Receive lists of players** and see that players are properly attired

3 -**Throw in** ball at commencement of play in each moiety from side-line when Linesman is in doubt and allow or disallow a score if Umpires disagree but not otherwise else his decision can be contested

4 -**Signal** when and where frees are to be taken

5 -**Present ball** to captain of winning team at conclusion of Provincial and All-Ireland finals

6 -**Keep a record** and forward report of the match with names of players disqualified, the intrusion of unauthorised person and names of players or officials interfering during course of the game These latter may be penalised at discretion of controlling body

The Referee has power to:-

(a)- Declare ground or other conditions unsuitable for play after consulting responsible officials

(b)- Terminate a match for want of light, because of outside interference, or any other reason he considers sufficient

If match is stopped by darkness coming on it must be refixed for full time unless there was a deliberate delay on the part of one team, when it may be awarded to their opponents

(c)- Extend time for delays, deliberate or incidental or to allow a free or frees, to be taken

A score can only result from such free in Football when no other player of the same side touches the ball and in Hurling when made direct off the stroke

(d)- Order to the line a player indulging in dangerous play, threatening another with hand or hurley, or using provocative language to players or officials

(e)- Award match to opponents if player refuses to leave field or retaliation occurs

(f)- Caution player for forbidden tactics and send him to the line on repetition of offence

(g)- Disqualify an entire team for rough play

Once having given a decision the Referee cannot alter it

Referee may not make an award of a match, but may give his final scores, if requested The award rests with the Committees or Council concerned acting on his report

Referee's decision on any question of fact and in regard to time is final.

Umpires take up positions outside each goal post to signal scores, determine when and how a ball crosses the end line and when the goal area has been infringed

Wide balls ("Overs") are signalled by waving one or both arms

A "Fifty" in Football and "Seventy" in Hurling is indicated by pointing directly infield from point where ball passed over

Breaches of the parallellogram when score is disallowed are notified by crossing the signal flags in front of the goal

Umpires do NOT change ends at the interval

Linesmen, provided with flags, are assigned to opposite boundaries to indicate when and by whom, the ball has been driven over

This is done by inclining the flag towards the scoring end of the team entitled to the throw or puck in, i e opponents of player who put ball out

Linesmen keep outside playing area and change lines at half time

Teams incur no penalty by failure of linesmen to change over (Congress 1938)

Necessary officials for inter-county matches should be appointed when fixtures are being made Those selected may nominate a deputy by notifying secretary

Unless already done, Referee can select Linesmen and Umpires and, when a Referee is unable to act, the official in charge can appoint a substitute

All questions affecting play must be decided on the field by the officials concerned

FOOTBALL RULES

OFFICIAL GUIDE 1943

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a special committee appointed at Annual Convention, 1910, and revised by a special committee appointed at Annual Congress, 1925.

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1 **The Field of Play** shall not be less than 140 yards or more than 160 yards long, and not less than 84 yards or more than 100 yards wide

2 **Marking of Ground.**- Side lines and end lines (goal lines) shall either be marked with line or cut out of the turf Lines indicating 14 yards, 21 yards, 50 yards and half-way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

3 **Scoring Space.** – In the centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4 **Lines** 5 yards long, and at right angles to the goal line, shall be marked 4 yards from each goal post The ends of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

The Referee shall report any irregularities in respect of the foregoing Rules and the two Captains should before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc , unless a protest has been made to Referee before match starts The Committee or Council acting on such a report can order a reply

5 **Number of Players.**- The players shall be fifteen aside in all matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen players on each side The team failing to field the full number of players shall forfeit the match

6 **Commencing Play.** – The Referee, in consultation with the officials in charge of the fixture and present, shall in case of inclement weather or unsuitable state of playing pitch, decide as to the playing or postponement of the match The Captains of teams shall toss for choice of sides before commencing play The goal-keeper and six others must be behind the 50 yards' lines The remaining players shall stand in two lines at the centre of the field, and each player shall catch an opponent's hand The Referee shall throw the ball over the heads of the players, who shall then separate

7 **Duration of Play.**- The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He shall also have power to terminate the game whenever, by reason of darkness setting in, interference of spectators, or other causes, he may think fit If necessary he shall extend time of play to permit of a free kick to be taken No score to count from such free kick unless the ball passes through scoring space without any other player of the same side touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall further extend the time to permit of a free being given The score to count from such free if the ball passes through the scoring

space without any other player of the same side touching it Whenever a game is terminated by reason of darkness setting in it must be replayed for the full time Should any team cause such deliberate delay in playing the game that it has to be terminated owing to darkness setting in, the Committee in charge may award the match to the opposing team

8 **Scores.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland, Inter-County, and as far as possible in County Championship matches, nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played be either side over the crossbar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar should have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the cross-bar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A Goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space , it shall count a point to the opposing team

9 **The Kick-out.**- In the Football kick-out from goal, the ball shall be kicked from the ground inside the parallelogram the players of the defending team, except the player taking the kick or the goalkeeper – who shall remain within the parallelogram – to be outside the 14 yds line, and all players of the attacking team to be outside of the 21 yds line The player taking the kick-out may go behind the end line for the purpose of taking a run, and may run in any direction he may think desirable The Referee shall be empowered to allow time for deliberate delay in kicking out When a score is made the kick-out shall be taken from a point on 21 yards line, in front of the scoring space, no players to stand nearer than 14 yards until the ball is kicked

Note -The player taking the kick-out may play the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood

10 **Free Kicks.**- The penalty for all breaches of the rules shall be a free kick In all free kicks the Referee must indicate the place from where the free shall be taken The ball shall not be kicked until the Referee has whistled In all free kicks, including the 50 yards- kick, no player shalla approach nearer than 14 yards until the ball is kicked When a foul is committed by the defence within the 14 yards line, but not within the parallelogram, a free shall be given on the 14 yards line opposite where the foul was committed

Notes - (1) Should a player stand nearer than 14 yards when a free kick is being taken, the opposing team shall be awarded a free from where he stood Should the player who took the free kick touch the ball again before another player has

touched it the opposing team shall be awarded a free kick from where foul occurred

(2) The Referee must bring back the ball to the point on the 14 yards line opposite to where the foul occurred, for a foul occurring in the parallelogram, and entitling the attacking side to a free kick All players, with the exception of the defending goal-keeper and player taking the kick, to stand outside the 21 yards line

(3) A player taking a free kick near the end line or side line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched, after the Referee has whistled, by a player of the side taking the free kick

(4) A player charging a free commits a foul and a free will be given from where the player charged Should a player charge from within the parallelogram a penalty kick to be given

11 **The Play.**- The ball, when off the ground, may be struck with the hand It may be caught when off the ground It may be kicked in any direction, but not carried Carrying shall be taking more than four steps while holding the ball, which must not be held longer than is necessary to hop it, kick it or fist it away Tipping it on the hand is considered carrying The ball must not be thrown When caught, the ball may be kicked or struck with the hand or hopped once with either one or both hands against the ground The ball, while on the ground, must not be touched with the hand, except in the case of a player knocked to the ground while in possession of the ball who may fist it away even though it be on the ground The goal-keeper, within the parallelogram, may touch the ball while on the ground with his hand, and when himself on the ground, fist the ball away A player of the opposing team must not enter the parallelogram until the ball enters it in play

Note - When a player strikes a hopping ball which he has not caught, he can make a run by striking it with one or both hands, but should he catch the ball he is allowed only one hop

12 The Goalkeeper shall not be charged unless in possession of the ball or obstructing an opponent, or when he has passed outside the parallelogram

13 **Entering the Parallelogram.** – The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were in parallelogram The Goal Umpires shall call attention to breaches of this rule by raising both Flags and holding them crossed

Note - When a score is disallowed for infringement of parallelogram rule the defending side shall take a free kick from within parallelogram

14 **Throw-In.**- When the ball is driven across the side line it should be thrown in from the point where it crossed the side line (as indicated by the linesman) by a player of the opposing team to that which touched it last before crossing The ball may be thrown in any direction, and the player throwing in the ball must have one foot outside the line at the time of throwing, and must not hold the ball by the lace or

thong The player throwing in the ball must not play the ball himself until it has been played by some other player, all players to stand away ten yards from the player throwing the ball Neither a goal nor a point can be scored from the throw-in unless the ball is touched by some other player after the throw-in

15 **Fifty Yards Free Kick** - If the ball is played across the end line outside the point posts by a player whose end line it is, the opposing team shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow the 50 yards free kick

Note - The last player touching the ball shall be considered the last player playing it

Directions to Umpires -

(a) A "wide" or "over" is indicated by waving one or both hands

(b) A fifty yards' kick is indicated by standing on the end line where the ball crossed the umpire holding up one hand pointing forward in the direction of the fifty yards' line

(c) A breach of the parallelogram rule by attacking side is shown by crossing both flags in front of the goal, thus indicating that score is disallowed

16 **Foul and Rough Play.**- Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with unless he is moving to play the ball or in the act of playing the ball Tripping is throwing or attempting to throw an opponent by using the legs or by stooping in front of or beh nd him Putting the leg from behind another player for the purpose of getting the ball and thus throwing him shall be deemed tripping Holding includes the obstruction of a player by hand or arm

In the case of rough play the Referee shall caution the player or players, and should the offence be repeated, or without any caution in the case of dangerous play, violent conduct or improper language, the Referee shall rule the offender or offenders out of play and report him or them to the County Committee in County Championships, to the Provincial Council in Inter-County matches, and to the Central Council in All-Ireland matches A player ordered off the ground by the Referee shall not under any circumstances be permitted to again join in the game Any player raising his hand to strike or threaten another player, or using irritating language to players or officials, shall be at once ordered off the ground If he refuses to leave when ordered the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play even though it won the match

Note - (1) Should a player from each team foul at the same time the Referee shall hop the ball where foul occurred

(2) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(3) In awarding free kicks for foul or rough play, the Referee shall give the free –

(a) From where foul occurred if the foul prevented the player playing the ball

(b) When a player is fouled after delivery a free kick shall be given where ball lands (except a score is made, which is allowed) Should the ball cross the end or side line a free shall be given where the foul occurred

(4) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(5) Should a player who has been ordered off the ground again join the game the Referee shall award the opposing side the match

17 **Ball out of Play.**- If the ball strikes a spectator or official other than the referee inside the side-line it shall be out of play, and must be thrown in from the side-line, as directed in Rule 14 If it occurs at the end-line, it shall also be out of play, and must be kicked out from the parallelogram The Referee may allow a point or a goal or 50 yards free kick should he consider that a point or a goal would have been scored, or that a 50 yards free kick would have been forfeited

18 **Injured Player.** – The Referee may allow a substitute for an injured player The maximum of two mintues' delay to be strictly enforced when a player is injured Henceforward only two officials will be permitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for those officials (to apply only to inter-county matches)

19 **Weight and Size of Ball.** – The weight of the ball shall be from 13 to 15 ounces, size, 27 to 29 inches in circumference No 5 match ball

20 **Leaving the Field** - A team or an individual leaving the field, or refusing to continue the game, without the Referee's permission, becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty When a player, players or a whole team are refusing to continue the game, etc , the Referee should give Captain of the team concerned certain time, say three minutes, to decide and if then there be no sign of resumption, he should endeavour to find out and report the names of any players willing to finish the game The Committee in charge must award match to team willing to continue

21 **Nails, etc.** – Players are not allowed to wear projecting nails, spikes, or iron tips on their boots See Rule 25 championships

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HURLING RULES

OFFICIAL GUIDE 1943

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a special committee appointed at Annual Convention, 1910, and revised by a special committee appointed at Annual Congress, 1925.

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1 **The Field of Play.**- The ground shall not be less than 140 yards or more than 160 yards long, and not less than 84 yards or more than 100 yards wide

2 **Marking of Ground.**- Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the turf Lines indicating 21 yards, 70 yards and half way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

3 **Scoring Space.** – In the centre of the goal line shall stand the goal posts 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4 **Lines** 5 yards long, and at right angles to the goal line, shall be marked 4 yards from each goal post The ends of these lines shall be joined, so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

The Referee shall report any irregularities in respect of the foregoing Rules and the two Captains should, before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc , unless a protest has been made to Referee before match starts The Committee or Council acting on such a report can order a replay

5 **Number of Players** - The players shall be fifteen aside in all matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen players on each side The team failing to field the full number of players shall forfeit the match

6 **Commencing Play.** – The Referee, in consultation with the Officials of Council or County Committee present for the match, shall, in case of inclement weather or unsuitable state of playing pitch, decide as to the playing or postponement of the match The Captains of teams shall toss for choice of sides before commencing play, and the players, with the exception of the goal-keeper and six others, who must be behind the 70 yards' lines, shall stand in two lines at the centre of the field, and each player shall place his hurley across an opponent's The Referee shall throw the ball along the ground between the players, who shall then separate

7 **Duration of Play.**- The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He also shall have power to terminate the game whenever by reason of darkness setting in, interference of spectators, or other causes he may think fit If necessary he shall extend time of play to permit of a free puck to be taken No score to count from such free puck unless the ball passes through scoring space without any other player touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall further extend the time to allow of a free being

taken,but no score shall be awarded except being made directly off the free Whenever a game is terminated by reason of darkness setting in, it must be replayed for the full time Should any team cause such deliberate delay in playing the game that it has to be terminated owing to darkness setting in, the Committee in charge may award the match to the opposing team

8 **Scores.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the crossbar, except when thrown or carried by any of the attacking side In All-Ireland, Inter-County, and as far as possible in County Championship matches, nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played by either side over the crossbar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar should have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the crossbar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A Goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space, it shall count a point to the opposing team

9 **The Puck-out** - When the ball is driven over the goal line by the opposing team, it shall be pucked out from within the parallelogram The player taking the puck may take the ball in his hand to puck out Should he miss at first stroke the ball must be pucked from off the ground within the parallelogram No player from the opposing side shall approach nearer than the 21 yards line until the ball has been pucked The Referee shall be empowered to allow time for deliberate delay in pucking out

Note - (1) Should a player puck the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck opposite to where foul occurred

(2) The player taking the puck-out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

(3) Should the player taking the puck-out miss at the first stroke, the ball may be raised but not taken into the hand before striking

10 **Free Pucks** - The penalty for all breaches of the rules shall be a free puck In all free pucks the Referee must indicate the place from where the free puck shall be taken The ball shall not be pucked until the Referee has whistled In all free pucks, including the 70 yards puck, no player shall approach nearer than 21 yards until the ball is pucked The player who pucks must not again play the ball until it has been played by some other player A free puck may be in any direction In all free pucks other than side line pucks, the ball can be struck in two ways only - (1) Strike the ball

on the ground (2) Lift the ball with the hurley and strike it off the hurley The ball cannot be taken in the hand when lifted with the hurley in a free puck, though lawful in all other cases

Notes - (1) Should a player stand nearer than 21 yards when a free puck is being taken, the opposing team shall be awarded a free puck from where he stood

(2) The Referee must bring back the ball to the 21 yards line for a foul occurring inside the 21 yards line, and entitling the attacking side to a free puck

(3) The ball must be lifted at first effort to lift, and struck at first effort to strike off hurley Should a player fail to lift at first effort, or fail to strike off hurley at first effort, he must strike the ball on the ground The ball must be pucked before the opposing team can charge

(4) Should the player who is taking a free puck make a second attempt to lift, or otherwise foul the ball before any other player plays it, the Referee shall throw in the ball between the opposing sides where the foul occurred

(5) A player taking a free puck near the end line or side line may stand outside these lines when striking The free puck shall be deemed to have been taken when the ball is struck – after the Referee has whistled – by a player of the side having the free puck A player charging a free commits a foul and a free will be given from where the player charged

11 **The Play.** – The ball must not be lifted off the ground with the hand when in play It may be struck with the hand when off the ground, or kicked It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it Tipping on the hand is considered carrying The goalkeeper shall not be charged unless in possession of the ball or obstructing an opponent or when he has passed outside the parallelogram

Carrying shall be taking more than three steps while holding the ball A player of the opposing team cannot enter the parallelogram until the ball enters it during play

Notes - (1) Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where foul occurred

(2) If a player touches the ball while on the ground with his hand, the opposing side shall have a free puck from where foul occurred

(3) Entering the Parallelogram – This rule shall be operative when the player enters the parallelogram and charges goal-keeper or backs before the ball enters The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were inside parallelogram

(4) When a score is disallowed for infringement of parallelogram rule the

defending side shall take a free puck from within parallelogram

(5) A player may catch the ball only twice before hitting Throwing up the ball and catching it again without playing it with the hurley is not allowed

12 **Side Puck.**- When a player drives the ball over the side line it shall be a free puck on the ground to the opposing team at the point where the ball crossed the line No player to approach nearer than ten yards until the ball is struck The linesman shall drop the ball at the line where it crossed, and the player who takes the free puck cannot alter its position

Notes - (1) If a player of either side stands nearer than 10 yards to the player who is pucking in the ball, a free puck shall be given to the opposing team from where the foul occurred

(2) If a player who is taking a side puck attempts to lift the ball, a free puck shall be awarded the opposing team where foul took place

(3) If the player who pucks in the ball touches it before another player has touched it, the opposing team shall have a free puck from where the foul took place

13 **Seventy Yards Free Puck.**- If the ball is played across the end line outside the point posts by a player whose end line it is the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line *If the ball, having been last played by one of the defending side, is prevented from* crossing the end line by an outsider, the Referee shall allow a 70 yards free puck

Notes - (1) The last player touching the ball shall be considered the last person playing it

(2) Should the player who is taking the 70 yds free puck foul the ball before any other player plays it, the ball shall be pucked from goal by the opposing team

Directions to Umpires -

(a) A "wide" or "over" is indicated by waving one or both hands

(b) A seventy yards puck is indicated by standing on the endline where the ball crossed, the umpire holding up one hand, pointing forward in the direction of the seventy yards line

(c) A breach of the parallelogram rule by the attacking side is shown by crossing both flags in front of the goal, thus indicating that score is disallowed

14 **Foul and Rough Play.**- Pushing, tripping, kicking, catching, holding, or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with, except he be in the act of moving to play the ball or playing it No player shall bring his hurley intentioanally in contact with the person of another player Tripping is throwing or attempting to throw an opponent by using the legs, or by stooping in front or behind him Putting the leg or hurley from behind another player for the purpose of getting the ball shall be deemed tripping Holding includes the obstruction of a player by hand or arm Striking a player's hurley unless he be in the act of striking at the ball shall be a foul A player must not throw his hurley under any circumstances The penalty for each breach of this rule shall be a free puck

In the case of rough play the Referee shall caution the player or players, and should the offence be repeated, or in the case of dangerous play, violent conduct or improper language, without any previous caution, the Referee shall rule the offender or offenders out of play, and report him or them to the County Committee in the case of County Championships, to the Provincial Council in Inter-County contests, and to the Central Council in All-Ireland matches No player once ordered off the ground by the Referee shall under any circumstances be permitted to again join in the game Any player lifting his hand or hurley to strike or threaten another player, or using irritating language to players or officials, shall at once be ordered off the ground If he refuses to leave when ordered, the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play, even though it won the match

(1) Should a player from each side foul at the same time the Referee shall throw in the ball where foul occurred

(2) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(3) In awarding free pucks for foul or rough play, the Referee shall give the free –

(a) From where foul occurred if the foul prevented the player from playing the ball

(b) When a player is fouled after delivery a free puck shall be given (except a score is made, which is allowed), where the ball lands if outside 70 yards mark or on a point on the 70 yards mark opposite where it landed if it be inside the 70 yards mark

(c) If the ball cross the side line it shall be given where the ball crossed the line

(4) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(5) Should a player who has been ordered off the field again join the game, the Referee shall award the opposing side the match

15 **Ball out of Play.**- If the ball strikes a spectator or official other than the referee inside the side-line, it shall be out of play, and must be pucked in from the side line, as directed in Rule 12 If it occurs at end line, it shall also be out of play, and must be pucked out from the parallelogram The Referee may allow a point or a goal, or a 70 yards free puck, should he consider that a point or a goal would have been scored, or that a 70 yards free puck would have been forfeited

16 **Injured Player.** – The Referee may allow a substitute for an injured player, but the maximum of two minutes delay to be strickly enforced when a player is injured Henceforward only two officials will be admitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for these officials (To apply only to inter-county matches)

17 **Weight and Size of Ball.** – The weight of the ball shall be from 3 1/2 to 4 1/2 ounces, size, 9 to 10 inches in circumference Committees and Councils should see that Hurling Balls are up to standard No penalty

18 **Leaving the Field.** – A team or an individual leaving the field, or refusing to

continue the game, without the Referee's permission becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty When a player, players or a whole team refuse to continue the game or proceed to leave the field without the permission of the Referee, he shall give the Captain of the team concerned certain time, say three minutes, to decide, and if there be no sign of resumption he should endeavour to find out and report the names of the players willing to finish the game The Committee in charge must award the match to the team willing to continue

19 **Failure to Play.**- A team failing to carry out a championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match

20 **Nails, etc.** – Players are not allowed to wear projecting nails, spikes or iron tips on their boots

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CONTROL OF MATCHES

84 Control of matches shall be entrusted to the Referee, Umpires (four) and linesmen (two)

Referee. – The duties and powers of a Referee in addition to those set out under Playing Rules shall be

(*a*) Receive lists of players, sign them, give a copy to opposing team, and see that players are properly attired

(*b*) Throw in ball at commencement of play in each moiety, from side-line when linesman is in doubt, and allow or disallow score if Umpires disagree, but not otherwise

(*c*) Signal when and where frees are to be taken

(*d*) Consult with Umpire and Linesman when occasion arises and in case any of them withdraws before the end of match, appoint a substitute

(*e*) Keep a record of the scores and forward report of the match with names of players disqualified, players injured and replaced, the intrusion of unauthorised persons, and names of players or officials interfering during course of the game These latter may be penalised at discretion of controlling body

(*f*) Present the ball to the captain of winning team at conclusion of Provincial and All-Ireland Finals

85 *The Referee shall have power to*

(*a*) Declare ground or other conditions unsuitable for play after consulting respopnsible officials

(*b*) Terminate a match for want of light, because of persistent outside interference, or any other reason he considers sufficient If match is stopped by darkness coming on, it must be refixed for full-time, unless there was deliberate delay on the part of one team, when it may be awarded to their opponents

(*c*) Extend time for delays, deliberate or incidental, in each moiety, or to allow a free, or frees to be taken A score can result from such a free only when no other player of the same side touches the ball

(*d*) Order to the line a player indulging in dangerous play threatening another with hand or hurley, or using provocative language to players or officials

(*e*) Abandon match if player refuses to leave field

(*f*) Caution player for forbidden tactics and send him to the line on repetition of offence

(*g*) Disqualify an entire team for rough play

86 Once having given a decision the Referee, after sounding the whistle shall not alter it

87 Referees may not make an award of a match, but may give his final scores if requested The award rests with the Committee or Council concerned, acting on his report

Referee's decision on any question of fact and in regard to time shall be final

88 There shall be two linesmen appointed by the Referee, County Committee, Provincial Council or Central Council, who shall be provided with flags Their sole duty (subject to the decision of the Referee) shall be to decide when and where the ball crosses the side-line, and which side is entitled to the throw-in or puck-in They shall each take one side of the ground just outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction the ball is to be thrown or pucked No penalty shall be incurred by competing teams should linesmen not change sides at half-time

89 There shall be two goal Umpires at each end of the ground, appointed by the Referee, County Committee, Provincial Council or Central Council One shall stand outside each goal post Their sole duty (subject to the Referee's decision when they differ) shall be to watch for goals and points and to decide when the ball is over the end line Umpires shall not change ends at half-time

Wide balls "overs" are signalled by waving one or both arms The flag shall be raised at the cnetre of the goal space when a score has been made

A "Fifty" in football and a "Seventy" in hurling shall be indicated by pointing directly infield where the ball last played or touched by a defending player passed over the end line

When a score is disallowed breaches of the Parallellogram Rule shall be notified by crossing the signal flags in front of the goal

90 In all Inter-County and Inter-Provincial matches referees and officials shall be appointed at meeting when fixtures are made, such officials shall have the right to nominate a proxy subject to approval of the official in charge

In county, divisional or other matches a referee who is unable to act at the last moment may nominate a proxy under whom the teams shall play

91 When a game shall result in a draw, teams may play extra time – 15 minutes each way – by mutual consent and a substitute shall then be allowed for any player previously ordered off

Otherwise, or if match shall be postponed for some unavoidable cause, it may be refixed for a date seven days later provided four days' notice be given In the event of further draw, extra time, as above, shall be played

92 The All-Ireland Senior Finals shall take place in Croke Park, Hurling on the first and Football on the fourth Sundays in September, but in case of exceptional difficulty the Central Council may make other arrangements

93 In Inter-County, Championship and National League matches players shall be numbered and duplicate numbered lists of 25 players with full Christian names and names of Clubs from which players are drawn, forwarded seven clear days before the match One of these shall be retained for reference and the other sent to the Secretary of the opposing team Omission shall entail penalty of £5 A team shall not consist of more than 20 players and two officials of the County Board, one of the latter to be put in charge of County team to see that all players have visible numbers and that their numbers correspond exactly with published list

94 Duplicate lists of players and substitutes, giving full Christian names shall be handed to the Referee before all championship matches and in inter-county matches lists shall also show clubs to which players belong First fifteen players listed shall constitute the actual team

95 All questions affecting play shall be decided on the field by the officials concerned

96 *Misconduct on field* - A player ordered off shall stand suspended for at least one month and must be reinstated by responsible authority

97 A player insulting or threatening a Referee, umpire or linesman, shall incur suspension for not less than twelve months, and his team shall be liable to disqualification A player once ordered off shall not resume If this should occur, the match shall be awarded to opposing side

A team may commence a match with 13 players, but any team failing to field the full number of players prior to start of second-half shall forfeit the match Late arrivals may join in the game in the first half only during a cessation of play and must report to the Referee when so doing

98 A player or team leaving the field without the permission of the Referee, or refusing to continue the game shall become automatically suspended for six months No Committee or Council shall have power to modify the penalty

When a team refuses to continue play, the Referee shall give the Captain concerned three minutes to decide Failing resumption he shall endeavour to ascertain names of players willing to continue and report accordingly to the Committee in charge The match shall be awarded to the team prepared to finish contest

99 *Injured Players* -Substitutes shall be allowed only during the course of the game, but a delay of not more than two minutes shall be permitted In Inter-County contests only two authorised officials shall be allowed on the field during stoppages

Rules 100-113 in this section deal with Administration

FOOTBALL RULES

OFFICIAL GUIDE 1945

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a special committee appointed at Annual Convention, 1910, and revised by a special committee appointed at Annual Congress, 1925.

(The Official Guide, 1943 was amended by inserting rule changes passed in 1945.)

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1. **The Field of Play** shall not be less than 140 yards or more than 160 yards long, and not less than 84 yards or more than 100 yards wide.
2. **Marking of Ground.**- Side lines and end lines (goal lines) shall either be marked with line or cut out of the turf. Lines indicating 14 yards, 21 yards, 50 yards and half-way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags.
3. **Scoring Space.** – In the centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart. There shall be a crossbar 8 feet from the ground.
4. **Lines** 5 yards long, and at right angles to the goal line, shall be marked 4 yards from each goal post. The ends of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space.

The Referee shall report any irregularities in respect of the foregoing Rules and the two Captains should before start of game, jointly call attention to irregularities. There can be no objection to size of pitch, lines, etc., unless a protest has been made to Referee before match starts. The Committee or Council acting on such a report can order a reply.

5. **Number of Players.**- The players shall be fifteen aside in all matches, but a team may start a match with thirteen players. The second half hour, however, cannot be resumed unless there be fifteen players on each side. The team failing to field the full number of players shall forfeit the match.
6. **Commencing Play.** – The Referee, in consultation with the officials in charge of the fixture and present, shall in case of inclement weather or unsuitable state of playing pitch, decide as to the playing or postponement of the match. The Captains of teams shall toss for choice of sides before commencing play. The goal-keeper and six others must be behind the 50 yards' lines. The remaining players shall stand in two lines at the centre of the field, and each player shall catch an opponent's hand. The Referee shall throw the ball over the heads of the players, who shall then separate.
7. **Duration of Play.**- The time for actual play is one hour, sides to be changed only at half time. The Referee shall be empowered to allow time for delays. He shall also have power to terminate the game whenever, by reason of darkness setting in, interference of spectators, or other causes, he may think fit. If necessary he shall extend time of play to permit of a free kick to be taken. No score to count from such free kick unless the ball passes through scoring space without any other player of the

same side touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall further extend the time to permit of a free being given The score to count from such free if the ball passes through the scoring space without any other player of the same side touching it Whenever a game is terminated by reason of darkness setting in it must be replayed for the full time Should any team cause such deliberate delay in playing the game that it has to be terminated owing to darkness setting in, the Committee in charge may award the match to the opposing team

8 **Scores.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland, Inter-County, and as far as possible in County Championship matches, nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played be either side over the crossbar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar should have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the cross-bar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A Goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space , it shall count a point to the opposing team

9 **The Kick-out** - In the Football kick-out from goal, the ball shall be kicked from the ground inside the parallelogram the players of the defending team, except the player taking the kick or the goalkeeper – who shall remain within the parallelogram – to be outside the 14 yds line, and all players of the attacking team to be outside of the 21 yds line The player taking the kick-out may go behind the end line for the purpose of taking a run, and may run in any direction he may think desirable The Referee shall be empowered to allow time for deliberate delay in kicking out When a score is made the kick-out shall be taken from a point on 21 yards line, in front of the scoring space, no players to stand nearer than 14 yards until the ball is kicked

Note -The player taking the kick-out may play the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood

10 **Free Kicks.**- The penalty for all breaches of the rules shall be a free kick In all free kicks the Referee must indicate the place from where the free shall be taken The ball shall not be kicked until the Referee has whistled In all free kicks, including the 50 yards- kick, no player shalla approach nearer than 14 yards until the ball is kicked When a foul is committed by the defence within the 14 yards line, but not within the parallelogram, a free shall be given on the 14 yards line opposite where the foul was committed

Notes - (1) Should a player stand nearer than 14 yards when a free kick is being taken, the opposing team shall be awarded a free from where he stood Should the player who took the free kick touch the ball again before another player has touched it the opposing team shall be awarded a free kick from where foul occurred

Note 2 The Referee must bring back the oall to the centre point of the 14 yards line for a foul occurring in the parallelogram, and entitling the attacking side to a free kick All players, with the exception of the defending goal-keeper and player taking the kick, to stand outside the 21 yards line

(3) A player taking a free kick near the end line or side line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched, after the Referee has whistled, by a player of the side taking the free kick

(4) A player charging a free commits a foul and a free will be given from where the player charged Should a player charge from within the parallelogram a penalty kick to be given

11 **The Play.**- The ball, when off the ground, may be struck with the hand It may be caught when off the ground It may be kicked in any direction, but not carried Carrying shall be taking more than four steps while holding the ball, which must not be held longer than is necessary to hop it, kick it or fist it away Tipping it on the hand is considered carrying The ball must not be thrown When caught, the ball may be kicked or struck with the hand or hopped once with either one or both hands against the ground The ball, while on the ground, must not be touched with the hand, except in the case of a player knocked to the ground while in possession of the ball who may fist it away even though it be on the ground The goal-keeper, within the parallelogram, may touch the ball while on the ground with his hand, and when himself on the ground, fist the ball away A player of the opposing team must not enter the parallelogram until the ball enters it in play

Note - When a player strikes a hopping ball which he has not caught, he can make a run by striking it with one or both hands, but should he catch the ball he is allowed only one hop

12 The Goalkeeper shall not be charged unless in possession of the ball or obstructing an opponent, or when he has passed outside the parallelogram

13 **Entering the Parallelogram.** – The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were in parallelogram The Goal Umpires shall call attention to breaches of this rule by raising both Flags and holding them crossed

Note - When a score is disallowed for infringement of parallelogram rule the defending side shall take a free kick from within parallelogram

14 When the ball is driven across the side -line it should be kicked off the ground from the point where it crossed the side-line (as indicated by the linesman) by a player of the opposing team to that which touched it last before crossing The player

so kicking the ball must not play the ball himself until it has been played by some other player If a score be made from such kick it shall be allowed

15 **Fifty Yards Free Kick.**- If the ball is played across the end line outside the point posts by a player whose end line it is, the opposing team shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow the 50 yards free kick

Note - The last player touching the ball shall be considered the last player playing it

Directions to Umpires -

(a) A "wide" or "over" is indicated by waving one or both hands

(b) A fifty yards' kick is indicated by standing on the end line where the ball crossed the umpire holding up one hand pointing forward in the direction of the fifty yards' line

(c) A breach of the parallelogram rule by attacking side is shown by crossing both flags in front of the goal, thus indicating that score is disallowed

16 **Foul and Rough Play** - Pushing, tripping, kicking, catching, holding or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with unless he is moving to play the ball or in the act of playing the ball Tripping is throwing or attempting to throw an opponent by using the legs or by stooping in front of or beh nd (sic) him Putting the leg from behind another player for the purpose of getting the ball and thus throwing him shall be deemed tripping Holding includes the obstruction of a player by hand or arm

In the case of rough play the Referee shall caution the player or players, and should the offence be repeated, or without any caution in the case of dangerous play, violent conduct or improper language, the Referee shall rule the offender or offenders out of play and report him or them to the County Committee in County Championships, to the Provincial Council in Inter-County matches, and to the Central Council in All-Ireland matches A player ordered off the ground by the Referee shall not under any circumstances be permitted to again join in the game Any player raising his hand to strike or threaten another player, or using irritating language to players or officials, shall be at once ordered off the ground If he refuses to leave when ordered the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play even though it won the match

Note - (1) Should a player from each team foul at the same time the Referee shall hop the ball where foul occurred

(2) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(3) In awarding free kicks for foul or rough play, the Referee shall give the free –

(a) From where foul occurred if the foul prevented the player playing the ball

(b) When a player is fouled after delivery a free kick shall be given where ball lands (except a score is made, which is allowed) Should the ball cross the

end or side line a free shall be given where the foul occurred

(4) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(5) Should a player who has been ordered off the ground again join the game the Referee shall award the opposing side the match

17 **Ball out of Play.**- If the ball strikes a spectator or official other than the referee inside the side-line it shall be out of play, and must be thrown in from the side-line, as directed in Rule 14 If it occurs at the end-line, it shall also be out of play, and must be kicked out from the parallelogram The Referee may allow a point or a goal or 50 yards free kick should he consider that a point or a goal would have been scored, or that a 50 yards free kick would have been forfeited

18 **Injured Player.** – The Referee may allow a substitute for an injured player The maximum of two mintues' delay to be strictly enforced when a player is injured Henceforward only two officials will be permitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for those officials (to apply only to inter-county matches)

19 **Weight and Size of Ball.** – The weight of the ball shall be from 13 to 15 ounces, size, 27 to 29 inches in circumference No 5 match ball

20 **Leaving the Field.**- A team or an individual leaving the field, or refusing to continue the game, without the Referee's permission, becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty When a player, players or a whole team are refusing to continue the game, etc , the Referee should give Captain of the team concerned certain time, say three minutes, to decide and if then there be no sign of resumption, he should endeavour to find out and report the names of any players willing to finish the game The Committee in charge must award match to team willing to continue

21 **Nails, etc.** – Players are not allowed to wear projecting nails, spikes, or iron tips on their boots See Rule 25 championships

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HURLING RULES

1945

And notes on the application of these rules, and specific penalties for breaches thereof, compiled for the guidance of clubs by a special committee appointed at Annual Convention, 1910, and revised by a special committee appointed at Annual Congress, 1925.

(The Official Guide of 1943 was amended by inserting rule changes passed in 1945.)

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1 **The Field of Play.**- The ground shall not be less than 140 yards or more than 160 yards long, and not less than 84 yards or more than 100 yards wide

2 **Marking of Ground.**- Side lines and end lines (goal lines) shall either be marked with a limed line or one cut out of the turf Lines indicating 21 yards, 70 yards and half way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

3 **Scoring Space.** – In the centre of the goal line shall stand the goal posts 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

4 **Lines** 5 yards long, and at right angles to the goal line, shall be marked 4 yards from each goal post The ends of these lines shall be joined, so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

The Referee shall report any irregularities in respect of the foregoing Rules and the two Captains should, before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc , unless a protest has been made to Referee before match starts The Committee or Council acting on such a report can order a replay

5 **Number of Players.**- The players shall be fifteen aside in all matches, but a team may start a match with thirteen players The second half hour, however, cannot be resumed unless there be fifteen players on each side The team failing to field the full number of players shall forfeit the match

6 **Commencing Play.** – The Referee, in consultation with the Officials of Council or County Committee present for the match, shall, in case of inclement weather or unsuitable state of playing pitch, decide as to the playing or postponement of the match The Captains of teams shall toss for choice of sides before commencing play, and the players, with the exception of the goal-keeper and six others, who must be behind the 70 yards' lines, shall stand in two lines at the centre of the field, and each player shall place his hurley across an opponent's The Referee shall throw the ball along the ground between the players, who shall then separate

7 **Duration of Play** - The time for actual play is one hour, sides to be changed only at half time The Referee shall be empowered to allow time for delays He also shall have power to terminate the game whenever by reason of darkness setting in, interference of spectators, or other causes he may think fit If necessary he shall extend time of play to permit of a free puck to be taken No score to count from such

free puck unless the ball passes through scoring space without any other player touching it Should the defending team commit a further foul before the Referee whistles for full time, he shall further extend the time to allow of a free being taken,but no score shall be awarded except being made directly off the free Whenever a game is terminated by reason of darkness setting in, it must be replayed for the full time Should any team cause such deliberate delay in playing the game that it has to be terminated owing to darkness setting in, the Committee in charge may award the match to the opposing team

8 **Scores.** – A *Goal* is scored when the ball is driven or played by either team between the goal posts and under the crossbar, except when thrown or carried by any of the attacking side In All-Ireland, Inter-County, and as far as possible in County Championship matches, nets shall be placed behind the goal area so as to receive the ball when it passes through

A *Point* is scored when the ball is driven or played by either side over the crossbar and between the goal posts, except when thrown by any of the attacking side The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts and below where in the opinion of the Referee the crossbar should have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a point or a goal according as the ball would have passed over or under the crossbar The ball is in play until the whole ball has passed over the goal line or side line The game shall be decided by the greater number of points A Goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal, if through the point space, it shall count a point to the opposing team

9 **The Puck-out.**- When the ball is driven over the goal line by the opposing team, it shall be pucked out from within the parallelogram The player taking the puck may take the ball in his hand to puck out Should he miss at first stroke the ball must be pucked from off the ground within the parallelogram No player from the opposing side shall approach nearer than the 21 yards line until the ball has been pucked The Referee shall be empowered to allow time for deliberate delay in pucking out

Note - (1) Should a player puck the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck opposite to where foul occurred

(2) The player taking the puck-out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

(3) Should the player taking the puck-out miss at the first stroke, the ball may be raised but not taken into the hand before striking

10 **Free Pucks.**- The penalty for all breaches of the rules shall be a free puck In all free pucks the Referee must indicate the place from where the free puck shall be taken The ball shall not be pucked until the Referee has whistled In all free pucks, including the 70 yards puck, no player shall approach nearer than 21 yards until the

ball is pucked The player who pucks must not again play the ball until it has been played by some other player A free puck may be in any direction In all free pucks other than side line pucks, the ball can be struck in two ways only - (1) Strike the ball on the ground (2) Lift the ball with the hurley and strike it off the hurley The ball cannot be taken in the hand when lifted with the hurley in a free puck, though lawful in all other cases

Notes - (1) Should a player stand nearer than 21 yards when a free puck is being taken, the opposing team shall be awarded a free puck from where he stood

(2) The Referee must bring back the ball to the 21 yards line for a foul occurring inside the 21 yards line, and entitling the attacking side to a free puck

(3) The ball must be lifted at first effort to lift, and struck at first effort to strike off hurley Should a player fail to lift at first effort, or fail to strike off hurley at first effort, he must strike the ball on the ground The ball must be pucked before the opposing team can charge

(4) Should the player who is taking a free puck make a second attempt to lift, or otherwise foul the ball before any other player plays it, the Referee shall throw in the ball between the opposing sides where the foul occurred

(5) A player taking a free puck near the end line or side line may stand outside these lines when striking The free puck shall be deemed to have been taken when the ball is struck – after the Referee has whistled – by a player of the side having the free puck A player charging a free commits a foul and a free will be given from where the player charged

11 **The Play.** – The ball must not be lifted off the ground with the hand when in play It may be struck with the hand when off the ground, or kicked It may be caught when off the ground, and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it Tipping on the hand is considered carrying The goalkeeper shall not be charged unless in possession of the ball or obstructing an opponent or when he has passed outside the parallelogram

Carrying shall be taking more than three steps while holding the ball A player of the opposing team cannot enter the parallelogram until the ball enters it during play

Notes - (1) Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where foul occurred

(2) If a player touches the ball while on the ground with his hand, the opposing side shall have a free puck from where foul occurred

(3) Entering the Parallelogram – This rule shall be operative when the player enters the parallelogram and charges goal-keeper or backs before the ball enters The goal umpires shall call attention to breaches of this rule by raising both flags and holding them crossed The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball return before a player has had time to get out of the area, and the

player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were inside parallelogram

(4) When a score is disallowed for infringement of parallelogram rule the defending side shall take a free puck from within parallelogram

(5) A player may catch the ball only twice before hitting Throwing up the ball and catching it again without playing it with the hurley is not allowed

12 **Side Puck.**- When a player drives the ball over the side line it shall be a free puck on the ground to the opposing team at the point where the ball crossed the line No player to approach nearer than ten yards until the ball is struck The linesman shall drop the ball at the line where it crossed, and the player who takes the free puck cannot alter its position

Notes - (1) If a player of either side stands nearer than 10 yards to the player who is pucking in the ball, a free puck shall be given to the opposing team from where the foul occurred

(2) If a player who is taking a side puck attempts to lift the ball, a free puck shall be awarded the opposing team where foul took place

(3) If the player who pucks in the ball touches it before another player has touched it, the opposing team shall have a free puck from where the foul took place

13 **Seventy Yards Free Puck.**- If the ball is played across the end line outside the point posts by a player whose end line it is the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow a 70 yards free puck

Notes - (1) The last player touching the ball shall be considered the last person playing it

(2) Should the player who is taking the 70 yds free puck foul the ball before any other player plays it, the ball shall be pucked from goal by the opposing team

Directions to Umpires -

(a) A "wide" or "over" is indicated by waving one or both hands

(b) A seventy yards puck is indicated by standing on the endline where the ball crossed, the umpire holding up one hand, pointing forward in the direction of the seventy yards line

(c) A breach of the parallelogram rule by the attacking side is shown by crossing both flags in front of the goal, thus indicating that score is disallowed

14 **Foul and Rough Play.**- Pushing, tripping, kicking, catching, holding, or jumping at a player, or butting with the head, shall be deemed foul No player shall be charged from behind, and no player shall be charged or in any way interfered with, except he be in the act of moving to play the ball or playing it No player shall bring his hurley mtentioanally in contact with the person of another player Tripping is throwing or attempting to throw an opponent by using the legs, or by stooping in front or behind him Putting the leg or hurley from behind another player for the purpose of

getting the ball shall be deemed tripping Holding includes the obstruction of a player by hand or arm Striking a player's hurley unless he be in the act of striking at the ball shall be a foul A player must not throw his hurley under any circumstances The penalty for each breach of this rule shall be a free puck

In the case of rough play the Referee shall caution the player or players, and should the offence be repeated, or in the case of dangerous play, violent conduct or improper language, without any previous caution, the Referee shall rule the offender or offenders out of play, and report him or them to the County Committee in the case of County Championships, to the Provincial Council in Inter-County contests, and to the Central Council in All-Ireland matches No player once ordered off the ground by the Referee shall under any circumstances be permitted to again join in the game Any player lifting his hand or hurley to strike or threaten another player, or using irritating language to players or officials, shall at once be ordered off the ground If he refuses to leave when ordered, the Referee shall award the match to the opposing team Retaliation in this case shall entail disqualification A whole team may be disqualified for rough play, even though it won the match

(1) Should a player from each side foul at the same time the Referee shall throw in the ball where foul occurred

(2) Should a player charge another who turns so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul

(3) In awarding free pucks for foul or rough play, the Referee shall give the free –

(a) From where foul occurred if the foul prevented the player from playing the ball

(b) When a player is fouled after delivery a free puck shall be given (except a score is made, which is allowed), where the ball lands if outside 70 yards mark or on a point on the 70 yards mark opposite where it landed if it be inside the 70 yards mark

(c) If the ball cross the side line it shall be given where the ball crossed the line

(4) The obstruction of a player by hand or arm, even though he be not actually held, is a foul, or reaching from behind over the shoulders or around the body of a player who has caught the ball shall be a foul

(5) Should a player who has been ordered off the field again join the game, the Referee shall award the opposing side the match

15 **Ball out of Play.**- If the ball strikes a spectator or official other than the referee inside the side-line, it shall be out of play, and must be pucked in from the side line, as directed in Rule 12 If it occurs at end line, it shall also be out of play, and must be pucked out from the parallelogram The Referee may allow a point or a goal, or a 70 yards free puck, should he consider that a point or a goal would have been scored, or that a 70 yards free puck would have been forfeited

16 **Injured Player.** – The Referee may allow a substitute for an injured player, but the maximum of two minutes delay to be strickly enforced when a player is injured Henceforward only two officials will be admitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for these officials (To apply only to inter-county matches)

17 **Weight and Size of Ball.** – The weight of the ball shall be from 3 1/2 to 4 1/2 ounces, size, 9 to 10 inches in circumference Committees and Councils should see that Hurling Balls are up to standard No penalty

18 **Leaving the Field.** – A team or an individual leaving the field, or refusing to continue the game, without the Referee's permission becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty When a player, players or a whole team refuse to continue the game or proceed to leave the field without the permission of the Referee, he shall give the Captain of the team concerned certain time, say three minutes, to decide, and if there be no sign of resumption he should endeavour to find out and report the names of the players willing to finish the game The Committee in charge must award the match to the team willing to continue

19 **Failure to Play.**- A team failing to carry out a championship fixture, of which it received due notice, shall be disqualified, and the opposing team shall be entitled to the match

20 **Nails, etc.** – Players are not allowed to wear projecting nails, spikes or iron tips on their boots

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CONTROL OF MATCHES

84 Control of matches shall be entrusted to the Referee, Umpires (four) and linesmen (two)

Referee. – The duties and powers of a Referee in addition to those set out under Playing Rules shall be

(*a*) Receive lists of players, sign them, give a copy to opposing team, and see that players are properly attired

(*b*) Throw in ball at commencement of play in each moiety, from side-line when linesman is in doubt, and allow or disallow score if Umpires disagree, but not otherwise

(*c*) Signal when and where frees are to be taken

(*d*) Consult with Umpire and Linesman when occasion arises and in case any of them withdraws before the end of match, appoint a substitute

(*e*) Keep a record of the scores and forward report of the match with names of players disqualified, players injured and replaced, the intrusion of unauthorised persons, and names of players or officials interfering during course of the game These latter may be penalised at discretion of controlling body

(*f*) Present the ball to the captain of winning team at conclusion of Provincial and All-Ireland Finals

85 *The Referee shall have power to*

(*a*) Declare ground or other conditions unsuitable for play after consulting respopnsible officials

(*b*) Terminate a match for want of light, because of persistent outside interference, or any other reason he considers sufficient If match is stopped by

darkness coming on, it must be refixed for full-time, unless there was deliberate delay on the part of one team, when it may be awarded to their opponents

(*c*) Extend time for delays, deliberate or incidental, in each moiety, or to allow a free, or frees to be taken A score can result from such a free only when no other player of the same side touches the ball

(*d*) Order to the line a player indulging in dangerous play threatening another with hand or hurley, or using provocative language to players or officials

(*e*) Abandon match if player refuses to leave field

(*f*) Caution player for forbidden tactics and send him to the line on repetition of offence

(*g*) Disqualify an entire team for rough play

86 Once having given a decision the Referee, after sounding the whistle shall not alter it

87 Referees may not make an award of a match, but may give his final scores if requested The award rests with the Committee or Council concerned, acting on his report

Referee's decision on any question of fact and in regard to time shall be final

88 There shall be two linesmen appointed by the Referee, County Committee, Provincial Council or Central Council, who shall be provided with flags Their sole duty (subject to the decision of the Referee) shall be to decide when and where the ball crosses the side-line, and which side is entitled to the throw-in or puck-in They shall each take one side of the ground just outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction the ball is to be thrown or pucked No penalty shall be incurred by competing teams should linesmen not change sides at half-time

89 There shall be two goal Umpires at each end of the ground, appointed by the Referee, County Committee, Provincial Council or Central Council One shall stand outside each goal post Their sole duty (subject to the Referee's decision when they differ) shall be to watch for goals and points and to decide when the ball is over the end line Umpires shall not change ends at half-time

Wide balls "overs" are signalled by waving one or both arms The flag shall be raised at the cnetre of the goal space when a score has been made

A "Fifty" in football and a "Seventy" in hurling shall be indicated by pointing directly infield where the ball last played or touched by a defending player passed over the end line

When a score is disallowed breaches of the Parallellogram Rule shall be notified by crossing the signal flags in front of the goal

90 In all Inter-County and Inter-Provincial matches referees and officials shall be appointed at meeting when fixtures are made, such officials shall have the right to nominate a proxy subject to approval of the official in charge

In county, divisional or other matches a referee who is unable to act at the last moment may nominate a proxy under whom the teams shall play

91 When a game shall result in a draw, teams may play extra time – 15 minutes each way – by mutual consent and a substitute shall then be allowed for any player previously ordered off

Otherwise, or if match shall be postponed for some unavoidable cause, it may be

refixed for a date seven days later provided four days' notice be given In the event of further draw, extra time, as above, shall be played

92 The All-Ireland Senior Finals shall take place in Croke Park, Hurling on the first and Football on the fourth Sundays in September, but in case of exceptional difficulty the Central Council may make other arrangements

93 In Inter-County, Championship and National League matches players shall be numbered and duplicate numbered lists of 25 players with full Christian names and names of Clubs from which players are drawn, forwarded seven clear days before the match One of these shall be retained for reference and the other sent to the Secretary of the opposing team Omission shall entail penalty of £5 A team shall not consist of more than 20 players and two officials of the County Board, one of the latter to be put in charge of County team to see that all players have visible numbers and that their numbers correspond exactly with published list

94 Duplicate lists of players and substitutes, giving full Christian names shall be handed to the Referee before all championship matches and in inter-county matches lists shall also show clubs to which players belong First fifteen players listed shall constitute the actual team

95 All questions affecting play shall be decided on the field by the officials concerned

96 Misconduct on field - A player ordered off shall stand suspended for at least one month and must be reinstated by responsible authority

97 A player insulting or threatening a Referee, umpire or linesman, shall incur suspension for not less than twelve months, and his team shall be liable to disqualification A player once ordered off shall not resume If this should occur, the match shall be awarded to opposing side

A team may commence a match with 13 players, but any team failing to field the full number of players prior to start of second-half shall forfeit the match Late arrivals may join in the game in the first half only during a cessation of play and must report to the Referee when so doing

98 A player or team leaving the field without the permission of the Referee, or refusing to continue the game shall become automatically suspended for six months No Committee or Council shall have power to modify the penalty

When a team refuses to continue play, the Referee shall give the Captain concerned three minutes to decide Failing resumption he shall endeavour to ascertain names of players willing to continue and report accordingly to the Committee in charge The match shall be awarded to the team prepared to finish contest

99 *Injured Players* -Substitutes shall be allowed only during the course of the game, but a delay of not more than two minutes shall be permitted In Inter-County contests only two authorised officials shall be allowed on the field during stoppages

Rules 100 – 113 in this section deal with Administration

CÚMANN LÚITH-CHLEAS GAEDHEAL

REFEREES CHART

Instructions on the Playing Rules
of the Gaelic Athletic Association
with particular interest to Referees.

Luach ———————————— 6p.

An Mac Alla, Inis Corthaidh

(Note This booklet is not dated but inside the front cover it is signed by *James Bolger, 25 Brighton Gardens, Terenure, Dublin June 1945* James Bolger is an uncle of the author Roddy Doyle Reference is made in these rules to the kick-in from the sideline which replaced the throw-in from the sideline in 1945)

Jane Bolger,
25, Brighton Gardens,
Terenure,
Dublin

June, 1945.

(While it is true to say that every facet of our games in governed by a rule, the Ard Chomhairle realised that it would be a worthwhile scheme to publish guidelines to players in a booklet They were of the opinion that it would of great help to refereees as well who could then apply the rules sensibly and in the true spirit of the games and especially seeing that such a pamphlet would put an end to the interpretations which often times ignore the rule per se

Refereeing is one of the most important aspects of the GAA, and it is incumbant on every member of the Association who has to perform that work to be knowledgable of every rule and sub-rule that applies to the playing of the games)

These rules were published by a committee of referees who had much experience of this work, and every member should study them and explain them to other Gaels

Is fior nac bfuil rud ar bit i ngluaireact na gcluitci gan riaġail fa n-a ċoinne, ac mar sin fein connaicteas do n Ard-Comairle gurḃ ionmolta an sceim treoir do imirteoiri a foillsiu i leabairin ar bit Di siad de'n Baramail go mbead a leiteid seo in a cuidiu mor ag moltoiri forta le na riaġlaca a ċur i ḃfeidm go ceallmar agus da reir spiorad na gluaireaċta, agus go h-aitrid go gcuirfead an leabairin seo deiread le na ' miniġte " a cuirfeaḋ na riaġlaca féin ar neimnid

Tá an moltoireact ar na dualgasaí is taḃactaiġe gCumann Lúit Ċleas Gaeḋeal, agus mar sin tá sé d'fiacad ar ġaċ ḃall de n Ċumann a mbíonn an obair sin le deanam aige, tá sé d'fiacad air ḃeiṫ eolaċ ar ġaċ riaġail agus fo-riaġail a ḃaineas le h-imirt na gcluiṫċe

Cuiread le céile na riaġláċa seo leanas ag Coirte de ḿoltóirí a raḃ an-ċleaċtú aca ar an obair, agus buḋ cóir do ġaḃ ḃall stuidéar a ḋeanam orta, agus iad a míniú do Ġaeḋil eile

INSTRUCTIONS ON THE PLAYING RULES WITH PARTICULAR INTEREST TO REFEREES

(a) **SPEEDING UP THE GAME.**

(1) Keep up with the play
(2) Insist that "free-kicks," "free pucks," kick-in," etc should be taken at once there is no necessity to place the ball except for close-in frees
(3) Should a player be injured see that the game resumes inside 2 minutes
(4) Do not hold up the game by whistling petty infringements when same do not impede the course of the game
(4) Always keep the game going by prompt decisions – the spectaors enjoy such

(b) **DANGEROUS PLAY:**

(1) Deal sternly with the player who makes a practice of obstructing his opponent by using his hurley or elbow before the ball arrives in the struggle for possession, or when he has obtained possession
(2) Remember that its only permissable to charge the goal-man when he's in possession of the ball, hence the practice of charging indiscriminately when the ball is in the air in the goal-mouth or crossing the bar, or coming goalwards must be penalised Similarly "defenders" must not be allowed to foul forwards by butting from behind or holding their hurleys horizontally when they, the forwards, are endeavouring to save the ball crsossing the end line
(3) A player should be sent to the line without warning for any action likely to result in serious injury to his opponent, such as (a) deliberate striking, (b) deliberate kicking, (c) malicious use of the knee, elbow or handle of the hurley

GENERAL

1 Remember that fair shoulder charging is permissable That the practice of holding on to the ball in the expectation of being fouled is in itself a foul and should be penalised

2 Note that a player who in jumping for the ball secures possession by reaching over his oppoonent does not commit a foul even if he accidentally strikes him coming down

3 Note when the ball has been placed for a free (a) should the offending player deliberately strike it away, he must replace the ball in its proper position, and if he refuses the referee should order him to the line,
(b) should the team entitled to the free deliberately displace the ball, the free shall be given to the opposing team

NOTE CAREFULLY.

"ADVANTAGE RULE."

The so-called advantage rule merely permits the referee to allow play to continue after a foul has been committed , in the expectation that the continuation of the play will result in greater benefit to the offended team than the awarding of a free would confer Sounding of the whistle suspends the game temporarily and a score cannot be made till the game is resumed

In the Referee's Chart the format was as follows -

No of Rule in Official Guide	Subject Matter of Rule	Instruction to Referees
1 to 4	Scoring Space	In the case of inclement weather and state of ground due to same the Referee should consult with the Officials present present as to the advisability of play but should not post pone a game unless absolutely necessary
	Lines	If there is any complaint from any of the teams concerned the Referee should request the Committee in charge of the fixture to have the matter complained of rectfied if possible
		The Referee shall observe particularly that the parallelogram is distinctly marked, and that the end line is marked from post to post across the scoring space
5	Number of Players	(a) Fifteen players shall comprise a team in Inter county matches

A – FOOTBALL RULES

(These instructions on the rules of football and hurling follow in a simplified format)

A FOOTBALL RULES

1 – 4 Scoring Space

In the case of inclement weather and state of ground due to same the Referee should consult with the Officials present as to the advisability of play, but should not postpone a game unless absolutely necessary

Lines

If there is any complaint from any of the teams concerned the Referee should request the Committee in charge of the fixture to have the matter complained of rectified if possible

The Referee shall observe particularly that the parallelogram is distinctly marked, and that the end line is marked from post to post across the scoring space

5 Number of Players

(a) Fifteen players shall comprise a team in Inter-County matches Should any player be obliged through injury to retire a substitute shall be allowed, but the game must not be delayed for his admission

(b) In all matches the Referee may start the game with either or both teams having only thirteen players, but full teams of fiteen must be fielded in the second half else the defaulting team forfeits the match

(c) Referees should count the players at the commencement of each half of the game

(d) The Referee should not allow players late for the start of the game to take part in it until they report themselves to him, and he should see that no team, players or player leave the field during the game without his permission

6 Commencing Play

The Referee must not award a "free" where at the commencement of play a player stands in front of the fifty line – he must direct the player to his proper position

7 Duration of Play

(a) The Referee should note on paper the time of start and the time when the half hour or full time should expire He can easily add to the time for delays or stoppages

(b) **The referee may allow lost time in each half of the game for any stoppages or delays incurred during each half. Each half hour must be regarded as a separate period.**

(c) Referees are bound to do everything possible to start the game punctually, if the start is delayed the reason should be reported

8 Scores

(a) The whole of the ball must have passed over the goal-line and between the posts under the bar before a goal is scored

(b) Referees should remember that the ball might possibly roll along the goal line and even have the greater part of it over the line and yet not pass altogether over the line so as to count a goal

(c) In catching or "fisting out" a ball the goal-keeper may allow the ball, especially if it be a high one, to pass over the line through his standing too far back for the purpose of catching or "fisting out" the ball, and it must be borne in mind that if the whole ball is over the line a goal has been scored

(d) The Referee is reminded that he cannot over-rule the agreed decision of the two Goal Umpires, but in the event of their not agreeing he alone is empowered to give a decision

(e) The Referee is advised to keep in close touch with the play near the goals and to endeavour to have a side view whenever a shot is being put in, or when there is a scrimmage near the goal-mouth

(f) Should the ball pass through the scoring space and be blown back into play, a score must be allowed

(g) Should any part of the ball in passing over the bar and posts be outside the inner edge of the upright, a point has not been scored

(h) Where the posts or bar have been broken great care must be taken in deciding as to a score

(i) The practice of claiming a score is too frequent and unnecessary, but the Referee and Umpires should decide immediately, and no amount of claiming can alter the decision

9 Kick-out

Referees are not bound to order players outside the twenty-one yards line when the free kick is being taken, but must penalize them if they remain inside it

10 Free Kicks

(a) The Referee having whistled for a foul shall at once indicate the place from where the free shall be taken, and shall immediately whistle for the free to be taken so as to keep the game going Delay in taking frees is irritating to spectators and players alike

(b) Referees should see that the free is not taken till the whistle sounds On the other hand Referees should not tolerate attempts to delay the game by wasting time in taking a free-kick The free-kick must not be allowed if the ball is moving at the time the free is being taken

(c) Referees should note that the player who takes a free-kick must not again play the ball till it has been played by some other player They should also note that no player approaches nearer than fourteen yards till the free-kick is taken

(d) The Referee should not order players to stand the required distance away, but should penalize them if they infringe the Rule

(e) Referees should be extremely cautions regarding fouls within the parallelogram, and should note that only the goalkeeper of the defending side is allowed to stand in the scoring space when frees are being taken for such fouls The other players must stand in all such cases outside the 21 yards line

Note – All such frees must be given from the centre point on the 14 yards

line, directly opposite the goal.

(f) The Referee need not place the ball for a free-kick – it shall be sufficient for him to indicate the place from which it shall be taken When he sounds his whistle for the free to be taken the first player of the side entitled to a free who touches the ball shall be deemed to have taken the free

(g) When a foul is committed by the defence within the 14 yards line, but not within the parallelogram, a free should be given on the 14 yards line opposite where the foul was committed

Referees should note that players of either side can stand inside the 14 yards line if they are 14 yards from where free kick is being taken.

11 The Play

(a) The Referee should remember that a player having caught the ball is allowed to hop the ball against the ground only once with either one or both hands If the player has not caught a hopping ball he can make a run by striking it with either one or both hands, but if he catches the ball he is allowed but one hop

(b) Referees are reminded that the ball may be touched with the hand while on the ground only -
(1 by the goalkeeper within the parallelogram
(2) by a player who has been knocked to the ground in possession of the ball
[In this case the player is permitted only to fist the ball away]

(c) Referees should be careful not to allow "carrying" of the ball, nor "holding" of the ball, nor "throwing" the ball out of the hand Strict vigilance should be exercised for picking of the ball from the ground it must be toed to the hand

(d) Referees are advised to have a consultation with their Goal Umpires on the "Parallelogram" Rule, and to give them instructions on its application before the game starts

(e) When a score has been disallowed a "free-kick" must be taken from within the parallelogram by the defending team

(f) Referees should bear in mind that once a player catches a ball he must without delay either
(1) hop it against the ground, (2) hop it in the air, (2) kick it, or (3) fist it away If he holds the ball longer than is necessary to do so he commits a foul

(g) Players may kick the ball in any direction and either "drop-kicking" or "punting" is allowed

(h) **Referees must be exceedingly vigilant so as to detect "throwing" the ball – a not so infrequent occurrence when a player attempts to pass the ball with his hand to one of his colleagues.**

NOTE. – In hand-passing the ball must be fisted.

(i) A player of the opposing side must not enter the parallelogram before the ball enters it during play The back or goalkeeper within the parallelogram must not be charged by an opponent unless the ball has entered the parallelogram, and any score made shall be nulified by an infringement of the Parallelogram Rule

(j) Referees should be thoroughly conversant with the Parallelogram Rule and should keep in mind that provided opposing players had entered the parallelogram legitimately in the course o*f play, a score must be allowed (1) **if the ball on being driven out is returned before they have time to leave the parallelogram, (2) if the ball passes so high as to be out of the reach of all players; always provided, however, that they do not interfere with the defence in the return of the ball.**

(k) The Referee must see that the Goal Umpires hold up both flags crossed when a score has been disallowed for a breach of the Parallelogram Rule

12 Charging Goal-keeper

Referees should be careful to penalise charging of the goal-keeper except when he is in possession of the ball

13 Entering Parallelogram
See (d) under rule (11)

14 Kick-In

(a) The Referee should note that a foul kick-in occurs (1) if the player kicking-in the ball plays it himself again before it is touched by another player, and (2) if any player stands nearer than ten yards to the player kicking in the ball

(b) **The Referee has power to give a ruling contrary to the linesman if he feels justified in doing so.**

(c) Referee should not order players to stand back ten yards at the time of a kick-in, but should penalize the offenders

(d) Referees shall see that the linesmen change sides at half-time, and that they keep outside the touch line The linesman shall throw in the ball in any case where he cannot decide as to which team is entitled to the "kick-in"

(e) A kick-in must be given if the ball touches a spectator who was standing

inside the touchline, and also if the ball having crossed the side-line re-enters the field of play through the action of the wind or the screw of the kick

(f) If the ball strikes the Referee, it must be thrown in by the referee, even though it would have passed over the side line or end line

15 Fifty Yards Free Kick

(a) Referees and Gaol Umpires should note that the mere touching any part of a defender by the ball before it crosses the end-line outside the point posts entitles the attacking team to a fifty-yards free kick

(b) Referees should endeavour to be in close touch with the play so as to be in a position to determine if a "fifty" is due It is advisable that the Goal Umpires signal immediately to the Referee when a "fifty" has been conceded by the defenders

(c) The Referee should place the ball himself in position for the fifty, which should not be taken till he whistles

(d) Should the ball touch an outsider who was standing inside the field of play, and be thus prevented from crossing the end-line after being last played by a defender, a fifty must be awarded the attacking team

(e) Should the Goal Umpires be unable to definitely decide if a "fifty" is conceded, as in the case of close play be two opposing players over the end-line the Referee must use his discretion in giving a decision

(f) The whole ball must have crossed the end-line before the attackers are entitled to a fifty

16 Foul and Rough Play

(a) The Referee must remember that on his strict insistence on compliance with this rule depends the smooth playing of the game, and to a great extent the popularity of the game with the public Rough play is strongly inclined to bring discredit on the game apart altogether from the great risk of injury to the players The Referee is advised, therefore, to enforce the rule vigorously from the opening of the game, and thus prevent rough play developing

(b) The Referee must remember that in order to prevent rough play and to ensure that players who are guilty of it shall be duly punished, he is empowered by the Rule-

(1) To order players guilty of rough play off the field of play;

(2) To caution players whose conduct approaches roughness;

(3) To bring to the notice of the Council in charge of the fixture the names of any players whose conduct tends to bring the game into disrepute, or whose play tended to injure an opponent. The

Referee should bear in mind he is assured of the support of the Council in dealing with rough play, and he should therefore, take the initiative in suppressing it.

(c) The Referee should under no circumstances allow a player to push an opponent with his hands or arms Using the elbow or knee against an opponent being a dangerous practice, should be sternly suppressed

(d) The Referee should be very vigilant, especially when there is close play, to detect tripping The player need not necessarily be brought to the ground by the trip, as the attempt to throw him by use of the legs is sufficient Stooping in front of or behind a player constitutes an infringement of the Rule, as, also, does the act of putting in the foot from behind to obtain the ball Putting the foot across at full length in front of a player for the purpose of getting the ball is a foul even if the ball is touched, or if any part of the player's person is touched

(f) No player is permitted to catch an opponent in any way, and a free must be awarded for every breach of the Rule

(g) Obstructing a player by the hand or arm extended from the body is holding, and is an infringement just as much as if the player had been held about the body, arms or legs Once a player has secured possession of the ball any attempt to take it from him by reaching over his shoulder or around his body shall be a foul

(h) Jumping at an opponent must not be confused with jumping for the ball.

(i) The Referee shall rigourously penalize any player guilty of butting with the head, but he must be careful to distinguish this offince from the case of a player who bends to get out with the ball The Referee must be vigilant so as not to confuse these somewhat similar movements

(j) In one instance only is it fair to charge a player from behind – that is, when the opponent intentionally turns his back so as to make what would otherwise be a fair charge a foul one The Referee must remember that an offence is not committed where a player in moving to play the ball touches another player behind unintentionally The Referee is the sole judge, but he should not, by being overstrict in this matter, delay the progress of the game, or irritate the players or spectators

(k) Referees must not allow any player to be charged or in any way interfered with unless that player is moving to play the ball or actually playing it

(l) Referees must allow a fair shoulder charge, but should the charge be

violent or dangerous, he should award a free to the offended team If a player persists in violently charging opponents he sould be cautioned, and if his actions are likely to injure another player he should be ordered off the field of play

(m) The Referee has definite instructions under this Rule, and should fearlessly carry them out, as he will be supported by the Councils in putting down rough play and ungentlemanly conduct He should –
   (1) **Caution** a player whom he notices playing roughly, and should do so at first opportunity that offers One caution is sufficient
   (2) **Order off** the field any player whose conduct is such as to injure an opponent, who uses improper language to the Referee himself, to other players or to officials, who uses threatening language, who raises his hand to strike or threaten an opponent
   (3) **Report** to the proper authority the players ordered off the field

(n) Referees are advised to give the caution to the player in a proper manner While making the caution specific and personal he must not discuss or argue the point with the player, nor point to or place his hand on the player concerned An apology by the player to the Referee should not be accepted by him in mitigation of the offence

(o) The Referee should report to the Council concerned any misconduct or improper language towards him by players away from the field of play in connection with his duty as Referee

(p) The Referee must terminate the match and report to the Council should a player refuse to leave the field when ordered to do so by him

(q) The Referee must hop the ball amongst the two offending players when they foul at the same time

(r) When a player receives an injury the Referee when the ball goes out of play, shall stop the game to ascertain the facts of the case, but if the player is unable to continue he should be removed, and the Referee must allow a sutstitute – Note (18)c

(s) When a player is fouled after delivery a free kick shall be given where the ball lands (except a score is made, which is allowed) Should the ball cross the end or side line a free shall be given where the foul occurred

(t) The granting of a free is entirely at the discretion of the Referee when a player though fouled succeeds in playing the ball The Referee while being prompt with his whistle must also be discreet, as often a too hasty decision spoils an advantage to the side offended against especially in the scoring area A Referee should not give a free where it would be of less advantage to the side entitled to it than the kick already taken

Note.- When the whistle has sounded play ceases and no score can be allowed, but the referee should not blow the whistle where the score is likely to result.

17 Ball out of Play

(a) Referees must be prompt to stop the game the moment the ball touches a bystander who is inside the playing pitch

(b) A "kick-in" must be given in all cases where the ball touched a spectator inside the side-line

(c) Where the ball touches a spectator inside the end-line the Referee must be vigilant so as to detect whether a "kick-out" or a "fifty-yards" is the outcome The awarding of a "fifty" in such cases is at the Referee's own discretion, as such cases are specially provided for in the Rule re "Fifty Yards Free Kick" Should the referee have any doubt he should consult the umpires

(d) Where encroachment takes place the Referee is advised to stop the game and permit its resumption only when the playing pitch is absolutely clear of spectators

18 Injured Player

(a) The Referee must be cautious regarding injured players He shall not stop the game when a player is injured, until the ball goes out of play

(b) Should the injury be such as to rrequire attention the injured player should be removed as soon as possible

(c) The Referee shall for the purpose of his report take the name of the injured player, and shall note where possible the time, cause and nature of the accident He shall also obtain the name of the substitute

19 Weight and Size of Ball

(a) The Referee shall see that the ball is properly inflated and securely tied and laced He shall where possible ensure that a reserve ball is ready in case of emergency

(b) The weight of the ball shall be from 13 to 15 ounces, size, 27 to 29 inches in circumference No 5 match ball

(c) Should the ball not be of the required size, he shall see that a ball of the official size is provided The Referee shall, if required, permit the captain of the competing teams to satisfy themselves that the ball is of the specified weight and size

(d) The Referee shall make it his business to secure the ball at the end of the contest and hand it over to the official in charge of the fixture

20 Leaving the Field

A team or an individual leaving the field, or refusing to continue the game, without the Referee's permission, becomes automatically suspended for six months, and no Council or Committee of the Association shall have power to modify this penalty When a player, players or a whole team are refusing to continue the game, etc the Referee should give captain of the team concerned time, say, three minutes, to decide and if then there is no sign of resumption, he should endeavour to find out and report the names of any players willing to finish the game The committee in charge must award match to team willing to continue

(c) The Referee is advised to insist on teams being punctual for their matches, and in all cases he shall see that the team shall wear their registered colours for their match, even when lining out to take a walk-over

21 Colours

(a) If asked to do so the referee shall report all cases of teams taking the field not properly togged

SPECIAL.

1. **The Referee shall terminate the game and not award the match.**
2. **If a player taking a free strikes the cross-bar or upright, he must not play the ball again until it has been played by another player.**
3. **No substitute to take part in game until he has reported to the Referee.**
4. **The game is stopped when Referee has blown his whistle.**

B. HURLING RULES.

As most of the Instructions to Referees given under Section A – FOOTBALL RULES – apply also in general to the conducting of Hurling Matches, the Instructions are not here repeated Instructions are given in all cases where the rule governing Hurling differs from that governing Football, and also in the special cases that apply to Hurling exclusively

Referees are advised to study the Football Instructions, and then follow the Instructions in the Hurling Section directly applicable to the game of Hurling

1 The Puck-Out

(a) **The Referee should see that the player stands within the parallelogram to puck out the ball.**

(b) The Referee should note the position of the attacking players, and if any of them approach nearer than the 21 yards' line at the time of the puck-out, he

shall award the defending team a free puck on the 21 yards' line opposite where offending player stood

(c) The Referee must be careful to see that in case the player fails to deliver the ball at first stroke he must then puck it off from the ground, or raising it strike it without taking it in his hand

(d) The player taking the puck-out is entitled to strike the ball more than once before any other player touches it

(e) Should a player puck the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck opposite to where foul occurred

2 Free Pucks

(a) A "Free-Puck" is the penalty for a breach of the Rules and differs from the puck-out

(b) It shall be sufficient for the Referee to indicate where free shall be taken from

(c) The Referee shall see that ball is not pucked till he has whistled

(d) The Referee shall see that no player approaches nearer than 21 yards till the free-puck has been taken

(e) The player having taken the free must not again touch the ball till another player has touched it

(f) The player may take the free-puck by hitting the ball on the ground In this case he must not again touch the ball till it has been played by another player

(g) The player may (1) lift the ball with the hurley, and then (2) strike it off the hurley Close attention must be given to this method - (1) If the player makes a second attempt to lift the ball the Referee shall throw in the ball between the teams where the foul occurred (2) If the player fails at first attempt to strike off the hurley he may strike the ball on the ground, and then free shall be deemed to have been taken Should a player when taking a free puck (for a foul) draw his stroke and touch the ball, he cannot again play the ball until it has been played by some other player Should he do so the Referee shall throw in the ball between the opposing sides where the foul occurred

(h) For a foul inside 21 yards line the ball must be brought back for the free-puck to the 21 yards line

(i) The Referee is distinctly reminded that in the taking of a free-puck on no account must the player take the ball in his hand to puck it after having lifted it with his hurley

3 The Play

(a) When in play the ball must not be touched on the ground with the hand

(b) The ball may be kicked on or off the ground, it may be caught when off the ground, and may be struck with the hand when off the ground

(c) The ball must not be carried more than three steps without playing it, otherwise the Referee shall award a free-puck to the opposing team

Hopping the ball on the hand should be considered carrying

(d) A player may hop the ball as far as he is able on his hurley remember he can only catch the ball twice **This means catching, playing on hurley, catching and striking.**

(e) To throw the ball is a foul, and the Referee shall award the opposing team a free-puck in all such cases

(f) For instructions on the "parallelogram" Rule see Rule 11 m the Football section of the Chart, where details are given under heads (j), (k), (l), (m) In all cases of infrignement of the Parallelogram Rule where a score is disallowed the ball must be given the defending side for a "free-puck" from the parallelogram and this puck must be taken in accordance with Rule 10 as it differs from a puck-out

4 Side Puck

(a) A player taking a side-puck fouls (1) if he attempts to lift the ball off the ground, (2) if he attempts to alter the position of the ball as placed by the linesmen, (3) if he touches it after having pucked it in before it is touched by another player The Referee shall for any of these infringements award a free to the opposing team

(b) For further instructions on this subject, see "Throw-In" in Football Chart Rule 11

5 Seventy Yards Free Puck

(a) See Football Chart (Rule 13 Fifty Yards Free Kick)- the instruction on which apply in a similar manner to the Seventy Yards Free Puck in Hurling

(b) The seventy yards free puck may be taken in either of the ways permitted by the Rule on ordinary "free pucks"

(c) The Referee must be exceptionally vigilant when a player is taking a "seventy-yards" free puck, so as to detect fouls The player may foul by -

(1) Attempting a second time to lift the ball off the ground
(2) Attempting a second time to strike the ball off the hurley,
(3) Striking the ball after the puck before another player has played it

Should a player infringe in any of these ways the Referee must have the ball pucked out from goal by the opposing team

7 Foul and Rough Play

(a) See Football Chart (Rule 15 Foul and Rough Play)

(b) Should a player throw his hurley the Referee shall award a free-puck from where the foul occurred

(c) The Referee shall award a free-puck for tripping in all cases where a player puts his hurley from behind another for the purpose of getting the ball

(d) The Referee shall award a free should a player strike another player's hurley unless the latter is in the act of striking at the ball
(e) A free-puck shall be awarded in all cases where a player intentionally brings his hurley in contact with any part of the person of another player
(f) A player who raises his hurley to strike or threaten another player shall at once be ordered off the field by the Referee
(g) Should a player from each side foul at the same time the Referee shall throw in the ball where the foul occurred
(h) Holding another player's hurley comes under the category of "Holding" and must be penalized by the Referee
(i) It is a foul for a player to slash back

Scotland's Aonach Tailteann Shinty Team, 1932

OFFICIAL GUIDE
1950

CONTROL OF MATCHES

104 Control of matches shall be entrusted to the Referee, Umpires (four) and Linesmen (two) All questions affecting play shall be decided on the field by them

Referee - The duties and powers of a Referee in addition to those set out under Playing Rules, shall be

(a) Receive lists of players, which must be in Irish, sign them, give a copy to the opposing team, and see that the players are properly attired

(b) Throw in ball at commencement of play in each half, and allow or disallow score if Umpires disagree, but not otherwise

(c) Indicate when and where frees are to be taken

(d) Consult with Umpires and Linesmen when occasion arises and in case any of them withdraws before the end of a match, appoint a substitute

(e) Keep a record of the scores and forward a report of the match, with names of players ordered off, players injured and replaced, the intrusion of unauthorised persons, and the names of players or officials interferring during the course of the game These later may be penalised at discretion of controlling body

(f) Present the ball to the captain of the winning team at conclusion of Provincial and All-Ireland Finals

(g) Referee cannot make award of a match, but may give his final scores if requested The award rests with the Committee or Council concerned acting on his report

(h) Referee's decision on any question of fact and in regard to time shall be final

105 The Referee shall have power to

(a) Declare the gound or other conditions unsuitable for play, after consulting officials in charge of the fixture

(b) Terminate a match for want of light, because of persistent outside interference, and any other reason he considers sufficient If match is stopped by darkness coming on, it must be re-fixed for full-time, unless there was deliberate delay on the part of one team, when it may be awarded to their opponents

(c) Extend time in each half for delays, delivered or incidental, in that half or to allow a free 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 A score can result from such frees only when no other player of the same side touches the ball

(d) Caution player for forbidden tactics and send him to the line on repetition of offence

(e) Order to the line a player indulging in dangerous play, threatening another with hand or hurley, or using provocative language to players or officials

(f) Abandon match if player refuses to leave field

(g) Disqualify an entire team for rough play

106 Once having given a decision the Referee, after sounding the whistle, shall not alter it

107 There shall be two Linesmen appointed by the Referee, County Committee, Provincial Council or Central Council, who shall be provided with flags Their duty (subject to the decision of the Referee) shall be to decide when or where the ball crosses the side-line, and which side is entitled to the kick-in or puck-in Where a Linesman cannot determine which team is entitled to a kick-in or puck-in the linesman shall throw in the ball himself

The Linesmen shall each take one side of the ground just outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction which the ball is to be kicked or pucked No penalty shall be incurred by competing teams should linesmen not change sides at half-time

108 There shall be two Goal Umpires at each end of the ground, appointed by the Referee, County Committee, Provincial Council or Central Council One shall stand outside each gaol post Their duty (subject to the Referee's decision when the differ) shall be to watch for goal and points and breaches of the parallelogram rule, and to decide when the ball is over the end line *Umpires shall not change ends at half-time*

Wide balls (overs) are signaled by waving one or both arms The flags shall be raised at the centre of the goal space when a score had been made

When a score is disallowed, breaches of the parallelogram Rule shall be notified by crossing the signal flags in front of the goal

A "Fifty" in football and a "Seventy" in Hurling shall be indicated by pointing directly infield where the ball, last played or touched by a defending player, passed over the end line

109 In all inter-county and inter-provincial matches referees, Umpires and Linesmen shall be appointed at meetings when fixtures are made Any of these officials unable to act shall notify Secretary in charge, who shall arrange for substitute

In county, divisional or other matches a referee who is unable to act at the last moment may nominate a proxy under whom the team shall play

110 If a match result in a draw, teams may, by mutual consent, play extra time - 15 minutes each way - and a substitute shall then be allowed for any player previously ordered off

Otherwise, or if match be postponed for some unavoidable cause it may be refixed for a date seven days later, provided four days' notice be given In the event of a further draw, extra time, as above, must be played

111 The All-Ireland Senior Finals shall take place in Croke Park - Hurling on the first and Football on the fourth Sundays in September, but in case of exceptional difficulty the Central Council may make other arrangements

112 In Inter-County, Championship and National League matches players shall be numbered, and duplicated numbered lists of 25 players with full Christian names and the names of Clubs from which the players are drawn, forwarded sever clear days before the match Omission shall entail penalty of £5 One of those shall be retained for reference and the other sent to the Secretary of the opposing team

A team party shall consist of not more than 20 players and two officials of the County Board, one of the later to be put in charge of the team to see that all players have visible numbers and that their numbers correspond exactly with published list In

All-Ireland Semi-finals and Finals the placing of teams must be given to the General Secretary 6 days prior to the match

113 Duplicate lists of players and substitutes giving full Christian names and, in the case of Inter-County matches, Clubs to which players belong, shall be handed to the Referee before all official matches First fifteen players listed shall constitute the actual team

Failure to furnish list in Irish for official fixtures shall entail loss of match

114 The players shall be 15 aside in all matches, but a team may commence a match with 13 players Any team failing to field the full number of players prior to the start of second half shall forfeit the match

Late arrivals may join in the game in the first half only during a cessation of play and must report to the Referee when so doing

115 *Misconduct on field* - A player ordered off shall stand suspended for at least one month

The minimum penalty for a player striking an opponent shall be first offence, two months' suspension, for a second similar offence six months suspension and for any subsequent similar offences twelve months' suspension

A player insulting or threatening a Referee, Umpire or Linesman shall incur suspension of not less than twelve months, and his team shall be liable to disqualification

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PLAYING RULES

(Applicable to Football and Hurling)

127 The field of play shall not be less than 140 yards or more than 160 yards long, and not less than 84 yards or more than 100 yards wide

128 Marking of Ground - Side lines and end lines (goal lines) shall either be marked with lime or cut out of the turf Lines indicating 14 yards, 21 yards, 50 yards (Football), 70 yards (Hurling), and half-way shall also be marked, and the ends of these lines and each corner of the ground, shall be marked with flags

129 Scoring Space- In centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

130 Lines, 5 yards long, and at right angles to the end line, shall be marked 4 yards from each goal post The end of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

The Referee shall report any irregularities in respect of the foregoing Rules, and the two Captains should, before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc , unless a protest has been made to the Referee before match starts The Committee or Council acting on such a report can order a replay

131 Commencing play-The Captains of teams shall toss for choice of sides before commencing play The goalkeeper and six others must be behind the 50 yards' lines (Football) and 70 yards' lines (Hurling) The remaining players shall stand in two lines at the centre of the field

The Referee shall throw in the ball over the heads of the players (Football), and along the ground between the players (Hurling), who shall then separate

132 Duration of Play- The time for actual play is one hour-sides to be changed at half time An interval, not exceeding 10 minutes, may be allowed at half time

133 Scores- A goal is scored when the ball is driven or played by either team between the goal-posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland, and Inter-County and, as far as possible, in County Championship matches, a net shall be placed behind each goal so as to receive the ball when it passes through

A point is scored when the ball is driven or played by either side over the crossbar and between the posts except when thrown by any of the attacking side

The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts, below, where in the opinion of the Referee, the crossbar should have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a goal or a point according as the ball would have passed under or over the crossbar The ball is in play until the whole ball has passed over the goal line or side line

The game shall be decided by the greater number of points A goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal to the opposing team, and if through the point space, it shall count a point

134 The goalkeeper shall not be charged unless in possession of the ball or obstructing an opponent, or when he has passed outside the parallelogram

135 Entering the Parallelogram- The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball returns before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were in the parallelogram

Note-When a score is disallowed for infringement of parallelogram rule the defending side shall take a free kick (Football), or free puck (Hurling), from within parallelogram

136 Foul and Rough Play

(a) Pushing, tripping, kicking, catching, holding or jumping at a player, obstructing a player by hand or arm, even though he be not actually held, reaching from behind a player who has caught the ball, shall be deemed fouls

(b) No player shall be charged from behind and no player shall be charged or in any way interfered with unless he is moving to play the ball or in the act of playing it (Should a player charge another who turns deliberately so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul)

(c) In the case of rough play the Referee shall caution the player or players and should the offence be repeated he shall order the offender or offenders off the field and report accordingly to the Committee or Council in charge of the fixture

(d) In the case of dangerous play, violent conduct, irritating or improper language, or a player raising his hand to threaten or strike another player or to retaliate the Referee shall, without any caution, order the offender or offenders off the field of play

and report accordingly to the Committee or Council in charge of the fixture

(e) If a player refuses to leave when ordered off, or having been ordered off again joins in the game, the Referee shall terminate the game and report accordingly to the committee or Council in charge of the fixture, who shall award the match to the other team

(f) A whole team may be disqualified and suspended for rough play, even though it won the match

(g) In awarding frees for foul or rough play, the Referee shall give the free from where foul occurred, if the foul prevented the player playing the ball In Football, when a player is fouled after delivery, a free kick shall be given,where ball lands, except a score is made, which is allowed, but, should the ball cross the end or side-line, a free shall be given where the foul occurred, and, should the ball fall within the 14 yards line of the opponents' territory, the free shall be given from the 14 yards line

In Hurling, when a player is fouled after delivery, a free puck shall be given (except a score is made, which is allowed) where the ball lands, if outside the 70 yards mark, or, on a point on the 70 yards' mark opposite where it landed, if it be inside the 70 yards, mark

(h) In Hurling, no player shall bring his hurley intentionally in contact with the person of another player or put his hurley from behind another player, for the purpose of getting the ball No player shall strike another player's hurley, unless both players are in the act of striking the ball A player must not throw his hurley, under any circumstances

(i) Should a player from each team foul at the same time, the Referee shall hop the ball where the fouls occurred

137 Ball out of play- If the ball strikes a spectator or official, other than the Referee, inside the side-line, it shall be out of play, and must be kicked (Football), or pucked (Hurling), from the side-line If it occurs at the end line, it shall also be out of play and must be kicked (Football) or pucked (Hurling) out from the parallelogram

The Referee may allow a goal or a point or a 50 yards free kick (Football), or 70 yards free puck (Hurling), should he consider that a goal or a point would have been scored, or that a 50 yards free kick (Football) , or 70 yards free puck (Hurling), would have been forfeited

138 Injured player-The Referee shall allow a substitute for an injured player A maximum of two minutes' delay shall be strictly enforced when a player is injured Only two officials will be permitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for those officials

139 The Weight and Size of Ball- FOOTBALL The weight of the ball shall be from 13 to 15 ounces, size 27 to 29 inches in circumference - No 5 match ball

HURLING The weight of the ball shall be from 3 5 to 4 5 ounces and 9 to 10 inches in circumference

140 Leaving the Field- A team or a player leaving the field, without the Referee's permission, or refusing to continue the game, becomes automatically suspended for six months, and no Council or Committee of the association shall have power to modify this penalty When a player, players or a whole team refuse to continue the game, the Referee should give Captain of the team concerned certain time, say three minutes, to decide and if then there be no sign of resumption, he should endevaour to find out the

names of any players willing to finish the game and report accordingly The Committee in charge must award match to team willing to continue

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RULES APPLICABLE TO FOOTBALL ONLY.

141 The Kick-out-In the kick-out from goal, the ball shall be kicked from the ground inside the parallelogram, and the players of the defending team, except the player taking the kick, and the goalkeeper, who shall remain within the parallelogram, to be outside the 14 yards line, and all players of the attacking team to be outside the 21 yards line The player taking the kick-out may go behind the end line for the purpose of taking a run The Referee shall be empowered to allow time to compensate for deliberate delay in kicking out

When a score is made the kick-out shall be taken from a point on 21 yards line, in front of the scoring space, no players to stand nearer than 14 yards until the ball is kicked

NOTE - The player taking the kick-out may play the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood

142 Free Kicks- The penalty for all breaches of the rules shall be a free kick In all free kicks the Referee must indicate the place from where the free shall be taken The ball shall not be kicked until the Referee has whistled In all free kicks, including the 50 yards kick, no player shall approach nearer than 14 yards until the ball is kicked

When a foul is committed by the defence within the 14 yards line, but not within the parallelogram a free shall be given on the 14 yards line opposite where the foul was committed

NOTES

(1) Should the player who took the free kick touch the ball again before another player has touched it, the opposing team shall be awarded a free kick from where foul occurred

(2) The Referee must bring back the ball to the centre point of the 14 yards line for a foul occuring in the parallelogram and entitling the attacking side to a penalty kick All players, with the exception of the defending goalkeeper and the player taking the kick, to stand outside the 21 yards line

(3) A player taking a free kick near the end line or side-line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched, after the Referee has whistled, by a player of the side taking the free kick

(4) A player standing nearer than 14 yards or charging a free, commits a foul and a free shall then be given from where the player stood or charged Should a player charge from within the parallelogram, an penalty kick to be given

(5) A player, other than the player taking the free kick, who kicks the ball away when placed by the Referee, shall be put to the side-line

143 The Play - The ball, when off the ground, may be struck with the hand It may be caught when off the ground It may be kicked in any direction but not carried Carrying shall be taking more than three steps while holding the ball, which must not be held longer than is necessary to hop it, kick or fist it away Tipping it on the hand is considered carrying

The ball must not be thrown When caught, the ball may be kicked or struck with the hand or hopped once with either one or both hands against the ground

The ball, while on the ground, must not be touched with the hand, except in the case of a player knocked to the ground while in possesion of the ball who may fist it away even though it be on the ground The Gaolkeeper, within the parallelogram, may touch the ball while on the ground with his hand, and when himself on the ground, fist the ball away

NOTE - When a player strikes a hopping ball which he has not caught, he can make a run by hopping it with one or both hands, but should he catch the ball he is allowed only one hop

144 When the ball is driven across the side-line it shall be kicked off the ground from the point where it crossed the side-line (as indicated by the linesman) by a player of the opposing team to that which touched it last before crossing The player so kicking the ball must not again play the ball himself until it has been played by some other player If a score be made from such kick it shall be allowed Opposing players must stand at least 14 yards from player taking the side-line kick

145 Fifty Yards Free Kick - If the ball is played across the end line outside the goal posts by a player whose end line it is, the opposing team shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow the 50 yards free kick

NOTE The last player touching the ball shall be considered the last player playing it

RULES APPLICABLE TO HURLING ONLY.

146 The Puck-out - When the ball is driven over the goal line by the opposing team, it shall be pucked out from within the parallelogram The player taking the puck may take the ball in his hand to puck it out Should he miss at first stroke the ball may be pucked from off the ground within the parallelogram or may be raised, but not taken into the hand before striking No player from the opposing side shall approach nearer than the 21 yards line until the ball has been pucked

The Referee shall be empowered to allow extra time to compensate for any deliberate delay in pucking out

NOTES -

(1) Should a player puck the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck opposite to where foul occurred

(2) The player taking the puck-out may strike the ball more than once before any

other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

147 Free Pucks- The Penalty for all breaches of the Rules shall be a free puck In all free pucks the Referee must indicate the place from where the free shall be taken The ball shall not be pucked until the Referee has whistled In all free pucks, including the 70 yards puck, no player shall approach nearer than 21 yards until the ball is pucked The player who pucks must not again play the ball until it has been played by some other player A free puck may be in any direction

In all free pucks other than side-line pucks, the ball can be struck in two ways only (a) Strike the ball on the ground, (b) Lift the ball with the hurley and strike it off the hurley The ball cannot be taken in the hand when lifted with the hurley in a free puck, though lawful in all other cases

NOTES -

(1) Should a player stand nearer than 21 yards when a free puck is being taken, or charge a free, the opposing team shall be awarded a free puck from where he stood or charged

(2) The Referee must bring back the ball to the 21 yards line for a foul occurring inside the 21 yards line and entitling the attacking side to a free puck

(3) The ball must be lifted at first effort to lift, and struck at first effort to strike off hurley Should a player fail to lift at first effort, or fail to strike off hurley at first effort, he must strike the ball on the ground The ball must be pucked before the opposing team can charge

(4) Should the player who is taking a free puck make a second attempt to lift or otherwise foul the ball before any other player plays it, the Referee shall throw in the ball between the opposing sides where the foul occurred

(5) A player taking a free puck near the end line or side-line may stand outside these lines when striking The free puck shall be deemed to have been taken when the ball is struck - after the Referee has whistled - by a player of the side having the free puck

148 The Play- The ball must not be lifted off the ground with the hand when in play It may be struck with the hand when off the ground, or kicked It may be caught when off the ground and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it Tipping on the hand is considered carrying Carrying shall be taking more than three steps while holding the ball

NOTES -

(1) Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where the foul occurred

(2) When the ball is on the ground, a player touching it with his hand commits a foul and the opposing side shall have a free puck where foul occurred

(3) A player may catch the ball only twice before hitting Throwing up the ball and catching it again without playing it with the hurley is not allowed

149 Side Puck- When a player drives the ball over the side line it shall be a free puck on the ground to the opposing team at the point where the ball crossed the line No player to approach nearer than ten yards until the ball is struck The linesman shall drop the ball at the line where it crossed and the player who takes the free puck cannot alter its position

NOTES -

(1) If a player of either side stands nearer than 10 yards to the player who is pucking in the ball, the free pcuk shall then be given to the opposing team from where the foul occurred

(2) If a player who is taking a side puck attempt to lift the ball, a free puck shall be awarded the opposing team where foul took place

(3) If the player who pucks in the ball touches it again before another player has touched it, the opposing team shall have a free puck from where the foul took place

150 Seventy Yards Fee Puck - If the ball is played across the end line outside the posts by a player whose end line it is the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow a 70 yards free puck

NOTES -

(1) The last player touching the ball shall be considered the last person playing it

(2) Should the player who is taking the 70 yards free puck foul the ball before any other player plays it, the ball shall be pucked from goal by opposing team

OFFICIAL GUIDE
1956

CONTROL OF MATCHES

104(x) The Central Council, Provincial Councils and County Committees shall delegate the power to appoint referees, for all games under their jurisdiction, to a sub committee of not more than six

104 Control of matches shall be entrusted to the Referee, Umpires (four) and Linesmen (two) All questions affecting play shall be decided on the field by them

Referee - The duties and powers of a Referee in addition to those set out under Playing Rules, shall be

(a) Receive lists of players, which must be in Irish, sign them, give a copy to the opposing team, and see that the players are properly attired

(b) Throw in ball at commencement of play in each half, and allow or disallow score if Umpires disagree, but not otherwise

(c) Indicate when and where frees are to be taken

(d) Consult with Umpires and Linesmen when occasion arises and in case any of them withdraws before the end of a match, appoint a substitute

(e) Keep a record of the scores and forward a report of the match, with names of players ordered off, players injured and replaced, the intrusion of unauthorised persons, and the names of players or officials interferring during the course of the game These later may be penalised at discretion of controlling body

(f) Present the ball to the captain of the winning team at conclusion of Provincial and All-Ireland Finals

(g) Referee cannot make award of a match, but may give his final scores if requested The award rests with the Committee or Council concerned acting on his report

(h) Referee's decision on any question of fact and in regard to time shall be final

105 The Referee shall have power to

(a) Declare the gound or other conditions unsuitable for play, after consulting officials in charge of the fixture

(b) Terminate a match for want of light, because of persistent outside interference, and any other reason he considers sufficient If match is stopped by darkness coming on, it must be re-fixed for full-time, unless there was deliberate delay on the part of one team, when it may be awarded to their opponents

(c) Extend time in each half for delays, delivered or incidental, in that half or to allow a free 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 A score can result from such frees only when no other player of the same side touches the ball

(d) Caution player for forbidden tactics and send him to the line on repetition of offence

(e) Order to the line a player indulging in dangerous play, threatening another with hand or hurley, or using provocative language to players or officials

(f) Abandon match if player refuses to leave field
(g) Disqualify an entire team for rough play

106 Once having given a decision the Referee, after sounding the whistle, shall not alter it

107 There shall be two Linesmen appointed by the Referee, County Committee, Provincial Council or Central Council, who shall be provided with flags Their duty (subject to the decision of the Referee) shall be to decide when or where the ball crosses the side-line, and which side is entitled to the kick-in or puck-in Where a Linesman cannot determine which team is entitled to a kick-in or puck-in the linesman shall throw in the ball himself

The Linesmen shall each take one side of the ground just outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction which the ball is to be kicked or pucked No penalty shall be incurred by competing teams should linesmen not change sides at half-time

108 There shall be two Goal Umpires at each end of the ground, appointed by the Referee, County Committee, Provincial Council or Central Council One shall stand outside each goal post Their duty (subject to the Referee's decision when the differ) shall be to watch for goal and points and breaches of the parallelogram rule, and to decide when the ball is over the end line *Umpires shall not change ends at half-time*

Wide balls (overs) are signaled by waving one or both arms The flags shall be raised at the centre of the goal space when a score had been made

When a score is disallowed, breaches of the parallelogram Rule shall be notified by crossing the signal flags in front of the goal

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In county, divisional or other matches a referee who is unable to act at the last moment may nominate a proxy under whom the team shall play

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Otherwise, or if match be postponed for some unavoidable cause it may be refixed for a date seven days later, provided four days' notice be given **In the event of a further draw, extra time, as above, must be played the team or teams refusing to continue to be ruled out of the competition.**

111 The All-Ireland Senior Finals shall take place in Croke Park - Hurling on the first and Football on the fourth Sundays in September, but in case of exceptional difficulty the Central Council may make other arrangements

112 In Inter-County, Championship and National League matches players shall be numbered, and duplicated numbered lists of 25 players with full Christian names and the names of Clubs from which the players are drawn, forwarded sever clear days

before the match Omission shall entail penalty of £5 One of those shall be retained for reference and the other sent to the Secretary of the opposing team

A team party shall consist of not more than 20 players and five officials of the County Board, one of the later to be put in charge of the team to see that all players have visible numbers and that their numbers correspond exactly with published list In All-Ireland Semi-finals and Finals the placing of teams must be given to the General Secretary 6 days prior to the match

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Failure to furnish list in Irish, for official matches, shall entail loss of match, as shall also the inclusion of a player whose name has not been supplied to the referee

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Late arrivals may join in the game in the first half only during a cessation of play and must report to the Referee when so doing

115 *Misconduct on field* - A player ordered off shall stand suspended for at least one month

The minimum penalty for a player striking an opponent shall be first offence, two months' suspension, for a second similar offence six months suspension and for any subsequent similar offences twelve months' suspension

A player insulting or threatening a Referee, Umpire or Linesman shall incur suspension of not less than twelve months, and his team shall be liable to disqualification

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PLAYING RULES
1956
(Applicable to Football and Hurling)

127 The field of play shall not be less than 140 yards or more than 160 yards long, and not less than 84 yards or more than 100 yards wide

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129 Scoring Space - In centre of the goal line shall stand the goal posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

130 Lines, 5 yards long, and at right angles to the end line, shall be marked 4 yards from each goal post The end of these lines shall be joined so as to form a parallelogram 15 yards by 5 yards in front of each scoring space

The Referee shall report any irregularities in respect of the foregoing Rules, and the two Captains should, before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc , unless a protest has been made to the Referee before the match starts The Committee or Council acting on such a report can order a replay

131 Commencing play -The Captains of teams shall toss for choice of sides before commencing play The goalkeeper and six others must be behind the 50 yards' lines (Football) and 70 yards' lines (Hurling) The remaining players shall stand in two lines at the centre of the field

The Referee shall throw in the ball over the heads of the players (Football), and along the ground between the players (Hurling), who shall then separate

132 Duration of Play- The time for actual play is one hour-sides to be changed at half time An interval, not exceeding 10 minutes, may be allowed at half-time

133 Scores- A goal is scored when the ball is driven or played by either team between the goal-posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland, and Inter-County and, as far as possible, in County Championship matches, a net shall be placed behind each goal so as to receive the ball when it passes through

A point is scored when the ball is driven or played by either side over the crossbar and between the posts except, when thrown by any of the attacking side

The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts, below, where in the opinion of the Referee, the crossbar should have been, he shall allow a goal Should the upright posts become displaced and the ball pass inside where they would, in the Referee's opinion, have been, he shall allow a goal or a point according as the ball would have passed under or over the crossbar The ball is in play until the whole ball has passed over the goal line or side line

The game shall be decided by the greater number of points A goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal to the opposing team, and if through the point space, it shall count a point

134 The goalkeeper shall not be charged unless in possession of the ball or obstructing an opponent, or when he has passed outside the parallelogram

135 Entering the Parallelogram- The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball returns before a player has had time to get out of the area, and the player in

question does not interfere with the defence, the score should be allowed The score is allowed when it is sufficiently high to be out of reach of attack and defence, though attacking players were in the parallelogram

NOTE - When a score is disallowed for infringement of parallelogram rule the defending side shall take a free kick (Football), or free puck (Hurling), from within parallelogram

136 Foul and Rough Play

(a) Pushing, tripping, kicking, catching, holding or jumping at a player, obstructing a player by hand or arm, even though he be not actually held, reaching from behind a player who has caught the ball, shall be deemed fouls

(b) No player shall be charged from behind and no player shall be charged or in any way interfered with unless he is moving to play the ball or in the act of playing it (Should a player charge another who turns deliberately so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul)

(c) In the case of rough play the Referee shall caution the player or players and should the offence be repeated he shall order the offender or offenders off the field and report accordingly to the Committee or Council in charge of the fixture

(d) In the case of dangerous play, violent conduct, irritating or improper language, or a player raising his hand to threaten or strike another player or to retaliate the Referee shall, without any caution, order the offender or offenders off the field of play and report accordingly to the Committee or Council in charge of the fixture

(e) If a player refuses to leave when ordered off, or having been ordered off again joins in the game, the Referee shall terminate the game and report accordingly to the Committee or Council in charge of the fixture, who shall award the match to the other team

(f) A whole team may be disqualified and suspended for rough play, even though it won the match

(g) In awarding frees for foul or rough play, the Referee shall give the free from where foul occurred, if the foul prevented the player playing the ball In Football, when a player is fouled after delivery, a free kick shall be given where ball lands, except a score is made, which is allowed, but, should the ball cross the end or side-line, a free shall be given where the foul occurred, and, should the ball fall within the 14 yards line of the opponents' territory, the free shall be given from the 14 yards line

In Hurling, when a player is fouled after delivery, a free puck shall be given (except a score is made, which is allowed) where the ball lands, if outside the 70 yards mark, or, on a point on the 70 yards' mark opposite where it landed, if it be inside the 70 yards' mark

(h) In Hurling, no player shall bring his hurley intentionally in contact with the person of another player or put his hurley from behind another player, for the purpose of getting the ball No player shall strike another player's hurley, unless both players are in the act of striking the ball A player must not throw his hurley, under any circumstances

(i) Should a player from each team foul at the same time, the Referee shall hop the ball where the fouls occurred

137 Ball out of play- If the ball strikes a spectator or official, other than the Referee, inside the side-line, it shall be out of play, and must be kicked (Football), or pucked

(Hurling), from the side-line If it occurs at the end line, it shall also be out of play and must be kicked (Football) or pucked (Hurling) out from the parallelogram

The Referee may allow a goal or a point or a 50 yards free kick (Football), or 70 yards free puck (Hurling), should he consider that a goal or a point would have been scored, or that a 50 yards free kick (Football) , or 70 yards free puck (Hurling), would have been forfeited

138 Injured Player -The Referee shall allow a substitute for an injured player, provided there are not more than three such subsitituions by a team during a game Injured players needing attention must be removed to the side-line for treatment during which play must be resumed Only two officials will be permitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for those officials

139 The Weight and Size of Ball- FOOTBALL The weight of the ball shall be from 13 to 15 ounces, size 27-29 inches in circumference - No 5 match ball

HURLING The weight of the ball shall be from 3 5 to 4 5 ounces and 9 to 10 inches in circumference

140 Leaving the Field- A team or a player leaving the field, without the Referee's permission, or refusing to continue the game, becomes automatically suspended for six months, and no Council or Committee of the association shall have power to modify this penalty When a player, players or a whole team refuse to continue the game, the Referee should give Captain of the team concerned certain time, say three minutes, to decide and if then there be no sign of resumption, he should endevaour (sic) to find out the names of any players willing to finish the game and report accordingly The Committee in charge must award match to team willing to continue

RULES APPLICABLE TO FOOTBALL ONLY.

141 The Kick-out-In the kick-out from goal, the ball shall be kicked from the ground inside the parallelogram, and the players of the defending team, except the player taking the kick, and the goalkeeper, who shall remain within the parallelogram, to be outside the 14 yards line, and all players of the attacking team to be outside the 21 yards line The player taking the kick-out may go behind the end line for the purpose of taking a run The Referee shall be empowered to allow time to compensate for deliberate delay in kicking out

When a score is made the kick-out shall be taken from a point on 21 yards line, in front of the scoring space, no players to stand nearer than 14 yards until the ball is kicked

NOTE - The player taking the kick-out may play the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood

142 Free Kicks - The penalty for all breaches of the rules shall be a free kick In all free kicks the Referee must indicate the place from where the free shall be taken and allow the player to place the ball The ball shall not be kicked until the Referee has whistled In all free kicks, including the 50 yards kick, no player shall approach nearer than 14 yards until the ball is kicked

When a foul is committed by the defence within the 14 yards line, but not within the parallelogram, a free shall be given on the 14 yards line opposite where the foul was committed

Notes

(1) Should the player who took the free kick touch the ball again before another player has touched it, the opposing team shall be awarded a free kick from where foul occurred

(2) The Referee must bring back the ball to the centre point of the 14 yards line for a foul occuring in the parallelogram and entitling the attacking side to a penalty kick All players, with the exception of the defending goalkeeper and the player taking the kick, to stand outside the 21 yards line

(3) A player taking a free kick near the end line or side-line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when, after the Referee has whistled, the ball is touched, by a player of the side taking the free kick

(4) A player standing nearer than 14 yards or charging a free, commits a foul and a free shall be given from where the player stood or charged Should a player charge from within the parallelogram, a penalty kick to be given

(5) A player, other than the player taking the free kick, who kicks the ball away when placed by the latter shall be put to the side-line

143 The Play - The ball, when off the ground, may be struck with the hand It may be caught when off the ground It may be kicked in any direction but not carried Carrying shall be taking more than three steps while holding the ball, which must not be held longer than is necessary to hop it, kick or fist it away Tipping it on the hand is considered carrying

The ball must not be thrown When caught, the ball may be kicked or struck with the fist or hopped once against the ground with either one or both hands

Throwing shall include any means of passing, with the open hand, a ball which has been caught other than hopping it agsinst (sic) the ground

The ball, while on the ground, must not be touched with the hand, except in the case of a player knocked to the ground while in possesion of the ball who may fist it away even though it be on the ground The Gaolkeeper, within the parallelogram, may touch the ball while on the ground with his hand, and when himself on the ground, fist the ball away

NOTE - When a player strikes a hopping ball which he has not caught, he can

make a run by hopping it with one or both hands, but should he catch the ball he is allowed only one hop

144 When the ball is driven across the side-line it shall be kicked off the ground from the point where it crossed the side-line (as indicated by the linesman) by a player of the opposing team to that which touched it last before crossing The player so kicking the ball must not again play the ball himself until it has been played by some other player If a score be made from such kick it shall be allowed

All players must stand at least 14 yards from where the ball is placed when player is taking side-line kick

145 Fifty Yards Free Kick - If the ball is played across the end line outside the goal posts by a player whose end line it is, the opposing team shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow the 50 yards free kick

NOTE- The last player touching the ball shall be considered the last player playing it

RULES APPLICABLE TO HURLING ONLY.

146 The Puck-out - When the ball is driven over the goal line by the opposing team, it shall be pucked out from within the parallelogram The player taking the puck may take the ball in his hand to puck it out Should he miss at first stroke the ball may be pucked from off the ground within the parallelogram or may be raised, but not taken into the hand before striking No player from the opposing side shall approach nearer than the 21 yards line until the ball has been pucked

The Referee shall be empowered to allow extra time to compensate for any deliberate delay in pucking out

NOTES -

(1) Should a player puck the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck opposite to where foul occurred

(2) The player taking the puck-out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

147 Free Pucks - The Penalty for all breaches of the Rules shall be a free puck In all free pucks the Referee must indicate the place from where the free shall be taken The ball shall not be pucked until the Referee has whistled In all free pucks, including the 70 yards puck, no player shall approach nearer than 21 yards until the ball is pucked The player who pucks must not again play the ball until it has been played by some other player A free puck may be in any direction

In all free pucks other than side-line pucks, the ball can be struck in two ways only (a) Strike the ball on the ground, (b) Lift the ball with the hurley and strike it off the

hurley The ball cannot be taken in the hand when lifted with the hurley in a free puck, though lawful in all other cases

NOTES -

(1) Should a player stand nearer than 21 yards when a free puck is being taken, or charge a free, the opposing team shall be awarded a free puck from where he stood or charged

(2) The Referee must bring back the ball to the 21 yards line for a foul occurring inside the 21 yards line and entitling the attacking side to a free puck

(3) The ball must be lifted at first effort to lift, and struck at first effort to strike off hurley Should a player fail to lift at first effort, or fail to strike off hurley at first effort, he must strike the ball on the ground The ball must be pucked before the opposing team can charge

(4) Should the player who is taking a free puck make a second attempt to lift or otherwise foul the ball before any other player plays it, the Referee shall throw in the ball between the opposing sides where the foul occurred

(5) A player taking a free puck near the end line or side-line may stand outside these lines when striking The free puck shall be deemed to have been taken when the ball is struck - after the Referee has whistled - by a player of the side having the free puck

148 The Play - The ball must not be lifted off the ground with the hand when in play It may be struck with the hand when off the ground, or kicked It may be caught when off the ground and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it Tipping on the hand is considered carrying Carrying shall be taking more than three steps while holding the ball

NOTES -

(1) Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where the foul occurred

(2) When the ball is on the ground, a player touching it with his hand commits a foul and the opposing side shall have a free puck where foul occurred

(3) A player may catch the ball only twice before hitting Throwing up the ball and catching it again without playing it with the hurley is not allowed

149 Side Puck - When a player drives the ball over the side line it shall be a free puck on the ground to the opposing team at the point where the ball crossed the line No player to approach nearer than ten yards until the ball is struck The linesman shall drop the ball at the line where it crossed and the player who takes the free puck cannot alter its position

Notes -

(1) If a player of either side stands nearer than 10 yards to the player who is pucking the ball, the free pcuk shall then be given to the opposing team from where the foul occurred

(2) If a player who is taking a side-puck attempt to lift the ball, touches it again before another player has touched it, or otherwise fouls the ball, the Referee shall throw in the ball between the opposing sides where the foul occurs

150 Seventy Yards Fee Puck- If the ball is played across the end line outside the posts by a player whose end line it is the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow a 70 yards free puck

NOTES -

(1) The last player touching the ball shall be considered the last person playing it

(2) Should the player who is taking the 70 yards free puck foul the ball before any other player plays it, the ball shall be pucked from goal by opposing team

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Goalmouth action with Cusack Stand in background 1960

OFFICIAL GUIDE
1961

CONTROL OF MATCHES

115 The Central Council, Provincial Councils and County Committees shall delegate the power to appoint referees, for all games under their jurisdiction, to a sub-committee of not more than six

116 Control of matches shall be entrusted to the Referee, Umpires (four) and Linesmen (two) All questions affecting play shall be decided on the field by them

Referee - The duties and powers of a Referee in addition to those set out under Playing Rules, shall be -

(a) Receive lists of players, which must be in Irish, sign them, give a copy to the opposing team, before the match and see that the players are properly attired, report any failure regarding the receipt of list of players to the Committee or Council in charge

(b) Throw in ball at commencement of play in each half, and allow or disallow score if Umpires disagree, but not otherwise

(c) Indicate when and where frees are to be taken

(d) Consult with Umpires and Linesmen when occasion arises and in case any of them withdraws before the end of a match, appoint a substitute

(e) Keep a record of the scores and forward a report of the match, with names of players ordered off, players injured and replaced, substitutes coming on to play, the intrusion of unauthorised persons, and the names of players or officials interferring during the course of the game These later may be penalised at discretion of controlling body

(f) Present the ball to the Captain of the winning team at conclusion of Provincial and All-Ireland Finals

(g) Referee cannot make an award of a match, but may give his final scores if requested The award rests with the Committee or Council concerned acting on his report

(h) Referee's decision on any question of fact and in regard to time shall be final

117 The Referee shall have power to

(a) Declare the gound or other conditions unsuitable for play, after consulting officials in charge of the fixture

(b) Terminate a match for want of light, because of persistent outside interference, and any other reason he considers sufficient If match is stopped by darkness coming on, it must be re-fixed for full-time, unless there was deliberate delay on the part of one team, when it may be awarded to their opponents

(c) Extend time in each half for delays, delivered or incidental, in that half or to allow a free 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 A score can result from such frees only when no other player of the same side touches the ball

(d) Caution player for forbidden tactics and send him to the line on repetition of offence

(e) Order to the line a player indulging in dangerous play, threatening another with hand or hurley, or using provocative language to players or officials

(f) Abandon match if player refuses to leave field

(g) Disqualify an entire team for rough play

118 Once having given a decision the Referee, after sounding the whistle, shall not alter it

119 (a) There shall be two Linesmen appointed by the Referee, County Committee, Provincial Council or Central Council, who shall be provided with flags Their duty (subject to the decision of the Referee) shall be to decide when or where the ball crosses the side-line, and which side is entitled to the kick-in or puck-in Where a Linesman cannot determine which team is entitled to a kick-in or puck-in the linesman shall throw in the ball himself

The Linesmen shall each take one side of the ground just outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction which the ball is to be kicked or pucked No penalty shall be incurred by competing teams should linesmen not change sides at half-time

(b) There shall be two Goal Umpires at each end of the ground, appointed by the Referee, County Committee, Provincial Council or Central Council One shall stand outside each goal post Their duty (subject to the Referee's decision when the differ) shall be to watch for goal and points and breaches of the parallelogram rule, and to decide when the ball is over the end line *Umpires shall not change ends at half-time*

Wide balls (overs) are signaled by waving one or both arms The flags shall be raised at the centre of the goal space when a score had been made

When a score is disallowed, breaches of the parallelogram Rule shall be notified by crossing the signal flags in front of the goal

A "Fifty" in football and a "Seventy" in Hurling shall be indicated by pointing directly infield where the ball, last played or touched by a defending player, passed over the end line

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the names of Clubs from which the players are drawn, forwarded sever clear days before the match Omission shall entail penalty of £5 One of those shall be retained for reference and the other sent to the Secretary of the opposing team

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The minimum penalty for a player striking an opponent shall be first offence, two months' suspension, for a second similar offence, six months' suspension if incurred within two years of last offence, and for any subsequent similar offences twelve months' suspension

A player insulting or threatening a Referee, Umpire or Linesman, shall incur suspension of not less than twelve months, and his team shall be liable to disqualification

PLAYING RULES

(Application to Football and Hurling.)

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from each goal post. The end of these lines shall be joined so as to form a parallelogram, 15 yards by 5 yards in front of each scoring space.

The Referee shall report any irregularities in respect of the foregoing Rules, and the two Captains should before start of game, jointly call attention to irregularities. There can be no objection to size of pitch, lines, etc., unless a protest has been made to the Referee before the match starts. The Committee or Council acting on such a report can order a replay.

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The Referee shall throw in the ball over the heads of the players (Football), and along the ground between the players (Hurling).

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A point is scored when the ball is driven or played by either side over the crossbar and between the posts except, when thrown by any of the attacking side.

The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play. Should the crossbar become displaced or broken and the ball pass between the upright posts, below where, in the opinion of the Referee, the crossbar should have been, he shall allow a goal.Should the upright posts become displaced and the ball pass inside where they would in the Referee's opinion, have been, he shall allow a goal or a point according as the ball would have passed under or over the crossbar. The ball is in play until the whole ball has passed over the goal line or side line.

The game shall be decided by the greater number of points. A goal shall be equal to three points. Should the ball be played through the goal space by one of the defending side, it shall count a goal to the opposing team, and if through the point space, it shall count a point.

134. The goalkeeper shall not be charged unless in possession of the ball or obstructing an opponent, or when he has passed outside the parallelogram.

135. Entering the Parallelogram - The Referee shall disallow a score made if a player of the opposing team enters the parallelogram before the ball enters it during play, but if the ball returns before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed. The score is allowed when the ball is sufficiently high to be out of reach of attack and defence, though attacking players were in the parallelogram.

NOTE - When a score is disallowed for infringement of parallelogram rule the

defending side shall take a free kick (Football), or free puck (Hurling), from within parallelogram

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(a) Pushing, tripping, kicking, catching, holding or jumping at a player, obstructing a player by hand or arm, even though he be not actually held, reaching from behind a player who has caught the ball, shall be deemed fouls

(b) No player shall be charged from behind and no player shall be charged or in any way interfered with unless he is moving to play the ball or in the act of playing it (Should a player charge another who turns deliberately so as to make the charge that would otherwise be fair come from behind, that charge shall not be deemed foul)

(c) In the case of rough play the Referee shall caution the player or players and should the offence be repeated he shall order the offender or offenders off the field and report accordingly to the Committee or Council in charge of the fixture

(d) In the case of dangerous play, violent conduct, irritating or improper language, or a player raising his hand to threaten or strike another player or to retaliate the Referee shall, without any caution, order the offender or offenders off the field of play and report accordingly to the Committee or Council in charge of the fixture

(e) If a player refuses to leave when ordered off, or hamg(sic) been ordered off again joins in the game, the Referee shall terminate the game and report accordingly to the committee or Council in charge of the fixture, who shall award the match to the other team

(f) A whole team may be disqualified and suspended for rough play, even though it won the match

(g) In awarding frees for foul or rough play, the Referee shall give the free from where foul occurred, if the foul prevented the player playing the ball In Football, when a player is fouled after delivery, a free kick shall be given,where ball lands, except a score is made, which is allowed, but, should the ball cross the end or side-line, a free shall be given where the foul occurred, and, should the ball fall within the 14 yards line of the opponents' territory, the free shall be given from the 14 yards line

In Hurling, when a player is fouled after delivery, a free puck shall be given (except a score is made, which is allowed) where the ball lands, if outside the 70 yards mark, or, on a point on the 70 yards' mark opposite where it landed, if it be inside the 70 yards' mark

(h) In Hurling, no player shall bring his hurley intentionally in contact with the person of another player or put his hurley from behind another player, for the purpose of getting the ball No player shall strike another player's hurley, unless both players are in the act of striking the ball A player must not throw his hurley, under any circumstances

(i) Should a player from each team foul at the same time, the Referee shall hop the ball where the fouls occurred

137 Ball out of play- If the ball strikes a spectator or official, other than the Referee, inside the side-line, it shall be out of play, and must be kicked (Football), or pucked (Hurling), from the side-line, it shall also be out of play and must be kicked (Football) or pucked (Hurling) out from the parallelogram

The Referee may allow a goal or a point or a 50 yards free kick (Football), or 70 yards free puck (Hurling), should he consider that a goal or a point would have been

scored, or that a 50 yards free kick (Football) , or 70 yards free puck (Hurling), would have been forfeited

138 INJURED PLAYER - The Referee shall allow a substitute for an injured player, provided there are not more than three such subsitituions by a team during a game Injured players needing attention must be removed to the side-line for treatment during which play must be resumed Only two officials will be permitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for those officials

Penalty - A team which makes more than three substitutions shall automatically forfeit the match to its opponents

139 The Weight and Size of Ball- FOOTBALL The weight of the ball shall be from 13 to 15 ounces, size, 27-29 inches in circumference - No 5 match ball

HURLING The weight of the ball shall be from 3 5 to 4 5 ounces and 9 to 10 inches in circumference

140 Leaving the Field- A team or a player leaving the field, without the Referee's permission, or refusing to continue the game, becomes automatically suspended for six months, and no Council or Committee of the association shall have power to modify this penalty When a player, players or a whole team refuse to continue the game, the Referee should give Captain of the team concerned certain time, say three minutes, to decide and if then there be no sign of resumption, he should endevaour (sic) to find out the names of any players willing to finish the game and report accordingly The Committee in charge must award match to team willing to continue

RULES APPLICABLE TO FOOTBALL ONLY.

141 The Kick-out-In the kick-out from goal, the ball shall be kicked from the ground inside the parallelogram, and the players of the defending team, except the player taking the kick, and the goalkeeper, who shall remain within the parallelogram, to be outside the 14 yards line, and all players of the attacking team to be outside the 21 yards line The player taking the kick-out may go behind the end line for the purpose of taking a run The Referee shall be empowered to allow time to compensate for deliberate delay in kicking out

When a score is made the kick-out shall be taken from a point on 21 yards line, in front of the scoring space, no players to stand nearer than 14 yards until the ball is kicked

NOTE - The player taking the kick-out may play the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood

142 FREE KICKS - The penalty for all breaches of the rules shall be a free kick In all free kicks the Referee must indicate the position or himself place the ball on the spot from where the free shall be taken (no player to touch the ball after it has been so placed) The ball shall not be kicked until the Referee has whistled

When a foul is committed by the defence within the 14 yards line, but not within the parallelogram, a free shall be given on the 14 yards' line opposite where the foul was committed

NOTES

(1) Should the player who took the free kick touch the ball again before another player has touched it, except where the ball rebounds off the crossbar or upright, the opposing team shall be awarded a free kick from where foul occurred

(2) The Referee must bring back the ball to the centre point of the 14 yards line for a foul occuring in the parallelogram, and entitling the attacking side to a penalty kick All players, with the exception of the defending goalkeeper and the player taking the kick, to stand outside the 21 yards' line

(3) A player taking a free kick near the end line or side-line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when, after the Referee has whistled, the ball is touched by a player of the side taking the free kick

(4) In the case of a free kick or 50,(sic) a player standing nearer than 14 yards commits a foul and a free shall be given from where the player stood or charged Should a player charge from within the parallelogram, a penalty kick to be given

(5) A player, other than the player taking the free kick, who kicks the ball away when placed shall be put to the side-line

143 THE PLAY - The ball, when off the ground, may be struck with the hand It may be caught when off the ground Carrying shall be taking more than four steps while holding the ball The ball must not be held longer than is necessary to hop it, kick or fist it away Tipping it on the hand is considered carrying

The ball must not be thrown When caught, the ball may be kicked or struck with the fist or hopped once against the ground with either on (sic) or both hands

Throwing shall include any means of passing, with the open hand, a ball which has been caught other than hopping it against the ground Changing the ball once only from one hand to the other, shall not be a foul

The ball, while on the ground, must not be touched with the hand, except in the case of a player knocked to the ground while in possesion of the ball who may fist it away even though it be on the ground The Gaolkeeper, within the parallelogram, may lift the ball while on the ground with his hand, and when himself on the ground, fist the ball away

NOTE - When a player strikes a hopping ball, which he has not caught, he may make a run by hopping it with one or both hands, but should he catch the ball he is allowed only one hop

144 When the ball is driven across the side-line it shall be kicked off the ground from the point where it crossed the side-line by a player of the opposing team to that which touched it last before crossing The player so kicking the ball must not again play the ball himself until it has been played by some other player If a score be made from such kick it shall be allowed

All players must stand at least 14 yards from where the ball is placed when player is taking side-line kick

The Linesman shall place the ball for the kick

145 Fifty Yards Free Kick - If the ball is played across the end line outside the goal posts by a player whose end line it is, the opposing team shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow the 50 yards free kick

NOTE - The last player touching the ball shall be considered the last player playing it

RULES APPLICABLE TO HURLING ONLY.

146 The Puck-out - When the ball is driven over the goal line by the opposing team, it shall be pucked out from within the parallelogram The player taking the puck may take the ball in his hand to puck it out Should he miss at first stroke the ball may be pucked from off the ground within the parallelogram or may be raised, but not taken into the hand before striking No player from the opposing side shall approach nearer than the 21 yards line until the ball has been pucked

The Referee shall be empowered to allow extra time to compensate for any deliberate delay in pucking out

NOTES -

(1) Should a player puck the ball from outside the parallelogram the opposing team shall be awarded a 70 yards' free puck opposite to where foul occurred

(2) The player taking the puck-out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

147 Free Pucks - The Penalty for all breaches of the Rules shall be a free puck In all free pucks the Referee must indicate the place from where the free shall be taken The ball shall not be pucked until the Referee has whistled In all free pucks, including the 70 yards puck, no player shall approach nearer than 21 yards until the ball is pucked The player who pucks must not again play the ball until it has been played by some other player

In all free pucks other than side-line pucks, the ball can be struck in two ways only (a) Strike the ball on the ground, (b) Lift the ball with the hurley and strike it off the hurley The ball cannot be taken in the hand when lifted with the hurley in a free puck, though lawful in all other cases

NOTES -

(1) Should a player stand nearer than 21 yards when a free puck is being taken, or charge a free, the opposing team shall be awarded a free puck from where he stood or charged

(2) The Referee must bring back the ball to the 21 yards line for a foul occurring inside the 21 yards line and entitling the attacking side to a free puck

(3) The ball must be lifted at first effort to lift and struck at first effort to strike off hurley Should a player fail to lift at first effort, or fail to strike off hurley at first effort, he must strike the ball on the ground The ball must be pucked before the opposing team can charge

(4) Should the player who is taking a free puck make a second attempt to lift or otherwise foul the ball before any other player plays it, the Referee shall throw in the ball between the opposing sides where the foul occurred

(5) A player taking a free puck near the end line or side-line may stand outside these lines when striking The free puck shall be deemed to have been taken when the ball is struck - after the Referee has whistled - by a player of the side having the free puck

148 The Play - The ball must not be lifted off the ground with the hand when in play It may be struck with the hand when off the ground, or kicked It may be caught when off the ground and the player so catching it may puck it in any way he pleases, but must not carry it (except on the hurley) or throw it Tipping on the hand is considered carrying Carrying shall be taking more than three steps while holding the ball

NOTES -

(1) Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where the foul occurred

(2) When the ball is on the ground, a player touching it with his hand commits a foul and the opposing side shall have a free puck where foul occurred

(3) A player may catch the ball only twice before hitting Throwing up the ball and catching it again without playing it with the hurley is not allowed

149 SIDE PUCK When a player drives the ball over the side- line, it shall be a free puck on the ground to the opposing team at the point where the ball crossed the line No player to approach nearer than 14 yards until the ball is struck The linesman shall drop the ball at the line where it crossed and the player who takes the free puck may not alter its position

NOTES

(1) If a player of either side stands nearer than 14 yards to the player who is pucking the ball, the free puck shall then be given to the opposing team from where the foul occurred

(2) If a player who is taking a side puck attempts to lift the ball, touches it again before another player has touched it, or otherwise fouls the ball, the Referee shall throw in the ball between the opposing sides where the foul occurs

150 Seventy Yards Fee Puck - If the ball is played across the end line outside the posts by a player whose end line it is the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line If the ball, having been last played by one of the defending side, is prevented from crossing the end line by an outsider, the Referee shall allow a 70 yards free puck

NOTES

(1) The last player touching the ball shall be considered the last person playing it

(2) Should the player who is taking the 70 yards free puck foul the ball before any other player plays it, the ball shall be pucked from goal by opposing team

THE OFFICIAL GUIDE
1966

CONTROL OF GAMES

119 The Central Council, Provincial Councils and County Committees shall delegate the power to appoint referees, for all games under their jurisdiction, to a sub-committee of not more than six

120 Control of games shall be entrusted to the Referee, Umpires (four) and Linesmen (two) All questions affecting play shall be decided on the field by them

Referee - The duties and powers of a Referee in addition to those set out under Playing Rules, shall be -

(a) Receive lists of players, which must be in Irish, sign them, give a copy to the opposing team, before the game and see that the players are properly attired, report any failure regarding the receipt of list of players to the Committee or Council in charge

(b) In Minor and Under 21 championships the Referee, if requested by the Captain or responsible official, shall obtain the signature, full address and Club of any player whose name appears on list of fifteen handed to him prior to the game, and also that of any substitute who takes part in the game,

(c) Throw in ball at commencement of play in each half, and allow or disallow score if Umpires disagree, but not otherwise,

(d) Indicate when and where frees are to be taken (*See also* Rule 142),

(e) Consult with Umpires and Linesmen when occasion arises and, in case any of them withdraws before the end of a match, appoint a substitute,

(f) Keep a record of the scores and forward a report of the game, with names of players ordered off, players injured and replaced, substitutes coming on to play, the intrusion of unauthorised persons, the names of players or officials interferring during the course of the games These later may be penalised at discretion of Controlling Body

(g) Present the ball to the Captain of the winning team at conclusion of Provincial and All-Ireland Finals,

(h) Referee cannot make an award of a game but may give his final scores if requested The award rests with the Committee or Council concerned acting on his report

(i) Referee's decision on any question of fact and in regard to time shall be final,

(j) Once having given a decision the Referee, after sounding the whistle, shall not alter it

121 The Referee shall have power to -

(a) Declare the gound or other conditions unsuitable for play, after consulting officials in charge of the fixture

(b) Terminate a game for want of light, because of persistent outside interference, and any other reason he considers sufficient If game is stopped by darkness coming on, it must be re-fixed for full-time, unless there was deliberate delay on the part of one team, when it may be awarded to their opponents

(c) Extend time in each half for delays, delivered or incidental, in that half or to allow for a free 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 A score can result from such frees only when no other player of the same side touches the ball

(d) Order to the line a player indulging in dangerous play, threatening another with hand or hurley, or using provocative language to players or officials

(e) If a player refuses to leave when ordered off, or, having been ordered off, again joins in the game, the referee shall terminate the game and report accordingly to the Committee or Council in charge of the fixture,who shall award the match to the other team

(f) When a player, players, or a whole team refuses to continue the game, the referee should give the Captain of the team concerned certain time, say three minutes, to decide, and if then there be no sign of resumption he should endeavour to find out the names of any players willing to finish the game and report accordingly The Committee or Council in charge must award the game to the team willing to continue

122 *(a)* There shall be two linesmen appointed by the Referee, County Committee, Provincial Council, or Central Council, who shall be provided with flags Their duty (subject to the decision of the Referee) shall be to decide when or where the ball crosses the side-line, and which side is entitled to the kick-in or puck-in Where a Linesman cannot determine which team is entitled to a kick-in or puck-in the linesman shall throw in the ball himself

The Linesmen shall each take one side of the ground just outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction which the ball is to be kicked or pucked No penalty shall be incurred by competing teams should linesmen not change sides at half-time

(b) There shall be two Goal Umpires at each end of the ground, appointed by the Referee, County Committee, Provincial Council or Central Council One shall stand outside each goal post Their duty (subject to the Referee's decision when the differ) shall be to watch for goal and points and breaches of the parallelogram rule, and to decide when the ball is over the end-line Umpires shall not change ends at half-time

Wide balls (overs) are signaled by waving one or both arms The flags shall be raised at the centre of the goal space when a score had been made

When a score is disallowed, breaches of the parallelogram Rule shall be notified by crossing the signal flags in front of the goal

A "Fifty" in football and a "Seventy" in Hurling shall be indicated by pointing directly infield where the ball, last played or touched by a defending player, passed over the end line

123 Referees for all games shall be appointed by the Sub-Committee as outline in Rule 119 and it is recommended that in inter-county and inter-provincial games umpires and linesmen be appointed by the same Committee Any of these officials unable to act shall notify the Secretary in charge, who shall arrange for substitute

In county, divisional or other games a referee who is unable to act at the last moment may nominate a proxy under whom the team shall play

124 If a match result in a draw, teams may, by mutual consent, play extra time - 15

minutes each way - and a substitute shall then be allowed for any player previously ordered off

Otherwise, or if game be postponed, for some unavoidable cause, it may be refixed for a date seven days later, provided four days' notice be given In the event of a further draw, extra time, as above, must be played-the team or teams refusing to continue, to be ruled out of the competition If extra time is being played, a toss for choice of ends should be made

125 Duplicate lists in Irish of players, giving full Christian names and, in the case of inter-county games, Clubs to which players belong must be given to the Referee before all official games Where more than fifteen names appear on such list, unless otherwise clearly indicated, the first fifteen shall be taken as constituting the actual team Name of subsititute, replacing injured player, must be given to the Referee before such substitute takes part in the game

Failure to furnish list in Irish for official games shall entail loss of game, as shall also the inclusion of a player whose name has not been supplied to the Referee

The penalties for lists of players not being written on Irish water-dash marked paper shall be fines of £1 for County championship games, £3 for Inter-County championship and league games, and £10 for Intr-Provincial and All-Ireland Championships, the fine to be deducted from the expenses and paid to the opposing side It shall be compulsory on all secretaries to report breaches of this Rule

126 The players shall be 15 aside in all games, but a team may commence a game with 13 players Any team failing to field the full number of players at start of second half shall forfeit the game

Late arrivals may join in the game in the first half only during a cessation of play, and must report to the Referee when so doing

Where it is desireable in the interests of hurling, it is left optional to a Coiste Iomana to decide on the number of players comprising a team

PLAYING RULES

(Applicable to Hurling and Football)

127 The field of play shall not be less than 140 yards or more than 160 yards long, and not less than 84 yards or more than 100 yards wide

128 MARKING OF GROUND - Side-lines and end-lines (goal-lines) shall either be marked with lime or cut out of the turf Lines indicating 14 yards, 21 yards, 50 yards (Football), 70 yards (Hurling), and half-way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

129 SCORING SPACE - In centre of the goal-line shall stand the goal-posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

130 Lines, 5 yards long and at right angles to the end-line, shall be marked 4 yards from each goal post The end of these lines shall be joined so as to form a parallelogram, 15 yards by 5 yards in front of each scoring space

The Referee shall report any irregularities in respect of the foregoing Rules, and the two Captains should before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc , unless a protest has been made to the Referee before the game starts The Committee or Council acting on such a report can order a replay

131 COMMENCING PLAY - The Captains of teams shall toss for choice of sides before commencing play Four players, two from each side, shall stand in two lines at the centre of the field - the other players to be in their respective positions behind the 50 yard's line (Football) and 70 yard's line (Hurling)

The Referee shall throw in the ball over the heads of the players (Football) and along the ground between the players (Hurling)

132 DURATION OF PLAY - The time for actual play is one hour-sides to be changed at half time An interval not exceeding 10 minutes, may be allowed at half-time

133 SCORES - A goal is scored when the ball is driven or played by eithei team between the goal-posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland, and Inter-County and, as far as possible, in County Championship matches, goal-nets shall be provided

A point is scored when the ball is driven or played by either side over the crossbar and between the posts except, when thrown by any of the attacking side

The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts below where, in the opinion of the Referee, the crossbar should have been, he shall allow a goal

Should the upright posts become displaced and the ball pass inside where they would in the Referee's opinion have been, he shall allow a goal or a point according as the ball would have passed under or over the crossbar The ball is in play until the whole ball has passed over the goal-line or side-line

The game shall be decided by the greater number of points A goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal to the opposing team, and if through the point space, it shall count a point

134 The goalkeeper shall not be charged within the parallelogram unless he is in possession of the ball or obstructing an opponent

135 ENTERING THE PARALLELOGRAM - The Referee shall disallow a score, subject to Rule 122(b), if a player of the opposing team enters the parallelogram before the ball enters it during play If the ball returns before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score

should be allowed The score is allowed when the ball is sufficiently high to be out of reach of attack and defence, though attacking players were in the parallelogram

Note -When a score is disallowed for infringement of parallelogram rule, the defending side shall take a free kick (Football) or free puck (Hurling) from within parallelogram

136 FOUL AND ROUGH PLAY-

(a) The following shall be fouls -

1 Pushing, tripping, kicking, catching, holding or jumping at a player,

2 Obstructing a player by hand or arm, even though he be not actually held,

3 Reaching from behind a player who is in possession of the ball,

4 Charging a player from behind

5 Charging or interfering with a player unless he is moving to play the ball or is in the act of playing it

Note 1 A fair charge is hereby defined as a shoulder to shoulder charge

Note 2 - Should a player who is being legitimately charged turn deliberately to make the charge come from beind, that charge shall not be deemed foul

(b) In the case of rough play the Referee shall caution the player or players and should the offence be repeated, he shall order the offender or offenders off the field and report accordingly to the Committee or Council in charge of the fixture

(c) In the case of dangerous play, violent conduct, irritating oi improper language, or a player raising his hand to threaten or strike another player or to retaliate the Referee shall, without any caution, order the offender or offenders off the field of play and report accordingly to the Committee or Council in charge of the fixture

(d) If a player refuses to leave when ordered off, or having been ordered off again, joins in the game, the referee shall terminate the game and report accordingly to the Committee or Council in charge of the fixture, who shall award the match to the other team

(e) A whole team may be disqualified and suspended for rough play even though it won the match

(f) In awarding frees for foul or rough play, the Referee shall give the free from where foul occurred -except when a player is fouled after delivering the ball, a free shall be given where the ball lands, but if a score is made it should be allowed, should the ball cross the end- or side-line the free shall be given where the foul occurred

In Football should the ball land within the opponents' 14 yards, line the free shall be given from the 14 yards line

In Hurling should the ball land inside the opponents' 21 yards line, the free shall be given from the 21 yards line

(g) In Hurling, no player shall bring his hurley intentionally in contact with the person of another player or put his hurley from behind over another player, for the purpose of getting the ball No player shall strike another player's hurley, unless both players are in the act of striking the ball A player must not throw his hurley, under any circumstances

(h) Should a player from each team foul at the same time, the Referee shall, in

football, hop the ball where the fouls occurred, and, in hurling, throw in the ball between the opposing sides

137 BALL OUT OF PLAY - If the ball strikes a spectator or official, other than the referee, inside the side-line, it shall be out of play, and must be kicked (Football), or pucked (Hurling), from the side-line If it occurs at the end line, it shall also be out of play and must be kicked (football) or pucked out (hurling) from the parallelogram The referee may allow a goal or a point or a 50 yards free kick (football), or 70 yards free puck (hurling), should he consider that a goal or a point would have been scored, or that a 50 yards free kick (football) , or 70 yards free puck (hurling) would have been forfeited

138 INJURED PLAYER -The referee shall allow a substitute for an injured player, provided there are not more than three such substitutions by a team during a game Injured players needing attention must be removed to the side-line for treatment during which play must be continued Only two officials will be permitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for these officials

PENALTY- A team which makes more than three substitutions shall automatically forfeit the game to its opponents

139 THE WEIGHT AND SIZE OF BALL-

Football - The weight of the ball shall be from 13 to 15 ounces, size 27-29 inches in circumference - No 5 match ball

Hurling - The weight of the ball shall be from 3 5 to 4 5 ounces and 9 to 10 inches in circumference

RULES APPLICABLE TO FOOTBALL ONLY.

140 THE KICK OUT -For the kick-out from goal, the ball shall be kicked from the ground, inside the parallelogram All players of the opposing team, are to be outside the 21 yards line, and all players of the defending team are to be outside the 14 yards line, except the player taking the kick, and the goalkeeper who shall remain inside the parallelogram The player taking the kick out may go behind the end-line for the purpose of taking a run The referee shall be empowered to allow time to compensate for deliberate delay in kicking out When a score is made, the kick-out shall be taken from a point on 21 yards line, in front of the scoring space, no player is to stand nearer than 14 yards until the ball is kicked

Note - The player taking the kick-out may play the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal-line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood

141 FREE KICKS - The penalty for all breaches of the rules shall be a free kick In all free kicks the Referee must indicate the position or himself place the ball on the spot

from where the free shall be taken No player to touch the ball after it has been so placed The ball shall not be kicked until the Referee has whistled

When a foul is committed by the defence within the 14 yards line, but not within the parallelogram a free shall be given on the 14 yards line opposite where the foul was committed

Note 1 - Should the player who took the free kick touch the ball again before another player has touched it, except where the ball rebounds off the crossbar or upright, the opposing team shall be awarded a free kick from where foul occurred

Note 2 - The Referee must bring back the ball to the centre point of the 14 yards line for a foul occuring in the parallelogram and entitling the attacking side to a penalty kick All players with the exception of the defending goalkeeper and the player taking the kick are to stand outside the 21 yards line

Note 3 - A player taking a free kick near the end-line or side-line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when, after the Referee has whistled, the ball is touched, by a player of the side taking the free kick

Note 4 - Should a player stand nearer than 14 yards when a free kick or 50 yards kick is being taken, or illegally charged Should a player charge illegally from within the parallelogram, a penalty kick is to be given

Note 5 A player, other than the player taking the free kick, who kicks the ball away when placed shall be put to the side-line

142 THE PLAY - The ball, when off the ground, may be struck with the hand It may be caught when off the ground Carrying shall be taking more than four steps while holding the ball The ball must not be held longer than is necessary to hop it, kick or fist it away Tipping it on the hand is considered carrying The ball must not be thrown When caught, the ball may be kicked or struck with the fist or hopped once against the ground with one or both hands If a player having caught the ball, passes it in any way with the open hand other than hopping it on the ground, he shall be deemed to have thrown it Changing the ball once only from one hand to the other shall not be a foul

The ball, while on the ground, must not be touched with the hand, except in the case of a player knocked to the ground while in possesion of the ball who may fist it away even though it be on the ground The Gaolkeeper, within the parallelogram, may lift the ball off the ground by hand and when himself on the ground, fist the ball away.

Note - When a player strikes a hopping ball, which he has not caught, he may make a run by hopping it with one or both hands, but should he catch the ball, he is allowed only one hop

143 SIDE KICK - When a player plays the ball over the side-line, it shall be a free

kick to the opposing team at the point where the ball crossed the line The linesman shall place the ball for the kick

Note 1 - If a player of either side stands nearer than 14 yards from where the ball is placed, a free kcik shall be given to the opposing side from where the foul occurred

Note 2 - If the player who takes the kick plays the ball again before another player plays it, the referee shall hop the ball between the opposing sides where the foul occurs

144 FIFTY YARDS FREE KICK - If the ball is played over the end-lme outside the goal-posts by one of the defending side, the opposing side shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line

Note - The last player touching the ball shall be considered the last player playing it

RULES APPLICABLE TO HURLING ONLY.

145 THE PUCK-OUT - When the ball is driven over the goal-line by the opposing team, it shall be pucked out from within the parallelogram The player taking the puck may take the ball in his hand to puck it out Should he miss at first stroke the ball may be pucked from off the ground or may be raised, but not taken into the hand before striking All the players of the opposing team are to be outside the 21 yards line until the ball has been pucked The referee shall be empowered to allow extra time to compensate for any deliberate delay in pucking out

Note 1 - Should a player puck-out the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck opposite to where foul occurred

Note 2 - The player taking the puck-out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

146 FREE PUCKS - The Penalty for all breaches of the Rules shall be a free puck For all free pucks the referee must indicate the spot from where the free shall be taken The ball shall not be pucked until the Referee has whistled When a foul is committed by the defence within the 21 yards line, a free shall be given on the 21 yards line opposite where the foul was committed

For all free pucks other than side-line pucks, the ball may be struck in two ways only - (a) Strike the ball on the ground, (b) Lift the ball with the hurley and strike it off the hurley The ball may not be taken in the hand when lifted with the hurley for a free puck, though this is lawful in all other cases

Note 1 - The player who takes a free puck must not again play the ball until it has been played by some other player

Note -2 The ball must be lifted at first effort to lift, and struck at first effort to strike off hurley Should a player fail to lift at first effort, or fail to strike off hurley, he must strike the ball on the ground

Note -3 Should the player who is taking a free puck make a second attempt to lift or otherwise foul the ball before any other player plays it, the referee shall throw in the ball between the opposing sides where the foul occurred

Note 4 - A player taking a free puck near the end line or side-lime may go outside these lines when striking The free puck shall be deemed to have been taken when, after the referee has whistled, the ball is struck, by a player of the side awarded the free puck

Note 5 - Should a player stand nearer than 21 yards when a free puck or 70 yards free is being taken, or illegally charge a free, the opposing team shall be awarded a free puck from where he stood or charged

Note 6 - The ball must be pucked before any of the opposing team may charge

147 THE PLAY - The ball must not be lifted off the ground with the hand when in play The ball may be kicked or it may be struck with the hand when off the ground, but must not be carried (except on the hurley) or thrown Tipping on the hand is considered carrying Carrying shall be taking more than three steps while holding the ball

Note 1 - Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where the foul occurred

Note 2 - When the ball is on the ground, a player touching it with his hand commits a foul, and the opposing side shall have a free puck where foul occurred

Note 3 - A player may catch the ball only twice before hitting Throwing up the ball and catching it again without playing it with the hurley is not allowed

148 SIDE-PUCK - When a player PLAYS the ball over the side-line it shall be a free puck on the ground to the opposing team at the point where the ball crossed the line The linesman shall place the ball for the puck and the player may not alter its position

Note 1 - If a player of either side stands nearer than 14 yards to the player who is taking the side line puck, the opposing team shall be awarded a free puck from where the foul occurred

Note 2 - If a player who is taking a side puck attempt to lift the ball, touches it again before another player has played it, or otherwise fouls the ball, the Referee shall throw in the ball between the opposing sides where the foul occurs

149 SEVENTY-YARDS FREE PUCK - If the ball is played across the end-line outside the goal-posts by one of the defending side, the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line

Note 1 - The last player touching the ball shall be considered the last person playing it

Note 2 - Should the player who is taking the 70 yards free puck foul the ball before any other player plays it, the ball shall be pucked from goal by opposing team

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HANDBOOK FOR REFEREES AND PLAYERS 1973

RULES OF CONTROL

(From Handbook for Referees and Players, 1973 First Published by Central Council, October, 1966 Reprinted April, 1973 Including Amendments Congress 1973)

120 Control of games shall be entrusted to the Referee, Umpires (four) and Linesmen (two) All questions affecting play shall be decided on the field by them

Referee - The duties and powers of a Referee in addition to those set out under Playing Rules, shall be -

(a) Receive lists of players, which must be in Irish, sign them, give a copy to the opposing team, before the game and see that the players are properly attired, report any failure regarding the receipt of list of players to the Committee or Council in charge

INTERPRETATION *(a)* List of players to be submitted before match - if later, referee to accept the list and report accordingly

(b) In Minor and Under 21 championships the Referee, if requested by the Captain or responsible official, shall obtain the signature, full address and Club of any player whose name appears on list of fifteen handed to him prior to the game, and also that of any substitute who takes part in the game,

(c) Throw in ball at commencement of play in each half, and allow or disallow score if Umpires disagree, but not otherwise,

INTERPRETATION Referee shall throw in facing players

(d) Indicate when and where frees are to be taken (*See also* Rule 142),

INTERPRETATION Allow player to set the ball If player from same side re-sets or there is deliberate delay, a hop ball shall be given

(e) Consult with Umpires and Linesmen when occasion arises and, in case any of them withdraws before the end of a match, appoint a substitute,

(f) Keep a record of the scores and forward a report of the game, with names of players ordered off, players injured and replaced, substitutes coming on to play, the intrusion of unauthorised persons, the names of players or officials interferring during the course of the games These later may be penalised at discretion of Controlling Body

(g) Present the ball to the Captain of the winning team at conclusion of Provincial and All-Ireland Finals,

(h) Referee cannot make an award of a game but may give his final scores if requested The award rests with the Committee or Council concerned acting on his report

(i) Referee's decision on any question of fact and in regard to time shall be final,

(j) Once having given a decision the Referee, after sounding the whistle, shall not alter it

INTERPRETATION If Referee realises he has made a mistake in indicating direction of a free he should change decision before blowing for the free to be taken

121 The Referee shall have power to -

(a) Declare the gound or other conditions unsuitable for play, after consulting officials in charge of the fixture

(b) Terminate a game for want of light, because of persistent outside interference, and any other reason he considers sufficient If game is stopped by darkness coming on, it must be re-fixed for full-time, unless there was deliberate delay on the part of one team, when it may be awarded to their opponents

(c) Extend time in each half for delays, delivered or incidental, in that half or to allow for a free 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 A score can result from such frees only when no other player of the same side touches the ball

INTERPRETATION Extra time in each half to be given for deliberate or incidental delays

(d) Order to the line a player indulging in dangerous play, threatening another with hand or hurley, or using provocative language to players or officials

INTERPRETATION (1) Players attempting to influence the umpire's decision shall be cautioned - if offence repeated to be sent off - *Also see interpretations Rule 136*

(e) If a player refuses to leave when ordered off, or, having been ordered off, again joins in the game, the referee shall terminate the game and report accordingly to the Committee or Council in charge of the fixture,who shall award the match to the other team

(f) When a player, players, or a whole team refuses to continue the game, the referee should give the Captain of the team concerned certain time, say three minutes, to decide, and if then there be no sign of resumption he should endeavour to find out the names of any players willing to finish the game and report accordingly The Committee or Council in charge must award the game to the team willing to continue

122 *(a)* There shall be two linesmen appointed by the Referee, County Committee, Provincial Council, or Central Council, who shall be provided with flags Their duty (subject to the decision of the Referee) shall be to decide when or where the ball crosses the side-line, and which side is entitled to the kick-in or puck-in Where a Linesman cannot determine which team is entitled to a kick-in or puck-in the linesman shall throw in the ball himself

The Linesmen shall each take one side of the ground just outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction which the ball is to be kicked or pucked No penalty shall be incurred by competing teams should linesmen not change sides at half-time

INTERPRETATION (1) Linesman throwing in the ball shall face the players If an unfair advantage is given to either team the Referee shall order the throw to be retaken

(2) The side-line ball to be given against player who punches the ball from opponent's hands or over the side-line

(b) There shall be two Goal Umpires at each end of the ground, appointed by the Referee, County Committee, Provincial Council or Central Council One shall stand outside each goal post Their duty (subject to the Referee's decision when the differ)

shall be to watch for goal and points and breaches of the parallelogram rule, and to decide when the ball is over the end-line Umpires shall not change ends at half-time

Wide balls (overs) are signaled by waving one or both arms The flags shall be raised at the centre of the goal space when a score had been made

When a score is disallowed, breaches of the parallelogram Rule shall be notified by crossing the signal flags in front of the goal

A "Fifty" in football and a "Seventy" in Hurling shall be indicated by pointing directly infield where the ball, last played or touched by a defending player, passed over the end line

INTERPRETATION (1) An Umpire should first indicate the 50 and 70 and then move out to indicate the position

(2) A linesman should first indicate that the ball has gone over the line and then move to replace it for side-line kick

(3) Umpire to signal score before going for the ball

(4) Umpire and linesmen to note that the ball is not scored, wide, or out, until the ball is completely over the line

(5) If the ball hits the side-line flag and comes back it is out of play

(c) The referee shall consult with the umpires and /or linesmen for infringement of playing rules, in particular rough tactics and deliberate striking, hitting or kicking - this to apply in all games where the officials concerned are neutral The linesmen and umpires shall have power to draw the referee's attention during the course of the game to incidents of rough tactics or deliberate striking, hitting or kicking which have gone unnoticed by the referee - this to apply in all games where the official(s) is/are neutral

123 Referees for all games shall be appointed by the Sub-Committee as outline in Rule 119 and it is recommended that in inter-county and inter-provincial games umpires and linesmen be appointed by the same Committee Any of these officials unable to act shall notify the Secretary in charge, who shall arrange for substitute

In county, divisional or other games a referee who is unable to act at the last moment may nominate a proxy under whom the team shall play

124 If a match result in a draw, teams may, by mutual consent, play extra time - 15 minutes each way - and a substitute shall then be allowed for any player previously ordered off

Otherwise, or if game be postponed, for some unavoidable cause, it may be refixed for a date seven days later, provided four days' notice be given In the event of a further draw, extra time, as above, must be played-the team or teams refusing to continue, to be ruled out of the competition If extra time is being played, a toss for choice of ends should be made

INTERPRETATION For extra time

(1) new players can be brought on in place of players previously ordered off

(2) Three substitutions only are allowed in extra time

125 Duplicate lists in Irish of players, giving full Christian names and, in the case of inter-county games, Clubs to which players belong must be given to the Referee before all official games Where more than fifteen names appear on such list, unless otherwise clearly indicated, the first fifteen shall be taken as constituting the actual team Name of subsititute, replacing injured player, must be given to the Referee before such substitute takes part in the game

Failure to furnish list in Irish for official games shall entail loss of game, as shall also the inclusion of a player whose name has not been supplied to the Referee

The penalties for lists of players not being written on Irish water-dash marked paper shall be fines of £1 for County championship games, £3 for Inter-County championship and league games, and £10 for Intr-Provincial and All-Ireland Championships, the fine to be deducted from the expenses and paid to the opposing side It shall be compulsory on all secretaries to report breaches of this Rule

INTERPRETATION A substitute coming on shall tender slip with team name, name of substitute, and name of player who is being replaced

126 (a) The players shall be 15 aside in all games, but a team may commence a game with 13 players Any team failing to field the full number of players at start of second half shall forfeit the game

(b) Late arrivals may join in the game in the first half only during a cessation of play, and must report to the Referee when so doing

INTERPRETATION Players arriving after half-time should be allowed to play, but the matter shall be reported

(c) All other incursions on to the field of play to be made only with the expressed of the referee and only during a cessation of play

(d) Where it is desireable in the interests of hurling, it is left optional to a Coiste Iomana to decide on the number of players comprising a team

(e) If a County Committee so desires, it may reduce the number of players in a team from 15-a-side to 13-a-side for club competitions

PLAYING RULES
1973
(Applicable to Football and Hurling)

127 The field of play shall not be less than 140 yards or more than 160 yards long, and not less than 84 yards or more than 100 yards wide

128 **Marking of Ground** Side-lines and end-lines (goal-lines) shall either be marked with lime or cut out of the turf Lines indicating 14 yards, 21 yards, 50 yards (Football), 70 yards (Hurling), and half-way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

129 **Scoring space:** In centre of the goal-line shall stand the goal-posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

130 Lines, 5 yards long and at right angles to the end-line, shall be marked 4 yards from each goal post The end of these lines shall be joined so as to form a parallelogram, 15 yards by 5 yards in front of each scoring space

The Referee shall report any irregularities in respect of the foregoing Rules, and the two Captains should before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc , unless a protest has been made to the Referee before the game starts The Committee or Council acting on such a report can order a replay

130 - INTERPRETATION
Referee should mention in his Report irregularities of field requirements

131 **Commencing Play** - The Captains of teams shall toss for choice of sides before commencing play Four players, two from each side, shall stand in two lines at the centre of the field-the other players to be in their respective positions behind the 50 yard's line (Football) and 70 yard's line (Hurling)

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)

132 **Duration of Play** - The time for actual play is one hour-sides to be changed at half time In provincial finals, All-Ireland Semi finals and All-Ireland finals, senior only, the duration of play shall be 40 minutes each half, an interval, not exceeding 10 minutes, may be allowed at half-time

Teams exceeding this allowance shall be fined not more than £5 by the Committee responsible for the fixture

INTERPRETATION Whistle should be blown 3 minutes before recommencement of second half

133 **Scores** - A goal is scored when the ball is driven or played by either team between the goal-posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland, and Inter-County and, as far as possible, in County Championship matches, goal-nets shall be provided

A point is scored when the ball is driven or played by either side over the crossbar and between the posts except, when thrown by any of the attacking side

The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts below where, in the opinion of the Referee, the crossbar should have been, he shall allow a goal

Should the upright posts become displaced and the ball pass inside where they would in the Referee's opinion have been, he shall allow a goal or a point according as the ball would have passed under or over the crossbar The ball is in play until the whole ball has passed over the goal-line or side-line

The game shall be decided by the greater number of points A goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal to the opposing team, and if through the point space, it shall count a point

INTERPRETATION (1) For a score the ball must be driven or played over the goal-line It cannot be carried by any of the attacking side If carried over the line by a defender the score is allowed

(2) A ball coming back from the uprights or crossbar may be played even before it touches the ground

(3) A ball fisted over a player's head may be played even before it touches the ground.

134. The goalkeeper shall not be charged within the parallelogram unless he is in possession of the ball or obstructing an opponent.

INTERPRETATION. If a goalkeeper is charged within parallelogram when neither in possession nor obstructing an opponent a free out shall be given even if a score is made.

135 **Entering the Parallelogram**:- The Referee shall disallow a score, subject to Rule 122(b), if a player of the opposing team enters the parallelogram before the ball enters it during play. If the ball returns before a player has had time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed. The score is allowed when the ball is sufficiently high to be out of reach of attack and defence, though attacking players were in the parallelogram.

Note:-When a score is disallowed for infringement of parallelogram rule, the defending side shall take a free kick (Football) or free puck (Hurling) from within parallelogram.

INTERPRETATION. Having consulted the Umpires the referee shall:-

(1) Disallow a goal in all cases where an attacking player is in the parallelogram before the incoming ball.

(2) Allow a goal scored from within the parallelogram if the ball is in the parallelogram before the attacker.

(3) Allow a goal when a player having got possession in the parallelogram leaves the area and then scores, provided no other attacker is in the parallelogram.

(4) Allow a goal when a player having got possession in the parallelogram passes a ball to a team-mate who is outside the parallelogram and who scores after first player and any other attackers have left the area.

(5) Allow a point in all cases except when scored from within the parallelogram by a player who is in the parallelogram before the ball.

136. **Foul and Rough Play:-**

(a) The following shall be fouls:-

1. Pushing, tripping, kicking, catching, holding or jumping at, a player; or striking him with fist elbow or knee;

2. Obstructing a player by hand or arm, even though he be not actually held;

3. Reaching from behind a player who is in possession of the ball;

4. Charging a player from behind;

5. Charging or interfering with a player unless he is moving to play the ball or is in the act of playing it.

Note 1:- A fair charge is hereby defined as a shoulder to shoulder charge.

Note 2:- Should a player who is being legitimately charged turn deliberately to make the charge come from beind, that charge shall not be deemed foul.

(b) In the case of rough play the Referee shall caution the player or players and

should the offence be repeated, he shall order the offender or offenders off the field and report accordingly to the Committee or Council in charge of the fixture

(c) In the case of dangerous play, violent conduct, or a player raising his hand to threaten or strike another player or to retaliate, the Referee shall, without any caution, order the offender or offenders off the field and report accordingly to the Committee or Council in charge of the fixture

(d) If a player refuses to leave when ordered off, or, having been ordered off, again joins in the game, the referee shall terminate the game and report accordingly to the Committee or Council in charge of the fixture, who shall award the match to the other team

(e) A whole team may be disqualified and suspended for rough play even though it won the match

(f) In awarding a free for foul or rough play the Referee shall give the free from where the foul occurred -except when a player is fouled after delivering the ball, a free shall be given where the ball lands, but if a score is made it should be allowed When a player is fouled after delivering the ball and the ball lands over the end line, a free shall be given from the 14 yards line opposite the point where the ball crossed the end line Should the ball land over the side line, the free shall be given from where the ball crossed the side line

In Football should the ball land within the opponents' 14 yards line, the free shall be given from the 14 yards line

In Hurling should the ball land inside the opponents' 21 yards line, the free shall be given from the 21 yards line

(g) In Hurling, no player shall bring his hurley intentionally in contact with the person of another player or put his hurley from behind over another player, for the purpose of getting the ball No player shall strike another player's hurley, unless both players are in the act of striking the ball A player must not throw his hurley, under any circumstances

(h) Should a player from each team foul at the same time, the Referee shall throw in the ball between the players of the opposing sides where the foul occurred - in football, over the heads of the players and in hurling, along the ground between the players

INTERPRETATIONS Player using bad language to Referee of Officials shall be sent off without caution

Striking with fist - send off if deliberate

If a player retaliates by striking, send off

Using elbow into face of opponent - send off if deliberate Using handle of hurley - act similarly

Kicking an opponent - send off if deliberate Striking with hurley - send off if deliberate

Using knee on opponent - send of if deliberate

Falling on opponent with one or two knees - send off if deliberate

Charging into back of net when score has been made, caution If offence is repeated, send off

Player using bad language on field shall be cautioned - if the offence is repeated send off

Player disputing referee's decision shall be cautioned - if the offence is repeated, send off

Player provoking opponent by word or action shall be cautioned - if the offence is repeated, send off Waving hands or hurley in front of free should be regarded as provocative

Striking post or cross-bar with hurley, caution If the offence is repeated, send off

Charging while in possession is a foul but a player should be allowed to break through between opponents

Pushing in the back, even with the chest, is a foul Pushing in the back with the hurley is a foul

Tapping an opponent's hurley in air as a high ball approaches is a foul Slapping up an opponent's hurley dangerously or chopping down on it as a ball approaches on the ground are fouls Tipping up an opponent's hurley or hooking (i e , obstructing a swing) are not fouls

137 **Ball out of Play** - If the ball strikes anyone other than the players at or near the sideline and if the referee adjudges that in so doing the ball has been prevented from going out of play, a sideline kick or puck shall be given against the player who touched or played the ball last If a similar incident occurs at or neat the end line, a "wide"or a "50" or "70", as applicable, shall be given The referee shall allow a goal or a point should be consider that such a score has been prevented by the ball striking anyone other than the players If in any circumstances other than referred to above, the ball, during play, strikes anyone other than the players a "throw-in" shall be given where the incident occurred, except if it occurs inside the 14 yards' line when the throw-in shall be given at the 14 yards' line If the ball, in play, strikes anyone other than a player direct from a free, the free shall be retaken "

INTERPRETATIONS (1) If the ball strikes the referee during play it shall be hopped

(2) If the ball strikes the referee direct from a free it shall be re-taken

138 The referee shall allow a substitution for a player (not ordered off) provided there are not more than three subsititutions by a team during a game When a substitution is being made the substitute must give the referee a slip of paper with his name and the name of the player whom he is replacing written on it a substitution may be made only during stoppage in play Injured players needing attention must be removed to the side-line for treatment during which play must be continued Only two officials will be permitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for these officials

Penalty A team which makes more than three substitutions shall automatically forfeit the game to its opponents

INTERPRETATIONS If more than three subsitutions are made the referee shall report accordingly.

For extra time - new players can be brought on in place of players previously ordered off Three substitutions only are allowed in extra time

See interpretation 125

139 **The Weight and Size of Ball** -

Football - The weight of the ball shall be from 13 to 15 ounces, size 27-29 inches in circumference - No 5 match ball

Hurling - The weight of the ball shall be from 3 5 to 4 5 ounces and 9 to 10 inches in circumference

RULES APPLICABLE TO FOOTBALL ONLY.

140 **The Kick-out** - For the kick-out from goal, the ball shall be kicked from the ground, inside the parallelogram All the players of the opposing team, are to be outside the 21 yards line, and the players of the defending team are to be outside the 14 yards line, except the player taking the kick, and the goalkeeper who shall remain inside the parallelogram The player taking the kick out may go behind the end-line for the purpose of taking a run The referee shall be empowered to allow time to compensate for deliberate delay in kicking out When a score is made, the kick-out shall be taken from a point on 21 yards line, in front of the scoring space, no player is to stand nearer than 14 yards until the ball is kicked

Note - The player taking the kick-out may play the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal-line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood

INTERPRETATIONS (1) In the kick-out from goal, the ball shall be kicked from the ground and the player taking the kick shall not at the first or any other attempt take the ball into his hands

(2) The kick-out or puck-out can be taken from any point on the parallelogram, e g a ball that goes wide on the left side of post - the kick-out or puck-out may be taken at the right hand side not outside the parallelogram

(3) The kick-out (after a score) from the 21 yards line must be taken from in front of the scoring space All attacking players must be outside 21 yards line and 14 yards from the ball

(4) If kick-out is taken before whistle for it is blown it shall be re-taken

141 **Free Kicks** The penalty for all breaches of the rules shall be a free kick For the sake of continuity of play all free kicks (except penalty kicks) may be taken immediately at the spot indicated by the Referee

When a foul is committed by the defence within the 14 yards' line, but not within the parallelogram a free shall be given on the 14 yard line opposite where the foul was committed

Note 1 - Should the player who takes the free kick touch the ball again before another player has touched it, except where the ball rebounds off the crossbar or upright, the opposing team shall be awarded a free kick from where foul occurred

Note 2 - The Referee must bring back the ball to the centre point of the 14 yards' line for a foul occuring in the parallelogram, and entitling the attacking side to a penalty kick All players with the exception of the defending goalkeeper and the player taking

the kick are to stand outside the 21 yards' line No player shall cross this line until the ball has been kicked

Note 3 - A player taking a free kick near the end-line or side-line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched by a player of the side taking the free kick

Note 4 - Should a player stand nearer than 14 yards when a free kick or 50 yards' kick is being taken, or illegally charge a free, the opposing team team shall be awarded a free kick from where he stood or illegally Should a player charge illegally from within the parallelogram, a penalty kick is to be given

Note 5 A player, other than the player taking the free kick, who kicks the ball away when placed, shall be put to the side-line

INTERPRETATIONS Note 1 - A ball coming back from crossbar or uprights may be played even before it touches the ground

Note 2 -In the taking of a penalty, all players, with the exception of the goalkeeper and the player taking the penalty must be outside the 21 yard line and 14 yards from the ball

Note 3 - Allow a player to set the ball - if player from same side re-sets or there is deliberate delay, a hop ball shall be given

QUICK FREE

Note 4 - All players must be 14 yards from the ball when a 14 yards kick is being taken

In all other cases

(a) When a free kick has been given and when an opposing player deliberately interferes with the taking of the free, a free kick shall be given at a place 14 yards nearer the opponents' goal

(b) When a free kick has been given and when the free taker passes to a colleague who is standing less than 14 yards from the free taken the opposing team shall be awarded a free kick from where he stood

142 **The Play** - The ball when off the ground may be struck with the hand It may be caught when off the ground Carrying shall be taking more than four steps while holding the ball The ball must not be held longer than is necessary to hop it, kick or fist it away Tipping it on the hand is considered carrying The ball must not be thrown When caught, the ball may be kicked or struck with the fist or hopped once against the ground with one or both hands If a player having caught the ball, passes it in any way with the open hand other than hopping it on the ground, he shall be deemed to have thrown it Changing the ball once only from one hand to the other shall not be a foul

The ball while on the ground must not be touched with the hand, except that a player knocked to the ground while in possesion of the ball may fist it away even though it be on the ground The Gaolkeeper within the parallelogram may lift the ball off the ground by hand and when himself on the ground, fist the ball away

Note - When a player strikes a hopping ball, which he has not caught, he may make a run by hopping it with one or both hands, but should he catch the ball, he is allowed only one hop

INTERPRETATIONS (1) If a player is knocked to the ground while in possession of the ball and the ball falls or is knocked out of his hands he may still fist it away

(2) A Ball fisted over a player's head may be played even before it touches the ground

143 **Side Kick** - When a player plays the ball over the side-line, it shall be a free kick to the opposing team at the point where the ball crossed the line The linesman shall place the ball for the kick

Note1 - If a player of either side stands nearer than 14 yards from where the ball is placed, a free kick shall be given to the opposing side from where the foul occurred

Note 2 - If the player who takes the kick plays the ball again before another player plays it, the referee shall hop the ball between the opposing sides where the foul occurs

INTERPRETATIONS (1) If the ball hits side-lme flag and comes back it is out ofplay

(2) The ball is not out until completely over the line

(3) A Linesman should first indicate that the ball has gone over the line and then move to replace it for side-line kick

(4) If a player changes a ball which has been placed by a linesman the referee shall hop the ball

(5) The side-line ball to be given against player who punches the ball from opponent's hands over side-line

(6) Linesman throwing in the ball shall face players

144 **Fifty Yards Free Kick** - If the ball is played over the end-line outside the goal-posts by one of the defending side, the opposing side shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line

Note - The last player touching the ball shall be considered the last player playing it

RULES APPLICABLE TO HURLING ONLY.

145 **The Puck-out** - When the ball is driven over the goal-line by the opposing team, it shall be pucked out from withm the parallelogram The player taking the puck may take the ball in his hand to puck it out Should he miss at first stroke, the ball may be pucked from off the ground or may be raised, but not taken into the hand before striking All the players of the opposing team are to be outside the 21 yards line until the ball has been pucked The referee shall be empowered to allow extra time to compensate for any deliberate delay in pucking out

Note 1 - Should a player puck-out the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck opposite to where foul occurred

Note 2 - The player taking the puck-out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the

goal-line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

INTERPRETATIONS (1) Umpires shall call referee's attention to blatant infringements of the parallelogram rule,- (should a player puck the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck) - by putting up hand as for a 70 Should the player taking the 70 foul, the ball shall be pucked from goal by opposing team

(2) If a puck-out is taken before whistle for it is blown it shall be re-taken

146 **Free Pucks** - The penalty for all breaches of the rules shall be a free puck For all free pucks the referee must indicate the spot from where the free shall be taken The ball shall not be pucked until the Referee has whistled When a foul is committed by the defence within the 21 yards line, a free shall be given on the 21 yards line opposite where the foul was committed

For all free pucks other than side-line pucks the ball may be struck in two ways only - (a) strike the ball on the ground, (b) lift the ball with the hurley and strike it off the hurley The ball may not be taken in the hand when lifted with the hurley for a free puck, though this is lawful in all other cases

Note 1 - The player who takes a free puck must not again play the ball until it has been played by some other player

Note -2 The ball must be lifted at first effort to lift, and struck at first effort to strike off hurley Should a player fail to lift at first effort, or fail to strike off hurley, he must strike the ball on the ground

Note -3 Should the player who is taking a free puck make a second effort to lift or otherwise foul the ball before any other player plays it, the referee shall throw in the ball between the opposing sides where the foul occurred

Note 4 - A player taking a free puck near the end line or side-line may go outside these lines when striking The free puck shall be deemed to have been taken when, after the referee has whistled, the ball is struck, by a player of the side awarded the free puck

Note 5 - Should a player stand nearer than 21 yards when a free puck or 70 yards free is being taken, or illegally charge a free, the opposing team shall be awarded a free puck from where he stood or charged

Note 6 - The ball must be pucked before any of the opposing team may charge

INTERPRETATIONS Allow player to set the ball If a player from the same side re-sets or there is deliberate delay, a hop ball shall be given If the free puck is taken before the whistle for it is blown it shall be re-taken

Note 4 - It is only when a player misses the ball completely at the first attempt that he is permitted to strike it on the ground

147 **The Play** - The ball must not be lifted off the ground with the hand when in play The ball may be kicked or it may be struck with the hand when off the ground but must not be carried (except on the hurley) or thrown Tipping on the hand is

considered carrying Carrying shall be taking more than three steps while holding the ball

Note 1 - Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where the foul occurred

Note 2 - When the ball is on the ground, a player touching it with his hand commits a foul, and the opposing side shall have a free puck where foul occurred

Note 3 - A player may catch the ball only twice before hitting Throwing up the ball and catching it again without playing it with the hurley is not allowed

INTERPRETATIONS Note 1 - 3 steps only in hurling is approved

Note 2 - The ball on the ground may not be touched or lifted with the hand, but if a player falls in possession and doesn't lose the ball, provided the ball is not held longer than is necessary to rise and puck it away, he should not be penalised even though the ball in his hand may touch the ground

(3) (a) The player who catches the ball in his hand may go on a solo run and catch it a second time before parting with it

(b) The player who takes the ball on his hurley without catching may solo and catch and solo and catch a second time after which he may not take the ball into his hand again

148 **Side-Puck** - When a player plays the ball over the side-line, it shall be a free puck on the ground to the opposing team, at the point where the ball crossed the line The linesman shall place the ball for the puck, and the player may not alter its position

Note 1 - If a player of either side stands nearer than 14 yards to the player who is taking the side- line puck, the opposing team shall be awarded a free puck from where the foul occurred

Note 2 - If a player who is taking a side-line puck attempt to lift the ball touches it again before another player has played it or otherwise fouls the ball, the referee shall throw in the ball between the opposing sides where the foul occurs

INTERPRETATIONS (1) If the ball hits side-line flag and comes back it is out of play

(2) The ball is not out until it is completely over the line

(3) Linesman should first indicate that the ball has gone over line and then move to replace it for side-line puck

(4) If a player changes a ball which has been placed by a linesman the referee shall throw in the ball

(5) Linesman throwing in the ball shall face the players

149 **Seventy-yards Free Puck** - If the ball is played across the end-line outside the goal-posts by one of the defending side, the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line

Note 1 - The last player touching the ball shall be considered the last person playing it

Note 2 - Should the player who is taking the 70 yards free puck foul the ball before any other player plays it, the ball shall be pucked from goal by opposing team

INTERPRETATIONS (1) Umpires shall call referee's attention to blatant infringements of the parallelogram rule (should a player puck the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck) by putting up hand as for a 70 Should the player taking the 70 foul, the ball shall be pucked from goal by the opposing team

(2) An umpire should first indicate 70 and then move out to indicate the position

This **REFEREE'S AND PLAYERS' HANDBOOK,** of 1973 has this introduction

CUMANN LUITHCHLEAS GAEL

The following are general instructions to referees and are intended to help them to take charge of games in an efficient manner Instructions, interpretations and playing rules must themselves be interpreted and the very necessary requirement for each referee is commonsence to make this interpretation acceptable The referee is not chosen solely for his complete knowledge of the playing rules but also for his wise handling of the game, his courage in implementing rules and interpretations, his courtesy to players, officials and supporters, and the dignity with which he carries out his duties The referees performs without fear of favour, the referee performs wisely and in accordance with the rules is always a respected choice

[This green booklet dated 1973 is based on the Playing Rules which appeared in the Official Guide of 1966 These rules were accompanied by interpretations which were sometimes as long as the rules themselves, and several of these interpretations changed the rules they referred to Other interpretations constituted new rules by inserting fouls and penalties neither or which were contained in the Official Guide's version of the rules]

OFFICIAL GUIDE
1973

CONTROL OF GAMES

122 The Central Council, Provincial Councils and County Committees shall delegate the power to appoint referees, for all games under their jurisdiction, to a sub-committee of not more than six

123 Control of games shall be entrusted to the Referee, Umpires (four) and Linesmen (two) All questions affecting play shall be decided on the field by them

Referee - The duties and powers of a Referee in addition to those set out under Playing Rules, shall be -

(a) Receive lists of players, which must be in Irish, sign them, give a copy to the opposing team, before the game and see that the players are properly attired, report any failure regarding the receipt of list of players to the Committee or Council in charge

(b) In Minor and Under 21 championships the Referee, if requested by the Captain or responsible official, shall obtain the signature, full address and Club of any player whose name appears on list of fifteen handed to him prior to the game, and also that of any substitute who takes part in the game,

(c) Throw in ball at commencement of play in each half, and allow or disallow score if Umpires disagree, but not otherwise,

(d) Indicate when and where frees are to be taken (*See also* Rule 142),

(e) Consult with Umpires and Linesmen when occasion arises and, in case any of them withdraws before the end of a match, appoint a substitute,

(f) Keep a record of

(i) Scores and forward a report of the game, with names of players ordered off

(ii) Players injured and replaced

(iii) Substitutes coming on to play

(iv) In the case of Inter-County games the duration of the interval

(v) The intrusion of unauthorised persons

(vi) The names of players or officials interferring during the course of the games

(g) Present the ball to the Captain of the winning team at conclusion of Provincial and All-Ireland Finals,

(h) Referee cannot make an award of a game but may give his final scores if requested The award rests with the Committee or Council concerned acting on his report

(i) Referee's decision on any question of fact and in regard to time shall be final,

(j) Once having given a decision the Referee, after sounding the whistle, shall not alter it

(k) That where a referee fails to submit his report the Committee in charge after a period of 14 days have power to deal with the facts of the match on the evidence available from members at the match

124 The Referee shall have power to -

(a) Declare the gound or other conditions unsuitable for play, after consulting officials in charge of the fixture

(b) Terminate a game for want of light, because of persistent outside interference, and any other reason he considers sufficient If game is stopped by darkness coming on, it must be re-fixed for full-time, unless there was deliberate delay on the part of one team, when it may be awarded to their opponents

(c) Extend time in each half for delays, delivered or incidental, in that half or to allow for a free 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 A score can result from such frees only when no other player of the same side touches the ball

(d) Order to the line a player indulging in dangerous play, threatening another with hand or hurley, or using provocative language to players or officials

(e) If a player refuses to leave when ordered off, or, having been ordered off, again joins in the game, the referee shall terminate the game and report accordingly to the Committee or Council in charge of the fixture,who shall award the match to the other team

(f) When a player, players, or a whole team refuses to continue the game, the referee should give the Captain of the team concerned certain time, say three minutes, to decide, and if then there be no sign of resumption he should endeavour to find out the names of any players willing to finish the game and report accordingly The Committee or Council in charge must award the game to the team willing to continue

125 *(a)* There shall be two linesmen appointed by the Referee, County Committee, Provincial Council, or Central Council, who shall be provided with flags Their duty (subject to the decision of the Referee) shall be to decide when or where the ball crosses the side-line, and which side is entitled to the kick-in or puck-in Where a Linesman cannot determine which team is entitled to a kick-in or puck-m the linesman shall throw in the ball himself

The Linesmen shall each take one side of the ground just outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction which the ball is to be kicked or pucked No penalty shall be incurred by competing teams should linesmen not change sides at half-time

(b) There shall be two Goal Umpires at each end of the ground, appointed by the Referee, County Committee, Provincial Council or Central Council One shall stand outside each goal post Their duty (subject to the Referee's decision when the differ) shall be to watch for goal and points and breaches of the parallelogram rule, and to decide when the ball is over the end-line Umpires shall not change ends at half-time

Wide balls (overs) are signaled by waving one or both arms The flags shall be raised at the centre of the goal space when a score had been made

When a score is disallowed, breaches of the parallelogram Rule shall be notified by crossing the signal flags in front of the goal

A "Fifty" in football and a "Seventy" in Hurling shall be indicated by pointing directly infield where the ball, last played or touched by a defending player, passed over the end-line

(c) The referee shall consult with the umpires/or linesmen for infringement of

playing rules, in particular rough tactics and deliberate striking, hitting and kicking - this to apply in all games where the officials concerned are neutral The linesmen and umpires shall have power during the course of the game to incidents of rough tactics or deliberate striking, hitting or kicking which has gone unnoticed by the referee - this to apply in all games where the official(s) is/are neutral

126 Referees for all games shall be appointed by the Sub-Committee as outline in Rule 119 and it is recommended that in inter-county and inter-provincial games umpires and linesmen be appointed by the same Committee Any of these officials unable to act shall notify the Secretary in charge, who shall arrange for substitute

In county, divisional or other games a referee who is unable to act at the last moment may nominate a proxy under whom the team shall play

127 If a game result in a draw, teams may, by mutual consent, play extra time - 15 minutes each way - and a substitute shall then be allowed for any player previously ordered off

Otherwise, or if game be postponed, for some unavoidable cause, it may be refixed for a date seven days later, provided four days' notice be given In the event of a further draw, extra time, as above, must be played-the team or teams refusing to continue, to be ruled out of the competition If extra time is being played, a toss for choice of ends should be made

128 Duplicate lists in Irish of players, giving full Christian names and, in the case of inter-county games, Clubs to which players belong must be given to the Referee before all official games Where more than fifteen names appear on such list, unless otherwise clearly indicated, the first fifteen shall be taken as constituting the actual team Name of subsititute, replacing injured player, must be given to the Referee before such substitute takes part in the game

Failure to furnish list in Irish for official games shall entail loss of game, as shall also the inclusion of a player whose name has not been supplied to the Referee

The penalties for lists of players not being written on Irish water-dash marked paper shall be fines of £1 for County championship games, £3 for Inter-County championship and league games, and £10 for Intr-Provincial and All-Ireland Championships, the fine to be deducted from the expenses and paid to the opposing side It shall be compulsory on all secretaries to report breaches of this Rule

129 (a) The players shall be 15 a-side in all games,
but a team may commence a game with 13 players Any team failing to field a full permissable number of players at start of second half shall forfeit the game

(b) Late arrivals may join in the game in the first half only during a cessation of play, and must report to the Referee when so doing

(c) All other incursions on to the field of play to be made only with the expressed permission of the Referee and only during a cessation of play

(d) Where it is desirable in the interests of hurling, it is left optional to a Coiste Iomana to decide on the number of players comprising a team

(e) If a County Committee so desires, it may reduce the number of players in a team from 15-a-side to 13-a-side for club competition

PLAYING RULES

(Applicable to Hurling and Football)

130 The field of play shall not be less than 140 yards or more than 160 yards long, and not less than 84 yards or more than 100 yards wide

131 MARKING OF GROUND - Side-lines and end-lines (goal-lines) shall either be marked with lime or cut out of the turf Lines indicating 14 yards, 21 yards, 50 yards (Football), 70 yards (Hurling), and half-way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

132 SCORING SPACE - In centre of the goal-line shall stand the goal-posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

133 Lines, 5 yards long and at right angles to the end-line, shall be marked 4 yards from each goal post The end of these lines shall be joined so as to form a parallelogram, 15 yards by 5 yards in front of each scoring space

The Referee shall report any irregularities in respect of the foregoing Rules, and the two Captains should before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc , unless a protest has been made to the Referee before the game starts The Committee or Council acting on such a report can order a replay

134 Commencing Play -The Captains of teams shall toss for choice of sides before commencing play Four players, two from each side, shall stand in two lines at the centre of the field-the other players to be in their respective positions behind the 50 yards' line (Football) and 70 yards' line (Hurling)

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)

135 The time for actual play is one hour-sides to be changed at half-time In provincial finals, All-Ireland semi-finals and All-Ireland finals, senior only, the duration of play shall be 40 minutes each half, and interval not exceeding 10 minutes may be allowed at half-time

Teams exceeding this allowance shall be fined not more than £5 by the Committee responsible for the fixture

136 SCORES - A goal is scored when the ball is driven or played by either team between the goal-posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland, and Inter-County and, as far as possible, in County championship matches, goal-nets shall be provided

A point is scored when the ball is driven or played by either side over the crossbar and between the posts except, when thrown by any of the attacking side

The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts below where, in the opinion of the Referee, the crossbar should have been, he shall allow a goal

Should the upright posts become displaced and the ball pass inside where they would in the Referee's opinion have been, he shall allow a goal or a point according as the ball would have passed under or over the crossbar The ball is in play until the whole ball has passed over the goal-line or side-line

The game shall be decided by the greater number of points a goal shall be equal to

three points Should the ball be played through the goal space by one of the defending side, it shall count a goal to the opposing team, and if through the point space, it shall count a point

137 The goalkeeper shall not be charged within the parallelogram unless he is in possession of the ball or obstructing an opponent

138 ENTERING THE PARALLELOGRAM - The Referee shall disallow a score, subject to Rule 120(b), if a player of the opposing team enters the parallelogram before the ball enters it during play If the ball returns before a player has hd time to get out of the area, and the player in question does not interfere with the defence, the score should be allowed The score is allowed when the ball is sufficiently high to be out of reach of attack and defence, though attacking players were in the parallelogram

Note -When a score is disallowed for mfringement of parallelogram rule, the defending side shall take a free kick (Football) or free puck (Hurling) from within the parallelogram

139 FOUL AND ROUGH PLAY

(a) The following shall be fouls

1 Pushing, tripping, kicking, catching, holding, jumping at a player or striking him with fist, elbow or knee

2 Obstructing a player by hand or arm even though he be not actually held

3 Reaching from behind a player who is in possession of the ball

4 Charging a player from behind

5 Charging or mterfering with a player unless he is moving to play the ball or is in the act of playing it

Note 1 A fair charge is hereby defined as a shoulder to shoulder charge

Note 2 Should a player who is being legitimately charged turn deliberately to make the charge come from behind, that charge shall not be deemed foul

(b) In the case of rough play, irritating or improper language, the referee shall caution the player or players, and should the offence be repeated, he shall order the offender or offenders off the field and report accordingly to the Committee or Council in charge of the fixture

(c) In the case of dangerous play, violent conduct or a player raising his hand to threaten or strike another player or to retaliate, the referee, shall, without any caution, order the offender or offenders off the field and report accordingly to the Committee or Council in charge of the fixture

(d) If a player refuses to leave when ordered off, or having been ordered off, again joins in the game, the referee shall terminate the game and report accordingly to the Committee or Council in charge of the fixture, who shall award the match to the other team

(e) A whole team may be disqualified and suspended for rough play even though it won the match

(f) In awarding a free for foul or rough play, the referee shall give the free from where the foul occurred - except when a player is fouled after delivering the ball, a free shall be given where the ball lands but if a score is made it should be allowed When a player is fouled after delivering the ball and the ball lands over the end line, a free shall be given from the 14-yards' line opposite the point where the ball crossed the end line Should the ball land over the side line, the free shall be given from the point where the ball crossed the side line

In Football, should the ball land within the opponents' 14-yard line, the free shall be given from the 14-yards' line

In Hurling should the ball land inside the opponents 21-yards' line the free shall be given from the 21-yards line

(g) In Hurling, no player shall bring his hurley intentionally in cotact with the person of another player or put his hurley from behind over another player for the purpose of getting the ball No player shall strike another player's hurley unless both players are in the act of striking the ball A player must not throw his hurley under any circumstances

(h) Should a player from each team foul at the same time, the referee shall throw in the ball between the players of the opposing sides where the foul occurred - in football, over the heads of the players and in hurling, along the ground between the players

140 If the ball strikes anyone other than the players at or near the sideline and if the referee adjudges that in so doing the ball has been prevented from going out of play, a sideline kick or puck shall be given against the player who touched or played the ball last If a similar incident occurs at or near the end line, a "wide" or a "50" or "70", as applicable, shall be given The referee shall allow a goal or a point should he consider that such a score has been prevented by the ball striking anyone other than the players If in any circumstances other than referred to above, the ball, during play, strikes anyone other than the players a "throw-in" shall be given where the incident occurred, except if it occurs inside the 14-yards' line when the throw-in shall be given at the 14-yards' line If the ball, in play, strikes anyone other than a player direct from a free, the free shall be retaken

141 The referee shall allow a substitution for a player (not ordered off) provided there are not more than three such subsitutions by a team during the game When a substitution is being made the substitute must give the referee a slip of paper with his name and the name of the player whom he is replacing written on it A substitution may be made only during stoppage in play Injured players needing attention must be removed to the sideline for treatment, during which play must be continued Only two officials will be permitted on the field of play when a player is injured, and special badges may be provided by the committee in charge for these officials Penalty a team which makes more than three substitutions shall automatically forfeit the game to its opponents

142 THE WEIGHT AND SIZE OF BALL -

Football - The weight of the ball shall be from 13 to 15 ounces, size, 27 to 29 inches in circumference - No 5 match ball

Hurling -The weight of the ball shall be from 3 5 to 4 5 ounces and 9 to 10 inches in circumference

RULES APPLICABLE TO FOOTBALL ONLY.

143 THE KICK OUT - For the kick-out from goal the ball shall be kicked from the ground, inside the parallelogram All the players of the opposing team are to be outside the 21 yards line, and the players of the defending team are to be outside the 14 yards line, except the player taking the kick, and the goalkeeper who shall remain inside the parallelogram The player taking the kick-out may go behind the end-line for the purpose of taking a run The referee shall be empowered to allow time to compensate

for a deliberate delay in kicking out When a score is made, the kick-out shall be taken from a point on the 21 yards line, in front of the scoring space, no player is to stand nearer than 14 yards until the ball is kicked

Note - The player taking the kick-out may play the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal-line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood

144 FREE KICKS The penalty for all breaches of the rules shall be a free kick For the sake of continuity of play all free kicks (except penalty kicks) may be taken immediately at the spot indicated by the Referee

When a foul is committed by the defence within the 14-yards' line, but not within the parallelogram, a free shall be given on the 14-yards' line opposite where the foul was committed

Note 1 - Should the player who takes the free kick touch the ball again before another player has touched it except where the ball rebounds off the crossbar or upright, the opposing team shall be awarded a free kick from where the foul occurred

Note 2 - The referee must bring back the ball to the centre point of the 14-yards' line for a foul occurring in the parallelogram, and entitling the attacking side to a penalty kick All players with the exception of the defending goalkeeper and the player taking the kick are to stand outside the 21-yards' line No player shall cross this line until the ball has been kicked

Note 3 - A player taking a free kick near the end-line or side-line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched by a player of the side taking the free kick

Note 4 - Should a player stand nearer than 14 yards when a free kick or 50-yards' kick is being taken, or illegally charge a free, the opposing team shall be awarded a free kick from where he stood or illegally charged Should a player charge illegally from within the parellelogram,(sic) a penalty kick is to be given

Note 5 - A player other than the player taking the free kick, who kicks the ball away when placed, shall be put to the side-line

145 THE PLAY - The ball when off the ground may be struck with the hand It may be caught when off the ground Carrying shall be taking more than four steps while holding the ball The ball must not be held longer than is necessary to hop, kick, or fist it away Tipping it on the hand is considered carrying The ball must not be thrown When caught, the ball may be kicked or struck with the fist or hopped once against the ground with one or both hands If a player having caught the ball, passes it in any way with the open hand other than hopping it on the ground, he shall be deemed to have thrown it Changing the ball once only from one hand to the other shall not be a foul

The ball while on the ground must not be touched with the hand, except that a player knocked to the ground while in possession of the ball may fist it away even though it be on the ground The goalkeeper within the parallelogram may lift the ball off the ground by hand and when himself on the ground, fist the ball away

Note When a player strikes a hopping ball, which he has not caught, he may make a run by hopping it with one or both hands, but should he catch the ball, he is allowed only one hop

146 SIDE KICK - When a player plays the ball over the side-line, it shall be a free kick to the opposing team at the point where the ball crossed the line The linesman shall place the ball for the kick

Note 1 - If a player of either side stands nearer than 14 yards from where the ball is placed, a free kick shall be given to the opposing side from where the foul occurred

Note 2 - If the player who takes the kick plays the ball again before another player plays it, the referee shall hop the ball between the opposing sides where the foul occurs

147 FIFTY YARDS FREE KICK - If the ball is played over the end-line outside the goal-posts by one of the defending side, the opposing side shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line

Note - The last player touching the ball shall be considered the last player playing it

RULES APPLICABLE TO HURLING ONLY.

148 THE PUCK-OUT - When the ball is driven over the goal-line by the opposing team, it shall be pucked out from within the parallelogram The player taking the puck may take the ball in his hand to puck it out Should he miss at first stroke, the ball may be pucked from off the ground or may be raised, but not taken in the hand before striking All the players of the opposing team are to be outside the 21 yards line until the ball has been pucked The referee shall be empowered to allow extra time to compensate for any deliberate delay in pucking out

Note 1 - Should a player puck-out the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck opposite to where the foul occurred

Note 2 - The player taking the puck-out may strike the ball more than once, before any other player touches it Should a player of the opposing team stand nearer to the goal-line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

149 FREE PUCKS - The penalty for all breaches of the rules shall be a free puck For all free pucks the referee must indicate the spot from where the free shall be taken The ball shall not be pucked until the referee has whistled When a foul is committed by the defence within the 21 yards line, a free shall be given on the 21 yards line opposite where the foul was committed

For all free pucks other than side-line pucks the ball may be struck in two ways only - (a) strike the ball on the ground, (b) lift the ball with the hurley and strike it off the hurley The ball may not be taken in the hand when lifted with the hurley for a free puck, though this is lawful in all other cases

Note 1 - The player who takes a free puck must not again play the ball until it has been played by some other player

Note 2 - The ball must be lifted at first effort to lift, and struck at the first effort to strike off the hurley Should a player fail to lift at the first effort or fail to strike off the hurley, he must strike the ball on the ground

Note 3 - Should the player who is taking a free puck make a second effort to lift or

otherwise foul the ball before any other player plays it, the referee shall throw in the ball between the opposing sides where the foul occurred

Note 4 - A player taking a free puck near the end-line or side-line may go outside these lines when striking The free puck shall be deemed to have been taken, when, after the referee has whistled, the ball is struck by a player of the side awarded the free puck

Note 5 - Should a player stand nearer than 21 yards when a free puck or 70 yards free is being taken, or illegally charge a free, the opposing team shall be awarded a free puck from where he stood or charged

Note 6 - The ball must be pucked before any of the opposing team may charge

150 THE PLAY - The ball must not be lifted off the ground by hand when in play The ball may be kicked or it may be struck with the hand when off the ground but must not be carried (except on the hurley) or thrown Tipping on the hand is considered carrying Carrying shall be taking more than three steps while holding the ball

Note 1 - Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where the foul occurred

Note 2 - When the ball is on the ground, a player touching it with his hand commits a foul and the opposing side shall have a free puck from where the foul occurred

Note 3 - A player may catch the ball only twice before hitting Throwing up the ball and catching it again without playing it with the hurley is not allowed

151 SIDE-PUCK - When a player plays the ball over the side-line, it shall be a free puck on the ground to the opposing team, at the point where the ball crossed the line The linesman shall place the ball for the puck, and a player may not alter its position

Note 1 - If a player of either side stands nearer than 14 yards to the player who is taking the side-line puck, the opposing team shall be awarded a free puck from where the foul occurred

Note 2 - If a player who is taking a side-line puck attempts to lift the ball, touches it again before another player has played it, or otherwise fouls the ball, the referee shall throw in the ball between the opposing sides where the foul occurred

152 SEVENTY-YARDS FREE PUCK - If the ball is played across the end-line outside the goal-posts by one of the defending side, the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line

Note 1 - The last player touching the ball shall be considered the last player playing it

Note 2 - Should the player who is taking the 70 yards free puck foul the ball before any other player plays it, the ball shall be pucked from goal by the opposing team

THE PLAYING RULES OF FOOTBALL AND HURLING
1974
As amended by Congress 1974

(Amendments made at Congress 1974 were in operation for one year until Congress 1975. These changes to the 1973 Official Guide are shown here in italics.)

CONTROL OF GAMES

122 The Central Council, Provincial Councils and County Committees shall delegate the power to appoint referees, for all games under their jurisdiction, to a sub- committee of not more than six

123 Control of games shall be entrusted to the Referee, Umpires (four) and Linesmen (two) All questions affecting play shall be decided on the field by them

Referee - The duties and powers of a Referee in addition to those set out under Playing Rules, shall be -

(a) Receive lists of players, which must be in Irish, sign them, give a copy to the opposing team, before the game and see that the players are properly attired, report any failure regarding the receipt of list of players to the Committee or Council in charge

(b) In Minor and Under 21 championships the Referee, if requested by the Captain or responsible official, shall obtain the signature, full address and Club of any player whose name appears on list of fifteen handed to him prior to the game, and also that of any substitute who takes part in the game,

(c) Throw in ball at commencement of play in each half, and allow or disallow score if Umpires disagree, but not otherwise,

(d) Indicate when and where frees are to be taken (*See also* Rule 142),

(e) Consult with Umpires and Linesmen when occasion arises and, in case any of them withdraws before the end of a match, appoint a substitute,

(f) Keep a record of

(i) Scores and forward a report of the game, with names of players ordered off
(ii) Players injured and replaced
(iii Substitutes coming on to play
(iv) In the case of Inter-County games the duration of the interval
(v) The intrusion of unauthorised persons
(vi) The names of players or officials interfering during the course of the games

(g) Present the ball to the Captain of the winning team at conclusion of Provincial and All-Ireland Finals,

(h) Referee cannot make an award of a game but may give his final scores if requested The award rests with the Committee or Council concerned acting on his report

(i) Referee's decision on any question of fact and in regard to time shall be final,

(j) Once having given a decision the Referee, after sounding the whistle, shall not alter it

(k) That where a referee fails to submit his report the Committee in charge after a period of 14 days have power to deal with the facts of the match on the evidence available from members at the match

124 The Referee shall have power to -

(a) Declare the gound or other conditions unsuitable for play, after consulting officials in charge of the fixture

(b) Terminate a game for want of light, because of persistent outside interference, and any other reason he considers sufficient If game is stopped by darkness coming on, it must be re-fixed for full-time, unless there was deliberate delay on the part of one team, when it may be awarded to their opponents

(c) Extend time in each half for delays, delivered or incidental, in that half or to allow for a free 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 A score can result from such frees only when no other player of the same side touches the ball

(d) Order to the line a player indulging in dangerous play, threatening another with hand or hurley, or using provocative language to players or officials

(e) If a player refuses to leave when ordered off, or, having been ordered off, again joins in the game, the referee shall terminate the game and report accordingly to the Committee or Council in charge of the fixture,who shall award the match to the other team

(f) When a player, players, or a whole team refuses to continue the game, the referee should give the Captain of the team concerned certain time, say three minutes, to decide, and if then there be no sign of resumption he should endeavour to find out the names of any players willing to finish the game and report accordingly The Committee or Council in charge must award the game to the team willing to continue

125 *(a)* There shall be two linesmen appointed by the Referee, County Committee, Provincial Council, or Central Council, who shall be provided with flags Their duty (subject to the decision of the Referee) shall be to decide when or where the ball crosses the side-line, and which side is entitled to the kick-in or puck-in Where a Linesman cannot determine which team is entitled to a kick-in or puck-in the linesman shall throw in the ball himself

The Linesmen shall each take one side of the ground just outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play, inclining the flag in the direction which the ball is to be kicked or pucked No penalty shall be incurred by competing teams should linesmen not change sides at half-time

(b) There shall be two Goal Umpires at each end of the ground, appointed by the Referee, County Committee, Provincial Council or Central Council One shall stand outside each goal post Their duty (subject to the Referee's decision when the differ) shall be to watch for goal and points and breaches of the parallelogram rule, and to decide when the ball is over the end-line Umpires shall not change ends at half-time

Wide balls (overs) are signaled by waving one or both arms. The flags shall be raised at the centre of the goal space when a score had been made.

When a score is disallowed, breaches of the parallelogram Rule shall be notified by crossing the signal flags in front of the goal.

A "Fifty" in football and a "Seventy" in Hurling shall be indicated by pointing directly infield where the ball, last played or touched by a defending player, passed over the end-line.

(c) The referee shall consult with the umpires/or linesmen for infringement of playing rules, in particular rough tactics and deliberate striking, hitting and kicking - this to apply in all games where the officials concerned are neutral. The linesmen and umpires shall have power during the course of the game to incidents of rough tactics or deliberate striking, hitting or kicking which has gone unnoticed by the referee - this to apply in all games where the official(s) is/are neutral.

126. Referees for all games shall be appointed by the Sub-Committee as outline in Rule 119 and it is recommended that in inter-county and inter-provincial games umpires and linesmen be appointed by the same Committee. Any of these officials unable to act shall notify the Secretary in charge, who shall arrange for substitute.

In county, divisional or other games a referee who is unable to act at the last moment may nominate a proxy under whom the team shall play.

127. If a game result in a draw, teams may, by mutual consent, play extra time - 15 minutes each way - and a substitute shall then be allowed for any player previously ordered off.

Otherwise, or if game be postponed, for some unavoidable cause, it may be refixed for a date seven days later, provided four days' notice be given. In the event of a further draw, extra time, as above, must be played-the team or teams refusing to continue, to be ruled out of the competition. If extra time is being played, a toss for choice of ends should be made.

128. Duplicate lists in Irish of players, giving full Christian names and, in the case of inter-county games, Clubs to which players belong must be given to the Referee before all official games. Where more than fifteen names appear on such list, unless otherwise clearly indicated, the first fifteen shall be taken as constituting the actual team. Name of subsititute, replacing injured player, must be given to the Referee before such substitute takes part in the game.

Failure to furnish list in Irish for official games shall entail loss of game, as shall also the inclusion of a player whose name has not been supplied to the Referee.

The penalties for lists of players not being written on Irish water-dash marked paper shall be fines of £1 for County championship games, £3 for Inter-County championship and league games, and £10 for Intr-Provincial and All-Ireland Championships, the fine to be deducted from the expenses and paid to the opposing side. It shall be compulsory on all secretaries to report breaches of this Rule.

129.(a) The players shall be 15 a-side in all games, but a team may commence a game with 13 players. Any team failing to field a full permissable number of players at start of second half shall forfeit the game.

(b) Late arrivals may join in the game in the first half only during a cessation of play, and must report to the Referee when so doing.

(c) All other incursions on to the field of play to be made only with the expressed permission of the Referee and only during a cessation of play.

(d) Where it is desirable in the interests of hurling, it is left optional to a Coiste Iomana to decide on the number of players comprising a team

(e) If a County Committee so desires, it may reduce the number of players in a team from 15-a-side to 13-a-side for club competition

PLAYING RULES

(Applicable to Hurling and Football)

130 The field of play shall not be less than 140 yards or more than 160 yards long, and not less than 84 yards or more than 100 yards wide

131 MARKING OF GROUND - Side-lines and end-lines (goal-lines) shall either be marked with lime or cut out of the turf Lines indicating 14 yards, 21 yards, 50 yards (Football), 70 yards (Hurling), and half-way shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

132 SCORING SPACE - In centre of the goal-line shall stand the goal-posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

133 *Four lines shall be marked - two five yards long and four yards from each goal post and two 14 yards long and seven yards from each goal post The ends to form two rectangles - one 15 yards by 5 yards and the other 21 yards by 14 yards*

The Referee shall report any irregularities in respect of the foregoing Rules, and the two Captains should before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc , unless a protest has been made to the Referee before the game starts The Committee or Council acting on such a report can order a replay

134 Commencing Play -The Captains of teams shall toss for choice of sides before commencing play Four players, two from each side, shall stand in two lines at the centre of the field-the other players to be in their respective positions behind the 50 yards' line (Football) and 70 yards' line (Hurling)

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)

135 The time for actual play is one hour-sides to be changed at half-time In provincial finals, All-Ireland semi-finals and All-Ireland finals, senior only, the duration of play shall be 40 minutes each half, and interval not exceeding 10 minutes may be allowed at half-time

Teams exceeding this allowance shall be fined not more than £5 by the Committee responsible for the fixture

136 SCORES - A goal is scored when the ball is driven or played by either team between the goal-posts and under the cross-bar, except when thrown or carried by any of the attacking side In All-Ireland, and Inter-County and, as far as possible, in County championship matches, goal-nets shall be provided

A point is scored when the ball is driven or played by either side over the crossbar and between the posts except, when thrown by any of the attacking side

The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts below where, in the opinion of the Referee, the crossbar should have been, he shall allow a goal

Should the upright posts become displaced and the ball pass inside where they would in the Referee's opinion have been, he shall allow a goal or a point according as the ball would have passed under or over the crossbar The ball is in play until the whole ball has passed over the goal-line or side-line

The game shall be decided by the greater number of points a goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal to the opposing team, and if through the point space, it shall count a point

137 *In Football the Goal Keeper shall not be charged within the smaller rectangle*
In Hurling, the goalkeeper may be charged within the small rectaangle

138 *It shall be an offence for an attacking player to be within the smaller rectaangle before the ball enters it during play*

139 FOUL AND ROUGH PLAY

(a) The following shall be fouls

1 Pushing, tripping, kicking, catching, holding, jumping at a player or striking him with fist, elbow or knee

2 Obstructing a player by hand or arm even though he be not actually held

3 Reaching from behind a player who is in possession of the ball

4 Charging a player from behind

5 *Charging a player unless he has possession or is about to play the ball shall be a foul*

Note 1 A fair charge is hereby defined as a shoulder to shoulder charge

Note 2 Should a player who is being legitimately charged turn deliberately to make the charge come from behind, that charge shall not be deemed foul

(b) In the case of rough play, irritating or improper language, the referee shall caution the player or players, and should the offence be repeated, he shall order the offender or offenders off the field and report accordingly to the Committee or Council in charge of the fixture

(c) In the case of dangerous play, violent conduct or a player raising his hand to threaten or strike another player or to retaliate, the referee, shall, without any caution, order the offender or offenders off the field and report accordingly to the Committee or Council in charge of the fixture

(d) If a player refuses to leave when ordered off, or having been ordered off, again joins in the game, the referee shall terminate the game and report accordingly to the Committee or Council in charge of the fixture, who shall award the match to the other team

(e) A whole team may be disqualified and suspended for rough play even though it won the match

(f) In awarding a free for foul or rough play, the referee shall give the free from where the foul occurred - except when a player is fouled after delivering the ball, a free shall be given where the ball lands but if a score is made it should be allowed When a player is fouled after delivering the ball and the ball lands over the end line, a free shall be given from the 14-yards' line opposite the point where the ball crossed the end line Should the ball land over the side line, the free shall be given from the point where the ball crossed the side line

In Football, should the ball land within the opponents' 14-yard line, the free shall be given from the 14-yards' line

In Hurling should the ball land inside the opponents 21-yards' line the free shall be given from the 21-yards line

(g) In Hurling, no player shall bring his hurley intentionally in cotact with the person of another player or put his hurley from behind over another player for the purpose of getting the ball No player shall strike another player's hurley unless both players are in the act of striking the ball A player must not throw his hurley under any circumstances

(h) Should a player from each team foul at the same time, the referee shall throw in the ball between the players of the opposing sides where the foul occurred - in football, over the heads of the players and in hurling, along the ground between the players

Persistent Fouling - The referee shall take serious regard of personal fouls such as pulling down an opponent, jersey-pulling, etc and, after warning a player, shall put him off the field after the next offence

140 If the ball strikes anyone other than the players at or near the sideline and if the referee adjudges that in so doing the ball has been prevented from going out of play, a sideline kick or puck shall be given against the player who touched or played the ball last If a similar incident occurs at or near the end line, a "wide" or a "50" or "70", as applicable, shall be given The referee shall allow a goal or a point should he consider that such a score has been prevented by the ball striking anyone other than the players If in any circumstances other than referred to above, the ball, during play, strikes anyone other than the players a "throw-in" shall be given where the incident occurred, except if it occurs inside the 14-yards' line when the throw-in shall be given at the 14-yards' line If the ball, in play, strikes anyone other than a player direct from a free, the free shall be retaken

141 The referee shall allow a substitution for a player (not ordered off) provided there are not more than three such subsitutions by a team during the game When a substitution is being made the substitute must give the referee a slip of paper with his name and the name of the player whom he is replacing written on it A substitution may be made only during stoppage in play Injured players needing attention must be removed to the sideline for treatment, during which play must be continued Only two officials will be permitted on the field of play when a player is injured, and special badges may be provided by the committee in charge for these officials Penalty a team which makes more than three substitutions shall automatically forfeit the game to its opponents

142 THE WEIGHT AND SIZE OF BALL -

Football - The weight of the ball shall be from 13 to 15 ounces, size, 27 to 29 inches in circumference - No 5 match ball

Hurling -The weight of the ball shall be from 3 5 to 4 5 ounces and 9 to 10 inches in circumference

RULES APPLICABLE TO FOOTBALL ONLY.

143 THE KICK OUT - For the kick-out from goal the ball shall be kicked from the ground, inside the parallelogram All the players of the opposing team are to be outside the 21 yards line, and the players of the defending team are to be outside the 14 yards line, except the player taking the kick, and the goalkeeper who shall remain inside the

parallelogram The player taking the kick-out may go behind the end-lme for the purpose of taking a run The referee shall be empowered to allow time to compensate for a deliberate delay in kicking out When a score is made, the kick-out shall be taken from a point on the 21 yards line, in front of the scoring space, no player is to stand nearer than 14 yards until the ball is kicked

Note - The player taking the kick-out may play the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal-line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood

144 FREE KICKS The penalty for all breaches of the rules shall be a free kick For the sake of continuity of play all free kicks (except penalty kicks) may be taken immediately at the spot indicated by the Referee

When a foul is committed by the defence withm the 14-yards' line, but not within the parallelogram, a free shall be given on the 14-yards' line opposite where the foul was committed

After a free has been awarded by the referee, if a player argues or otherwise shows dissent with the referee's decision, the free shall be awarded at a point ten yards nearer that players end-line

Note 1 - Should the player who takes the free kick touch the ball again before another player has touched it except where the ball rebounds off the crossbar or upright, the opposing team shall be awarded a free kick from where the foul occurred

Note 2 - The referee must bring back the ball to the centre point of the 14-yards' line for a foul occurring in the parallelogram, and entitling the attacking side to a penalty kick All players with the exception of the defending goalkeeper and the player taking the kick are to stand outside the 21-yards' line No player shall cross this line until the ball has been kicked

Note 3 - A player taking a free kick near the end-line or side-line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched by a player of the side taking the free kick

Note 4 - Should a player stand nearer than 14 yards when a free kick or 50-yards' kick is being taken, or illegally charge a free, the opposing team shall be awarded a free kick from where he stood or illegally charged Should a player charge illegally from within the parellelogram,(sic) a penalty kick is to be given

Note 5 - A player other than the player taking the free kick, who kicks the ball away when placed, shall be put to the side-line

145 THE PLAY - The ball when off the ground may be struck with the fist *or palmed with the open hand* It may be caught when off the ground Carrying shall be taking more than four steps while holding the ball The ball must not be held longer than is necessary to hop, kick, or fist *or palm* it away Tipping it on the hand is

considered carrying The ball must not be thrown When caught, the ball may be kicked or struck with the fist *or palmed with the open hand* or hopped once against the ground with one or both hands If a player having caught the ball, passes it in any way with the open hand other than hopping it on the ground, he shall be deemed to have thrown it Changing the ball once only from one hand to the other shall not be a foul

The ball while on the ground must not be touched with the hand, except that a player knocked to the ground while in possession of the ball may fist it away even though it be on the ground The goalkeeper withm the parallelogram may lift the ball off the ground by hand and when himself on the ground, fist the ball away

Note When a player strikes a hopping ball, which he has not caught, he may make a run by hopping it with one or both hands, but should he catch the ball, he is allowed only one hop

146 SIDE KICK - When a player plays the ball over the side-line, it shall be a free kick to the opposing team at the point where the ball crossed the line The linesman shall place the ball for the kick

Note 1 - If a player of either side stands nearer than 14 yards from where the ball is placed, a free kick shall be given to the opposing side from where the foul occurred

Note 2 - If the player who takes the kick plays the ball again before another player plays it, the referee shall hop the ball between the opposing sides where the foul occurs

147 FIFTY YARDS FREE KICK - If the ball is played over the end-line outside the goal-posts by one of the defending side, the opposing side shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line

Note - The last player touching the ball shall be considered the last player playing it

RULES APPLICABLE TO HURLING ONLY.

148 THE PUCK-OUT - When the ball is driven over the goal-line by the opposing team, it shall be pucked out from within the parallelogram The player taking the puck may take the ball in his hand to puck it out Should he miss at first stroke, the ball may be pucked from off the ground or may be raised, but not taken in the hand before striking All the players of the opposing team are to be outside the 21 yards line until the ball has been pucked The referee shall be empowered to allow extra time to compensate for any deliberate delay in pucking out

Note 1 - Should a player puck-out the ball from outside the parallelogram the opposing team shall be awarded a 70 yards free puck opposite to where the foul occurred

Note 2 - The player taking the puck-out may strike the ball more than once, before any other player touches it Should a player of the opposing team stand nearer to the

goal-line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

149 FREE PUCKS - The penalty for all breaches of the rules shall be a free puck For all free pucks the referee must indicate the spot from where the free shall be taken The ball shall not be pucked until the referee has whistled *When a foul is committed by the defence within the larger rectangle, the referee shall place the ball on the centre spot of the 21 yards line and only three players may stand on the goal line, all other players must be outside the 21 yards line When a foul is committed by the defence inside the 21 yards line, a free shall be given on the 21 yards line opposite where the foul was committed*

For all free pucks other than side-line pucks the ball may be struck in two ways only - (a) strike the ball on the ground, (b) lift the ball with the hurley and strike it off the hurley The ball may not be taken in the hand when lifted with the hurley for a free puck, though this is lawful in all other cases

Note 1 - The player who takes a free puck must not again play the ball until it has been played by some other player

Note 2 - The ball must be lifted at first effort to lift, and struck at the first effort to strike off the hurley Should a player fail to lift at the first effort or fail to strike off the hurley, he must strike the ball on the ground

Note 3 - Should the player who is taking a free puck make a second effort to lift or otherwise foul the ball before any other player plays it, the referee shall throw in the ball between the opposing sides where the foul occurred

Note 4 - A player taking a free puck near the end-line or side-lme may go outside these lines when striking The free puck shall be deemed to have been taken, when, after the referee has whistled, the ball is struck by a player of the side awarded the free puck

Note 5 - Should a player stand nearer than 21 yards when a free puck or 70 yards free is being taken, or illegally charge a free, the opposing team shall be awarded a free puck from where he stood or charged

Note 6 - The ball must be pucked before any of the opposing team may charge

150 THE PLAY - The ball must not be lifted off the ground by hand when in play The ball may be kicked or it may be struck with the hand when off the ground but must not be carried (except on the hurley) or thrown Tipping on the hand is considered carrying Carrying shall be taking more than three steps while holding the ball

Note 1 - Should a player hold the ball longer than is necessary to puck it away, or take more than three steps while holding it, the opposing side shall have a free puck from where the foul occurred

Note 2 - When the ball is on the ground, a player touching it with his hand commits a foul and the opposing side shall have a free puck from where the foul occurred

Note 3 - A player may catch the ball only twice before hitting Throwing up the ball and catching it again without playing it with the hurley is not allowed

151 SIDE-PUCK - When a player plays the ball over the side-line, it shall be a free puck on the ground to the opposing team, at the point where the ball crossed the line The linesman shall place the ball for the puck, and a player may not alter its position

Note 1 - If a player of either side stands nearer than 14 yards to the player who is taking the side-lime puck, the opposing team shall be awarded a free puck from where the foul occurred

Note 2 - If a player who is taking a side-line puck attempts to lift the ball, touches it again before another player has played it, or otherwise fouls the ball, the referee shall throw in the ball between the opposing sides where the foul occurred

152 SEVENTY-YARDS FREE PUCK - If the ball is played across the end-line outside the goal-posts by one of the defending side, the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end line

Note 1 - The last player touching the ball shall be considered the last player playing it

Note 2 - Should the player who is taking the 70 yards free puck foul the ball before any other player plays it, the ball shall be pucked from goal by the opposing team

1975.

PLAYING RULE CHANGES

The following amended or new regulations, as approved by Congress 1975, are to be incorporated into the Official Guide and will apply as and from April, 27th In the meantime, those regulations which have been in force on an experimental basis since Congress 1974 will continue to be applied

The full text of the altered playing rules will be made available to all units of the Association as early as possible

(The words and phrases in **bold** appear to be the changes made at Congress 1975)

R 133 The two parallelograms, one 15 yards by 5 yards and the larger one 21 yards by 14 yards, in front of each goal (experimental Rule 1974)

R 135 "In all **Senior** Inter-County Championship games, the duration of play shall be 35 minutes each half and interval not exceeding 10 minutes may be allowed at half-time "

R 137 The Goalkeeper shall not be charged within the smaller parallelogram **in Hurling** or Football

He may be challenged withm the smaller parallelogram for possession of the ball, but physical contact with him is not allowed

The goalkeeper in possession of the ball within the smaller parallelogram shall not delay in playing the ball from the area

R 138 When a point is scored from outside the smaller parallelogram and the ball is sufficiently high to be out of reach of defence and attack **the score shall be allowed** even though an attacking player or players may have been within the parallelogram before the ball, provided that the attacking player or players do not in any way interfere with the defence

R 139 5 Charging or interfering with a player unless he has possession or is in the act of playing the ball shall be a foul

Note 1 "A fair charge is defined as side to side, with at least one foot on the ground

- A player committing **a second personal foul**,such as pulling down or tripping an opponent, jersey pulling, etc **shall be cautioned** by the referee **and if he repeats the offence he shall be ordered off the field.**
- In addition to fouls specified in (a) above, the following shall be fouls in hurling -

(1) Bringing the hurley intentionally or through careless play in contact with the person of another player
(2) Pulling with the hurley in a dangerous manner from behind around the body of an opponent for the purpose of playing the ball

(3) Reaching the hurley from behind, over another player for the purpose of getting the ball
(4) Obstructing or holding off a player with a hurley
(5) Throwing a hurley in any circumstances
(6) Striking an opponent's hurley, unless both players are in the act of striking the ball "

(c) "In the event of a player committing any of the following offences, the referee without any caution shall order the offender off the field and report accordingly to the committee or council in charge of the fixture -
(1) Striking or attempting to strike an opponent with a hurley, fist, elbow or knee, kicking or attempting to kick an opponent
(2) Retaliation of a nature outlined in (1) above
(3) A foul of a dangerous nature
(4) Any form of violent conduct "

(f) "In awarding a free for foul or rough play the referee shall award a free where the foul occurred, except in the case of a foul on a player after his delivery of the ball, where in such cases a free shall be given from where the ball lands or if a score is made the score shall be allowed "
"When a player is fouled after delivering the ball and the ball lands over the end line a free shall be given from the 14 yd line in Football or the 21 yd line in Hurling, opposite the point where the ball crossed the end line Should the ball land over the sideline, a free shall be given from the point where the ball crossed the sideline "
"In Football should the ball land inside the opponent's 14 yd line a free shall be given from the 14 yd line opposite the point where the ball landed "
"In Hurling should the ball land inside the opponent's 21 yd line a free shall be given from the 21 yd line opposite the point where the ball landed "
"If a player in any way shows dissent with the referee's decision to award a free to the opposing team, the free shall be awarded from a point 10 yds more advantageous to the opposing team "
"After the referee has awarded a free and prior to the free being taken if a player on the team awarded the free fouls an opponent in retaliation, the free awarded shall be disallowed and play restarted by the referee throwing in the ball where the original foul occurred - in football the ball to be thrown over the heads of two players from each team and in hurling, along the ground between one player from each team "

R 144 (Par 2) **"Where a personal foul** is committed by the defence on an attacking player within the larger parallelogram a penalty kick shall be given from the central point of the 14 yd line All players with the exception of the defending goalkeeper and the player taking the kick are to be outside the 21 yd line For all other fouls committed by the defence within the 14 yd line, but not within the smaller parallelogram, a free shall be given on the 14 yd line opposite where the foul was committed "

Note 1."The player who takes a free kick may not play the ball again before another has touched it except where the ball rebounds off a crossbar or upright. Should a player so foul, the referee shall throw in the ball over the heads of two players from each team where the foul occurs."
(Additional Section) - "Once the ball has been placed for a free by the referee, or has been placed on the spot indicated by the referee by a player of the team awarded the free and the whistle having been blown for the free to be taken, a player of that team may not reset the ball except with the expressed permission of the referee. Should a player fail to comply with this regulation, the referee shall disallow the free and shall throw in the ball over the heads of two players from each team where the free was to have been taken."

R. 145. "When caught, the ball may be struck with the open hand (the open hand-pass). The ball may not be lifted off the ground with the knees.

R. 146. Note 2. "If a player of the team awarded a sideline kick, resets the ball, it having been placed for the kick by the linesman, or if having kicked the ball he plays it again before it is touched by another player, the referee shall throw in the ball over the heads of two players from each team where the foul occurs."

R. 149. (1st Par.) - "The penalty for all breaches of the rule shall be a free puck. For all free pucks the referee must indicate the spot from which the free shall be taken. The ball shall not be pucked until the referee has whistled."

"When a personal foul is committed on an attacking player by a defender within the larger parallelogram, a free shall be awarded from the centre spot of the 21 yd. line and only three defending players may stand on goal-line. All other players must be outside the 21 yd. line, and shall not cross the 21 yd. line until the ball has been struck."

Note 1, "The player who takes a free puck may not play the ball again before another player has touched it, except where the ball rebounds off a crossbar or upright. Should a player so foul, the referee shall throw in the ball along the ground between one player from each team, where the foul occurs.
Note 3. Should the player who is taking a free puck make a second attempt to lift or otherwise foul the ball before any other player plays it, the referee shall throw in the ball along the ground between one player from each team where the foul occurs."

Note 6. "A player may not approach nearer than 21 yds. until the ball has been actually struck."

(New Par.) - "Once the ball has been placed for a free by the referee or has been placed at the spot indicated by the referee by a player of the team awarded the free, and the whistle has been blown for the free to be taken, the player of that team may not reset the ball except with the expressed permission of the referee. Should a player fail to comply with this regulation, the referee shall disallow the free and shall throw in the ball along the ground between a player from each team where the free was to have been taken."

R 150 "The Play "

(1) The ball when on the ground may not be lifted or touched with the hands
"The ball may not be lifted off the ground with the knees "
"The ball may be lifted off the ground with the hurley or feet

(2) The ball when off the ground may be caught or struck with the hand

(3) The ball may be kicked when on or off the ground

(4) The ball may not be thrown

(5) A player may catch the ball only twice before playing the ball away Throwing up the ball and catching it without playing it with the hurley is not allowed

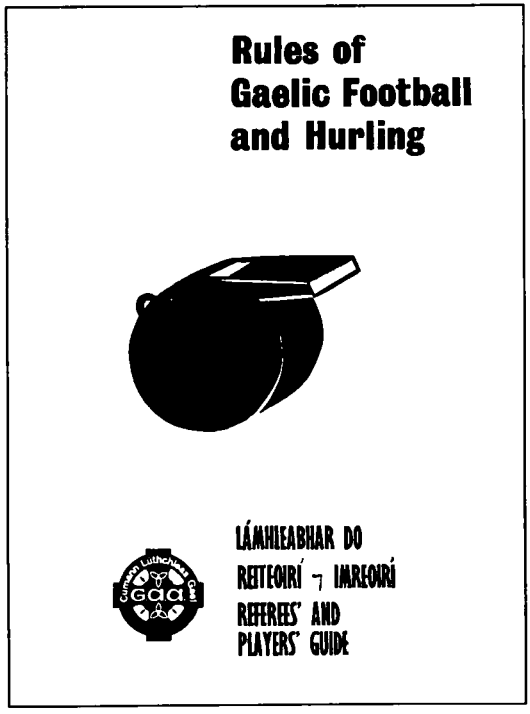
(6) The ball may not be held longer than is necessary to play it away or to take three steps while holding it

(7) The ball may not be carried except on the hurley Carrying shall be taking more than three steps while holding the ball Tipping the ball on the hand is considered carrying "

R 151 Note 2 - A player may not approach nearer than 14 yds until the ball has been actually struck

Note 3 - "If a player of the team awarded a sideline puck, resets the ball, it having been placed by the linesman, attempts to lift the ball, having struck the ball plays it again before it is touched by another player, or otherwise fouls the ball, the referee shall throw in the ball along the ground between one player from each team where the foul occurs "

SEÁN Ó'SIOCHÁIN,
Árd Stiúrthóir



RULES OF GAELIC FOOTBALL AND HURLING.
REFEREES AND PLAYERS GUIDE.
1976 & '80. (&'81)
Published by The National Referees' Advisory Council.

Page one of these booklets states -
(The rules quoted in this booklet are extracts from the Official Guide which contains the authorised version of the Constitution and Rules of Cummann Lúthchleas Gael The Rules incorporate the new Playing Rules adopted at Annual Congress 1975 In this booklet each rule is printed in medium type with the interpretation in ***bold type*** *immediately below it)*

PLAYING RULES
(Applicable to Hurling and Football)

Field of Play

130 The field of play shall not be less than 140 yards or more than 160 yards long, and not less than 84 yards or more than 100 yards wide

131 Side-lines and end-lines (goal-lines) shall either be marked with lime or cut out of the turf Lines indicating 14 yds , 21 yds , 50 yds (Football), 70 yds (Hurling), and halfway shall also be marked, and the ends of these lines and each corner of the ground shall be marked with flags

132 In centre of the goal-lme shall stand the goal-posts, 16 feet high and 21 feet apart There shall be a crossbar 8 feet from the ground

133 Two parallelograms of the dimensions set out hereunder shall be formed in front of each scoring space One parallelogram, 15 yards by 5 yards shall be formed by two lines 5 yards long and at right angles to the end-line, being marked 4 yards from each goalpost, and the ends of these lines being joined

A larger parallelogram 21 yards by 14 yards shall be formed by two lines 14 yards long at right angles to the end lines, being marked 7 yards from each goalpost and the end of these lines being joined

The Referee shall report any irregularities in respect of the foregoing Rules, and the two Captains should, before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc. unless a protest has been made to the Referee before the game starts The Committee or Council acting on such a report can order a replay

Commencing Play

134 The Captains of teams shall toss for choice of sides before commencing play Four players, two from each side, shall stand in two lines at the centre of the field-the other players to be in their respective positions behind the 50 yds line (Football) and 70 yds (Hurling)

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)

Duration of Play

135 The time for actual play is one hour-sides to be changed at half-time

In all Senior, Inter-County Championship games, the duration of play shall be 35 minutes each half, and interval not exceeding 10 minutes may be allowed at half-time

Teams exceeding this allowance shall be fined not more than £5 by the Committee responsible for the fixture

Interpretation

(1) Whistles should be blown 3 minutes before commencement of second half.

(2) In all games interval shall not exceed 10 minutes.

Scores

136 A goal is scored when the ball is driven or played by either team between the goalposts and under the crossbar, except when thrown or carried by any of the attacking side In All-Ireland and Inter-County and, as far as possible in County Championship matches, goal-nets shall be provided

A point is scored when the ball is driven or played by either side over the crossbar and between the posts except, when thrown by any of the attacking side

The ball hitting the crossbar or upright posts and rebounding into the field of play is still in play Should the crossbar become displaced or broken and the ball pass between the upright posts, below where, in the opinion of the Referee, the crossbar should have been, he shall allow a goal

Should the upright posts become displaced and the ball pass inside where they would in the Referee's opinion have been, he shall allow a goal or a point according as the ball would have passed under or over the crossbar The ball is in play until the whole ball has passed over the goal-line or end-line

The game shall be decided by the greater number of points A goal shall be equal to three points Should the ball be played through the goal space by one of the defending side, it shall count a goal to the opposing team, and if through the point space, it shall count a point

Interpretation.

(1) For a score the ball must be driven or played over the goal-line. It cannot be carried by any of the attacking side. If carried over the line by a defender the score is allowed. If carried over the goal-line by attacker It is no goal.

(2) A ball coming back from the upright or crossbar may be played even before it touches the ground.

(3) A ball fisted or hand passed over a player's head may be played even before it touches the ground.

Goalkeeper

137 The goalkeeper shall not be charged within the smaller parallelogram

Note 1 - The goalkeeper may be challenged within the smaller parallelogram for possession of the ball, but physical contact with the goalkeeper is not allowed

Note 2 - The goalkeeper in possession within the smaller parallelogram shall not delay in playing the ball from the area

Interpretation.

A deliberate physical charge on the goalkeeper within the smaller parallelogram is not permitted.

If the goalkeeper deliberately charges a forward within the smaller parallelogram, in football a penalty kick shall be awarded against him, and in hurling a 21 yards free with three defenders only lining the goal line shall be awarded.

Note 1:-Challenging of a goalkeeper does include the legally blocking down of his clearance within the smaller parallelogram.

In hurling this may involve a forward, in the act of playing the ball, bringing his hurley into contact with the hurley of the goalkeeper.

Note 2:- The ball must not be held longer than is necessary to play it away or to take three steps (hurling) or four steps (football) while holding it.

In football, the playing of the ball from 'toe to hand' does constitute delay.

The Smaller Parallelogram

138 It shall be an offence for an attacking player to be within the smaller parallelogram before the ball enters it during play

If an attacking player legally enters the smaller parallelogram, and the ball is played from that area, but is returned before the attacking player has had time to leave the area, the player shall not be deemed to have committed an offence, provided he does not interfere with the defence

When a point is scored from outside the smaller parallelogram, and the ball is sufficiently high to be out of reach of defence and attack, the score shall be allowed even though an attacking player or players may have been within the smaller parallelogram before the ball, provided that the attacking player or players in question do not, in any way, interfere with the defence

Note - When a score is disallowed for infringement of this parallelogram rule, the defending side shall take a free kick (football) or free puck (hurling) from within the smaller parallelogram

Interpretation

(1) Disallow a goal in all cases where an attacking player is in the smaller parallelogram before the incoming ball.

(2) Allow a goal scored from within the smaller parallelogram if the ball is in the parallelogram before the attacker.

Foul and Rough Play

139 (a) The following shall be fouls -

1 Pushing, tripping, kicking, catching, holding, jumping, at an opponent, striking him with fist, elbow or knee

2 Obstructing a player by hand or arm even though he be not actually held

3 Reaching from behind a player who is in possession of the ball

4 Charging a player from behind Should a player who is being legitimately charged turn deliberately to make the charge come from behind, that charge shall not be deemed foul

5 Charging or interfering with a player unless he has possession or is in the act of playing the ball shall be a foul

Note 1 - A fair charge is defined as side to side with at least one foot on the ground

Interpretation

(1) If the recipient of a "side to side" charge falls to the ground, this tackle is not illegal.

(2) Allow a fair charge when two opposing players only are moving to play the ball.

(b) In addition to fouls specified in (a) above, the following shall be fouls in hurling

1 Bringing the hurley intentionally or through careless play in contact with the person of another player

2 Pulling with the hurley in a dangerous manner from behind around the body of an opponent for the purpose of playing the ball

3 Reaching the hurley from behind, over another player for the purpose of getting the ball

4 Obstructing or holding off a player with a hurley

5 Throwing a hurley in any circumstances

6 Striking an opponent's hurley, unless both players are in the act of striking the ball

(c) In the case of rough play, irritating or improper language, the referee shall caution the player or players, and should the offence be repeated, he shall order the offender or offenders off the field and report accordingly to the committee or council in charge of the fixture

(d) In the event of a player committing any of the following offences, the referee, without caution, shall order the offender off the field and report accordingly to the committee or council in charge of the fixture

1 Striking or attempting to strike an opponent with a hurley, fist, elbow or knee, kicking or attempting to kick an opponent

2 Retaliation of a nature outlined in (1) above

3 A foul of a dangerous nature

4 Any form of violent conduct

(e) If a player refuses to leave when ordered off, or having been ordered off again joins in the game, the referee shall terminate the game and report accordingly to the committee or council in charge of the fixture, who shall award the match to the other team

(f) A whole team may be disqualified and suspended for rough play even though it won the match

(g) In awarding a free for foul or rough play the referee shall award the free from where the foul occurred, except in the case of a foul on a player after his delivery of the ball, where in such cases a free shall be given from where the ball lands or if a score is made the score shall be allowed

When a player is fouled after delivering the ball and the ball lands over the end line, a free shall be given from the 14 yards line in football or the 21 yards line in hurling opposite the point where the ball crossed the end line Should the ball land over the side line, a free shall be given from the point where the ball crossed the side line

In football should the ball land inside the opponents' 14 yards line, the free shall be given from the 14 yards line opposite the point where the ball landed

In hurling should the ball land inside the opponent's 21 yards line the free shall be given from the 21 yards line opposite the point where the ball landed

(h) Should a player from each team foul at the same time the referee shall throw in the ball between the players of the opposing sides where the foul occurred - in football, over the heads of the two players from each team and in hurling along the ground between one player from each team

After the referee has awarded a free and prior to the free being taken, if a player on the team awarded the free fouls an opponent in retaliation, the free awarded shall be disallowed and play restarted by the referee, throwing in the ball where the original foul occurred - in football the ball to be thrown over the heads of two players from each team and in hurling along the ground between one player from each team

If a player in any way shows dessent with the referee's decision to award a free to the opposing team the free shall be awarded from a point 10 yards more advantageous to the opposing team

(i) Personal fouls - The referee shall take serious regard of personal fouls If a player trips an opponent, by hand, or foot, pulls down an opponent, jersey pulls an opponent, he will be cautioned after second offence and if he repeats offence will be put off the field of play

Interpretation

(1) All fouls on a player are personal fouls. The penalties mentioned apply to the specific types of personal fouls named.

Ball Out of Play

140 If the ball strikes anyone other than the player at or near the side-line and if the referee adjudges that in so doing the ball has been prevented from going out of play, a sideline kick or puck shall be given against the player who touched or played the ball last If a similar incident occurs at or near the end line, a "wide" or a "50" or "70", as applicable shall be given The referee shall allow a goal or a point should he consider that such a score has been prevented by the ball striking anyone other than the players If in any circumstances other than referred to above, the ball, during play, strikes

anyone other than the players a "throw-in" shall be given where the incident occurred, except if it occurs inside the 14-yards' line when the throw-in shall be given at the 14-yards' line If the ball, in play strikes anyone other than a player direct from a free, the free shall be retaken "

Interpretation

(1) If the ball strikes the referee during play it shall in football be thrown up betweem two players from each team, and in hurling be thrown in along the ground between one player from each side.

(2) If the ball strikes the referee direct from a free it shall be re-taken

141 The referee shall allow a substitution for a player (not ordered off) provided there are not more than three such subsitutions by a team during the game

When a substitution is being made, the substitute must give the referee a slip of paper with his name and the name of the player whom he is replacing written on it A substitution may be made only during stoppage in play

Injured players needing attention must be removed to the sideline for treatment, during which play must be continued Only two officials will be permitted on the field of play when a player is injured, and special badges may be provided by the committee in charge for these officials

Penalty A team which makes more than three substitutions shall automatically forfeit the game to its opponents

Interpretation

(1) If more than three substitutions are made, the referee shall report accordingly.

(2) For extra time - new players can be brought on in place of players previously ordered off. Three substitutions only are allowed in extra time.

(3) A substitute coming on shall tender a slip with team name, name of substitute and name of player who is being replaced.

142. The Weight and Size of Ball:-

Football: - The weight of the ball shall be from 13 to 15 ounces, size, 27 to 29 inches in circumference - No 5 match ball

Hurling:- The weight of the ball shall be from 3 5 to 4 5 ounces and 9 to 10 inches in circumference

RULES APPLICABLE TO FOOTBALL ONLY

143 **The Kick Out:-** For the kick-out from goal the ball shall be kicked from the ground, inside the smaller parallelogram All the players of the opposing team are to be outside the 21 yards line and the players of the defending team are to be outside the 14 yards line, except the player taking the kick, and the goalkeeper who shall remain inside the smaller parallelogram The player taking the kick-out may go behind the end-line for the purpose of taking a run The referee shall be empowered to allow time to compensate for a deliberate delay in kicking out When a score is made, the kick-out shall be taken from a point on the 21 yards line, in front of the scoring space, no player is to stand nearer than 14 yards until the ball is kicked

Note - The player taking the kick-out may play the ball more than once before any other player touches it Should a player stand nearer to the goal-line than the 21 yards line, the defending side shall have a free kick on the 21 yards line opposite where the player stood

(1) In the kick-out from goal, the ball shall be kicked from the ground and the player taking the kick shall not at the first or any other attempt take the ball into his hands.

(2) The kick-out can be taken from any point within the snmaller parallelogram, e.g. a ball that goes wide on the left of post - the kick-out may be taken at the right hand side not outside the smaller parallelogram.

144 **Free Kicks:** The penalty for all breaches of the rules shall be a free kick For the sake of continuity of play all free kicks (except penalty kicks) may be taken immediately at the spot indicated by the referee

Interpretation

Quick Free: See Note 4: All players must be 14 yards from the ball when a free kick is being taken.

When a free kick has been given and when the free taker passes to a colleague who is standing less than 14 yards from the ball the opposing team shall be awarded a free kick from where he stood.

No quick free is allowed for a foul inside the 14 yards line.

When a personal foul is committed by the defence on an attacking player within the larger parallelogram, a penalty shall be given from the central point of the 14 yards line All players with the exception of the goalkeeper and the player taking the kick are to be outside the 21 yards line

For all other fouls committed by the defence within the 14-yards line, but not within the smaller parallelogram, a free kick shall be given on the 14 yards line opposite where the foul was committed

Interpretation

(1.) A personal foul is any form of foul on the person of a player, as distinct from the fouling of the ball.

(2.) A penalty shall be awarded in the case of any foul committed by the defence within the smaller parallelogram and for a personal foul on an attacker occurring in the large parallelogram.

When a player fouls the ball in the area of the larger parallelogram, excluding the smaller parallelogram, an ordinary free shall be awarded.

(3.) When a penalty is being taken, all players with the exception of the goalkeeper and the player taking the penalty, must be outside the 21 yards line and 14 yards from the ball.

(4.) It is only the player wearing the distinctive jersey enjoys the rights and privileges of a goalkeeper.

Once the ball has been placed for a free by the referee, or has been placed on the spot indicated by the referee by a player of the team awarded the free, and the whistle

having been blown for the free to be taken, a player of that team may not reset the ball, except with the expressed permission of the referee Should a player fail to comply with this regulation, the referee shall disallow the free and throw the ball over the heads of one players from each side where the free was to have been taken

Interpretation

Allow a player to set the ball - if player from the same side resets without permission of referee or there is deliberate delay, ball shall be thrown up between two players from each team.

Note 1 - The player who takes the free kick may not play the ball again before another has touched it except where the ball rebounds off a crossbar or upright Should a player so foul the referee shall throw up the ball between two player from each team from where the foul occurs

Note 2 - The referee must bring back the ball to the centre point of the 14 yards line for a foul occurring in the smaller parallelogram, and entitling the attacking side to a penalty kick All players with the exception of the defending goalkeeper and the player taking the kick are to stand outside the 21 yards line No player shall cross the line until the ball has been kicked

Note 3 - A player taking a free kick near the endline or sideline may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched by a player of the side taking the free kick

Note 4 - Should a player stand nearer than 14 yards when a free kick or 50 yards kick is being taken, or illegally charge a free, the opposing team shall be awarded a free kick from where he stood or illegally charged Should a player charge illegally from within the smaller parellelogram, a penalty kick is to be given

Note 5 - A player, other than the player taking the free kick, who kicks the ball away when placed, shall be ordered off the field

The Play

145 **The Play:-** 1 The ball, while on the ground, must not be touched with the hand, except that a player knocked to the ground while in possession of the ball may fist or palm it away even though it be on the ground The goalkeeper, within the smaller parallelogram, may lift the ball off the ground by hand and, when himself on the ground fist or palm it away

The ball may not be lifted off the ground with the knees

2 The ball, when off the ground, may be caught or struck with the open hand(s) or fist The ball, while on the ground, may be played with the foot into the hands, provided the ball is not touched on the ground with the hands

3 When caught, the ball may be kicked, struck with the fist or open hand or hopped once against the ground with one or both hands The ball may not be thrown

4 The ball may not be held longer than is necessary to kick, fist, hop it away or move four steps

5 The ball may not be carried Carrying shall be taking more than four steps, while holding the ball Tipping the ball on the hands is considered carrying

6 The ball may be changed from one hand to the other once

Interpretation

The ball must not lose contact with the hands.

7 A player, in possession of the ball, may play the ball on to the boot and back into the hands any number of times, and after each such play may hop the ball once against the ground, with one or both hands

8 The player who plays the ball he has not cuaght may take a run by hopping it with one or both hands, but should he catch the ball he is allowed only one hop

146 **Side Kick.**- When a player plays the ball over the side-line, it shall be a free kick to the opposing team at the point where the ball crossed the line The linesman shall place the ball for the kick

Note 1 - If a player of either side stands nearer than 14 yards from where the ball is placed, a free kick shall be given to the opposing side from where the foul occurred

If a player of the team awarded a side-line kick resets the ball, it having been placed for the kick by the linesman, or if having kicked the ball he plays it again before it is touched by another player, the referee shall throw in the ball over the heads of two players from each team where the foul occurs

Interpretation

(1) If the ball hits side-line flag and comes back, it is out of play.

(2) The ball is not out until completely over the line.

(3) A linesman should first indicate that the ball has gone over the line and then move to place it for the side-line kick.

(4) The side-lme ball to be given against player who punches the ball from opponent's hands over side-line

(5) Linesmen throwing in the ball shall face players.

147 **Fifty Yards Free Kick:** If the ball is played over the end-lme outside the goal-posts by one of the defending side, the opposing side shall have a free kick from a point on the 50 yards line directly opposite where the ball crossed the end line

Note - The last player touching the ball shall be considered the last player playing it

RULES APPLICABLE TO HURLING ONLY

148 **The Puck Out:**- When the ball is driven over the goal-lme by the opposing team, it shall be pucked out from within the smaller parallelogram The player taking the puck may take the ball in his hand to puck it out Should he miss at first stroke, the ball may be pucked from off the ground or may be raised, but not taken in the hand

before striking All the players of the opposing team are to be outside the 21 yards line until the ball has been pucked The referee shall be empowered to allow extra time to compensate for any deliberate delay in pucking out

Note 1 - Should a player puck out the ball from outside the smaller parallelogram, the opposing team shall be awarded a 70 yards free puck opposite to where the foul occurred

Note 2 - The player taking the puck-out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal-line than the 21 yards line, the defending side shall have a free puck on the 21 yards line opposite where the player stood

Interpretation

(1) Umpires shall call referee's attention to blatant infringements of the parallelogram rule - (should a player puck the ball from outside the parallelogram, the opposing team shall be awarded a 70 yards free puck) - by putting up hand as for a 70. Should the player taking the 70 foul, the ball shall be pucked from goal by opposing team.

(2) If the puck-out is taken before whistle for it is blown it shall be re-taken.

(3) If the player pucking out the ball fouls the puck-out other than by pucking it from a point outside the parallelogram, the ball shall be thrown in between one player from each team on the 21 yards line.

Free Pucks

149 **The Penalty** for all breaches of the rule shall be a free puck For all free pucks the referee must indicate the spot from where the free shall be taken The ball shall not be pucked until the referee has whistled

When a personal foul is committed on an attacking player by a defender within the larger parallelogram, a free shall be awarded from the centre of the 21 yds line and only three defending players may stand on the goalline All other players must be outside the 21 yards line and shall not cross the 21 yards line until the ball has been struck

In the case of a defender fouling the ball within the larger parallelogram, a free shall be awarded from the central point of the 21 yards line, but in this case more than three defenders may line the goal-line

Interpretation

(1) A personal foul is any form of foul on the person of a player, or the striking of an opponent's hurley unless both players are in the act of playing the ball.

(2) A penalty (three defenders lining goal) shall not be awarded for the fouling of the ball in the larger or smaller parallelogram in hurling.

When a foul is committed by the defence inside the 21 yds line, and outside the larger parallelogram, a free shall be given on the 21 yards line opposite where the foul was commmitted

For all free pucks other than side-line pucks the ball may be struck in two ways - (a) strike the ball on the ground, (b) lift the ball with the hurley and strike it off the hurley The ball may not be taken in the hand when lifted with the hurley for a free puck, though this is lawful in all other cases

Note 1 - The player who takes a free puck may not play the ball again before another

player has touched it, except where the ball rebounds off a crossbar or upright Should a player so foul, the referee shall throw in the ball along the ground between one player from each team where the foul occurs

Note 2 - The ball must be lifted at first effort to lift, and struck at the first effort to strike off the hurley Should a player fail to lift at the first effort or fail to strike off the hurley, he must strike the ball on the ground

Note 3 - Should the player who is taking a free puck make a second effort to lift or otherwise foul the ball before any other player plays it, the referee shall throw in the ball along the ground between one player from each team, where the foul occurs

Note 4 - A player taking a free puck near the end-line or side-line may go outside these lines when striking The free puck shall be deemed to have been taken when, after the referee has whistled, the ball is struck by a player of the side awarded the free puck

Note 5 - Should a player stand nearer than 21 yds when a free puck or 70 yds free is being taken or illegally charge a free, the opposing team shall be awarded a free puck from where he stood or charged

Note 6 - A player may not approach nearer than 21 yards until the ball has been actually struck

Interpretation

If a player lifts and fails to strike at the first attempt, he shall not delay in striking the ball on the ground. Only when he delays his puck on the ground, may a player of either side approach nearer than 21 yards.

Note 7 - Once the ball has been placed for a free by the referee, or has been placed at the spot indicated by the referee by a player of the team awarded the free, and the whistle has been blown for the free to be taken, the player of that team may not reset the ball except with the expressed permission of the referee Should a player fail to comply with this regulation, the referee shall disallow the free and shall throw in the ball along the ground between a player from each team where the free was to have been taken

150 **The Play -**

1 The ball, when on the ground, may not be lifted or touched with the hands The ball may not be lifted off the ground with the knees

The ball may be lifted off the ground with the hurley or feet

Interpretation

If a player falls in possession and doesn't lose the ball, provided the ball is not held longer than is necessary to rise and puck it away, he should not be penalised even though the ball in his hand may touch the ground.

2 The ball, when off the ground, may be caught or struck with the hand

3 The ball may be kicked when on or off the ground

4 The ball may not be thrown

5 A player may catch the ball only twice before playing the ball away Throwing up the ball and catching it without playing it with the hurley is not allowed

Interpretation

The player who catches the ball in his hand may go on a solo run and catch it a second time before parting with it.

The player who takes the ball on his hurley without catching, may solo and catch and solo and catch a second time, after which he may not take the ball into his hands again.

In hurling a player may not change or transfer the ball from one hand to the other.

6 The ball may not be held longer than is necessary to play it away or to take three steps while holding it

Note:- Only 3 steps in hurling approved.

7 The ball may not be carried except on the hurley Carrying shall be taking more than three steps while holding the ball Tipping the ball on the hand is considered carrying

151 **The Side Puck** - When a player plays the ball over the side-line, it shall be a free puck on the ground to the opposing team, at the point where the ball crossed the line The linesman shall place the ball for the puck, and a player may not alter its position

Note 1 - If a player from either side stands nearer than 14 yds to the player who is taking the side-line puck, the opposing team shall be awarded a free puck from where the foul occurred

Note 2 - A player may not approach nearer than 14 yds until the ball has been actually struck

Note 3 - If a player who is taking a side-lme puck re-sets the ball it having been placed by the linesman attempts to lift the ball, touches it again before another player has played it, or otherwise foul the ball, the referee shall throw in the ball along the ground between one player from each team where the foul occurs

Interpretation

(1) If the ball hits side-line flag and comes back, it is out of play.

(2) The ball is not out until it is completely over the line.

(3) Linesmen should first indicate that the ball has gone over the line and then move to place it for side-lme puck.

(4) Linesmen throwing in the ball shall face the players.

(5) If a player taking a side-line 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, may a player from either side approach mearer than 14 yards.

152 **Seventy-yards Free Puck:-** If the ball is played across the end-line outside the goal-posts by one of the defending side, the opposing team shall have a free puck from a point on the 70 yards line directly opposite where the ball crossed the end-line

Note 1 - The last player touching the ball shall be considered the last player playing it

Note 2 - Should the player who is taking the 70 yards free puck foul the ball before any other player plays it, the ball shall be pucked from goal by the opposing team

Interpretation

An umpire should first indicate 70 and then move out to indicate the position.

APPROVED RECOMMENDATIONS AND AMENDMENTS TO HURLING PLAYING RULES.

(Operative 17/3/'77 and thereafter)

1 A Player in possession, who is surrounded, is entitled to go for an open space, even if the open space is closed by the time he gets to it, provided in so doing, he does not make a frontal attack on an opponent (Rule 139 (5))

2 Carrying the ball more than three steps will be rigidly applied (Rule 150 (6))

3 A deliberate physical charge on the goalkeeper is not allowed within the smaller parallelogram, but the opposing forwards are entitled to challenge the goalkeeper for possession or block his clearance and incidental contact with him in so doing is permissable (Rule 137 Note 1)

4 **The Puck Out** - (a) When the ball is driven over the goal-line by the opposing team, it shall be pucked out from within the smaller parallelogram The player taking the puck may take the ball in his hand to puck it out Should he miss at first stroke he may puck the ball off the ground or may raise it, but not take the ball into his hands before striking Taking the ball into his hand in this circumstance shall be penalised by referee throwing in the ball between one player from either side on the 20m line opposite where foul occurred (Congress 1980 - Remainder of Riail 148 is unchanged)

Comment - This simply provides a penalty in the case of a puck out by catching the ball in the hand when the player has missed at first stroke

5 Dropping the hurley to strike the hurling ball with the hand is contrary to rule (Rule 139 (b) 5)

6 Scores may still be made by striking the hurling ball with hand or foot (Rule 136)

7 Reaching from behind an opponent with the hurley to strike or tap the hurling ball away, is not a foul unless it is done in a dangerous manner (Rule 139 (b) 3)

8 A fair shoulder charge is permissable (Rule 139 (a) Note 1)

APPROVED RECOMMENDATIONS AND AMENDMENTS TO FOOTBALL PLAYING RULES

1 A player in possession, who is surrounded, is entitled to go for an open space even if the open space is closed by the time he gets to it, provided in so doing, he does not make a frontal attack on an opponent (Rule 139 (5))

2 Carrying the ball more than four steps will be rigidly applied (Rule 145 (4))

3 A deliberate physical charge on the goalkeeper is not allowed within the smaller parallelogram but the opposing forwards are entitled to challenge the goalkeeper for possession or block his clearance and incidental contact with him in so doing is permissable (Rule 137 Note 1)

4 The goalkeeper is entitled to toe to hand within the smaller parallelogram when clearing the ball (Rule 137 Note 2)

5 "In a throw in, the ball is now thrown in over the heads of a player from each side (Congress 1980) "

6 The hand pass must involve a striking action The striking hand must not be in contact with the ball immediately before delivering the strike A player may execute a legal hand pass from one hand only provided he strikes the ball with fist or open hand A "Throw" is defined as follows -

(a) When the ball is held in both hands and played away by releasing it from both hands simultaneously

(b) When the ball is held in one hand and played away directly by that hand (Rule 145)

7 Scoring by hand pass is permitted (Rule 136)

8 A fair shoulder charge is permitted, (Rule 139 (a) Note 1)

9 For the sake of continuity of play all free kicks (except penalty kicks and frees awarded to attacking teams inside 13 metres) may be taken immediately at the spot indicated by the referee - (see 144) This Congress amendment 1980 merely confirms the existing practice

10 Striking with the hand or attempting to block with the boot while an opponent is in the act of kicking the ball from the hand are now additional specific fouls (Congress 1980)

11 In the taking of a penalty, all players with the exception of the player taking the kick and the goalkeeper must remain outside the 20 mt line and be 13 mt from the ball, until the ball is kicked (Congress 1980)

INSTRUCTIONS TO HURLING AND FOOTBALL REFEREES.

1 If a referee is not certain that the smaller parallelogram rule is mfringed and a score is made, he should place more reliance on his umpires (Rule 125 (b))

2 The referee must not anticipate the outcome of a forward in the smaller parallelogram in the case of a high ball coming in as -

(a) The ball may go over the bar for a point

(b) It may fall short of the smaller parallelogram

(c) It may be caught and cleared (Rule 138)

3 The "Advantage Rule" means that the referee allows play to continue if it is to the advantage of the player in possession, even though he is fouled

Technical offences in this regard should be ignored
Examples of technical offences are -

(a) The accidental hand on the back which does not interefere with the movement or effectiveness of the opponent
(b) The goalkeeper who rides a tackle in success- fully clearing the ball
(c) The forward who is in the smaller parallelogram before the ball, but who doesn't affect the play and the ball is cleared

4 Riail 127 (e) was amended at Congress 1980 - to read as follows -

(e) When a player refuses to leave after being ordered off or having been ordered off again joins the game, the referee shall give the captain or official in charge of the team concerned three minutes to have the player removed to the side-line If the offending player has not left the pitch after three minutes have elapsed, the referee shall terminate the match and report accordingly to the Committee or Council in charge of the fixture, who shall award the match to the other team

5 The personal foul rule has been deleted (139 I) - Congress 1980 There are ample remedies within the rules to control jersey pulling, etc

139 (a) - Holding

124 (d), 139 c & d - Trips

124 (d), 139 c & d - Pulling down

6 Riail 139 (c) has been amended by Congress 1980 to read as follows -

'The referee shall consult with the umpires and/or linesmen for infringement of the playing rules, in particular rough tactics and deliberate striking, hitting or kicking - this to apply to all games where the officials concerned are neutral The referee may apply the rules as he sees fit, following such consultation '

Comment

The referee is still in charge and it is up to him **only** to take action after consultation

APPROVED RECOMMENDATIONS AND AMENDMENTS TO FOOTBALL PLAYING RULES.

1 Rule 136 was amended to read as follows -

136 In hurling a goal is scored when the ball is driven or played by either team between the goalposts and under the crossbar, except when thrown or carried by any of the attacking side

In hurling a point is scored when the ball is driven or played by either side over the crossbar and between the posts except, when thrown by any of the attacking side

Note Goal nets shall be provided in All-Ireland, Inter-County, and as far as possible, in County Championship matches

In Football a goal is scored when the ball is driven or played by either team between the goalposts and under the crossbar, except when thrown, carried, fisted or handpassed by any of the attacking side Exception is to be made when the ball in flight is flicked on with the hand or added to with the fist

In Football a point is scored when the ball is driven or played by either side over the crossbar and between the posts, except when thrown, fisted or handpassed by any of the

attacking side Exception is to be made when the ball in flight is flicked on with the hand or added to with the fist

2 Rule 145 section (d) was amended to read as follows -

When caught, the ball may be kicked, struck with the fist or open hand or hopped once against the ground with one or both hands The ball may not be thrown In the case of the open Hand Pass, there shall be a visible striking action and where the striking action is not visible the referee shall deem the pass as being foul

3 A new section was added to Rule 145 as follows -

(j) It shall be permissable to knock the ball from a player's hand by flicking it with the open hand

(Special Congress 1981)

RECOMMENDATIONS ON THE APPLICATION OF THE HAND PASS

1 There must be a visible striking action
2 There can be no propulsion from the holding hand where both hands are involved in the pass, but the ball may be released by the holding hand for striking by the other hand
3 A good 'rule of thumb' is that the striking hand should extend beyond the holding hand
4 When a referee sees the pass but is in doubt regarding its validity, the pass must be regarded as a foul pass

The benefit of the doubt is not to be given

5 When a referee is unsighted, he uses his discretion
6 The fisted pass remains - no change
7 Referees must not become obsessed with the handpass to the detriment of other fouls
8 In the early stages of application the referee should speak to the players before a game

Scores from a Fisted or Hand Pass

9 Allow a score that comes from a deflection but a deflection from a crossbar or upright is not a score
10 Allow a score when a ball in flight or a ball that comes hopping along the ground is flicked on or added to with the hand or fist
11 Do not allow a score that comes directly from a hand or fisted pass by the attacking

player **in possession** - if a defender in error passes a ball into his own net, allow the score.

The player on a solo run is **in possession.** The player who tips a ball over a defender's head is **in possession.** The player who hops a ball sideways as a goalkeeper or defender approaches is **in possession**. Therefore a score from a hand pass, fisted pass from any of these three positions is not to be allowed.

12. A score directly from a hand or fisted pass is a foul and the free is given from the position where the foul occurred.

General

13. Referees must be stricter with over-running, i.e. the number of steps taken - **four** steps.
14. A player may now strike the ball with the open hand as he approaches from behind, frontally or from the side - to strike away with the fist is not allowed. In any tackling situation, it is a foul to strike the ball away with the fist.

Explanatory notes.
There are at least two editions of this Little Yellow Booklet dated 1976. Each edition of this booklet states:-

"The Rules incorporate the new Playing Rules adopted at Annual Congress 1975."

However, one edition of this booklet states:-

APPROVED RECOMMENDATIONS AND AMENDMENTS TO HURLING PLAYING RULES
(Operative 17/3/'77 and thereafter)

Playing rule changes made at Congress 1980 and 1981 are also included.
Two booklets contain versions of playing rules which are significantly different from the official rules of the Official Guides. Many of the interpretations of the playing rules contained in these "Referees' and Players' Guides" constitute new rules, and rule changes which were never sanctioned by Annual Congress.

Congress 1975 adopted the metric system, yet both editions of these "HANDBOOK FOR REFEREES AND PLAYERS - RULES OF GAELIC FOOTBALL AND HURLING - REFEREE'S AND PLAYERS'GUIDE" use the imperial system of measurement which seems to suggest that one of these booklets was in the course of preparation for some time before Congress 1975 and another at least as late as 1981.

One edition reproduces at least six playing rule changes which were made at Congress 1980. There may have been more than two editions of these Yellow Booklets because one edition referes to playing rule changes made at the Special Congress 1981 even though it was not amended to incorporate playing rule changes already in operation in 1981.

OFFICIAL GUIDE
1978.

THE PLAYING RULES OF HURLING AND FOOTBALL

PLAYING RULES: FIELD OF PLAY.

142 The field of play shall not be less than 128 mts or more than 146 mts long, and not less than 77 mts or more than 91 mts wide

143 Side Lines and End Lines (Goal Lines) shall either be marked with lime or cut out of the turf Lines indicating 13 mts , 20 mts , 45 mts (football), 65 mts (hurling) and half way shall also be marked The ends of these lines and each corner of the ground shall be marked with flags

144 In the centre of the goal-lme shall stand the goal-posts, 5 mts high and 6 40 mts apart There shall be a crossbar 2 44 mts from the ground

145 Two parallelograms of the dimensions set out hereunder shall be formed in front of each scoring space One parallelogram, 14 mts by 4 5 mts shall be formed by two lines 4 5 mts long and at right angles to the end-line, being marked 3 80 mts from each goal-post, and the ends of these lines being joined

A larger paralellogram 19 mts by 13 mts shall be formed by two lines 13 mts long at right angles to the end-line, being marked 6 4 mts from each goal post and the ends of these lines being joined

Note The referee shall report any irregularities in respect of the foregoing Rules, and the two Captains should before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc unless a protest has been made to the referee before the game starts

The Committee or Council acting on such a report can order a replay

146 COMMENCING PLAY (a) The Captains of teams shall toss for choice of sides before commencing play

(b) Four players, two from each side, shall stand in two lines at the centre of the field The other players must be in their respective positions behind the 45 mts line (football) and 65 mts line (hurling)

(c) 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)

147 DURATION OF PLAY (a) The time for actual play is one hour and ends must be changed at half-time

(b) In Senior Inter-County Championship games, the duration of play shall be 35 minutes each half

(c) An interval not exceeding 10 minutes may be allowed at half-time

Penalty Teams exceeding this allowance shall be fined not more than £5 by the Committee responsible for the fixture

148 SCORES (a) A goal is scored when the ball is driven or played by either

team between the goal-posts and under the crossbar, except when thrown or carried by any of the attacking side

(b) A point is scored when the ball is driven or played by either side over the crossbar and between the posts except when thrown by any of the attacking side

Note Goal nets shall be provided in All-Ireland, Inter-County, and as far as possible in County Championship matches

(c) When the ball hits the crossbar or upright posts and rebounds into the field of play, it is still in play Should the crossbar become displaced or broken and should the ball pass between the upright posts, below where, in the opinion of the referee, the crossbar should have been, he shall allow a goal

(d) Should the upright posts become displaced and should the ball pass inside where, in the referee's opinion, they would have been, he shall allow a goal or a point according as the ball would have passed under or over the crossbar

(e) A ball played through the goal space by one of the defending side shall count a goal to the opposing team and if played through the point space, shall count a point

149 The ball is in play until the whole ball has passed over the goal-line or side-line

150 The game shall be decided by the greater number of points A goal shall be equal to three points

PLAYING RULES: HURLING.

151 FREE PUCKS - The penalty for all breaches of the rules shall be a free puck For all free pucks the referee must indicate the spot from where the free shall be taken The ball shall not be pucked until the referee has whistled

152 For all free pucks other than side-line pucks the ball may be struck in two ways

(a) Strike the ball on the ground

(b) Lift the ball with the hurley and strike it off the hurley The ball may not be taken in the hand when lifted with the hurley for a free puck

Note 1 - The player who takes a free puck may not play the ball again before another player has touched it, except where the ball rebounds off a crossbar or upright Should a player so foul,the referee shall throw in the ball between one player from each team along the ground where the foul occurs

Note 2 - The ball must be lifted at first effort to lift, and struck at the first effort to strike off the hurley Should a player fail to lift at the first effort or fail to strike off the hurley, he must strike the ball on the ground

Note 3 - Should the player who is taking a free puck make a second attempt to lift or otherwise foul the ball before any other player plays it, the referee shall throw in the ball between one player from each team along the ground where the foul occurs

Note 4 - A player taking a free puck near the end-line or side-line may go outside these lines when striking The free puck shall be deemed to have been taken, when,

after the referee has whistled, the ball is struck by a player of the side awarded the free puck

Note 5 - Should any other player stand nearer than 20 mts when a free puck or 65 mts free is being taken, or illegally charge a free, the opposing team shall be awarded a free puck from where he stood or charged

Note 6 - A player may not approach nearer than 20 mts until the ball has been actually struck

Note 7 - Once the ball has been placed for a free by the referee, or has been placed at the spot indicated by the referee, by a player of the team awarded the free, and the whistle has been blown for the free to be taken, the player of that team may not reset the ball except with the expressed permission of the referee Should a player fail to comply with this regulation, the referee shall disallow the free and shall throw the ball between one player from each team along the ground from where the free was to have been taken

153 In awarding a free for foul or rough play the referee shall award a free where the foul occurred, except in the case of a foul on a player after his delivery of the ball, where in such cases a free shall be given from where the ball lands, or if a score is made, the score shall be allowed

When a player is fouled after delivering the ball and the ball lands over the end-line, a free shall be given from the 20 mts line opposite the point where the ball crossed the end-line

Should the ball land inside the opponents' 20 mts line a free shall be given from the 20 mts line opposite the point where the ball landed

Should the ball land over the side-line, a free shall be given from the point where the ball crossed the side-line

154 Should a player from each team foul at the same time the referee shall throw in the ball between one player from each team along the ground where the foul occurred

155 (a) After the referee has awarded a free and prior to the free being taken, if a player on the team awarded the free, fouls an opponent in retaliation, the free awarded shall be disallowed and play restarted by the referee, throwing in the ball between one player from each team along the ground where the original foul occurred

(b) If a player in any way shows dissent with the referee's decision to award a free to the opposing team, the free shall be awarded from a point 10 mts more advantageous to the opposing team

156 65 mts FREE PUCK - (a) If the ball is played across the end-line outside the goalposts by one of the defending side, the opposing team shall have a free puck from a point on the 65 mts line directly opposite where the ball crossed the end-lme

Note The last person touching the ball shall be considered the last person playing it

(b) Should the player who is taking the 65 mts free puck foul the ball before any other player plays it, the ball shall be pucked from goal by the opposing team

157 SIDE-LINE PUCK - (a) When a player plays the ball over the side-line, it shall be a free puck on the ground to the opposing team, at the point where the ball crossed the line The linesmen shall place the ball for the puck, and a player may not alter its position

(b) If a player from either side stands near than 13 mts to the player who is taking the side-line puck, the opposing team shall be awarded a free puck from where the foul occurred

(c) A player may not approach nearer than 13 mts until the ball has been actually struck

(d) If a player who is taking a side-line puck resets the ball, placed by a linesman, attempts to lift the ball, touches it again before another player has played it, or otherwise fouls the ball, the referee shall throw in the ball between one player from each team along the ground where the foul occurs

158 THE PUCK-OUT - (a) When a ball is driven over the goal-line by the opposing team, it shall be pucked out from within the smaller parallelogram The player taking the puck may take the ball in his hand to puck it out Should he miss at first stroke, the ball may be pucked from off the ground or may be raised, but not taken in hand before striking All the players of the opposing team are to be outside the 20 mts line until the ball has been pucked The referee shall be empowered to allow extra time to compensate for any deliberate delay in pucking out

(b) Should a player puck out the ball from outside the smaller parallelogram, the opposing team shall be awarded a 65 mts free puck opposite to where the foul occurred

(c) The player taking the puck out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal-line than the 20 mts line, the defending side shall have a free puck on the 20 mts line opposite where the player stood

159 THE BALL IN PLAY - (a) The ball when on the ground, may not be lifted or touched with the hands The ball may not be lifted off the ground with the knees The ball may be lifted off the ground with the hurley or feet

(b) The ball when off the ground, may be caught or struck with the hand It may be kicked when on or off the ground

(c) The ball may not be thrown

(d) A player may catch the ball only twice before playing the ball away Throwing up the ball and catching it without playing it with the hurley is not allowed

(e) The ball may not be held longer than is necessary to play it away or to take three steps while holding it

(f) The ball may not be carried except on the hurley Carrying shall be taking more than three steps while holding the ball Tipping the ball on the hand is considered carrying

160 THE BALL OUT OF PLAY - (a) If the ball strikes anyone other than the player at or near the side-line and if the referee adjudges that in so doing the ball has been prevented from going out of play, a side line puck shall be given against the

player who touched the ball last If a similar incident occurs at or near the "end" line a wide or "65" as applicable shall be given

(b) The referee shall allow a goal or a point should he consider that such a score has been prevented by the ball striking anyone other than the players

(c) If in any other circumstances other than refered to above, the ball, during play strikes anyone other than the players a "Throw in" shall be given where the incident occurs, except if it occurs inside the 20 mts line when the throw in shall be given at the 20 mts line

(d) If the ball, in play, direct from a free strikes anyone other than a player the free shall be retaken

161 SPECIFIC FOULS

The following shall be fouls -

(a) Pushing, kicking, tripping, catching, holding, jumping at an opponent, striking him with fist, elbow, knee

(b) Obstructing a player by hand or arm even though he be not actually held

(c) Reaching from behind a player who is in possession of the ball

(d) Reaching from behind with the hurley over another player for the purpose of getting the ball

(e) Charging a player from behind Should a player who is legitimately charged turn deliberately in order to make the charge come from behind, that charge shall not be deemed a foul

(f) Charging or interfering with a player unless he has possession of or is in the act of playing the ball

Note - A fair charge is defined as "Side to Side" with at least one foot on the ground

(g) Pulling with the hurley in a dangerous manner from behind around the body of an opponent for the purpose of playing the ball

(h) Bringing the hurley intentionally or through careless play in contact with the person of another player

(i) Obstructing or holding off a player with a hurley

(j) Throwing a hurley in any circumstances

(k) Striking an opponent's hurley unless both players are in the act of striking the ball

162 PARALLELOGRAMS - (a) It shall be an offence for an attacking player to be within the smaller parallelogram before the ball enters it during play

(b) If an attacking player legally enters the smaller parallelogram, and the ball is played from that area, but is returned before the attacking player has time to leave the area, the player shall be deemed not to have commmitted an offence, provided he does not interfere with the defence

(c) When a point is scored from outside the smaller parallelogram, and the ball is sufficiently high to be out of reach of defence and attack, the score shall be allowed even though an attacking player or players may have been within the smaller parallelogram before the ball, provided that the aattacking player or players in question do not, in any way, interfere with the defence

(d) When a score is disallowed for infringement of this parallelogram rule the defending side shall take a free puck from the smaller parallelogram

(e) When a personal foul is committed on an attacking player by a defender within the larger parallelogram a free shall be awarded from the centre of the 20 mts line and only three defending players may stand on the goal-line All other players must be outside the 20 mts line and shall not cross the 20 mts line until the ball has been struck

(f) In the case of a defender fouling the ball within the larger parallelogram, a free shall be awarded from the centre point of the 20 mts line but, in this case, more than three defenders may stand on the goal-line

(g) When a foul is committed by the defence inside the 20 mts line, but outside the larger parallelogram, a free shall be awarded on the 20 mts line opposite where the foul was committed

163 GOALKEEPER - (a) The goalkeeper shall not be charged within the smaller parallelogram, but he may be challenged within the smaller parallelogram for possession of the ball, but physical contact with him is not allowed

(b) The goalkeeper in possession of the ball within the smaller parallelogram shall not delay in playing the ball from the area

Note - In all games the goalkeeper shall wear a distinctive jersey and failure to do so shall involve a fine of £2 00

164 WEIGHT AND SIZE OF THE BALL - The weight of the ball shall be from 100 gramme to 130 gramme and 22 9 cms to 25 4 cms in circumference

PLAYING RULES: FOOTBALL.

165 FREE KICKS - The penalty for all breaches of the rules shall be a free kick

(a) Once the ball has been placed for a free by the referee, or has been placed on the spot indicated by the referee by a player of the team awarded the free, and the whistle having been blown for the free to be taken, a player of that team may not reset the ball, except with the expressed permission of the referee Should a player fail to comply with this regulation, the referee shall disallow the free and throw up the ball over the heads of two players from each team where the free was to have been taken

(b) The player who takes a free kick may not play the ball again before another has touched it except where the ball rebounds off a crossbar or upright Should a player so foul the referee shall throw up the ball between two players from each team from where the foul occurs

(c) For the sake of continuity of play all free kicks (except penalty kicks) may be taken immediately at the spot indicated by the referee

(d) Should a player stand nearer than 13 mts when a free kick or 45 mts kick is being taken, or illegally charge a free, the opposing team shall be awarded a free kick from where he stood or illegally charged

(e) Should a player charge illegally from within the smaller parallelogram, a penalty kick is to be given

(f) A player, other than the player taking the free kick, who kicks the ball away when placed, shall be ordered off the field

(g) In awarding a free for foul or rough play the referee shall award a free where the foul occurred, except in the case of a foul on a player after his delivery of the ball, where in such cases a free shall be given from where the ball lands or if a score is made the score shall be allowed

(h) When a player is fouled after delivering the ball and the ball lands over the end-line, a free shall be given from the 13 mts line opposite the point where the ball crossed the end-line Should the ball land over the side-line, a free shall be given from the point where the ball crossed the side-line

Should the ball land inside the opponent's 13 mts line, a free shall be given from the 13 mts line opposite the point where the ball landed

(i) Should a player from each team foul at the same time, the referee shall throw in the ball over the heads of two players from each team

(j) After the referee has awarded a free and prior to the free being taken, if a player on the team awarded the free fouls an opponent in retaliation, the free awarded shall be disallowed and play restarted by the referee by throwing in the ball, where the original foul occurred, over the heads of two players from each team

(k) If a player in any way shows dissent with the referee's decision to award a free to the oppsing team, the free shall be awarded from a point 10 mts more advantageous to the opposing team

(l) A player taking a free kick near the end-lme or side-line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched by a player of the side taking the free kick

166 45 METRES FREE KICK - If the ball is played over the end-line outside the goalposts by one of the defending side, the opposing side shall have a free kick from a point on the 45 mts line directly opposite where the ball crossed the end-lme

Note - The last player touching the ball shall be considered the last player playing it

167 SIDE-LINE KICK - (a) When a player plays the ball over the side-line, it shall be a free kick to the opposing team at the point where the ball crossed the line The linesman shall place the ball for the kick

(b) If a player of either side stands nearer than 13 mts from where the ball is placed, a free kick shall be given to the opposing side from where the foul occurred

(c) If a player of the team awarded a side-line kick resets the ball, placed for the kick by the linesman, or if having kicked the ball he plays it again before it is touched by another player, the referee shall throw up the ball over the heads of two players from each team where the foul occurs

168 THE KICK-OUT - (a) For the kick-out from goal the ball shall be kicked from the ground, inside the smaller parallelogram

(b) All the players of the opposing team are to be outside the 20 mts line and the players of the defending team are to be outside the 13 mts line, except the player taking the kick, and the goalkeeper, who shall remain inside the smaller parallelogram

(c) The player taking the kick-out may go behind the end-lme for the purpose of taking a run

(d) The referee shall be empowered to allow time to compensate for a deliberate delay in kicking out

(e) When a score is made, the kick-out shall be taken from a point on the 20 mts line, in front of the scoring space, no player is to stand nearer than 13 mts until the ball is kicked

(f) The Player taking the kick-out may play the ball more than once before any other player touches it Should a player stand nearer to the goal-line than the 20 mts line, the defending side shall have a free kick on the 20 mts line opposite where the player stood

169 THE BALL IN PLAY - (a) The ball, while on the ground, must not be touched with the hand, except that a player knocked to the ground while in possession of the ball may fist or palm it away even though it be on the ground

(b) The ball, when off the ground, may be caught or struck with open hand(s) or fist The ball, while on the ground may be played with the foot into the hands, provided the ball is not touched on the ground with the hands

(c) The ball may not be lifted off the ground with the knees

(d) When caught, the ball may be kicked, struck with the fist or open hand or hopped once against the ground with one or both hands The ball may not be thrown

(e) The ball may not be held longer than is necessary to kick, fist, hop it away or move four steps

(f) The ball may not be carried Carrying shall be taking more than four steps, while holding the ball Tipping the ball on the hands is considered carrying

(g) The ball may be changed from one hand to the other once

(h) A player, in possession of the ball, may play the ball on the boot and back into the hands any number of times, and after each such play may hop the ball once against the ground, with one or both hands

(i) The player who plays the ball he has not caught may take a run by hopping it with one or both hands, but should he catch the ball he is allowed only one hop

170 THE BALL OUT OF PLAY - (a) If the ball strikes anyone other than the player at or near the side-line and if the referee adjudges that in so doing the ball has been prevented from going out of play, a side-line kick, shall be given against the player who touched or played the ball last If a similar incident occurs at or near the end-line, a "wide" or a "45" as applicable shall be given

(b) The referee shall allow a goal or a point should he consider that such a score has been prevented by the ball striking anyone other than the players

(c) If in any circumstances other than referred to above, the ball, during play, strikes anyone other than the players a "throw-in" shall be given where the incident occurs, except if it occurs inside the 13 mts line when the throw-in shall be given at the 13 mts line

(d) If the ball, in play, direct from a free strikes anyone other than a player the free shall be retaken

171 SPECIFIC FOULS - The following shall be fouls -

(a) Pushing, tripping, kicking, catching, holding, jumping at an opponent, striking him with fist, elbow or knee

(b) Obstructing a player by hand or arm even though he be not actually held

(c) Reaching from behind a player who is in possession of the ball

(d) Charging a player from behind Should a player who is being legitimately charged turn deliberately to make the charge come from behind, that charge shall not be deemed foul

(e) Charging or interfering with a player unless he has possession of or is in the act of playing the ball

Note - A fair charge is defined as "side to side" with at least one foot on the ground

172 PARALLELOGRAMS - (a) It shall be an offence for an attacking player to be within the smaller parallelogram before the ball enters it during play

(b) If an attacking player legally enters the smaller parallelogram, and the ball is played from that area, but is returned before the attacking player has had time to leave the area, the player shall be deemed not to have committed an offence provided he does not interfere with the defence

(c) When a point is scored from outside the smaller parallelogram, and the ball is sufficiently high to be out of reach of defence and attack, the score shall be allowed even though an attacking player or players may have been within the smaller parallelogram before the ball, provided that the attacking player or players in question do not, in any way, interfere with the defence

(d) When a score is disallowed for infringement of this parallelogram rule, the defending side shall take a free kick from within the smaller parallelogram

(e) When a personal foul is committed by the defence on an attacking player within the larger parallelogram, a penalty shall be given from the central point of the 13 mts line

All players with the exception of the defending goal-keeper and the player taking the kick are to be outside the 20 mts line

(f) For all other fouls committed by the defence within the 13 mts line, but not within the smaller parallelogram, a free kick shall be given on the 13 mts line opposite where the foul was committed

(g) The referee must bring back the ball to the centre of the 13 mts line for a foul occuring in the smaller parallelogram, and entitling the attacking side to a penalty kick All players with the exception of the defending goalkeeper and the player taking the kick are to stand outside the 20 mts line No player shall cross the line until the ball has been kicked

173 GOALKEEPER - (a) The goalkeeper, withm the smaller parallelogram, may lift the ball off the ground by hand and when himself on the ground fist or palm it away

(b) The goalkeeper shall not be charged within the smaller parallelogram, but may

be challenged within the smaller parallelogram for possession of the ball Physical contact with the goalkeeper is not allowed

(c) The goalkeeper in possession of the ball within the smaller parallelogram shall not delay in playing the ball from the area

Note - In all games the goalkeeper shall wear a distinctive jersey and failure to do so shall involve a fine of £2

174 WEIGHT AND SIZE OF THE BALL,- The weight of the ball shall be from 370 gramme to 425 gramme and 63 6 cms to 73 7 cms in circumference

CONTROL OF GAMES

122 APPOINTMENT OF REFEREES, The Central Council, Privincial Councils, and County Committees shall delegate the power to appoint referees for all games under their jurisdiction to a sub-committee of not more than six

123 Referees for all games shall be appointed by the Sub-Committee as outlined in Rule 122 It is recommended that in inter-County and in Inter-Provincial games, that the umpires and linesmen be appointed by the same Committee Any of these officials unable to act shall notify the Secretary in charge, who shall arrange for a substitute In County, Divisional or other games, a referee who is unable to act at the last moment may nominate a proxy, under whom the teams shall play

124 Control of games shall be entrusted to the referee, umpires (four) and linesmen (two) All questions affecting play shall be decided on the field by them

125 The duties and powers of a referee in addition to those set under the playing rules shall be -

(a) Receive lists of players (showing names of participating teams) all of which must be in Irish, sign them, and give a copy to the opposing team before the game

(b) Report any failure regarding receipt of lists of players to the Committee or Council in charge

(c) See that players are properly attired

(d) Obtain, if requested by the Captain or re-sponsible Official, the signature, full address, and Club, of any player whose name appears on the list of fifteen handed to him prior to the game, and also that of any substitute who takes part in the game

(e) Throw in the ball at the commencement of play in each half, and allow or disallow a score subject to the provisions of Rule 148

(f) Indicate when and where frees are to be taken (See also rules 151, 152, 153, 156, 165, 166)

(g) Consult with the Umpires and Linesmen when occasion arises and, in case any of them withdraws before end of game, appoint a substitute

126 Keep a record of -

(a) Scores The referee shall forward the scores to the Committee in charge of the game, within seven days, with the name of players ordered off, and in the case of a

player ordered off for striking an opponent with a hurley, or for kicking an opponent, indicate whether the stroke or kick was deliberate or otherwise

(b) Players injured and replaced

(c) Substitutes coming on to play

(d) The duration of the interval in the case of Inter-County games

(e) The intrusion of unauthorised persons

(f) The names of players and officials interfering during the course of the game

127 The referee shall have power to -

(a) Declare ground or other conditions unsuitable for play, after consulting with the officials in charge of the fixture

(b) Terminate a game -

(i) For want of light

(ii) Because of persistent outside interference

(iii) Any other reason he considers sufficient

(c) Extend time in each half for delays, deliberate or incidental in that half or extend time to allow for a free 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

A score can result from such frees only when no other player of the same side touches the ball

(d) Order to the line a player indulging in dangerous play, threatening another with hand or hurley, or using provocative language to players or officials

(e) When a player refuses to leave after being ordered off or having been ordered off again joins the game, the referee shall give the captain or official in charge of the team concerned three minutes to have the player removed to the sideline If the offneding player has not left the pitch after three minutes have elapsed, the referee shall terminate the match and report accordingly to the Committee or Council in charge of the fixture, who shall award the match to the other team

(f) When a player, players or a whole team refuse to continue a game, the referee shall give the captain of the team concerned three minutes to decide whether they intend to continue After three minutes have elapsed, if there is no sign of a resumption, any players willing to continue should give their names to the referee

The Committee or Council in charge shall award the match to the team willing to continue

The referee shall report accordingly to the Committee or Council in charge of the fixture, who shall award the match to the other team

When a player, players, or a whole team refuse to continue a game, the referee should give the Captain of the team concerned a certain time, say three minutes, to decide Then if there is no sign of resumption any player willing to continue should give their names to the referee The Committee or Council in charge must award the game to the team willing to continue

128 If a game is stopped by darkness coming on, it must be refixed for full period, unless there was a deliberate delay on the part of one team, when it may be awarded to their opponents

129 (a) In the case of rough play, irritating or improper language, the referee shall caution the player or players, and should the offence be repeated, he shall order the offender or offenders off the field and report accordingly to the Committee or Council in charge of the fixture

(b) A whole team may be disqualified or suspended for rough play even though it has won the match

130 In the event of a player committing any of the following offences, the referee without any caution, shall order the offender off the field and report accordingly to the Committee or Council in charge of the fixture

(a) Striking or attempting to strike an opponent with a hurley, fist, elbow or knee, kicking or attempting to kick an opponent

(b) Retaliation of a nature outlined in (a) above

(c) A foul of a dangerous nature

(d) Any form of violent conduct

131 The referee shall take serious regard of personal fouls If a player trips an opponent, by hand or foot, pulls down an opponent, jersey pulls an opponent, he will be cautioned after the second offence and if he repeats the offence he will be ordered off the field of play

132 (a) The referee shall allow a substitution for a player (not ordered off) provided there are not more than three such substitutions by a team during the game

When a substitution is being made, the substitute must give the referee a slip of paper with his name and the name of the player whom he is replacing written on it A substitution may be made only during a stoppage in play

Injured players needing attention must be removed to the sideline for treatment during which, play must be continued Only two officials will be permitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for these officials

A team which makes more than three substitutions shall automatically forfeit the game to its opponents

133 If a game results in a draw, teams may, by mutual consent, play extra time-15 minutes each way- and a substitute shall then be allowed for any player previously ordered off

Extra time must be played in the event of a draw in any game in the following competitions - Railway Cup and inter-provincial games, Oireachtas and other inter-county tournaments, Representative games, Fitzgibbon and Sigerson Cup competitions

Otherwise, or if a game be postponed for some unavoidable cause, it may be refixed for a date seven days later, provided four days notice be given In the event of a further draw, extra time, as above, must be played and the team or teams refusing to continue shall be ruled out of the competition If extra time is being played, a toss for choice of ends should be made

When extra time is necessary it shall commence not later than ten minutes after

drawn game ends A team or teams failing to field for such extra time within the specified ten minutes shall be ruled out of the competition

134 The referee shall present the ball to the Captain of the winning team at the conclusion of a Provincial or All-Ireland Final

135 The referee's decision on any question of fact and in regard to time shall be final

136 Once having given a decision the Referee, after sounding the whistle, shall not alter it

(a) The referee cannot make an award of the game, but may give his final scores if requested This award rests with the Committee or Council concerned acting on his report

(b) Where a referee fails to submit his report the Committee in charge, after a period of 14 days, has power to deal with the facts of the match on the evidence available from members at the match

137 The players shall be 15-a-side in all games except seven-a-side, but a team may commence a game with 13 players Any team failing to field the full permissable number of players at the start of the second half shall forfeit the game

In the first half only late arrivals may join in the game during a cessation of play, and must report to the referee when so doing

All other incursions on to the field of play by a team manager, coach, selector, doctor, first aid person or any other person, to be made only with the expressed permission of the referee and only during a cessation of play

Where it is desirable in the interests of hurling, it is left optional to Coiste Iomana to decide on the number of players comprising a team

If a County Committee so desires, it may reduce the number of players in a team from 15-a-side to 13-a-side for club competitions

138 (a) Duplicate lists in Irish of players, giving full Christian names, and, in the case of inter-county games, Clubs to which palyers belong, must be given to the referee before all official games When more than fifteen names appear on such list, unless otherwise clearly indicated, the first fifteen shall be taken as constituting the actual team

(b) The names of a substitute (replacing an injured player) must be given to the referee before such substitute takes part in the game

(c) Failure to furnish lists in Irish for Official Games shall entail loss of the game, as shall also the inclusion of a player whose name has not been supplied to the referee

(d) The penalties for list of players not being written on Irish paper shall be fines of £1 for County Championship games, £3 for Inter-County Championship and League games, and £10 for Inter-Provincial and All-Ireland Championships, the fine to be deducted from the expenses and paid to the opposing side

(e) It shall be compulsory on all Secretaries to report breaches of this rule

139 The referee shall consult with the umpires and/or linesmen for infringements of the playing rules, in particular rough tactics and deliberate striking, hitting or kicking - this to apply in all games where the officials concerned are neutral The referee may apply the rules as he sees fit, following such consultation

140 LINESMEN (a) There shall be two linesmen appointed by the Referee, County Committee, Provincial Council or Central Council, who shall be provided with flags

(b) Their duty (subject to the decision of the referee) shall be to decide when and where the ball crosses the sideline, and which side is entitled to the kick in, or puck in

Where a linesman cannot determine which team is entitled to a kick in, or puck in, the linesman shall throw in the ball himself

(c) The linesmen shall each take one side of the ground just outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play and incline the flag in the direction the ball is to be kicked or pucked

No penalty shall be incurred by competing teams should linesmen not change sides at half-time

(d) The linesmen shall have power to draw the referee's attention during the course of the game to incidents of rough tactics or deliberate striking, hitting or kicking which have gone unnoticed by the referee - this to apply in all games where the linesmen are neutral The linesmen should also have power to bring to the notice of the referee any incursions on to the field of play by a team manage, coach/selector, doctor, first aid person or any other person not so authorised by the referee

141 UMPIRES (a) There shall be two goal umpires at each end of the ground, appointed by the Referee, County Committee Provincial Council, or Central Council One shall stand outside each goalpost

(b) The umpires shall decide (subject to the referee's decision when they differ) if a ball has crossed the goal line or the crossbar for a score or has crossed over the end line for a wide ball or for a "65" in hurling or "45" in football

If an attacking player is within the smaller parallelogram before the ball enters it during play and a score is made the umpires, subject to the provisions of Rules 162 and 172 and the confirmation of the referee, shall disallow the score made

When a score is disallowed, breaches of the smaller parallelogram shall be notified by crossing the signal flags in front of the gaol

(c) A "65" in hurling or a "45" in football shall be indicated by pointing directly infield where the ball last played or touched by a defending player, passed over the end-line

(d) Wide balls (overs) are signalled by waving one or both arms

(e) The flag shall be raised at the centre of the goal space when a score has been made

(f) Umpires shall not change ends at half-time

(g) The umpires shall have power to draw the referee's attention during the course of the game to incidents of rough tactics or deliberate striking, hitting or kicking, which have gone unnoticed by the referee - this to apply in all games where the umpires are neutral The umpires shall also have power to bring to the notice of the referee any incursion on to the field of play by a team manager, coach, selector, doctor, first aid person or any other person not so authorised by the referee

1980.

This set of rules has been synthesised from the changes made at Congress, 1980 to the set of rules which appeared in the Official Guide, 1978. These changes are in italics.

PLAYING RULES: FIELD OF PLAY.

142 The field of play shall not be less than 128 mts or more than 146 mts long, and not less than 77 mts or more than 91 mts wide

143 Side Lines and End Lines (Goal Lines) shall either be marked with lime or cut out of the turf Lines indicating 13 mts , 20 mts , 45 mts (football), 65 mts (hurling) and half way shall also be marked The ends of these lines and each corner of the ground shall be marked with flags

144 In the centre of the goal-line shall stand the goal-posts, 5 mts high and 6 40 mts apart There shall be a crossbar 2 44 mts from the ground

145 Two parallelograms of the dimensions set out hereunder shall be formed in front of each scoring space One parallelogram, 14 mts by 4 5 mts shall be formed by two lines 4 5 mts long and at right angles to the end-line, being marked 3 80 mts from each goal-post, and the ends of these lines being joined

A larger paralellogram 19 mts by 13 mts shall be formed by two lines 13 mts long at right angles to the end-line, being marked 6 4 mts from each goal post and the ends of these lines being joined

Note The referee shall report any irregularities in respect of the foregoing Rules, and the two Captains should before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc unless a protest has been made to the referee before the game starts

The Committee or Council acting on such a report can order a replay

146 COMMENCING PLAY (a) The Captains of teams shall toss for choice of sides before commencing play

(b) Four players, two from each side, shall stand in two lines at the centre of the field The other players must be in their respective positions behind the 45 mts line (football) and 65 mts line (hurling)

(c) 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)

147 DURATION OF PLAY (a) The time for actual play is one hour and ends must be changed at half-time

(b) In Senior Inter-County Championship games, the duration of play shall be 35 minutes each half

(c) An interval not exceeding 10 minutes may be allowed at half-time

Penalty Teams exceeding this allowance shall be fined not more than £5 by the Committee responsible for the fixture

148 SCORES (a) A goal is scored when the ball is driven or played by either team between the goal-posts and under the crossbar, except when thrown or carried by any of the attacking side

(b) A point is scored when the ball is driven or played by either side over the crossbar and between the posts except when thrown by any of the attacking side

Note Goal nets shall be provided in All-Ireland, Inter-County, and as far as possible in County Championship matches

(c) When the ball hits the crossbar or upright posts and rebounds into the field of play, it is still in play Should the crossbar become displaced or broken and should the ball pass between the upright posts, below where, in the opinion of the referee, the crossbar should have been, he shall allow a goal

(d) Should the upright posts become displaced and should the ball pass inside where, in the referee's opinion, they would have been, he shall allow a goal or a point according as the ball would have passed under or over the crossbar

(e) A ball played through the goal space by one of the defending side shall count a goal to the opposing team and if played through the point space, shall count a point

149 The ball is in play until the whole ball has passed over the goal-line or side-line

150 The game shall be decided by the greater number of points A goal shall be equal to three points

PLAYING RULES: HURLING.

151 FREE PUCKS - The penalty for all breaches of the rules shall be a free puck For all free pucks the referee must indicate the spot from where the free shall be taken The ball shall not be pucked until the referee has whistled

152 For all free pucks other than side-line pucks the ball may be struck in two ways -

(a) Strike the ball on the ground

(b) Lift the ball with the hurley and strike it off the hurley The ball may not be taken in the hand when lifted with the hurley for a free puck

Note 1 - The player who takes a free puck may not play the ball again before another player has touched it, except where the ball rebounds off a crossbar or upright Should a player so foul,the referee shall throw in the ball between one player from each team along the ground where the foul occurs

Note 2 - The ball must be lifted at first effort to lift, and struck at the first effort to strike off the hurley Should a player fail to lift at the first effort or fail to strike off the hurley, he must strike the ball on the ground

Note 3 - Should the player who is taking a free puck make a second attempt to lift or otherwise foul the ball before any other player plays it, the referee shall throw in the ball between one player from each team along the ground where the foul occurs

Note 4 - A player taking a free puck near the end-line or side-line may go outside these lines when striking The free puck shall be deemed to have been taken, when, after the referee has whistled, the ball is struck by a player of the side awarded the free puck

Note 5 - Should any other player stand nearer than 20 mts when a free puck or 65 mts free is being taken, or illegally charge a free, the opposing team shall be awarded a free puck from where he stood or charged

Note 6 - A player may not approach nearer than 20 mts until the ball has been actually struck

Note 7 - Once the ball has been placed for a free by the referee, or has been placed at the spot indicated by the referee, by a player of the team awarded the free, and the whistle has been blown for the free to be taken, the player of that team may not reset the ball except with the expressed permission of the referee Should a player fail to comply with this regulation, the referee shall disallow the free and shall throw the ball between one player from each team along the ground from where the free was to have been taken

153 In awarding a free for foul or rough play the referee shall award a free where the foul occurred, except in the case of a foul on a player after his delivery of the ball, where in such cases a free shall be given from where the ball lands, or if a score is made, the score shall be allowed

When a player is fouled after delivering the ball and the ball lands over the end-line, a free shall be given from the 20 mts line opposite the point where the ball crossed the end-line

Should the ball land inside the opponents' 20 mts line a free shall be given from the 20 mts line opposite the point where the ball landed

Should the ball land over the side-line, a free shall be given from the point where the ball crossed the side-line

154 Should a player from each team foul at the same time the referee shall throw in the ball between one player from each team along the ground where the foul occurred

155 (a) After the referee has awarded a free and prior to the free being taken, if a player on the team awarded the free, fouls an opponent in retaliation, the free awarded shall be disallowed and play restarted by the referee, throwing in the ball between one player from each team along the ground where the original foul occurred

(b) If a player in any way shows dissent with the referee's decision to award a free to the opposing team, the free shall be awarded from a point 10 mts more advantageous to the opposing team

156 65 mts FREE PUCK - (a) If the ball is played across the end-line outside the goalposts by one of the defending side, the opposing team shall have a free puck from a point on the 65 mts line directly opposite where the ball crossed the end-lme

Note The last person touching the ball shall be considered the last person playing it

(b) Should the player who is taking the 65 mts free puck foul the ball before any other player plays it, the ball shall be pucked from goal by the opposing team

157 SIDE-LINE PUCK - (a) When a player plays the ball over the side-line, it shall

be a free puck on the ground to the opposing team, at the point where the ball crossed the line The linesmen shall place the ball for the puck, and a player may not alter its position

(b) If a player from either side stands near than 13 mts to the player who is taking the side-line puck, the opposing team shall be awarded a free puck from where the foul occurred

(c) A player may not approach nearer than 13 mts until the ball has been actually struck

(d) If a player who is taking a side-line puck resets the ball, placed by a linesman, attempts to lift the ball, touches it again before another player has played it, or otherwise fouls the ball, the referee shall throw in the ball between one player from each team along the ground where the foul occurs

158 THE PUCK-OUT - (a) When a ball is driven over the goal-line by the opposing team, it shall be pucked out from within the smaller parallelogram The player taking the puck may take the ball in his hand to puck it out Should he miss at first stroke, *he may puck the ball off the ground or may raise it but not take the ball into his hands before striking Taking the ball into his hand in this circumstance shall be penalised by referee throwing in the ball between one player from either side on the 20m line opposite where the foul occurred* All the players of the opposing team are to be outside the 20 mts line until the ball has been pucked The referee shall be empowered to allow extra time to compensate for any deliberate delay in pucking out

(b) Should a player puck out the ball from outside the smaller parallelogram, the opposing team shall be awarded a 65 mts free puck opposite to where the foul occurred

(c) The player taking the puck out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal-line than the 20 mts line, the defending side shall have a free puck on the 20 mts line opposite where the player stood

159 THE BALL IN PLAY - (a) The ball when on the ground, may not be lifted or touched with the hands The ball may not be lifted off the ground with the knees The ball may be lifted off the ground with the hurley or feet

(b) The ball when off the ground, may be caught or struck with the hand It may be kicked when on or off the ground

(c) The ball may not be thrown

(d) A player may catch the ball only twice before playing the ball away Throwing up the ball and catching it without playing it with the hurley is not allowed

(e) The ball may not be held longer than is necessary to play it away or to take three steps while holding it

(f) The ball may not be carried except on the hurley Carrying shall be taking more than three steps while holding the ball Tipping the ball on the hand is considered carrying

160 THE BALL OUT OF PLAY - (a) If the ball strikes anyone other than the player at or near the side-line and if the referee adjudges that in so doing the ball has been prevented from going out of play, a side line puck shall be given against the player who touched the ball last If a similar incident occurs at or near the "end" line a wide or "65" as applicable shall be given

(b) The referee shall allow a goal or a point should he consider that such a score has been prevented by the ball striking anyone other than the players

(c) If in any other circumstances other than refered to above, the ball, during play strikes anyone other than the players a "Throw in" shall be given where the incident occurs, except if it occurs inside the 20 mts line when the throw in shall be given at the 20 mts line

(d) If the ball, in play, direct from a free strikes anyone other than a player the free shall be retaken

161 SPECIFIC FOULS
The following shall be fouls -

(a) Pushing, kicking, tripping, catching, holding, jumping at an opponent, striking him with fist, *hand,* elbow, knee

(b) Obstructing a player by hand or arm even though he be not actually held

(c) Reaching from behind a player who is in possession of the ball

(d) Reaching from behind with the hurley over another player for the purpose of getting the ball

(e) Charging a player from behind Should a player who is legitimately charged turn deliberately in order to make the charge come from behind, that charge shall not be deemed a foul

(f) Charging or interfering with a player unless he has possession of or is in the act of playing the ball

Note - A fair charge is defined as "Side to Side" with at least one foot on the ground

(h) Pulling with the hurley in a dangerous manner from behind around the body of an opponent for the purpose of playing the ball

(i) Bringing the hurley intentionally or through careless play in contact with the person of another player

(j) Obstructing or holding off a player with a hurley

(k) Throwing a hurley in any circumstances

(l) Striking an opponent's hurley unless both players are in the act of striking the ball

162 PARALLELOGRAMS - (a) It shall be an offence for an attacking player to be within the smaller parallelogram before the ball enters it during play

(b) If an attacking player legally enters the smaller parallelogram, and the ball is played from that area, but is returned before the attacking player has time to leave the area, the player shall be deemed not to have commmitted an offence, provided he does not interfere with the defence

(c) When a point is scored from outside the smaller parallelogram, and the ball is sufficiently high to be out of reach of defence and attack, the score shall be allowed even though an attacking player or players may have been within the smaller parallelogram before the ball, provided that the aattacking player or players in question do not, in any way, interfere with the defence

(d) When a score is disallowed for infringement of this parallelogram rule the defending side shall take a free puck from the smaller parallelogram

(e) When a personal foul is committed on an attacking player by a defender within the larger parallelogram a free shall be awarded from the centre of the 20 mts line and only three defending players may stand on the goal-line All other players must be outside the 20 mts line and shall not cross the 20 mts line until the ball has been struck

(f) In the case of a defender fouling the ball within the larger parallelogram, a free shall be awarded from the centre point of the 20 mts line but, in this case, more than three defenders may stand on the goal-line

(g) When a foul is committed by the defence inside the 20 mts line, but outside the larger parallelogram, a free shall be awarded on the 20 mts line opposite where the foul was committed

163 GOALKEEPER - (a) The goalkeeper shall not be charged within the smaller parallelogram, but he may be challenged within the smaller parallelogram for possession of the ball, but physical contact with him is not allowed

(b) The goalkeeper in possession of the ball within the smaller parallelogram shall not delay in playing the ball from the area

Note - In all games the goalkeeper shall wear a distinctive jersey and failure to do so shall involve a fine of £2 00

164 WEIGHT AND SIZE OF THE BALL - The weight of the ball shall be from 100 gramme to 130 gramme and 22 9 cms to 25 4 cms in circumference

PLAYING RULES: FOOTBALL.

165 FREE KICKS - The penalty for all breaches of the rules shall be a free kick

(a) Once the ball has been placed for a free by the referee, or has been placed on the spot indicated by the referee by a player of the team awarded the free, and the whistle having been blown for the free to be taken, a player of that team may not reset the ball, except with the expressed permission of the referee Should a player fail to comply with this regulation, the referee shall disallow the free and throw up the ball over the heads of *a* player from each team where the free was to have been taken

(b) The player who takes a free kick may not play the ball again before another has touched it except where the ball rebounds off a crossbar or upright Should a player so foul the referee shall throw up the ball between *a* player from each team from where the foul occurs

(c) For the sake of continuity of play all free kicks (except penalty kicks *and frees awarded to attacking teams inside 13 metres)* may be taken immediately at the spot indicated by the referee

(d) Should a player stand nearer than 13 mts when a free kick or 45 mts kick is being taken, or illegally charge a free, the opposing team shall be awarded a free kick from where he stood or illegally charged

(e) Should a player charge illegally from within the smaller parallelogram, a penalty kick is to be given

(f) A player, other than the player taking the free kick, who kicks the ball away when placed, shall be ordered off the field

(g) In awarding a free for foul or rough play the referee shall award a free where the foul occurred, except in the case of a foul on a player after his delivery of the ball, where in such cases a free shall be given from where the ball lands or if a score is made the score shall be allowed

(h) When a player is fouled after delivering the ball and the ball lands over the end-line, a free shall be given from the 13 mts line opposite the point where the ball crossed

the end-line Should the ball land over the side-lme, a free shall be given from the point where the ball crossed the side-line

Should the ball land inside the opponent's 13 mts line, a free shall be given from the 13 mts line opposite the point where the ball landed

(i) Should a player from each team foul at the same time, the referee shall throw in the ball over the heads of two players from each team

(j) After the referee has awarded a free and prior to the free being taken, if a player on the team awarded the free fouls an opponent in retaliation, the free awarded shall be disallowed and play restarted by the referee by throwing in the ball, where the original foul occurred, over the heads of two players from each team

(k) If a player in any way shows dissent with the referee's decision to award a free to the oppsing team, the free shall be awarded from a point 10 mts more advantageous to the opposing team

(l) A player taking a free kick near the end-line or side-line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched by a player of the side taking the free kick

166 45 METRES FREE KICK - If the ball is played over the end-line outside the goalposts by one of the defending side, the opposing side shall have a free kick from a point on the 45 mts line directly opposite where the ball crossed the end-line

Note - The last player touching the ball shall be considered the last player playing it

167 SIDE-LINE KICK - (a) When a player plays the ball over the side-line, it shall be a free kick to the opposing team at the point where the ball crossed the line The linesman shall place the ball for the kick

(b) If a player of either side stands nearer than 13 mts from where the ball is placed, a free kick shall be given to the opposing side from where the foul occurred

(c) If a player of the team awarded a side-line kick resets the ball, placed for the kick by the linesman, or if having kicked the ball he plays it again before it is touched by another player, the referee shall throw up the ball over the heads of two players from each team where the foul occurs

168 THE KICK-OUT - (a) For the kick-out from goal the ball shall be kicked from the ground, inside the smaller parallelogram

(b) All the players of the opposing team are to be outside the 20 mts line and the players of the defending team are to be outside the 13 mts line, except the player taking the kick, and the goalkeeper, who shall remain inside the smaller parallelogram

(c) The player taking the kick-out may go behind the end-line for the purpose of taking a run

(d) The referee shall be empowered to allow time to compensate for a deliberate delay in kicking out

(e) When a score is made, the kick-out shall be taken from a point on the 20 mts line, in front of the scoring space, no player is to stand nearer than 13 mts until the ball is kicked

(f) The Player taking the kick-out may play the ball more than once before any other player touches it Should a player stand nearer to the goal-line than the 20 mts line, the defending side shall have a free kick on the 20 mts line opposite where the player stood

169 THE BALL IN PLAY - (a) The ball, while on the ground, must not be touched with the hand, except that a player knocked to the ground while in possession of the ball may fist or palm it away even though it be on the ground

(b) The ball, when off the ground, may be caught or struck with open hand(s) or fist The ball, while on the ground may be played with the foot into the hands, provided the ball is not touched on the ground with the hands

(c) The ball may not be lifted off the ground with the knees

(d) When caught, the ball may be kicked, struck with the fist or open hand or hopped once against the ground with one or both hands The ball may not be thrown

(e) The ball may not be held longer than is necessary to kick, fist, hop it away or move four steps

(f) The ball may not be carried Carrying shall be taking more than four steps, while holding the ball Tipping the ball on the hands is considered carrying

(g) The ball may be changed from one hand to the other once

(h) A player, in possession of the ball, may play the ball on the boot and back into the hands any number of times, and after each such play may hop the ball once against the ground, with one or both hands

(i) The player who plays the ball he has not caught may take a run by hopping it with one or both hands, but should he catch the ball he is allowed only one hop

170 THE BALL OUT OF PLAY - (a) If the ball strikes anyone other than the player at or near the side-line and if the referee adjudges that in so doing the ball has been prevented from going out of play, a side-line kick, shall be given against the

player who touched or played the ball last If a similar incident occurs at or near the end-lme, a "wide" or a "45" as applicable shall be given

(b) The referee shall allow a goal or a point should he consider that such a score has been prevented by the ball striking anyone other than the players

(c) If in any circumstances other than referred to above, the ball, during play, strikes anyone other than the players a "throw-in" shall be given where the incident occurs, except if it occurs inside the 13 mts line when the throw-in shall be given at the 13 mts line

(d) If the ball, in play, direct from a free strikes anyone other than a player the free shall be retaken

171 SPECIFIC FOULS - The following shall be fouls -

(a) Pushing, tripping, kicking, catching, holding, jumping at an opponent, striking him with fist, elbow or knee

(b) Obstructing a player by hand or arm even though he be not actually held

(c) Reaching from behind a player who is in possession of the ball

(d) Charging a player from behind Should a player who is being legitimately charged turn deliberately to make the charge come from behind, that charge shall not be deemed foul

(e) Charging or interfering with a player unless he has possession of or is in the act of playing the ball

(f) *Blocking or attempting to block with the boot when an opponent is in the act of kicking the ball from the hands*

Note - A fair charge is defined as "side to side" with at least one foot on the ground

172 PARALLELOGRAMS - (a) It shall be an offence for an attacking player to be within the smaller parallelogram before the ball enters it during play

(b) If an attacking player legally enters the smaller parallelogram, and the ball is played from that area, but is returned before the attacking player has had time to leave the area, the player shall be deemed not to have committed an offence provided he does not interfere with the defence

(c) When a point is scored from outside the smaller parallelogram, and the ball is sufficiently high to be out of reach of defence and attack, the score shall be allowed even though an attacking player or players may have been within the smaller parallelogram before the ball, provided that the attacking player or players in question do not, in any way, interfere with the defence

(d) When a score is disallowed for infringement of this parallelogram rule, the defending side shall take a free kick from within the smaller parallelogram

(e) When a personal foul is committed by the defence on an attacking player withm

the larger parallelogram, a penalty shall be given from the central point of the 13 mts line

All players with the exception of the defending goal-keeper and the player taking the kick are to be outside the 20 mts line *and be 13mt from the ball, until the ball is kicked*

(f) For all other fouls committed by the defence within the 13 mts line, but not within the smaller parallelogram, a free kick shall be given on the 13 mts line opposite where the foul was committed

(g) The referee must bring back the ball to the centre of the 13 mts line for a foul occuring in the smaller parallelogram, and entitling the attacking side to a penalty kick All players with the exception of the defending goalkeeper and the player taking the kick are to stand outside the 20 mts line No player shall cross the line until the ball has been kicked

173 GOALKEEPER - (a) The goalkeeper, within the smaller parallelogram, may lift the ball off the ground by hand and when himself on the ground fist or palm it away

(b) The goalkeeper shall not be charged within the smaller parallelogram, but may be challenged within the smaller parallelogram for possession of the ball Physical contact with the goalkeeper is not allowed

(c) The goalkeeper in possession of the ball within the smaller parallelogram shall not delay in playing the ball from the area

Note - In all games the goalkeeper shall wear a distinctive jersey and failure to do so shall involve a fine of £2

174 WEIGHT AND SIZE OF THE BALL,- The weight of the ball shall be from 370 gramme to 425 gramme and 63 6 cms to 73 7 cms in circumference

CONTROL OF GAMES

122 APPOINTMENT OF REFEREES, The Central Council, Privincial Councils, and County Committees shall delegate the power to appoint referees for all games under their jurisdiction to a sub-committee of not more than six

123 Referees for all games shall be appointed by the Sub-Committee as outlined in Rule 122 It is recommended that in inter-County and in Inter-Provincial games, that the umpires and linesmen be appointed by the same Committee Any of these officials unable to act shall notify the Secretary in charge, who shall arrange for a substitute In County, Divisional or other games, a referee who is unable to act at the last moment may nominate a proxy, under whom the teams shall play

124 Control of games shall be entrusted to the referee, umpires (four) and linesmen (two) All questions affecting play shall be decided on the field by them

125 The duties and powers of a referee in addition to those set under the playing rules shall be -

(a) Receive lists of players (showing names of participating teams) all of which must be in Irish, sign them, and give a copy to the opposing team before the game

(b) Report any failure regarding receipt of lists of players to the Committee or Council in charge

(c) See that players are properly attired

(d) Obtain, if requested by the Captain or re-sponsible Official, the signature, full address, and Club, of any player whose name appears on the list of fifteen handed to him prior to the game, and also that of any substitute who takes part in the game

(e) Throw in the ball at the commencement of play in each half, and allow or dis-allow a score subject to the provisions of Rule 148

(f) Indicate when and where frees are to be taken (See also rules 151, 152, 153, 156, 165, 166)

(g) Consult with the Umpires and Linesmen when occasion arises and, in case any of them withdraws before end of game, appoint a substitute

126 Keep a record of -

(a) Scores The referee shall forward the scores to the Committee in charge of the game, within seven days, with the name of players ordered off, and in the case of a player ordered off for striking an opponent with a hurley, or for kicking an opponent, indicate whether the stroke or kick was deliberate or otherwise

(b) Players injured and replaced

(c) Substitutes coming on to play

(d) The duration of the interval in the case of Inter-County games

(e) The intrusion of unauthorised persons
(f) The names of players and officials interfering during the course of the game

127 The referee shall have power to -

(a) Declare ground or other conditions unsuitable for play, after consulting with the officials in charge of the fixture

(b) Terminate a game -
(i) For want of light
(ii) Because of persistent outside interference
(iii) Any other reason he considers sufficient

(c) Extend time in each half for delays, deliberate or incidental in that half or extend time to allow for a free 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

A score can result from such frees only when no other player of the same side touches the ball

(d) Order to the line a player indulging in dangerous play, threatening another with hand or hurley, or using provocative language to players or officials

(e) When a player refuses to leave after being ordered off or having been ordered off again joins the game, the referee shall give the captain or official in charge of the team concerned three minutes to have the player removed to the side-line If the offending player has not left the pitch after three minutes have elapsed, the referee shall terminate the match and report accordingly to the Committee or Council in charge of the fixture, who shall award the match to the other team

(f) When a player, players or a whole team refuse to continue a game, the referee shall give the captain of the team concerned three minutes to decide whether they intend to continue After three minutes have elapsed, if there is no sign of a resumption, any players willing to continue should give their names to the referee

The Committee or Council in charge shall award the match to the team willing to continue

The referee shall report accordingly to the Committee or Council in charge of the fixture, who shall award the match to the other team

When a player, players, or a whole team refuse to continue a game, the referee should give the Captain of the team concerned a certain time, say three minutes, to decide Then if there is no sign of resumption any player willing to continue should give their names to the referee The Committee or Council in charge must award the game to the team willing to continue

128 If a game is stopped by darkness coming on, it must be refixed for full period, unless there was a deliberate delay on the part of one team, when it may be awarded to their opponents

129 (a) In the case of rough play, irritating or improper language, the referee shall caution the player or players, and should the offence be repeated, he shall order the offender or offenders off the field and report accordingly to the Committee or Council in charge of the fixture

(b) A whole team may be disqualified or suspended for rough play even though it has won the match

130 In the event of a player committing any of the following offences, the referee without any caution, shall order the offender off the field and report accordingly to the Committee or Council in charge of the fixture

(a) Striking or attempting to strike an opponent with a hurley, fist, elbow or knee, kicking or attempting to kick an opponent

(b) Retaliation of a nature outlined in (a) above

(c) A foul of a dangerous nature

(d) Any form of violent conduct

131 (a) The referee shall allow a substitution for a player (not ordered off) provided there are not more than three such substitutions by a team during the game

When a substitution is being made, the substitute must give the referee a slip of paper with his name and the name of the player whom he is replacing written on it A substitution may be made only during a stoppage in play

Injured players needing attention must be removed to the sideline for treatment during which, play must be continued Only two officials will be permitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for these officials

A team which makes more than three substitutions shall automatically forfeit the game to its opponents

132 If a game results in a draw, teams may, by mutual consent, play extra time-15 minutes each way- and a substitute shall then be allowed for any player previously ordered off

Extra time must be played in the event of a draw in any game in the following competitions - Railway Cup and inter-provincial games, Oireachtas and other inter-county tournaments, Representative games, Fitzgibbon and Sigerson Cup competitions

Otherwise, or if a game be postponed for some unavoidable cause, it may be refixed for a date seven days later, provided four days notice be given In the event of a further draw, extra time, as above, must be played and the team or teams refusing to continue shall be ruled out of the competition If extra time is being played, a toss for choice of ends should be made

When extra time is necessary it shall commence not later than ten minutes after drawn game ends A team or teams failing to field for such extra time within the specified ten minutes shall be ruled out of the competition

133 The referee shall present the ball to the Captain of the winning team at the conclusion of a Provincial or All-Ireland Final

134 The referee's decision on any question of fact and in regard to time shall be final

135 Once having given a decision the Referee, after sounding the whistle, shall not alter it

(a) The referee cannot make an award of the game, but may give his final scores if requested This award rests with the Committee or Council concerned acting on his report

(b) Where a referee fails to submit his report the Committee in charge, after a period of 14 days, has power to deal with the facts of the match on the evidence available from members at the match

136 The players shall be 15-a-side in all games except seven-a-side, but a team may commence a game with 13 players Any team failing to field the full permissable number of players at the start of the second half shall forfeit the game

In the first half only late arrivals may join in the game during a cessation of play, and must report to the referee when so doing

All other incursions on to the field of play by a team manager, coach, selector, doctor, first aid person or any other person, to be made only with the expressed permission of the referee and only during a cessation of play

Where it is desirable in the interests of hurling, it is left optional to Coiste Iomana to decide on the number of players comprising a team

If a County Committee so desires, it may reduce the number of players in a team from 15-a-side to 13-a-side for club competitions

137 (a) Duplicate lists in Irish of players, giving full Christian names, and, in the case of inter-county games, Clubs to which palyers belong, must be given to the referee before all official games When more than fifteen names appear on such list, unless otherwise clearly indicated, the first fifteen shall be taken as constituting the actual team

(b) The names of a substitute (replacing an injured player) must be given to the referee before such substitute takes part in the game

(c) Failure to furnish lists in Irish for Official Games shall entail loss of the game, as shall also the inclusion of a player whose name has not been supplied to the referee

(d) The penalties for list of players not being written on Irish paper shall be fines of £1 for County Championship games, £3 for Inter-County Championship and League games, and £10 for Inter-Provincial and All-Ireland Championships, the fine to be deducted from the expenses and paid to the opposing side

(e) It shall be compulsory on all Secretaries to report breaches of this rule

138 The referee shall consult with the umpires and/or linesmen for infringements of the playing rules, in particular rough tactics and deliberate striking, hitting or kicking - this to apply in all games where the officials concerned are neutral *The referee may apply the rules as he sees fit, following such consultation*

139 LINESMEN (a) There shall be two linesmen appointed by the Referee, County Committee, Provincial Council or Central Council, who shall be provided with flags

(b) Their duty (subject to the decision of the referee) shall be to decide when and where the ball crosses the sideline, and which side is entitled to the kick in, or puck in

Where a linesman cannot determine which team is entitled to a kick in, or puck in, the linesman shall throw in the ball himself

(c) The linesmen shall each take one side of the ground just outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play and incline the flag in the direction the ball is to be kicked or pucked

No penalty shall be incurred by competing teams should linesmen not change sides at half-time

(d) The linesmen shall have power to draw the referee's attention during the course of the game to incidents of rough tactics or deliberate striking, hitting or kicking which have gone unnoticed by the referee - this to apply in all games where the linesmen are neutral The linesmen should also have power to bring to the notice of the referee any incursions on to the field of play by a team manage, coach/selector, doctor, first aid person or any other person not so authorised by the referee

140 UMPIRES (a) There shall be two goal umpires at each end of the ground, appointed by the Referee, County Committee Provincial Council, or Central Council One shall stand outside each goalpost

(b) The umpires shall decide (subject to the referee's decision when they differ) if a ball has crossed the goal line or the crossbar for a score or has crossed over the end line for a wide ball or for a "65" in hurling or "45" in football

If an attacking player is within the smaller parallelogram before the ball enters it during play and a score is made the umpires, subject to the provisions of Rules 162 and 172 and the confirmation of the referee, shall disallow the score made

When a score is disallowed, breaches of the smaller parallelogram shall be notified by crossing the signal flags in front of the gaol

(c) A "65" in hurling or a "45" in football shall be indicated by pointing directly infield where the ball last played or touched by a defending player, passed over the end-line

(d) Wide balls (overs) are signalled by waving one or both arms

(e) The flag shall be raised at the centre of the goal space when a score has been made

(f) Umpires shall not change ends at half-time

(g) The umpires shall have power to draw the referee's attention during the course of the game to incidents of rough tactics or deliberate striking, hitting or kicking, which have gone unnoticed by the referee - this to apply in all games where the umpires are neutral The umpires shall also have power to bring to the notice of the referee any incursion on to the field of play by a team manager, coach, selector, doctor, first aid person or any other person not so authorised by the referee

THE PLAYING RULES OF HURLING AND FOOTBALL 1981.

This set of rules has been synthesised from the changes made at the Special Congress, 1981 to the set of rules in force after Congress 1980. These changes are recorded in bold italics. (Changes made at Congress 1980 are recorded in italics.)

PLAYING RULES: FIELD OF PLAY.

142 The field of play shall not be less than 128 mts or more than 146 mts long, and not less than 77 mts or more than 91 mts wide

143 Side Lines and End Lines (Goal Lines) shall either be marked with lime or cut out of the turf Lines indicating 13 mts , 20 mts , 45 mts (football), 65 mts (hurling) and half way shall also be marked The ends of these lines and each corner of the ground shall be marked with flags

144 In the centre of the goal-line shall stand the goal-posts, 5 mts high and 6 40 mts apart There shall be a crossbar 2 44 mts from the ground

145 Two parallelograms of the dimensions set out hereunder shall be formed in front of each scoring space One parallelogram, 14 mts by 4 5 mts shall be formed by two lines 4 5 mts long and at right angles to the end-line, being marked 3 80 mts from each goal-post, and the ends of these lines being joined

A larger paralellogram 19 mts by 13 mts shall be formed by two lines 13 mts long at right angles to the end-line, being marked 6 4 mts from each goal post and the ends of these lines being joined

Note The referee shall report any irregularities in respect of the foregoing Rules, and the two Captains should before start of game, jointly call attention to irregularities There can be no objection to size of pitch, lines, etc unless a protest has been made to the referee before the game starts

The Committee or Council acting on such a report can order a replay

146 COMMENCING PLAY (a) The Captains of teams shall toss for choice of sides before commencing play

(b) Four players, two from each side, shall stand in two lines at the centre of the field The other players must be in their respective positions behind the 45 mts line (football) and 65 mts line (hurling)

(c) 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)

147 DURATION OF PLAY (a) The time for actual play is one hour and ends must be changed at half-time

(b) In Senior Inter-County Championship games, the duration of play shall be 35 minutes each half

(c) An interval not exceeding 10 minutes may be allowed at half-time

Penalty Teams exceeding this allowance shall be fined not more than £5 by the Committee responsible for the fixture

148 SCORES (a) A goal is scored when the ball is driven, played ***or deflected by hand*** (1) by either team between the goal-posts and under the crossbar, except when thrown, carried or ***passed by hand or fist*** (2) by any of the attacking side

(b) A point is scored when the ball is driven or played by either side over the crossbar and between the posts except when thrown by any of the attacking side

Note Goal nets shall be provided in All-Ireland, Inter-County, and as far as possible in County Championship matches

(c) When the ball hits the crossbar or upright posts and rebounds into the field of play, it is still in play Should the crossbar become displaced or broken and should the ball pass between the upright posts, below where, in the opinion of the referee, the crossbar should have been, he shall allow a goal

(d) Should the upright posts become displaced and should the ball pass inside where, in the referee's opinion, they would have been, he shall allow a goal or a point according as the ball would have passed under or over the crossbar

(e) A ball played through the goal space by one of the defending side shall count a goal to the opposing team and if played through the point space, shall count a point

149 The ball is in play until the whole ball has passed over the goal-line or side-line

150 The game shall be decided by the greater number of points A goal shall be equal to three points

PLAYING RULES HURLING

151 FREE PUCKS - The penalty for all breaches of the rules shall be a free puck For all free pucks the referee must indicate the spot from where the free shall be taken The ball shall not be pucked until the referee has whistled

152 For all free pucks other than side-line pucks the ball may be struck in two ways -

(a) Strike the ball on the ground

(b) Lift the ball with the hurley and strike it off the hurley The ball may not be taken in the hand when lifted with the hurley for a free puck

Note 1 - The player who takes a free puck may not play the ball again before another player has touched it, except where the ball rebounds off a crossbar or upright Should a player so foul,the referee shall throw in the ball between one player from each team along the ground where the foul occurs

Note 2 - The ball must be lifted at first effort to lift, and struck at the first effort to strike off the hurley Should a player fail to lift at the first effort or fail to strike off the hurley, he must strike the ball on the ground

Note 3 - Should the player who is taking a free puck make a second attempt to lift or otherwise foul the ball before any other player plays it, the referee shall throw in the ball between one player from each team along the ground where the foul occurs

Note 4 - A player taking a free puck near the end-line or side-line may go outside these lines when striking The free puck shall be deemed to have been taken, when,

after the referee has whistled, the ball is struck by a player of the side awarded the free puck

Note 5 - Should any other player stand nearer than 20 mts when a free puck or 65 mts free is being taken, or illegally charge a free, the opposing team shall be awarded a free puck from where he stood or charged

Note 6 - A player may not approach nearer than 20 mts until the ball has been actually struck

Note 7 - Once the ball has been placed for a free by the referee, or has been placed at the spot indicated by the referee, by a player of the team awarded the free, and the whistle has been blown for the free to be taken, the player of that team may not reset the ball except with the expressed permission of the referee Should a player fail to comply with this regulation, the referee shall disallow the free and shall throw the ball between one player from each team along the ground from where the free was to have been taken

153 In awarding a free for foul or rough play the referee shall award a free where the foul occurred, except in the case of a foul on a player after his delivery of the ball, where in such cases a free shall be given from where the ball lands, or if a score is made, the score shall be allowed

When a player is fouled after delivering the ball and the ball lands over the end-line, a free shall be given from the 20 mts line opposite the point where the ball crossed the end-line

Should the ball land inside the opponents' 20 mts line a free shall be given from the 20 mts line opposite the point where the ball landed

Should the ball land over the side-line, a free shall be given from the point where the ball crossed the side-line

154 Should a player from each team foul at the same time the referee shall throw in the ball between one player from each team along the ground where the foul occurred

155 (a) After the referee has awarded a free and prior to the free being taken, if a player on the team awarded the free, fouls an opponent in retaliation, the free awarded shall be disallowed and play restarted by the referee, throwing in the ball between one player from each team along the ground where the original foul occurred

(b) If a player in any way shows dissent with the referee's decision to award a free to the opposing team, the free shall be awarded from a point 10 mts more advantageous to the opposing team

156 65 mts FREE PUCK - (a) If the ball is played across the end-lme outside the goalposts by one of the defending side, the opposing team shall have a free puck from a point on the 65 mts line directly opposite where the ball crossed the end-line

Note The last person touching the ball shall be considered the last person playing it

(b) Should the player who is taking the 65 mts free puck foul the ball before any other player plays it, the ball shall be pucked from goal by the opposing team

157 SIDE-LINE PUCK - (a) When a player plays the ball over the side-line, it shall be a free puck on the ground to the opposing team, at the point where the ball crossed the line The linesmen shall place the ball for the puck, and a player may not alter its position

(b) If a player from either side stands near than 13 mts to the player who is taking the side-line puck, the opposing team shall be awarded a free puck from where the foul occurred

(c) A player may not approach nearer than 13 mts until the ball has been actually struck

(d) If a player who is taking a side-line puck resets the ball, placed by a linesman, attempts to lift the ball, touches it again before another player has played it, or otherwise fouls the ball, the referee shall throw in the ball between one player from each team along the ground where the foul occurs

158 THE PUCK-OUT - (a) When a ball is driven over the goal-line by the opposing team, it shall be pucked out from within the smaller parallelogram The player taking the puck may take the ball in his hand to puck it out Should he miss at first stroke, *he may puck the ball off the ground or may raise it but not take the ball into his hands before striking Taking the ball into his hand in this circumstance shall be penalised by referee throwing in the ball between one player from either side on the 20m line opposite where the foul occurred* All the players of the opposing team are to be outside the 20 mts line until the ball has been pucked The referee shall be empowered to allow extra time to compensate for any deliberate delay in pucking out

(b) Should a player puck out the ball from outside the smaller parallelogram, the opposing team shall be awarded a 65 mts free puck opposite to where the foul occurred

(c) The player taking the puck out may strike the ball more than once before any other player touches it Should a player of the opposing team stand nearer to the goal-line than the 20 mts line, the defending side shall have a free puck on the 20 mts line opposite where the player stood

159 THE BALL IN PLAY - (a) The ball when on the ground, may not be lifted or touched with the hands The ball may not be lifted off the ground with the knees The ball may be lifted off the ground with the hurley or feet

(b) The ball when off the ground, may be caught or struck with the hand It may be kicked when on or off the ground

(c) The ball may not be thrown

(d) A player may catch the ball only twice before playing the ball away Throwing up the ball and catching it without playing it with the hurley is not allowed

(e) The ball may not be held longer than is necessary to play it away or to take three steps while holding it

(f) The ball may not be carried except on the hurley Carrying shall be taking more than three steps while holding the ball Tipping the ball on the hand is considered carrying

160 THE BALL OUT OF PLAY - (a) If the ball strikes anyone other than the player at or near the side-line and if the referee adjudges that in so doing the ball has

been prevented from going out of play, a side line puck shall be given against the player who touched the ball last If a similar incident occurs at or near the "end" line a wide or "65" as applicable shall be given

(b) The referee shall allow a goal or a point should he consider that such a score has been prevented by the ball striking anyone other than the players

(c) If in any other circumstances other than refered to above, the ball, during play strikes anyone other than the players a "Throw in" shall be given where the incident occurs, except if it occurs inside the 20 mts line when the throw in shall be given at the 20 mts line

(d) If the ball, in play, direct from a free strikes anyone other than a player the free shall be retaken

161 *SPECIFIC FOULS*

The following shall be fouls -

(a) Pushing, kicking, tripping, catching, holding, jumping at an opponent, striking him with fist, *hand,* elbow, knee

(b) Obstructing a player by hand or arm even though he be not actually held

(c) Reaching from behind a player who is in possession of the ball

(d) Reaching from behind with the hurley over another player for the purpose of getting the ball

(e) Charging a player from behind Should a player who is legitimately charged turn deliberately in order to make the charge come from behind, that charge shall not be deemed a foul

- (f) Charging or interfering with a player unless he has possession of or is in the act of playing the ball

Note - A fair charge is defined as "Side to Side" with at least one foot on the ground

(h) Pulling with the hurley in a dangerous manner from behind around the body of an opponent for the purpose of playing the ball

(i) Bringing the hurley intentionally or through careless play in contact with the person of another player

(j) Obstructing or holding off a player with a hurley

(k) Throwing a hurley in any circumstances

(l) Striking an opponent's hurley unless both players are in the act of striking the ball

162 PARALLELOGRAMS - (a) It shall be an offence for an attacking player to be within the smaller parallelogram before the ball enters it during play

(b) If an attacking player legally enters the smaller parallelogram, and the ball is played from that area, but is returned before the attacking player has time to leave the area, the player shall be deemed not to have commmitted an offence, provided he does not interfere with the defence

(c) When a point is scored from outside the smaller parallelogram, and the ball is sufficiently high to be out of reach of defence and attack, the score shall be allowed even though an attacking player or players may have been within the smaller parallelogram before the ball, provided that the aattackmg player or players in question do not, in any way, interfere with the defence

(d) When a score is disallowed for infringement of this parallelogram rule the defending side shall take a free puck from the smaller parallelogram

(e) When a personal foul is committed on an attacking player by a defender within the larger parallelogram a free shall be awarded from the centre of the 20 mts line and only three defending players may stand on the goal-line All other players must be outside the 20 mts line and shall not cross the 20 mts line until the ball has been struck

(f) In the case of a defender fouling the ball within the larger parallelogram, a free shall be awarded from the centre point of the 20 mts line but, in this case, more than three defenders may stand on the goal-line

(g) When a foul is committed by the defence inside the 20 mts line, but outside the larger parallelogram, a free shall be awarded on the 20 mts line opposite where the foul was committed

163 GOALKEEPER - (a) The goalkeeper shall not be charged within the smaller parallelogram, but he may be challenged within the smaller parallelogram for possession of the ball, but physical contact with him is not allowed

(b) The goalkeeper in possession of the ball within the smaller parallelogram shall not delay in playing the ball from the area

Note - In all games the goalkeeper shall wear a distinctive jersey and failure to do so shall involve a fine of £2 00

164 WEIGHT AND SIZE OF THE BALL - The weight of the ball shall be from 100 gramme to 130 gramme and 22 9 cms to 25 4 cms in circumference

PLAYING RULES: FOOTBALL.

165 FREE KICKS - The penalty for all breaches of the rules shall be a free kick

(a) Once the ball has been placed for a free by the referee, or has been placed on the spot indicated by the referee by a player of the team awarded the free, and the whistle having been blown for the free to be taken, a player of that team may not reset the ball, except with the expressed permission of the referee Should a player fail to comply with this regulation, the referee shall disallow the free and throw up the ball over the heads of *a* player from each team where the free was to have been taken

(b) The player who takes a free kick may not play the ball again before another has touched it except where the ball rebounds off a crossbar or upright Should a player so foul the referee shall throw up the ball between *a* player from each team from where the foul occurs

(c) For the sake of continuity of play all free kicks (except penalty kicks *and frees awarded to attacking teams inside 13 metres)* may be taken immediately at the spot indicated by the referee

(d) Should a player stand nearer than 13 mts when a free kick or 45 mts kick is

being taken, or illegally charge a free, the opposing team shall be awarded a free kick from where he stood or illegally charged

(e) Should a player charge illegally from within the smaller parallelogram, a penalty kick is to be given

(f) A player, other than the player taking the free kick, who kicks the ball away when placed, shall be ordered off the field

(g) In awarding a free for foul or rough play the referee shall award a free where the foul occurred, except in the case of a foul on a player after his delivery of the ball, where in such cases a free shall be given from where the ball lands or if a score is made the score shall be allowed

(h) When a player is fouled after delivering the ball and the ball lands over the end-line, a free shall be given from the 13 mts line opposite the point where the ball crossed the end-line Should the ball land over the side-line, a free shall be given from the point where the ball crossed the side-line
Should the ball land inside the opponent's 13 mts line, a free shall be given from the 13 mts line opposite the point where the ball landed

(i) Should a player from each team foul at the same time, the referee shall throw in the ball over the heads of two players from each team

(j) After the referee has awarded a free and prior to the free being taken, if a player on the team awarded the free fouls an opponent in retaliation, the free awarded shall be disallowed and play restarted by the referee by throwing in the ball, where the original foul occurred, over the heads of two players from each team

(k) If a player in any way shows dissent with the referee's decision to award a free to the oppsing team, the free shall be awarded from a point 10 mts more advantageous to the opposing team

(l) A player taking a free kick near the end-line or side-line may go outside these lines for the purpose of taking a run The free kick shall be deemed to have been taken when the ball is touched by a player of the side taking the free kick

166 45 METRES FREE KICK - If the ball is played over the end-lme outside the goalposts by one of the defending side, the opposing side shall have a free kick from a point on the 45 mts line directly opposite where the ball crossed the end-lme

Note - The last player touching the ball shall be considered the last player playing it

167 SIDE-LINE KICK - (a) When a player plays the ball over the side-line, it shall be a free kick to the opposing team at the point where the ball crossed the line The linesman shall place the ball for the kick

(b) If a player of either side stands nearer than 13 mts from where the ball is placed, a free kick shall be given to the opposing side from where the foul occurred

(c) If a player of the team awarded a side-line kick resets the ball, placed for the kick by the linesman, or if having kicked the ball he plays it again before it is touched by another player, the referee shall throw up the ball over the heads of two players from each team where the foul occurs

168 THE KICK-OUT - (a) For the kick-out from goal the ball shall be kicked from the ground, inside the smaller parallelogram

(b) All the players of the opposing team are to be outside the 20 mts line and the players of the defending team are to be outside the 13 mts line, except the player taking the kick, and the goalkeeper, who shall remain inside the smaller parallelogram

(c) The player taking the kick-out may go behind the end-line for the purpose of taking a run

(d) The referee shall be empowered to allow time to compensate for a deliberate delay in kicking out

(e) When a score is made, the kick-out shall be taken from a point on the 20 mts line, in front of the scoring space, no player is to stand nearer than 13 mts until the ball is kicked

(f) The Player taking the kick-out may play the ball more than once before any other player touches it Should a player stand nearer to the goal-line than the 20 mts line, the defending side shall have a free kick on the 20 mts line opposite where the player stood

169 THE BALL IN PLAY - (a) The ball, while on the ground, must not be touched with the hand, except that a player knocked to the ground while in possession of the ball may fist or palm it away even though it be on the ground

(b) The ball, when off the ground, may be caught or struck with open hand(s) or fist The ball, while on the ground may be played with the foot into the hands, provided the ball is not touched on the ground with the hands

(c) The ball may not be lifted off the ground with the knees

(d) When caught, the ball may be kicked, struck with the fist or open hand or hopped once against the ground with one or both hands ***in the case of the Open Hand Pass, there shall be a visible striking of the ball by the hand, and where the striking action is not visible the Referee shall deem the pass as being foul*** (3) The ball may not be thrown

(e) The ball may not be held longer than is necessary to kick, fist, hop it away or move four steps

(f) The ball may not be carried Carrying shall be taking more than four steps, while holding the ball Tipping the ball on the hands is considered carrying

(g) The ball may be changed from one hand to the other once

(h) A player, in possession of the ball, may play the ball on the boot and back into the hands any number of times, and after each such play may hop the ball once against the ground, with one or both hands

(i) The player who plays the ball he has not caught may take a run by hopping it with one or both hands, but should he catch the ball he is allowed only one hop

(j) ***The ball may be knocked from an opponent's hand by flicking it with the open hand*** (4)

170 THE BALL OUT OF PLAY - (a) If the ball strikes anyone other than the player at or near the side-line and if the referee adjudges that in so doing the ball has been prevented from going out of play, a side-line kick, shall be given against the player who touched or played the ball last If a similar incident occurs at or near the end-line, a "wide" or a "45" as applicable shall be given

(b) The referee shall allow a goal or a point should he consider that such a score has been prevented by the ball striking anyone other than the players

(c) If in any circumstances other than referred to above, the ball, during play, strikes anyone other than the players a "throw-in" shall be given where the incident occurs, except if it occurs inside the 13 mts line when the throw-in shall be given at the 13 mts line

(d) If the ball, in play, direct from a free strikes anyone other than a player the free shall be retaken

171 SPECIFIC FOULS - The following shall be fouls -

(a) Pushing, tripping, kicking, catching, holding, jumping at an opponent, striking him with fist, elbow or knee

(b) Obstructing a player by hand or arm even though he be not actually held

(c) Reaching from behind a player who is in possession of the ball ***except when flicking it away with the open hand*** (5)

(d) Charging a player from behind Should a player who is being legitimately charged turn deliberately to make the charge come from behind, that charge shall not be deemed foul

(e) Charging or interfering with a player unless he has possession of or is in the act of playing the ball

(f) *Blocking or attempting to block with the boot when an opponent is in the act of kicking the ball from the hands*

Note - A fair charge is defined as "side to side" with at least one foot on the ground

172 PARALLELOGRAMS - (a) It shall be an offence for an attacking player to be within the smaller parallelogram before the ball enters it during play

(b) If an attacking player legally enters the smaller parallelogram, and the ball is played from that area, but is returned before the attacking player has had time to leave the area, the player shall be deemed not to have committed an offence provided he does not interfere with the defence

(c) When a point is scored from outside the smaller parallelogram, and the ball is sufficiently high to be out of reach of defence and attack, the score shall be allowed even though an attacking player or players may have been within the smaller parallelogram before the ball, provided that the attacking player or players in question do not, in any way, interfere with the defence

(d) When a score is disallowed for infringement of this parallelogram rule, the defending side shall take a free kick from within the smaller parallelogram

(e) When a personal foul is committed by the defence on an attacking player within the larger parallelogram, a penalty shall be given from the central point of the 13 mts line

All players with the exception of the defending goal-keeper and the player taking the kick are to be outside the 20 mts line *and be 13mt from the ball, until the ball is kicked*

(f) For all other fouls committed by the defence within the 13 mts line, but not within the smaller parallelogram, a free kick shall be given on the 13 mts line opposite where the foul was committed

(g) The referee must bring back the ball to the centre of the 13 mts line for a foul occuring in the smaller parallelogram, and entitling the attacking side to a penalty kick All players with the exception of the defending goalkeeper and the player taking the kick are to stand outside the 20 mts line No player shall cross the line until the ball has been kicked

173 GOALKEEPER - (a) The goalkeeper, within the smaller parallelogram, may lift the ball off the ground by hand and when himself on the ground fist or palm it away

(b) The goalkeeper shall not be charged within the smaller parallelogram, but may be challenged withm the smaller parallelogram for possession of the ball Physical contact with the goalkeeper is not allowed

(c) The goalkeeper in possession of the ball within the smaller parallelogram shall not delay in playing the ball from the area

Note - In all games the goalkeeper shall wear a distinctive jersey and failure to do so shall involve a fine of £2

174 WEIGHT AND SIZE OF THE BALL,- The weight of the ball shall be from 370 gramme to 425 gramme and 63 6 cms to 73 7 cms in circumference

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1 Special Congress, 1981 Motion 20
2 ibid Motion 20
3 ibid Motion 5
4 ibid Motion 52
5 ibid Motion 52

CONTROL OF GAMES

122 APPOINTMENT OF REFEREES, The Central Council, Provincial Councils, and County Committees shall delegate the power to appoint referees for all games under their jurisdiction to a sub-committee of not more than six

123 Referees for all games shall be appointed by the Sub-Committee as outlined in Rule 122 It is recommended that in inter-County and in Inter-Provincial games, that the umpires and linesmen be appointed by the same Committee Any of these officials unable to act shall notify the Secretary in charge, who shall arrange for a substitute In County, Divisional or other games, a referee who is unable to act at the last moment may nominate a proxy, under whom the teams shall play

124 Control of games shall be entrusted to the referee, umpires (four) and linesmen (two) All questions affecting play shall be decided on the field by them

125 The duties and powers of a referee in addition to those set under the playing rules shall be -

(a) Receive lists of players (showing names of participating teams) all of which must be in Irish, sign them, and give a copy to the opposing team before the game

(b) Report any failure regarding receipt of lists of players to the Committee or Council in charge

(c) See that players are properly attired

(d) Obtain, if requested by the Captain or re-sponsible Official, the signature, full address, and Club, of any player whose name appears on the list of fifteen handed to him prior to the game, and also that of any substitute who takes part in the game

(e) Throw in the ball at the commencement of play in each half, and allow or dis-allow a score subject to the provisions of Rule 148

(f) Indicate when and where frees are to be taken (See also rules 151, 152, 153, 156, 165, 166)

(g) Consult with the Umpires and Linesmen when occasion arises and, in case any of them withdraws before end of game, appoint a substitute

126 Keep a record of -

(a) Scores The referee shall forward the scores to the Committee in charge of the game, within seven days, with the name of players ordered off, and in the case of a player ordered off for striking an opponent with a hurley, or for kicking an opponent, indicate whether the stroke or kick was deliberate or otherwise

(b) Players injured and replaced

(c) Substitutes coming on to play

(d) The duration of the interval in the case of Inter-County games

(e) The intrusion of unauthorised persons

(f) The names of players and officials interfering during the course of the game

127 The referee shall have power to -

(a) Declare ground or other conditions unsuitable for play, after consulting with the officials in charge of the fixture

(b) Terminate a game -
(i) For want of light
(ii) Because of persistent outside interference
(iii) Any other reason he considers sufficient

(c) Extend time in each half for delays, deliberate or incidental in that half or extend time to allow for a free 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

A score can result from such frees only when no other player of the same side touches the ball

(d) Order to the line a player indulging in dangerous play, threatening another with hand or hurley, or using provocative language to players or officials

(e) When a player refuses to leave after being ordered off or having been ordered off again joins the game, the referee shall give the captain or official in charge of the team concerned three minutes to have the player removed to the side-line If the offending player has not left the pitch after three minutes have elapsed, the referee shall terminate the match and report accordingly to the Committee or Council in charge of the fixture, who shall award the match to the other team

(f) When a player, players or a whole team refuse to continue a game, the referee shall give the captain of the team concerned three minutes to decide whether they intend to continue After three minutes have elapsed, if there is no sign of a resumption, any players willing to continue should give their names to the referee

The Committee or Council in charge shall award the match to the team willing to continue

The referee shall report accordingly to the Committee or Council in charge of the fixture, who shall award the match to the other team

When a player, players, or a whole team refuse to continue a game, the referee should give the Captain of the team concerned a certain time, say three minutes, to decide Then if there is no sign of resumption any player willing to continue should give their names to the referee The Committee or Council in charge must award the game to the team willing to continue

128 If a game is stopped by darkness coming on, it must be refixed for full period, unless there was a deliberate delay on the part of one team, when it may be awarded to their opponents

129 (a) In the case of rough play, irritating or improper language, the referee shall caution the player or players, and should the offence be repeated, he shall order the offender or offenders off the field and report accordingly to the Committee or Council in charge of the fixture

(b) A whole team may be disqualified or suspended for rough play even though it has won the match

130 In the event of a player committing any of the following offences, the referee without any caution, shall order the offender off the field and report accordingly to the Committee or Council in charge of the fixture

(a) Striking or attempting to strike an opponent with a hurley, fist, elbow or knee, kicking or attempting to kick an opponent

(b) Retaliation of a nature outlined in (a) above

(c) A foul of a dangerous nature

(d) Any form of violent conduct

131 (a) The referee shall allow a substitution for a player (not ordered off) provided there are not more than three such substitutions by a team during the game

When a substitution is being made, the substitute must give the referee a slip of paper with his name and the name of the player whom he is replacing written on it A substitution may be made only during a stoppage in play

Injured players needing attention must be removed to the sideline for treatment during which, play must be continued Only two officials will be permitted on the field of play when a player is injured, and special badges may be provided by the Committee in charge for these officials

A team which makes more than three substitutions shall automatically forfeit the game to its opponents

132 If a game results in a draw, teams may, by mutual consent, play extra time-15 minutes each way- and a substitute shall then be allowed for any player previously ordered off

Extra time must be played in the event of a draw in any game in the following competitions - Railway Cup and inter-provincial games, Oireachtas and other inter-county tournaments, Representative games, Fitzgibbon and Sigerson Cup competitions

Otherwise, or if a game be postponed for some unavoidable cause, it may be refixed for a date seven days later, provided four days notice be given In the event of a further draw, extra time, as above, must be played and the team or teams refusing to continue shall be ruled out of the competition If extra time is being played, a toss for choice of ends should be made

When extra time is necessary it shall commence not later than ten minutes after drawn game ends A team or teams failing to field for such extra time within the specified ten minutes shall be ruled out of the competition

133. The referee shall present the ball to the Captain of the winning team at the conclusion of a Provincial or All-Ireland Final.

134. The referee's decision on any question of fact and in regard to time shall be final.

135. Once having given a decision the Referee, after sounding the whistle, shall not alter it.

(a) The referee cannot make an award of the game, but may give his final scores if requested. This award rests with the Committee or Council concerned acting on his report.

(b) Where a referee fails to submit his report the Committee in charge, after a period of 14 days, has power to deal with the facts of the match on the evidence available from members at the match.

136. The players shall be 15-a-side in all games except seven-a-side, but a team may commence a game with 13 players. Any team failing to field the full permissable number of players at the start of the second half shall forfeit the game.

In the first half only late arrivals may join in the game during a cessation of play, and must report to the referee when so doing.

All other incursions on to the field of play by a team manager, coach, selector, doctor, first aid person or any other person, to be made only with the expressed permission of the referee and only during a cessation of play.

Where it is desirable in the interests of hurling, it is left optional to Coiste Iomana to decide on the number of players comprising a team.

If a County Committee so desires, it may reduce the number of players in a team from 15-a-side to 13-a-side for club competitions.

137. (a) Duplicate lists in Irish of players, giving full Christian names, and, in the case of inter-county games, Clubs to which palyers belong, must be given to the referee before all official games. When more than fifteen names appear on such list, unless otherwise clearly indicated, the first fifteen shall be taken as constituting the actual team.

(b) The names of a substitute (replacing an injured player) must be given to the referee before such substitute takes part in the game.

(c) Failure to furnish lists in Irish for Official Games shall entail loss of the game, as shall also the inclusion of a player whose name has not been supplied to the referee.

(d) The penalties for list of players not being written on Irish paper shall be fines of £1 for County Championship games, £3 for Inter-County Championship and League games, and £10 for Inter-Provincial and All-Ireland Championships, the fine to be deducted from the expenses and paid to the opposing side.

(e) It shall be compulsory on all Secretaries to report breaches of this rule.

138. The referee shall consult with the umpires and/or linesmen for infringements of the playing rules, in particular rough tactics and deliberate striking, hitting or kicking - this to apply in all games where the officials concerned are neutral. *The referee may apply the rules as he sees fit, following such consultation.*

139. LINESMEN: (a) There shall be two linesmen appointed by the Referee, County Committee, Provincial Council or Central Council, who shall be provided with flags.

(b) Their duty (subject to the decision of the referee) shall be to decide when and where the ball crosses the sideline, and which side is entitled to the kick in, or puck in

Where a linesman cannot determine which team is entitled to a kick in, or puck in, the linesman shall throw in the ball himself

(c) The linesmen shall each take one side of the ground just outside the field of play, changing sides at half-time, and they shall hold up the flag when and where the ball is out of play and incline the flag in the direction the ball is to be kicked or pucked

No penalty shall be incurred by competing teams should linesmen not change sides at half-time

(d) The linesmen shall have power to draw the referee's attention during the course of the game to incidents of rough tactics or deliberate striking, hitting or kicking which have gone unnoticed by the referee - this to apply in all games where the linesmen are neutral The linesmen should also have power to bring to the notice of the referee any incursions on to the field of play by a team manager, coach/selector, doctor, first aid person or any other person not so authorised by the referee

140 UMPIRES (a) There shall be two goal umpires at each end of the ground, appointed by the Referee, County Committee Provincial Council, or Central Council One shall stand outside each goalpost

(b) The umpires shall decide (subject to the referee's decision when they differ) if a ball has crossed the goal line or the crossbar for a score or has crossed over the end line for a wide ball or for a "65" in hurling or "45" in football

If an attacking player is within the smaller parallelogram before the ball enters it during play and a score is made the umpires, subject to the provisions of Rules 162 and 172 and the confirmation of the referee, shall disallow the score made

When a score is disallowed, breaches of the smaller parallelogram shall be notified by crossing the signal flags in front of the gaol

(c) A "65" in hurling or a "45" in football shall be indicated by pointing directly infield where the ball last played or touched by a defending player, passed over the end-line

(d) Wide balls (overs) are signalled by waving one or both arms

(e) The flag shall be raised at the centre of the goal space when a score has been made

(f) Umpires shall not change ends at half-time

(g) The umpires shall have power to draw the referee's attention during the course of the game to incidents of rough tactics or deliberate striking, hitting or kicking, which have gone unnoticed by the referee - this to apply in all games where the umpires are neutral The umpires shall also have power to bring to the notice of the referee any incursion on to the field of play by a team manager, coach, selector, doctor, first aid person or any other person not so authorised by the referee

SPECIAL CONGRESS 1985.

PLAYING RULES.

Dimensions and Markings.

160 Field of Play 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 Sidelines and Endlines shall be marked with lime or an adequate substitute Lines indicating 13m , 20m , 45m , (Football), 65m (Hurling) and halfway, shall also be marked The ends of these lines and each corner of the field of play shall be marked with flags

161 Scoring Space The scoring space shall be formed by two goal-posts 7m high (minimum) and 6 5m apart with a crossbar 2 5m high at the centre of the endline Goal nets shall be erected

162 Rectangles Two rectangles of the dimensions set out hereunder 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 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 5m from each goalpost, and the ends of these lines being joined

163 Objection to Dimensions/Markings No objection shall be made with regard to the markings of a pitch or the dimensions thereof unless an official protest is made to the referee by the captain of the team before the game

164 Match Balls (a) The hurling ball shall weigh not less than 100 or more than 130 grammes, and have a circumference of not less than 23 or more than 25 cm

(b) The football shall weigh not less than 370 or more than 425 grammes, and have a circumference of not less than 69 or more than 74 cm

165 Dimensions of Hurley A hurley shall weigh not less than 567 and not more than 680 grammes It shall be not less than 94 and not more than 97 cm in length, and the bas at its widest shall not be more than 13 cm

166 Under-age The dimensions of the field of play, scoring space and match balls used may be reduced by local Bye-Laws for under 15 or younger grades

MATCH OFFICIALS

167 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

168 Appointment of Match Officials The Central Council, Provincial Council and County Committee shall have the absolute power to appoint the match officials for all games under their respective jurisdiction The Council or Committee may delegate those powers to a Sub-Committee, or in the case of the appointment of umpires and linesmen to the referee

Where a referee is unable to act, a substitute shall be appointed by the Secretary of the Committee in charge, or in the case of a referee who is unable to contact the Secretary, the referee may appoint a substitute

Duties and Powers of Match Officials

169 Duties of a Referee The duties of a referee shall be

(a) To receive lists of players, sign them in Irish, and give a copy to the opposing team before the game

(b) To ensure that all players are correctly and safely attired

(c) To control the game in accordance with the Rules of Play

(d) To keep a record of scores, names of players ordered off or cautioned, injured and/or replaced, names of substitutes coming on to play, any instance of late taking the field or exceeding the half-time interval, and the intrustion of unauthorised persons

(e) 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 has 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 same side touches the ball

(f) To obtain, if requested by the captain or responsible official, the signature, full address, and Club of any player participating in the game

(g) To report any irregularities in respect of dimensions, markings, or unsatisfactory condition of field of play

(h) To present the ball to the captain of the winning team at the conclusion of a Provincial or All-Ireland Final

170 Referee's Report Within a period of seven days of the game, the referee shall

forward his report to the Committee or Council in charge, together with one copy of each team list The report of the game, time each team took the field, and the game commenced, if interval exceeded, reason to be stated, names of substitutes taking part and players replaced, names of players cautioned, injured or ordered off, names of officials or spectators who interfered during the course of the game and any other breaches of the regulations

171 Powers of a Referee The referee shall have power to

(a) Declare ground or other conditions unsuitable for play, after consulting, where feasible with officials in charge of the fixture

(b) Overrule a decision of a linesman

(c) Terminate a game because of persistent outside interference or any other serious reason that merits such action

(d) Terminate a game, having first given a three minute warning to the team captain or official in charge of the team or the player(s) involved, in any of the following circumstances -
   (i) A player refusing to leave when ordered off, or having been ordered off again joining the game
   (ii) A team or player(s) leaving the field without the Referee's permission, or refusing to continue In the latter case any member of the team who is willing to continue shall give his name to the Referee

172 Umpires There shall be two goal umpires at each end of the field of play, who shall stand outside each goalpost and behind the endline They shall remain at the same end for the duration of the game They shall decide if a score is made or if the ball has gone over the endline for a wide or a 65/45 If the decision is solely that the ball has crossed over the goal-line or crossbar, their agreed decision is final, with the referee deciding only where the umpires disagree If a score is made and there is an issue concerning the illegal entry of an attacking player into the small rectangle before the ball enters it during play, the agreed decision of the umpires may be over-ruled by the referee

The Umpires shall signal their decision as follows

(a) A "65" in hurling or "45" in football, by first raising an arm upright and then pointing directly infield at the spot where the ball, last played or touched by a defending player, passed over the end-line

(b) A wide, by crossing both arms above the head

(c) A score, by raising a green flag for a goal and a white flag for a point in front of the scoring space
(d) a disallowed score, by crossing the flags at the centre of the scoring space

173 Linesmen The two linesmen shall take position on opposite sidelines and shall indicate by flag signal when the ball crosses the sideline, and which side is entitled to sideline kick/puck A player on the team awarded the sideline kick/puck shall place the ball on the line at the point indicated by the linesman Where the ball is played across a sideline by opposing players simultaneously, the linesman, facing the players, shall throw in the ball The linesmen shall change sides at half-time, but failure to change shall not affect the result of the game

174 Consultation The referee may consult with the umpires and/or linesmen for infringements of Playing Rules, in particular rough or dangerous play and deliberate striking, hitting or kicking The umpires and linesmen, where neutral, shall have power during a stoppage, to bring to the notice of the referee any instances of foul play, or incursions on to the field of play which have gone unnoticed by the referee The referee may apply the appropriate rule following such consultations

175 The referee's decision on any question of fact and in regard to time shall be final

176 Once having given a decision the referee, after sounding the whistle, shall not alter it

Teams and Substitutes

177 Teams shall be 15 a-side A team may commence a game with 13 players, but shall have fielded 15 players, inclusive of players ordered off or retired injured, by the start of the second half In the event of this not being complied with, the game shall continue, but the game shall be awarded to the opposing side Late arrivals may join in the game during a cessation of play, and must report to the referee before so doing

A County Committee may reduce the number of players in a team for non-Championship competitions

178 (a) A maximum of three substitutions shall be allowed A substition is not allowed in the case of a player ordered off
(b) In Inter-county games all substitutions must be from players on the official list furnished to the referee
(c) A substitution may only be made during a stoppage in play, and after the player has given a substitution note to the referee

Penalty for (a) and (b) Forfeiture of game to its opponents

179 List of Players The referee must be given a list, in duplicate and in Irish, of players, giving full Christian names, before all official games
In Inter-county games the list of players shall be numbered from 1 - 21 and shall also name the Clubs to which players belong

Unless otherwise clearly indicated, the first 15 names appearing on a list shall be taken as constituting the actual team
Penalty for failing to furnish lists as specified, or the inclusion of a player whose name has not been supplied to the referee - forfeiture of game

180 Taking the Field A team shall take the field not later than 10 minutes before the appointed starting time for Senior Inter-County Championships, National League Finals, Railway Cup Finals, All-Ireland, Provincial and County Senior Championship Finals, and not later than five minutes before the appointed starting time in all other games A team taking the field late shall be penalised as follows County or Provincial - £20, Club - £5 for every five minutes or part thereof A team taking the field more than 15 minutes after the appointed starting time shall be liable to forfeiture of game, in which case the game shall be awarded to the opposing team

181 In all games the goalkeeper shall wear a distinctive jersey

Penalty Fine of £20

THE PLAY

182 Commencing Play (a) The referee shall toss a coin for choice of ends, in the presence of the team captains

(b) Two players from each team, one behind the other and standing in their own defensive side of the half-way line shall face the referee for the throw-in The other players must be in their respective positions behind the 45m line (Football) and 65m line (Hurling)

(c) 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)

(d) Regulations (b) and (c) above shall also apply for the commencement of the second period

183 Duration of Play The playing time shall consist of two periods of 30 minutes each, except in Senior Inter-County Championship games these periods shall be 35 minutes each Time shall be added on in each period for incidental or deliberate delays

The playing time may be reduced by local Bye-Law for under 15 or younger grades

Interval An interval not exceeding 10 minutes shall be allowed at half-time, following which the teams shall change ends

A team responsible for the 10 minute interval being exceeded shall be penalised as follows County or Provincial - £20 per minute or part thereof, Club - £5 per minute or part thereof A team responsible for the interval exceeding 15 minutes shall forfeit the game

184 Extra time If a game in a knock-out competition ends in a draw, teams may, by consent, play extra time, consisting of two periods of 15 minutes each way, which extra time shall be obligatory in the case of a further draw in a replay For extra time as a consequence of a draw, a toss for choice of ends shall be made Three substitutions shall be allowed during this period, and a player ordered off during normal time may be replaced In Inter-county games players shall be from the lists submitted prior to the game

Play shall commence not more than 10 minutes after the end of normal time A team or teams failing to field for such extra time within the specified 10 minutes, shall be ruled out of the competition

Extra time shall be obligatory in the Inter-Provincial, Oireachtas and other Inter-county Tournaments, the Sigerson/Fitzgibbon Cups and any other games in subsidiary competitions that may be determined by the Central Council

185 Scores A goal is scored when the ball is played by either team between the goalposts and under the crossbar A point is scored when the ball is played by either team between the uprights and over the crossbar The ball shall not be thrown or carried over the goal-line by an attacking player In Football, a score may not be made by an attacking player in possession fisting or handpassing the ball, but a score may be made by a player striking the ball in flight with the fist or open hand

A defending player playing the ball in any manner through his own scoring space shall count as a score

In the event of an upright or crossbar being broken or displaced and the ball crossing the scoring space, the referee shall award the score which he considers appropriate

The game shall be decided by the greater number of points, a goal being equal to three points

186 The referee may give his expressed permission to a team medical officer or one authorised official to enter the field of play to examine an injured player Treatment shall be given on the sideline

Play shall not be stopped for injury to a player, save in exceptional circumstances to enable a seriously injured player to be removed from the field No other team official shall enter the field of play

Penalty for unauthorised entry - One month

BALL IN PLAY - HURLING AND FOOTBALL

187 The ball is in play until the whole ball has crossed over a goal-line, end-line or side-line

188 (a) If the ball strikes the referee, a throw-in ball shall be given at the spot concerned (except when it is inside the 13m line, when the throw-in shall be on the 13m line), but if it strikes him from a free, the free shall be retaken

(b) If the ball strikes any non player, a throw-in ball shall be given at the spot concerned, except when it is inside the 13m line when the throw-in shall be on the 13m line

If it strikes him from a free, the free shall be retaken, but if in the opinion of the referee the ball has been impeded from crossing a sideline or goal-line he shall make the appropriate award

(c) A throw-in ball in these rules shall involve throwing in the ball between one player of each team, along the ground in Hurling and up over the heads in Football

189 The Ball in Play - Hurling (a) The ball may be struck with the hurley when it is on the ground, in the air, tossed from the hand, or lifted with the hurley

(b) A player may run with the ball balanced on or hopping on his hurley

(c) A player may catch the ball, play it on to 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 Throwing up the ball and catching it without playing it with the hurley is not allowed

(d) The ball may be struck with the hand, kicked or lifted off the ground with the feet

190 The Ball in Play - Football (a) The ball may be caught in flight or raised with the foot into the hands

(b) The ball may be kicked on the ground or in flight

(c) When in flight or when caught, the ball may be struck with the open hand or fist

(d) The ball may be changed from hand to hand once, with the original holding hand maintianing contact until the change is completed

(e) The ball when caught may be hopped once against the ground with one or both hands

(f) The ball may be played from foot to hand any number of times, and after any such play the ball may be hopped once against the ground by hand

(g) The ball may be knocked from an opponent's hands by flicking it with the open hand

191 Ball Out of Play (a) The ball is out of play when it passes outside the boundary lines of the field of play

(b) If the ball strikes a sideline or corner flag and comes back, it shall be deemed out of play and the appropriate award shall be made

192 Category A Fouls The following fouls shall be penalised by

(1) A free being awarded to the opposing team

(2) The offender being ordered off the field without caution

(a) Striking or attempting to strike an opponent with a hurley, hand, head, arm or knee, kicking or attempting to kick an opponent

(b) Dangerous Play - any other action outside the Rules of Fair Play that constitutes a danger to an opponent

(c) Striking, attempting to strike, interfering with, threatening, or using abusive language or conduct to a match official

193 Category B Fouls The following fouls shall be penalised by

(1) A free being awarded to the opposing team

(2) The offender being cautioned, which shall consist of taking the player's name, and if the player repeats the offence, or commits any of the other cautionable offences, the referee shall order him off

(a) Rough Play, which shall include pulling down an opponent, tripping by hand or foot, jumping at the opponent

(b) Threatening an opponent or using abusive or provocative language or gestures

The following shall also be offences penalised as in (2) above

(c) Dissenting with or challenging the authority of the match official

(d) Delaying tactics, e g delaying the kick/puck out, kicking or hitting the ball away when a free is awarded, not releasing the ball to the opposition for taking a free, deliberately not moving back to allow a quick free to be taken

(e) Interfering with a free taker 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 free taker A player holding his hands or hurley upright shall not constitute an interference

(f) Deliberately advancing the ball from the point from which a free or kick-out is to be taken

(g) Interfering with the goalposts for the purpose of distracting opponents or gaining an advantage

(h) Committing persistent fouls as listed in Category C

Applicable to Hurling

(i) 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

(j) Careless use of the hurley

(k) Throwing a hurley

(l) Pulling with the hurley before the ball arrives

Applicable to Football

(m) Blocking or attempting to block with the boot when an opponent is in the act of kicking the ball from the hands

(n) A sliding tackle with the boot

194 Category C Fouls The following fouls shall be penalised by - free being awarded to the opposing team

(a) Pushing or holding an opponent

(b) Bringing the fist in or around the body of an opponent for the purpose of dispossessing him of the ball

(c) Charging an opponent in the back or to the front

The only legal form of charge is a side to side tackle with one foot on the ground

(d) Charging an opponent who has neither possession of, nor is in the act of playing the ball, including charging for the purpose of giving a team-mate an advantage

(e) Charging the goalkeeper within the small rectangle, but he may be challenged for possession of the ball, and may have his kick blocked

Incidental contact with the goalkeeper while in the act of playing the ball shall not be a foul

Applicable to Hurling only

(f) Using the hurley to obstruct or hold an opponent

(g) Striking an opponent's hurley unless both players are in the act of striking the ball

195 Category D Fouls The following fouls shall be penalised by - a free being awarded to the opposing team

(a) Overcarrying i e holding the ball for longer than is necessary to play it away, or taking more than four steps while holding it

(b) Throwing the ball

(c) Lifting the ball off the ground with the knees It may be lifted by foot or hurley

(d) Lying on the ball

(e) Touching the ball on the ground with the hands, except as follows

(1) In Football, when a player is knocked or falls in possession, he may fist or palm the ball away even though it be on the ground

In Football, the goalkeeper, within the small rectangle, may lift the ball off the ground or play it on the ground by hand

(2) In Hurling, when a player is knocked or falls, and the ball in his hand touches the ground

(f) It shall be a foul for an attacking player to be within the small rectangle before the ball enters it during play

There shall be two exceptions to this rule

(a) 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, the player shall be deemed not to have committed an offence, provided he does not play the ball or interfere with the defence

(b) When a point is scored from outside the small rectangle and the ball is sufficiently high to be out of reach of defence and attack, 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

Applicable to Hurling only

(g) Catching the ball more than twice before playing it away

(h) Throwing up the ball and catching it without playing it with the hurley

(i) Droppng the hurley intentionally

(j) Tipping the opponent's hurley in the air or tipping it up for the purpose of allowing the ball to pass through

Applicable to Football only

(k) Changing the ball from hand to hand more than once

(l) Hopping the ball more than once after catching it

(m) Hand-passing the ball without a visible striking action

(n) A defending player illegally charging a free from within the small rectangle

(o) Fisting or handpassing the ball up and catching it without it touching the ground or being touched by another player

FOULS WITHIN RECTANGLES

196 In the case of fouls by a defending player within the rectangles, the following shall apply -
In Hurling A penalty shall be awarded for a Category A, B or C foul within the large rectangle

The penalty shall be taken from the centre point of the 20m line and only 3 defending players may stand on the goal-line All other players, with the exception of the player taking the puck, must be outside the 20m line, be 20m from the ball, and shall not cross the 20m line until the ball has been struck

A free from the centre of the 20m line shall be awarded for a Category D foul within the large rectangle

In Football A penalty shall be awarded for a Category A, B or C foul within the large rectangle, or a Category D foul within the small rectangle

The penalty shall be taken from the centre point of the 13m line and all players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the 20m line and 13m from the ball

No player shall cross the 20m line until the ball has been kicked The goalkeeper may move along his line but not advance from the goal-line, until the ball has been actually kicked If the goalkeeper moves forward before the ball is kicked and the penalty is missed, the referee shall allow the kick to be retaken

a free from the centre of the 13m line shall be awarded for a Category D foul within the large rectangle, but outside the small rectangle

197 When a score is disallowed for an infringement of the rectangle rule, the defending side shall be awarded a free from the small rectangle

Frees

198 Except as provided hereunder at (a) and (b), a free shall be awarded for all breaches of the Playing Rules, which the referee shall indicate by blowing his whistle

(a) If a foul occurs, the referee may allow play to continue if he considers this to be to the advantage of the offended team, but once the referee allows the play to continue he may not subsequently award a free for that foul He shall apply such disciplinary action as is warranted against the offender

(b) If a player from each team fouls at the same time, the referee shall award a throw-in ball where the fouls occurred

(c) If a player from either side stands or moves nearer than 13/20m in Football/Hurling to the ball before it is actually kick/struck, the opposing team shall be awarded a free from where the foul occurred

199 If a player on the team awarded a free fouls an opponent in retaliation before the free has been taken, the free awarded shall be disallowed and play restarted by a throw-in ball where the original foul occurred

200 If a player shows dissent with the referee's decision to award a free to the opposing team, the free shall be taken from a spot 10m more advantageous to the opposing team

201 Once the ball has been placed for a free by the referee, or by a player of the team awarded the free at the spot indicated by the referee, and the whistle has been blown for the free to be taken, it may not be replaced except with the permission of the referee If the ball is replaced, without such permission, the referee shall disallow the free, and there shall be a throw-in from where the free was to have been taken

202 A free shall be from the spot indicated by the referee The referee shall blow his whistle for a free to be taken In Football a quick free may be taken, except a free to an attacking team on the 13m line a free shall be deemed to have been taken once the ball has been struck by a player of the side awarded the free

203 In the case of a foul on a player after his delivery of the ball, at the option of the player fouled, a free shall be given from where the foul was committed or where the ball landed, or, if a score is made, the score shall be allowed In the specified circumstances the rule shall apply as follows

(a) If the ball lands over the end-line, a free shall be given from the 20m /13m line in Hurling/Football, opposite the point where the ball crossed the end-line

(b) If the ball lands inside the opponents 20/13m line in Hurling/Football, a free shall be given from the 20/13 m line opposite the point where the ball crossed the line

(c) If the ball crosses the side-line, a free shall be given from the point where the ball crossed the line

204 The player who has taken a free may not play the ball again until another player has touched it, except where the ball rebounds off a crossbar or goalpost Should a player so play the ball the referee shall give a throw-in ball where the offence occurred
In Hurling for all free pucks the ball may be struck with the hurley in either of two ways

(a) Lift the ball with the hurley at the first attempt and strike it with the hurley

(b) Strike the ball on the ground

206 (a) If a player taking a free puck 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 Only where he delays, may a player of either side approach nearer than 20m

(b) If a player fouls a free puck by making a second attempt to lift, hop the ball on the hurley, or take the ball in the hand, the referee shall give a throw-in ball

207 If the ball is played over the endline outside the goalposts by a defending player, the opposing team shall have a free from a spot on the 45m line in Football or the 65m line in Hurling directly opposite where the ball crossed the endline

Should the player who is taking the 45/65m free, foul the ball before any other player plays it, the ball shall be kicked or pucked from the small rectangle by the opposing team

208 Side-Line Ball (a) When a player plays the ball over the side-line, it shall be a kick/puck on the ground to the opposing team at the point where the ball crossed the line A player on the team awarded the kick/puck shall place the ball

(b) If a player from either side stands or moves nearer than 13m to the ball before it is actually kicked/struck, the opposing team shall be awarded a free from where the foul occurred

(c) In Hurling, 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 may a player from either side approach nearer than 13m

(d) If a player who is taking a sideline kick/puck plays the ball a second time before another player has touched it, or in Hurling attempts to lift it, there shall be a throw-in ball where the offence occurred

209 The last player touching the ball before it crosses the boundary lines shall be considered the last person playing it

210 For the purpose of a lead-up to a free, sideline kick/puck, or kick/puck-out, a player may go outside a sideline/endline, but shall otherwise remain within the field of play

211 The Puck-Out in Hurling (a) The ball shall be pucked out from within the small rectangle after a score or wide If the puck is taken from outside the small rectangle, the opposing team shall be awarded a 65m free opposite, to where the foul occurred

(b) The player taking the puck shall take the ball in his hand, but should he miss

his stroke, the ball may be struck from the ground or may be raised with the hurley, but not taken in the hand again before striking Taking the ball into the hand in this circumstance shall be penalised by a throw-in on the 20m line opposite to where the offence occurred The player taking the puck-out may strike the ball more than once before another player touches it

(c) All players shall be outside the 20m line until the ball has been struck except the goal-keeper and the player taking the puck, if other than the goalkeeper If an attacking player offends he shall be penalised by a free being awarded from the 20m line opposite to where he stood If a defending player offends, a throw-in ball shall be awarded on the 20m line opposite where he stood The ball shall travel 13m before being played by another player of the defending team

212 <u>The Kick Out in Football</u> (a) The ball shall be kicked out from within the small rectangle after a wide, and from a spot on the 20m line in front of the scoring space after a score

(b) The player taking the kick-out shall kick the ball from the ground, and may kick it more than once before any other player touches it, but he may not take it into his hands Taking the ball into the hands in this circumstance shall be penalised by a throw -in on the 20m line opposite where the offence occurred

(c) For a kick out from the small rectangle all players shall be outside the 20m line, until the ball has been kicked, except the goalkeeper who shall remain inside the small rectangle, and the player taking the kick, if other than the goalkeeper If an attacking player offends, he shall be penalised by a free being awarded from the 20m line opposite where he stood If a defending player offends, a throw-in shall be awarded on the 20 m line opposite where he stood The ball shall travel 13m before being played by another player of the defending team For a kick-out from the 20m line no player shall stand closer than 13m until the ball is kicked

THE OFFICIAL GUIDE
1986

The full revised text of the Rules of Official Guide as sanctioned by the Special Congress in December 1985.

PLAYING RULES

Dimensions and Markings

160 Field of Play 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 Sidelines and Endlines shall be marked with lime or an adequate substitute Lines indicating 13m , 20m , 45m , (Football), 65m (Hurling) and halfway, shall also be marked The ends of these lines and each corner of the field of play shall be marked with flags

161 Scoring Space The scoring space shall be formed by two goal-posts 7m high (minimum) and 6 5m apart with a crossbar 2 5m high at the centre of the endline Goal nets shall be erected

162 Rectangles Two rectangles of the dimensions set out hereunder 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 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 5m from each goalpost, and the ends of these lines being joined

163 Objection to Dimensions/Markings No objection shall be made with regard to the markings of a pitch or the dimensions thereof unless an official protest is made to the referee by the captain of the team before the game

164 Match Balls (a) The hurling ball shall weigh not less than 100 or more than 130 grammes, and have a circumference of not less than 23 or more than 25 cm

(b) The football shall weigh not less than 370 or more than 425 grammes, and have a circumference of not less than 69 or more than 74 cm

165 Dimensions of Hurley A hurley shall weigh not less than 567 and not more than 680 grammes It shall be not less than 94 and not more than 97 cm in length, and the bas at its widest shall not be more than 13 cm

166 Under-age The dimensions of the field of play, scoring space and match balls used may be reduced by local Bye-Laws for under 15 or younger grades

MATCH OFFICIALS

167 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

168 Appointment of Match Officials The Central Council, Provincial Council and County Committee shall have the absolute power to appoint the match officials for all games under their respective jurisdiction The Council or Committee may delegate those powers to a Sub-Committee, or in the case of the appointment of umpires and linesmen to the referee

Where a referee is unable to act, a substitute shall be appointed by the Secretary of the Committee in charge, or in the case of a referee who is unable to contact the Secretary, the referee may appoint a substitute

Duties and Powers of Match Officials

169 Duties of a Referee The duties of a referee shall be

(a) To receive lists of players, sign them in Irish, and give a copy to the opposing team before the game

(b) To ensure that all players are correctly and safely attired, and that all playing equipment conforms with the rules

(c) To control the game in accordance with the Rules of Play

(d) To keep a record of scores, names of players ordered off or cautioned, injured and/or replaced, names of substitutes coming on to play, any instance of late taking the field or exceeding the half-time interval, and the intrustion of unauthorised persons

(e) 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 has 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 same side touches the ball

(f) To obtain, if requested by the captain or responsible official, the signature, full address, and Club of any player participating in the game

(g) To report any irregularities in respect of dimensions, markings, or unsatisfactory condition of field of play

(h) To present the ball to the captain of the winning team at the conclusion of a Provincial or All-Ireland Final

170 Referee's Report Within a period of seven days of the game, the referee shall forward his report to the Committee or Council in charge, together with one copy of each team list The report of the game, time each team took the field, and the game commenced, if interval exceeded, reason to be stated, names of substitutes taking part and players replaced, names of players cautioned, injured or ordered off (stating exact reason therefor), names of officials or spectators who interfered during the course of the game and any other breaches of the regulations

171 Powers of a Referee The referee shall have power to

(a) Declare ground or other conditions unsuitable for play, after consulting, where feasible with officials in charge of the fixture

(b) Overrule a decision of a linesman

(c) Terminate a game because of persistent outside interference or any other serious reason that merits such action

(d) Terminate a game, having first given a three minute warning to the team captain or official in charge of the team or the player(s) involved, in any of the following circumstances -

(i) A player refusing to leave when ordered off, or having been ordered off again joining the game

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pointing directly infield at the spot where the ball, last played or touched by a defending player, passed over the end-line

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(c) A substitution may only be made during a stoppage in play, and after the player has given a substitution note to the referee

Penalty for (a) and (b) Forfeiture of game to its opponents

179 List of Players The referee must be given a list, in duplicate and in Irish, of players, giving full Christian names, before all official games

In Inter-county games the list of players shall be numbered from 1 - 21 and shall also name the Clubs to which players belong

Unless otherwise clearly indicated, the first 15 names appearing on a list shall be taken as constituting the actual team
Penalty for failing to furnish lists as specified, or the inclusion of a player whose name has not been supplied to the referee - forfeiture of game

180 Taking the Field A team shall take the field not later than 10 minutes before the appointed starting time for Senior Inter-County Championships, National League Finals, Railway Cup Finals, All-Ireland, Provincial and County Senior Championship Finals, and not later than five minutes before the appointed starting time in all other games A team taking the field late shall be penalised as follows County or Provincial - £20, Club - £5 for every five minutes or part thereof A team taking the field more than 15 minutes after the appointed starting time shall be liable to forfeiture of game, in which case the game shall be awarded to the opposing team

181 In all games the goalkeeper shall wear a distinctive jersey

Penalty Fine of £20

182 Commencing Play

(a) The referee shall toss a coin for choice of ends, in the presence of the team captains

(b) Two players from each team, one behind the other and standing in their own defensive side of the half-way line shall face the referee for the throw-in The other players must be in their respective positions behind the 45m line (Football) and 65m line (Hurling)

(c) 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)

(d) Regulations (b) and (c) above shall also apply for the commencement of the second period

183 Duration of Play The playing time shall consist of two periods of 30 minutes each, except in Senior Inter-County Championship games these periods shall be 35 minutes each Time shall be added on in each period for incidental or deliberate delays

The playing time may be reduced by local Bye-Law for under 15 or younger grades

Interval An interval not exceeding 10 minutes shall be allowed at half-time, following which the teams shall change ends

A team responsible for the 10 minute interval being exceeded shall be penalised as follows County or Provincial - £20 per minute or part thereof, Club - £5 per minute or part thereof A team responsible for the interval exceeding 15 minutes shall forfeit the game

184 Extra time If a game in a knock-out competition ends in a draw, teams may, by consent, play extra time, consisting of two periods of 15 minutes each way, which extra time shall be obligatory in the case of a further draw in a replay For extra time as a consequence of a draw, a toss for choice of ends shall be made Three substitutions shall be allowed during this period, and a player ordered off during normal time may be replaced In Inter-county games players shall be from the lists submitted prior to the game

Play shall commence not more than 10 minutes after the end of normal time A team or teams failing to field for such extra time within the specified 10 minutes, shall be ruled out of the competition

Extra time shall be obligatory in the Inter-Provincial, Oireachtas and other Inter-county Tournaments, the Sigerson/Fitzgibbon Cups and any other games in subsidiary competitions that may be determined by the Central Council

185 Scores A goal is scored when the ball is played by either team between the goalposts and under the crossbar A point is scored when the ball is played by either team between the uprights and over the crossbar The ball shall not be thrown or carried over the goal-line by an attacking player In Football, a score may not be made by an attacking player in possession fisting or handpassing the ball, but a score may be made by a player striking the ball in flight with the fist or open hand

If a defending player plays the ball in any manner through his own scoring space shall count as a score

In the event of an upright or crossbar being broken or displaced and the ball crossing the scoring space, the referee shall award the score which he considers appropriate

The game shall be decided by the greater number of points, a goal being equal to three points

186 The referee may give his expressed permission to a team medical officer or one authorised official to enter the field of play to examine an injured player Treatment shall be given on the sideline

Play shall not be stopped for injury to a player, save in exceptional circumstances to enable a seriously injured player to be removed from the field No other team official shall enter the field of play

Penalty for unauthorised entry - One month

BALL IN PLAY - HURLING AND FOOTBALL

187 The ball is in play until the whole ball has crossed over a goal-line, end-line or side-line

188 (a) If the ball strikes the referee, a throw-in ball shall be given at the spot concerned, but if it strikes him from a free, the free shall be retaken

(b) If the ball strikes any non player, a throw-in ball shall be given at the spot concerned

If it strikes him from a free, the free shall be retaken, but if in the opinion of the referee the ball has been impeded from crossing a sideline or goal-line he shall make the appropriate award

(c) A throw-in ball in these rules shall involve throwing in the ball between one player of each team, along the ground in Hurling and up over the heads in Football
It shall be given on the 13m line when the incident occurs within the 13m line

189 The Ball in Play - Hurling
(a) The ball may be
struck with the hurley when it is on the ground, in the air, tossed from the hand, or lifted with the hurley

(a) A player may run with the ball balanced on or hopping on his hurley

(b) A player may catch the ball, play it on to 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 Throwing up the ball and catching it without playing it with the hurley is not allowed

(c) The ball may be struck with the hand, kicked or lifted off the ground with the feet

190 The Ball in Play - Football
(a) The ball may be caught in flight or raised with the foot into the hands
(b) The ball may be kicked on the ground or in flight
(c) When in flight or when caught, the ball may be struck with the open hand or fist
(d) The ball may be changed from hand to hand once, with the original holding hand maintianing contact until the change is completed
(e) The ball when caught may be hopped once against the ground with one or both hands
(f) The ball may be played from foot to hand any number of times, and after any such play the ball may be hopped once against the ground by hand
(g) The ball may be knocked from an opponent's hands by flicking it with the open hand

191 Ball Out of Play
(a) The ball is out of play when it passes outside the boundary lines of the field of play
(b) If the ball strikes a sideline or corner flag and comes back, it shall be deemed out of play and the appropriate award shall be made

192 Category A Fouls The following fouls shall be penalised by

(1) A free being awarded to the opposing team

(2) The offender being ordered off the field without caution

(a) Striking or attempting to strike an opponent with a hurley, head, arm, elbow, hand, knee, kicking or attempting to kick an opponent
(b) Dangerous Play - any other action outside the Rules of Fair Play that constitutes a danger to an opponent
(c) Striking, attempting to strike, interfering with, threatening, or using abusive language or conduct to a match official

193 Category B Fouls The following fouls shall be penalised by

(1) A free being awarded to the opposing team

(2) The offender being cautioned, which shall consist of taking the player's name, and if the player repeats the offence, or commits any of the other cautionable offences, the referee shall order him off

(a) Rough Play, which shall include pulling down an opponent, tripping by hand or foot, jumping at the opponent
(b) Threatening an opponent or using abusive or provocative language or gestures

Applicable to Hurling
(c) 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

(d) Careless use of the hurley

(e) Throwing a hurley

(f) Pulling with the hurley before the ball arrives

Applicable to Football
(g) Blocking or attempting to block with the boot when an opponent is in the act of kicking the ball from the hands

(h) A sliding tackle with the boot

The following shall also be offences penalised as in (2) above

(i) Dissenting with or challenging the authority of the match official

(j) Delaying tactics, e g delaying the kick/puck out, kicking or hitting the ball away when a free is awarded, not releasing the ball to the opposition for taking a free, deliberately not moving back to allow a quick free to be taken

(k) Interfering with a free taker 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 free taker A player holding his hands or hurley upright shall not constitute an interference

(l) Deliberately advancing the ball from the point from which a free or kick-out is to be taken

(m) Interfering with the goalposts for the purpose of distracting opponents or gaining an advantage

(n) Committing persistent fouls as listed in Category C

(o) The use of foul or improper language

194 Category C Fouls The following fouls shall be penalised by - free being awarded to the opposing team

(a) Pushing or holding an opponent

(b) Bringing the fist in or around the body of an opponent for the purpose of dispossessing him of the ball

(c) Charging an opponent in the back or to the front

The only legal form of charge is a side to side tackle with one foot on the ground

(d) Charging an opponent who has neither possession of, nor is in the act of playing the ball, including charging for the purpose of giving a team-mate an advantage

(e) Charging the goalkeeper within the small rectangle, but he may be challenged for possession of the ball, and may have his kick blocked

Incidental contact with the goalkeeper while in the act of playing the ball shall not be a foul

Applicable to Hurling only

(f) Using the hurley to obstruct or hold an opponent

(g) Striking an opponent's hurley unless both players are in the act of striking the ball

195 Category D Fouls The following fouls shall be penalised by - a free being awarded to the opposing team

(a) Overcarrying i e holding the ball for longer than is necessary to play it away, or taking more than four steps while holding it

(b) Throwing the ball

(c) Lifting the ball off the ground with the knees It may be lifted by foot or hurley

(d) Lying on the ball

(e) Touching the ball on the ground with the hands, except as follows

(1) In Football, when a player is knocked or falls in possession, he may fist or palm the ball away even though it be on the ground
In Football, the goalkeeper, may lift the ball off the ground or play it on the ground by hand, within the small rectangle
(2) In Hurling, when a player is knocked or falls, and the ball in his hand touches the ground

(f) It shall be a foul for an attacking player to be within the small rectangle before the ball enters it during play

There shall be two exceptions to this rule

(1) 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, the player shall be deemed not to have committed an offence, provided he does not play the ball or interfere with the defence
(2) When a point is scored from outside the small rectangle and the ball is sufficiently high to be out of reach of defence and attack, 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

Applicable to Hurling only
(g) Catching the ball more than twice before playing it away

(h) Throwing up the ball and catching it without playing it with the hurley

(i) Droppng the hurley intentionally

(j) Tipping the opponent's hurley in the air or tipping it up for the purpose of allowing the ball to pass through

Applicable to Football only

(k) Changing the ball from hand to hand more than once

(l) Hopping the ball more than once after catching it

(m) Hand-passing the ball without a visible striking action

(n) A defending player illegally charging a free from within the small rectangle

(o) Fisting or handpassing the ball up and catching it without it touching the ground or being touched by another player

FOULS WITHIN RECTANGLES

196 In the case of fouls by a defending player within the rectangles, the following shall apply -

In Hurling A penalty shall be awarded for a Category A, B or C foul within the large rectangle

The penalty shall be taken from the centre point of the 20m line and only 3 defending players may stand on the goal-line All other players, with the exception of the player taking the puck, must be outside the 20m line, be 20m from the ball, and shall not cross the 20m line until the ball has been struck

A free from the centre of the 20m line shall be awarded for a Category D foul within the large rectangle

In Football A penalty shall be awarded for a Category A, B or C foul within the large rectangle, or a Category D foul within the small rectangle

The penalty shall be taken from the centre point of the 13m line and all players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the 20m line and 13m from the ball
No player shall cross the 20m line until the ball has been kicked The goalkeeper may move along his line but not advance from the goal-line, until the ball has been actually kicked If the goalkeeper moves forward before the ball is kicked and the penalty is missed, the referee shall allow the kick to be retaken

a free from the centre of the 13m line shall be awarded for a Category D foul within the large rectangle, but outside the small rectangle

197 When a score is disallowed for an infringement of the rectangle rule, the defending side shall be awarded a free from the small rectangle

Frees

198 Except as provided hereunder at (a) and (b), a free shall be awarded for all breaches of the Playing Rules, which the referee shall indicate by blowing his whistle

(a) If a foul occurs, the referee may allow play to continue if he considers this to be to the advantage of the offended team, but once the referee allows the play to continue he may not subsequently award a free for that foul He shall apply such disciplinary action as is warranted against the offender
(b) If a player from each team fouls at the same time, the referee shall award a throw-in ball where the fouls occurred

199 If a foul is committed by the defence within the 13/20m line in Football/Hurling, but outside the large rectangle, a free shall be given on the 13/20m line in Football/Hurling opposite where the foul occurred

200 If a player from either side stands or moves nearer than 13/20m in Football/Hurling to the ball before it is actually kick/struck, the opposing team shall be awarded a free from where the foul occurred

201 If a player on the team awarded a free fouls an opponent in retaliation before the free has been taken, the free awarded shall be disallowed and play restarted by a throw-in ball where the original foul occurred

202 If a player shows dissent with the referee's decision to award a free to the opposing team, the free shall be taken from a spot 10m more advantageous to the opposing team

203 Once the ball has been placed for a free by the referee, or by a player of the team awarded the free at the spot indicated by the referee, and the whistle has been blown for the free to be taken, it may not be replaced except with the permission of the referee If the ball is replaced, without such permission, the referee shall disallow the free, and there shall be a throw-in from where the free was to have been taken

204 A free shall be from the spot indicated by the referee The referee shall blow his whistle for a free to be taken In Football a quick free may be taken, except a free to an attacking team on the 13m line a free shall be deemed to have been taken once the ball has been struck by a player of the side awarded the free

205 In the case of a foul on a player after his delivery of the ball, at the option of the player fouled, a free shall be given from where the foul was committed or where the ball landed, or, if a score is made, the score shall be allowed In the specified circumstances the rule shall apply as follows

(a) If the ball lands over the end-line, a free shall be given from the 20m /13m line in Hurling/Football, opposite the point where the ball crossed the end-line
(b) If the ball lands inside the opponents 20/13m line in Hurling/Football, a free shall be given from the 20/13 m line opposite the point where the ball crossed the line

(c) If the ball crosses the side-line, a free shall be given from the point where the ball crossed the line

206 The player who has taken a free may not play the ball again until another player has touched it, except where the ball rebounds off a crossbar or goalpost Should a player so play the ball the referee shall give a throw-in ball where the offence occurred

207 In Hurling for all free pucks the ball may be struck with the hurley in either of two ways
(a) Lift the ball with the hurley at the first attempt and strike it with the hurley
(b) Strike the ball on the ground

208 (a) If a player taking a free puck 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 Only where he delays, may a player of either side approach nearer than 20m
(b) If a player fouls a free puck by making a second attempt to lift, hop the ball on the hurley, or take the ball in the hand, the referee shall give a throw-in ball

209 If the ball is played over the endline outside the goalposts by a defending player, the opposing team shall have a free from a spot on the 45m line in Football or the 65m line in Hurling directly opposite where the ball crossed the endline

Should the player who is taking the 45/65m free, foul the ball before any other player plays it, the ball shall be kicked or pucked from the small rectangle by the opposing team

210 <u>Side-Line Ball</u>
(a) When a player plays the ball over the side-line, it shall be a kick/puck on the ground to the opposing team at the point where the ball crossed the line
(b) If a player from either side stands or moves nearer than 13m to the ball before it is actually kicked/struck, the opposing team shall be awarded a free from where the foul occurred
(c) In Hurling, 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 may a player from either side approach nearer than 13m

(d) If a player who is taking a sideline kick/puck plays the ball a second time before another player has touched it, or in Hurling attempts to lift it, there shall be a throw-in ball where the offence occurred

211 The last player touching the ball before it crosses the boundary lines shall be considered the last person playing it

212 For the purpose of a lead-up to a free, sideline kick/puck, or kick/puck-out, a player may go outside a sideline/endline, but shall otherwise remain within the field of play

213 The Puck-Out in Hurling

(a) The ball shall be pucked out from within the small rectangle after a score or wide If the puck is taken from outside the small rectangle, the opposing team shall be awarded a 65m free opposite, to where the foul occurred

(b) The player taking the puck shall take the ball in his hand, but should he miss his stroke, the ball may be struck from the ground or may be raised with the hurley, but not taken in the hand again before striking Taking the ball into the hand in this circumstance shall be penalised by a throw-in on the 20m line opposite to where the offence occurred The player taking the puck-out may strike the ball more than once before another player touches it

(c) All players shall be outside the 20m line until the ball has been struck except the goal-keeper and the player taking the puck, if other than the goalkeeper If an attacking player offends he shall be penalised by a free being awarded from the 20m line opposite to where he stood If a defending player offends, a throw-in ball shall be awarded on the 20m line opposite where he stood The ball shall travel 13m before being played by another player of the defending team

214 The Kick Out in Football

(a) The ball shall be kicked out from within the small rectangle after a wide, and from a spot on the 20m line in front of the scoring space after a score

(b) The player taking the kick-out shall kick the ball from the ground, and may kick it more than once before any other player touches it, but he may not take it into his hands Taking the ball into the hands in this circumstance shall be penalised by a throw -in on the 20m line opposite where the offence occurred

(c) For a kick out from the small rectangle all players shall be outside the 20m line, until the ball has been kicked, except the goalkeeper who shall remain inside the small rectangle, and the player taking the kick, if other than the goalkeeper If an attacking player offends, he shall be penalised by a free being awarded from the 20m line opposite where he stood If a defending player offends, a throw-in shall be awarded on the 20 m line opposite where he stood The ball shall travel 13m before being played by another player of the defending team For a kick-out from the 20m line no player shall stand closer than 13m until the ball is kicked

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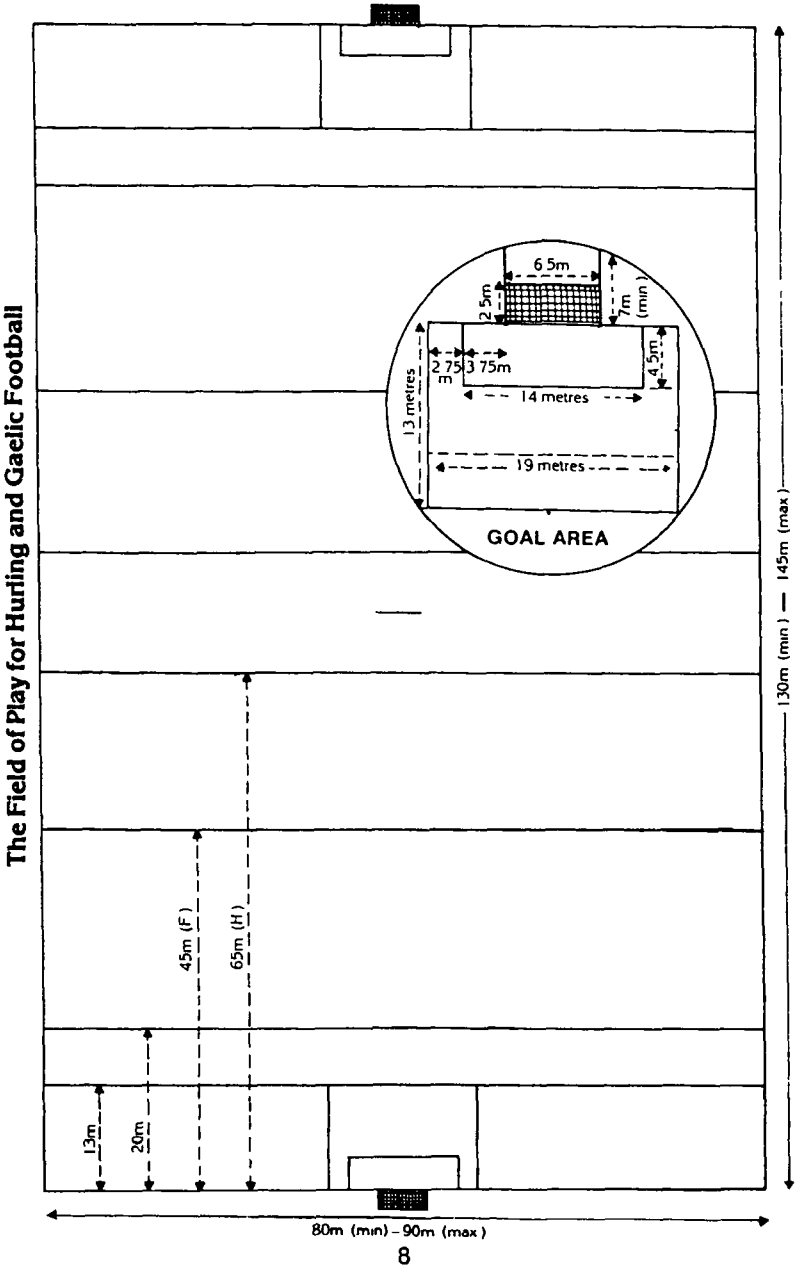

Diagram 15

Playing Rules

DIMENSIONS AND MARKINGS

160 **Field of Play** 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 Sidelines and Endlines shall be marked with lime or an adequate substitute Lines indicating 13m , 20m , 45m , (Football), 65m (Hurling) and halfway, shall also be marked The ends of these lines and each corner of the field of play shall be marked with flags

161 **Scoring Space:** The scoring space shall be formed by two goal-posts 7m high (minimum) and 6 5m apart with a crossbar 2 5m high at the centre of the endline Goal nets shall be erected

162 **Rectangles:** Two rectangles of the dimensions set out hereunder 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 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 each goalpost, and the ends of these lines being joined

163 **Objection to Dimensions/Markings:** No objection shall be made with regard to the markings of a pitch or the dimensions thereof unless an official protest is made to the referee by the captain of the team before the game

164 **Match Balls:**

(a) The hurling ball shall weigh not less than 100 or more than 130 grammes, and have a circumference of not less than 23 or more than 25 cm

(b) The football shall weigh not less than 370 or more than 425 grammes, and have a circumference of not less than 69 or more than 74 cm

165 **Dimensions of Hurley:** A hurley shall weigh not less than 567 and not more than 680 grammes It shall be not less than 94 and not more than 97 cm in length, and the bas at its widest shall not be more than 13 cm

166 **Under-age:** The dimensions of the field of play, scoring space and match balls used may be reduced by local Bye-Laws for under 15 or younger grades

Match Officials

167 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

168 **Appointment of Match Officials:** The Central Council, Provincial Council and County Committee shall have the absolute power to appoint the match officials for all games under their respective jurisdiction The Council or Committee may delegate those powers to a Sub-Committee, or in the case of the appointment of umpires and linesmen to the referee

Where a referee is unable to act, a substitute shall be appointed by the Secretary of the Committee in charge, or in the case of a referee who is unable to contact the Secretary, the referee may appoint a substitute

Duties and Powers of Match Officials

169 **Duties of a Referee:** The duties of a referee shall be

(a) To receive lists of players, sign them in Irish, and give a copy to the opposing team before the game

(b) To ensure that all players are correctly and safely attired, and that all playing equipment conforms with the rules *

(c) To control the game in accordance with the Rules of Play

(d) To keep a record of scores, names of players ordered off or cautioned, injured and/or replaced, names of substitutes coming on to play, any instance of late taking the field or exceeding the half-time interval, and the intrustion of unauthorised persons

(e) 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 has 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 same side touches the ball

(f) To obtain, if requested by the captain or responsible official, the signature, full address, and Club of any player participating in the game

(g) To report any irregularities in respect of dimensions, markings, or unsatisfactory condition of field of play

(h) To present the ball to the captain of the winning team at the conclusion of a Provincial or All-Ireland Final

* *Rule 169 states that a duty of the referee shall be "to ensure that all players are correctly and safely attired and that all playing equipment conforms with the rules " If a referee judges the dimensions of a hurley exceed those stipulated by rule he should check it with the official measure Where it exceed the stipulated dimensions he should instruct the player to use a*

hurley of proper dimensions If the player refuses the referee should caution him and if he refuses a second time the referee should order him off *

170 **Referee's Report:** Within a period of seven days of the game, the referee shall forward his report to the Committee or Council in charge, together with one copy of each team list The report shall include the names of umpires and linesmen, the result of the game, time each team took the field, and the game commenced, if interval exceeded, reason to be stated, names of substitutes taking part and players replaced, names of players injured, cautioned, ordered off (stating exact reason therefor), names of officials or spectators who interfered during the course of the game and any other breaches of the regulations

171 **Powers of a Referee:** The referee shall have power to

(a) Declare ground or other conditions unsuitable for play, after consulting, where feasible with officials in charge of the fixture

(b) Overrule a decision of a linesman

(c) Terminate a game because of persistent outside interference or any other serious reason that merits such action

(d) Terminate a game, having first given a three minute warning to the team captain or official in charge of the team or the player(s) involved, in any of the following circumstances -

(i) A player refusing to leave when ordered off, or having been ordered off again joining the game

(ii) A team or player(s) leaving the field without the Referee's permission, or refusing to continue In the latter case any member of the team who is willing to continue shall give his name to the Referee

172 **Umpires:** There shall be two goal umpires at each end of the field of play, who shall stand outside each goalpost and behind the endline They shall remain at the same end for the duration of the game They shall decide if a score is made or if the ball has gone over the endline for a wide or a 65/45 If the decision is solely that the ball has crossed over the goal-line or crossbar, their agreed decision is final, with the referee deciding only where the umpires disagree If a score is made and there is an issue concerning the illegal entry of an attacking player into the small rectangle before the ball enters it during play, the agreed decision of the umpires may be over-ruled by the referee

The Umpires shall signal their decision as follows

(a) A "65" in hurling or "45" in football, by first raising an arm upright and then pointing directly infield at the spot where the ball, last played or touched by a defending player, passed over the end-line

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**(This constitutes a new rule)*

(b) A wide, by crossing both arms above the head

(c) A score, by raising a green flag for a goal and a white flag for a point in front of the scoring space

(d) a disallowed score, by crossing the flags at the centre of the scoring space

173 **Linesmen·** The two linesmen shall take position on opposite sidelines and shall indicate by flag signal when the ball crosses the sideline, and which side is entitled to sideline kick/puck A player on the team awarded the sideline kick/puck shall place the ball on the line at the point indicated by the linesman Where the ball is played across a sideline by opposing players simultaneously, the linesman, facing the players, shall throw in the ball The linesmen shall change sides at half-time, but failure to change shall not affect the result of the game

174 **Consultation:** The referee may consult with the umpires and/or linesmen for infringements of Playing Rules, in particular rough or dangerous play and deliberate striking, hitting or kicking The umpires and linesmen, where neutral, shall have power during a stoppage, to bring to the notice of the referee any instances of foul play, or incursions on to the field of play which have gone unnoticed by the referee The referee may apply the appropriate rule following such consultations

175 The referee's decision on any question of fact and in regard to time shall be final

176 Once having given a decision the referee, after sounding the whistle, shall not alter it

Teams and Substitutes -

177 Teams shall be 15 a-side A team may commence a game with 13 players, but shall have fielded 15 players, inclusive of players ordered off or retired injured, by the start of the second half In the event of this not being complied with, the game shall continue, but the game shall be awarded to the opposing side Late arrivals may join in the game during a cessation of play, and must report to the referee before so doing

A County Committee may reduce the number of players in a team for non-Championship competitions

178 (a) A maximum of three substitutions shall be allowed A substition is not allowed in the case of a player ordered off

(b) In Inter-county games all substitutions must be from players on the official list furnished to the referee

(c) A substitution may only be made during a stoppage in play, and after the player has given a substitution note to the referee

Penalty for (a) and (b) Forfeiture of game to its opponents

179 **List of Players:** The referee must be given a list, in duplicate and in Irish, of players, giving full Christian names, before all official games

In Inter-county games the list of players shall be numbered from 1 - 21 and shall also name the Clubs to which players belong

Unless otherwise clearly indicated, the first 15 names appearing on a list shall be taken as constituting the actual team
Penalty for failing to furnish lists as specified, or the inclusion of a player whose name has not been supplied to the referee - forfeiture of game *
[In inter-county games the list of players, giving full Christian names and the names of clubs to which players belong, must be numbered 1 - 21 Any substitution made must be from this list You will note that the penalty for breaches, which should be reported, is loss of game Players should be numbered in accordance with the official programme - an exception will be made only in the case of valid withdrawal and such withdrawal should be notified in advance to the committee in charge of the fixture]

180 **Taking the Field**· A team shall take the field not later than 10 minutes before the appointed starting time for Senior Inter-County Championships, National League Finals, Railway Cup Finals, All-Ireland, Provincial and Senior Championship Finals, and not later than five minutes before the appointed starting time in all other games A team taking the field late shall be penalised as follows County or Provincial - £20, Club - £5 for every five minutes or part thereof A team taking the field more than 15 minutes after the appointed starting time shall be liable to forfeiture of game, in which case the game shall be awarded to the opposing team

181 In all games the goalkeeper shall wear a distinctive jersey

Penalty: Fine of £20

The Play

182 **Commencing Play.**
(a) The referee shall toss a coin for choice of ends, in the presence of the team captains

(b) Two players from each team, one behind the other and standing in their own defensive side of the half-way line shall face the referee for the throw-in The other players shall be in their respective positions behind the 45m line (Football) and 65m line (Hurling)

**(This constitutes a new rule)*

(c) 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)

(d) Regulations (b) and (c) above shall also apply for the commencement of the second period

183 **Duration of Play**· The playing time shall consist of two periods of 30 minutes each, except in Senior Inter-County Championship games when these periods shall be 35 minutes each Time shall be added on in each period for incidental or deliberate delays

The playing time may be reduced by local Bye-Law for under 15 or younger grades

Interval. An interval not exceeding 10 minutes shall be allowed at half-time, following which the teams shall change ends

A team responsible for the 10 minute interval being exceeded shall be penalised as follows County or Provincial - £20 per mmute or part thereof, Club - £5 per minute or part thereof A team responsible for the interval exceeding 15 minutes shall forfeit the game

184 **Extra time:** If a game in a knock-out competition ends in a draw, teams may, by consent, play extra time, consisting of two periods of 15 minutes each way, which extra time shall be obligatory in the case of a further draw in a replay For extra time as a consequence of a draw, a toss for choice of ends shall be made Three substitutions shall be allowed during this period, and a player ordered off during normal time may be replaced In Inter-county games players shall be from the lists submitted prior to the game

Play shall commence not more than 10 minutes after the end of normal time A team or teams failing to field for such extra time within the specified 10 minutes, shall be ruled out of the competition

Extra time shall be obligatory in the Inter-Provincial, Oireachtas and other Inter-county Tournaments, the Sigerson/Fitzgibbon Cups and any other games in subsidiary competitions that may be determined by the Central Council
[In Inter-County games no addition may be made to the 1 to 21 list of players given to the referee before the game (Central Council Ruling August 1986)]

185 **Scores:** A goal is scored when the ball is played by either team between the goalposts and under the crossbar A point is scored when the ball is played by either team between the uprights and over the crossbar The ball shall not be thrown or carried over the goal-line by an attacking player In Football, a score may not be made by an attacking player in possession fisting or handpassing the

ball, but a score may be made by a player striking the ball in flight with the fist or open hand

If a defending player plays the ball in any manner through his own scoring space shall count as a score

In the event of an upright or crossbar being broken or displaced and the ball crossing the scoring space, the referee shall award the score which he considers appropriate

The game shall be decided by the greater number of points, a goal being equal to three points

186 The referee may give his expressed permission to a team medical officer or one authorised official to enter the field of play to examine an injured player Treatment shall be given on the sideline

Play shall not be stopped for injury to a player, save in exceptional circumstances to enable a seriously injured player to be removed from the field No other team official shall enter the field of play

Penalty for unauthorised entry - One month
[Nobody may go on the field of play to treat an injured player without the prior permission of the referee Though play is continuing, the referee may signal to the designated person to attend the injured player and remove him to the sideline for treatement For a stoppage in play the referee must judge the player to be seriously injured and insist on his removal to the sideline for treatment No injured player may be treated on the field of play]
(This is a new rule)

Ball in Play - Hurling and Football

187 The ball is in play until the whole ball has crossed over a goal-line, end-line or side-line

188 (a) If the ball strikes the referee, a throw-in ball shall be given at the spot concerned, but if it strikes him from a free, the free shall be retaken

(b) If the ball strikes any non player, a throw-in ball shall be given at the spot concerned
If it strikes him from a free, the free shall be retaken, but if in the opinion of the referee the ball has been impeded from crossing a sideline or goal-line he shall make the appropriate award

(c) A throw-in ball in these rules shall involve throwing in the ball between one player of each team, along the ground in Hurling and up over the heads in Football
It shall be given on the 13m line when the incident occurs within the 13m line

189 **The Ball in Play - Hurling:**

(a) The ball may be struck with the hurley when it is on the ground, in the air, tossed from the hand, or lifted with the hurley

(b) A player may run with the ball balanced on or hopping on his hurley

(c) A player may catch the ball, play it on to 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 Throwing up the ball and catching it without playing it with the hurley is not allowed

(d) The ball may be struck with the hand, kicked or lifted off the ground with the feet

190 **The Ball in Play - Football:**

(a) The ball may be caught in flight or raised with the foot into the hands

(b) The ball may be kicked on the ground or in flight

(c) When in flight or when caught, the ball may be struck with the open hand or fist

(d) The ball may be changed from hand to hand once, with the original holding hand maintianing contact until the change is completed

(e) The ball when caught may be hopped once against the ground with one or both hands

(f) The ball may be played from foot to hand any number of times, and after any such play the ball may be hopped once against the ground by hand

(g) The ball may be knocked from an opponent's hands by flicking it with the open hand

[Section (c) states that the ball may be struck with the open hand or fist but there must be a visable striking action and no propulsion from the holding hand The one-hand/fisted pass is not permitted (Central Council Ruling, May 1986) As a rule of thumb at the end of a properly executed hand-pass the striking hand should extend beyond the holding hand]
(This constitutes a new rule)

191 **Ball Out of Play:**

(a) The ball is out of play when it passes outside the boundary lines of the field of play

(b) If the ball strikes a sideline or corner flag and comes back, it shall be deemed out of play and the appropriate award shall be made

Fouls

192 **Category A Fouls·** The following fouls shall be penalised by

(1) **A free being awarded to the opposing team.**

(2) **The offender being ordered off the field without caution.**

(a) Striking or attempting to strike an opponent with a hurley, head, arm, elbow, hand, knee, kicking or attempting to kick an opponent
(b) Dangerous Play - any other action outside the Rules of Fair Play that constitutes a danger to an opponent
(c) Striking, attempting to strike, interfering with, threatening, or using abusive language or conduct to a match official

193 **Category B Fouls:** The following fouls shall be penalised by

(1) **A free being awarded to the opposing team.**

(2) **The offender being cautioned, which shall consist of taking the player's name, and if the player repeats the offence, or commits any of the other cautionable offences, the referee shall order him off.**

(a) Rough Play, which shall include pulling down an opponent, tripping by hand or foot, jumping at the opponent

(b) Threatening an opponent or using abusive or provocative language or gestures

Applicable to Hurling

(c) 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

(d) Careless use of the hurley

(e) Throwing a hurley

(f) Pulling with the hurley before the ball arrives

Applicable to Football

(g) Blocking or attempting to block with the boot when an opponent is in the act of kicking the ball from the hands

(h) A sliding tackle with the boot

194 **Category C Fouls:** The following fouls shall be penalised by - **free being awarded to the opposing team:**

(a) Pushing or holding an opponent

(b) Bringing the fist in or around the body of an opponent for the purpose of dispossessing him of the ball

(c) Charging an opponent in the back or to the front

The only legal form of charge is a side to side tackle with one foot on the ground

(d) Charging an opponent who has neither possession of, nor is in the act of playing the ball, including charging for the purpose of giving a team-mate an advantage

(e) Charging the goalkeeper within the small rectangle, but he may be challenged for possession of the ball, and may have his kick blocked

Incidental contact with the goalkeeper while in the act of playing the ball shall not be a foul

Applicable to Hurling only

(f) Using the hurley to obstruct or hold an opponent

(g) Striking an opponent's hurley unless both players are in the act of striking the ball

195 **Category D Fouls:** The following fouls shall be penalised by - **a free being awarded to the opposing team.**

(a) Overcarrying i e holding the ball for longer than is necessary to play it away, or taking more than four steps while holding it

(b) Throwing the ball

(c) Lifting the ball off the ground with the knees It may be lifted by foot or hurley

(d) Lying on the ball

(e) Touching the ball on the ground with the hands, except as follows

(1) In Football, when a player in possession is knocked or falls, he may fist or palm the ball away even though it be on the ground

In Football, the goalkeeper, may lift the ball off the ground or play it on the ground by hand, within the small rectangle

(2) In Hurling, when a player is knocked or falls, and the ball in his hand touches the ground

(f) Entering the small rectangle before the ball enters it during play, in which case a free shall be awarded from the small rectangle

There shall be two exceptions to this rule

(1) 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, the player shall be deemed not to have committed an offence, provided he does not play the ball or interfere with the defence

(2) When a point is scored from outside the small rectangle and the ball is sufficiently high to be out of reach of defence and attack, 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

Applicable to Hurling only

(g) Catching the ball more than twice before playing it away

(h) Throwing up the ball and catching it without playing it with the hurley

(i) Droppng the hurley intentionally

(j) Tipping the opponent's hurley in the air or tipping it up for the purpose of allowing the ball to pass through

Applicable to Football only

(k) Changing the ball from hand to hand more than once

(l) Hopping the ball more than once after catching it

(m) Hand-passing the ball without a visible striking action

(n) A defending player illegally charging a free from within the small rectangle

(o) Fisting or handpassing the ball up and catching it without it touching the ground or being touched by another player

[Section (e) (1) If a score results in this situation it shall be allowed (Central Council Ruling, August 1986)]

FOULS WITHIN RECTANGLES

196 In the case of fouls by a defending player within the rectangles, the following shall apply -

In Hurling: A penalty shall be awarded for a Category A, B or C foul within the large rectangle

The penalty shall be taken from the centre point of the 20m line and only 3 defending players may stand on the goal-line All other players, with the exception of the player taking the puck, must be outside the 20m line, be 20m from the ball, and shall not cross the 20m line until the ball has been struck

A free from the centre of the 20m line shall be awarded for a Category D foul within the large rectangle

In Football· A penalty shall be awarded for a Category A, B or C foul within the large rectangle, or any foul within the small rectangle

The penalty shall be taken from the centre point of the 13m line and all players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the 20m line and 13m from the ball

No player shall cross the 20m line until the ball has been kicked The goalkeeper may move along his line but not advance from the goal-line, until the ball has been actually kicked If the goalkeeper moves forward before the ball is kicked and the penalty is missed, the referee shall allow the kick to be retaken

A free from the centre of the 13m line shall be awarded for a Category D foul within the large rectangle, but outside the small rectangle

FREES

197 Except as provided hereunder at (a) and (b), a free shall be awarded for all breaches of the Playing Rules, which the referee shall indicate by blowing his whistle

(a) If a foul occurs, the referee may allow play to continue if he considers this to be to the advantage of the offended team, but once the referee allows the

play to continue he may not subsequently award a free for that foul He shall apply such disciplinary action as is warranted against the offender

(b) If a player from each team fouls at the same time, the referee shall award a throw-in ball where the fouls occurred

198 If a foul is committed by the defence within the 13/20m line in Football/Hurling, but outside the large rectangle, a free shall be given on the 13/20m line in Football/Hurling opposite where the foul occurred

199 If a player from either side stands or moves nearer than 13/20m in Football/Hurling to the ball before it is actually kick/struck, the opposing team shall be awarded a free from where the foul occurred

200 If a player on the team awarded a free fouls an opponent in retaliation before the free has been taken, the free awarded shall be disallowed and play restarted by a throw-in ball where the original foul occurred

201 If a player shows dissent with the referee's decision to award a free to the opposing team, the free shall be taken from a spot 10m more advantageous to the opposing team

202 Once the ball has been placed for a free by the referee, or by a player of the team awarded the free at the spot indicated by the referee, and the whistle has been blown for the free to be taken, it may not be replaced except with the permission of the referee If the ball is replaced, without such permission, the referee shall disallow the free, and there shall be a throw-m from where the free was to have been taken

203 A free shall be from the spot indicated by the referee The referee shall blow his whistle for a free to be taken In Football a quick free may be taken, except a free to an attacking team on the 13m line a free shall be deemed to have been taken once the ball has been struck by a player of the side awarded the free

204 In the case of a foul on a player after his delivery of the ball, a score, if made, shall be allowed If a score is not made the referee shall award the free from where the foul was committed or where the ball landed, in which circumstances,

(a) If the ball lands over the end-line, a free shall be given from the 20m /13m line in Hurling/Football, opposite the point where the ball crossed the end-line

(b) If the ball lands inside the opponents 20/13m line in Hurling/Football, a free shall be given from the 20/13 m line opposite the point where the ball crossed the line

(c) If the ball crosses the side-line, a free shall be given from the point where the ball crossed the line

205 The player who has taken a free may not play the ball again until another player has touched it, except where the ball rebounds off a crossbar or goalpost Should a player so play the ball the referee shall give a throw-in ball where the offence occurred

206 **The following offences shall be punished by the offemder being cautioned, which shall consist of taking the player's name, and if the player repeats the offence, or commits any of the other cautionable offences the referee shall order him off.**

(a) Dissenting with or challenging the authority of the match official
(b) Delaying tactics, e g delaying the kick/puck out, kicking or hitting the ball away when a free is awarded, not releasing the ball to the opposition for taking a free, deliberately not moving back to allow a quick free to be taken
(c) Interferring with a free taker 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 free taker A player holding his hands or hurley upright shall not constitute an interference
(d) Deliberately advancing the ball from a point from which a free or kick-out is to be taken
(e) Interferring with the goalposts for the purpose of distracting opponents or gaining an advantage
(f) Committing persistant fouls as listed in Category C (Rule 194)
(g) The use of foul or improper language

207 In Hurling for all free pucks the ball may be struck with the hurley in either of two ways

(a) Lift the ball with the hurley at the first attempt and strike it with the hurley

(b) Strike the ball on the ground

208 (a) If a player taking a free puck 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 Only where he delays, may a player of either side approach nearer than 20m

(b) If a player fouls a free puck by making a second attempt to lift, hop the ball on the hurley, or take the ball in the hand, the referee shall give a throw-in ball

209 If the ball is played over the endline outside the goalposts by a defending player, the opposing team shall have a free from a spot on the 45m line in Football or the 65m line in Hurling directly opposite where the ball crossed the endline

Should the player who is taking the 45/65m free, foul the ball before any other player plays it, the ball shall be kicked or pucked from the small rectangle by the opposing team

210 **Side-Line Ball:**

(a) When a player plays the ball over the side-line, it shall be a kick/puck on the ground to the opposing team at the point where the ball crossed the line

(b) If a player from either side stands or moves nearer than 13m to the ball before it is actually kicked/struck, the opposing team shall be awarded a free from where the foul occurred

(c) In Hurling, 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 may a player from either side approach nearer than 13m

(d) If a player who is taking a sideline kick/puck plays the ball a second time before another player has touched it, or in Hurling attempts to lift it, there shall be a throw-in ball where the offence occurred

211 The last player touching the ball before it crosses the boundary lines shall be considered the last person playing it

212 For the purpose of a lead-up to a free, sideline kick/puck, or kick/puck-out, a player may go outside a sideline/endline, but shall otherwise remain within the field of play

213 **The Puck-Out in Hurling:**

(a) The ball shall be pucked out from within the small rectangle after a score or wide If the puck is taken from outside the small rectangle, the opposing team shall be awarded a 65m free opposite, to where the foul occurred

(b) The player taking the puck shall take the ball in his hand, but should he miss his stroke, the ball may be struck from the ground or may be raised with the hurley, but not taken in the hand again before striking Taking the ball into the hand in this circumstance shall be penalised by a throw-in on the 20m line opposite to where the offence occurred The player taking the puck-out may strike the ball more than once before another player touches it

(c) All players shall be outside the 20m line until the ball has been struck except the goal-keeper and the player taking the puck, if other than the goalkeeper If an attacking player offends he shall be penalised by a free being awarded from the 20m line opposite to where he stood If a defending player offends, a throw-in ball shall be awarded on the 20m line opposite where he stood The ball shall travel 13m before being played by another player of the defending team

214 **The Kick Out in Football:**

(a) The ball shall be kicked out from within the small rectangle after a wide, and from a spot on the 20m line in front of the scoring space after a score

(b) The player taking the kick-out shall kick the ball from the ground, and may kick it more than once before any other player touches it, but he may not take it into his hands Taking the ball into the hands in this circumstance shall be penalised by a throw -in on the 20m line opposite where the offence occurred

(c) For a kick out from the small rectangle all players shall be outside the 20m line, until the ball has been kicked, except the goalkeeper who shall remain inside the small rectangle, and the player taking the kick, if other than the goalkeeper If an attacking player offends, he shall be penalised by a free being awarded from the 20m line opposite where he stood If a defending player offends, a throw-in shall be awarded on the 20 m line opposite where he stood The ball shall travel 13m before being played by another player of the defending team For a kick-out from the 20m line no player shall stand closer than 13m until the ball is kicked and an attacking or defending player be penalised as above

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[Note In Hurling, the penalty for taking a puck-out from outside the small rectangle is a 65m free to the opposing team The penalty in Football for taking a kick-out from outside the small rectangle is a caution This constitutes a new rule]

PLAYING RULES

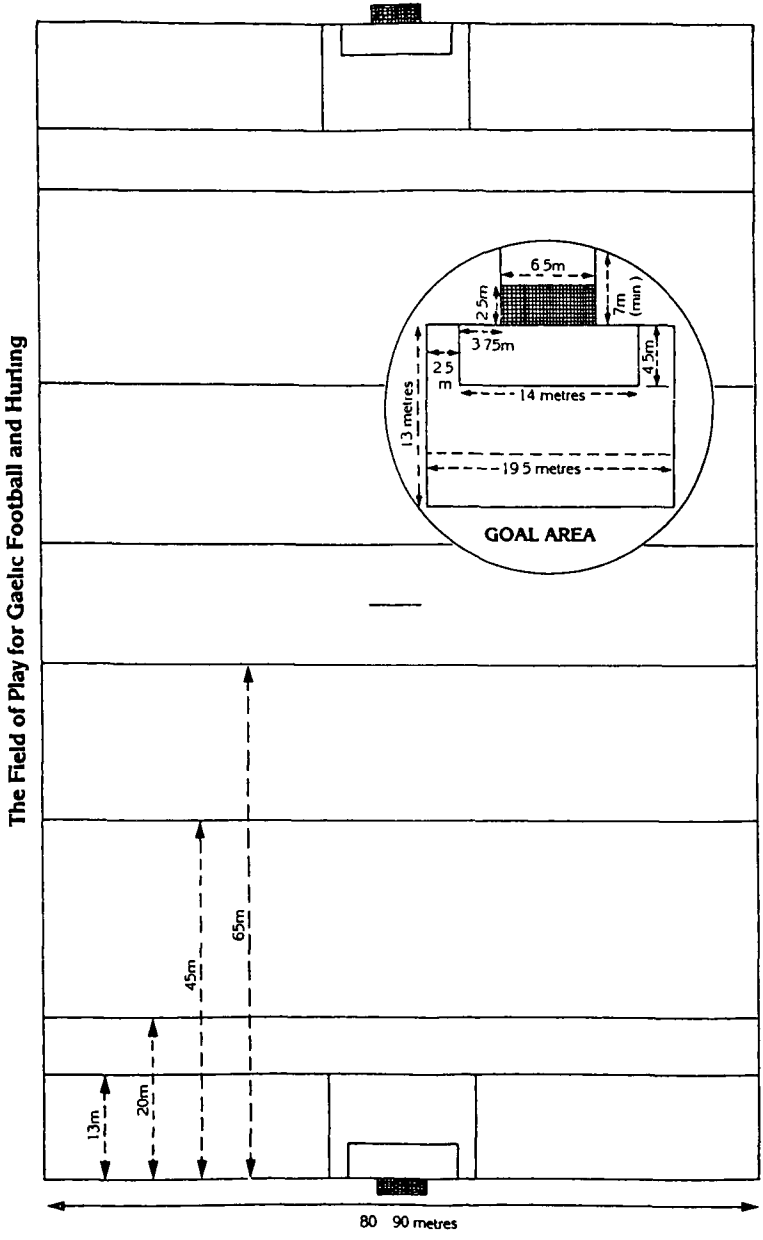

Diagram 16

Dimensions and Markings

162 **Field of Play:**
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 Sidelines and endlines shall be marked with lime or an adequate substitute Lines indicating 13m , 20m , 45m , (Football), 65m (Hurling) and halfway, shall also be marked The ends of these lines and each corner of the field of play shall be marked with flags

163 **Scoring Space:**
The scoring space shall be formed by two goal-posts 7m high (minimum) and 6 5m apart with a crossbar 2 5m high at the centre of the endline Goal nets shall be erected

164 **Rectangles:**
Two rectangles of the dimensions set out hereunder 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, 19 5m 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

165 **Objection to Dimensions/Markings:**
No objection shall be made with regard to the markings of a pitch or the dimensions thereof unless an official protest is made to the referee by the captain of the team before the game

166 **Match Balls**

(a) The hurling ball shall weigh not less than 100g or more than 130g , and have a circum- ference of not less than 23cm or more than 25cm

(b) The football shall weigh not less than 370g and not more than 425 g , and have a circum-ference of not less than 69cm and not more than 74cm

167 **Dimensions of Hurley:**
A hurley shall weigh not less than 567g and not more than 680g It shall be not less than 94 cm and not more than 97 cm in length, and the bas at its widest shall not be more than 13cm
(Rule 171 states that a duty of a referee shall be "to ensure that all players are correctly and safely attired and that all playing equipment conforms with the rules" If a referee judges the dimensions of a hurley exceed those stipulated by rule he should check it with the official measure Where it exceeds the stipulated dimensions he should instruct the player to use a hurley of proper dimensions If

the player refuses the referee should caution him and if he refuses a second time the referee should order him off)

168 **Under-age·**
The dimensions of the field of play, scoring space, match balls and hurleys used may be reduced by local Bye-Laws for under 15 or younger grades

MATCH OFFICIALS

169 **Control:** 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

170 **Appointment of Match Officials:** The Central Council, Provincial Council and County Committee shall have the absolute power to appoint the match officials for all games under their respective jurisdiction The Council or Committee may delegate those powers to a Sub-Committee, or in the case of the appointment of umpires and linesmen to the referee

Where a referee is unable to act, a substitute shall be appointed by the Secretary of the Committee in charge, or in the case of a referee who is unable to contact the Secretary, the referee may appoint a substitute

Duties and Powers of Match Officials

171 **Duties of Referee:** The duties of a referee shall be

(a) To receive lists of players, sign them in Irish, and give a copy to the opposing team before the game

(b) To ensure that all players are correctly and safely attired, and that all playing equipment conforms with the rules

(c) To control the game in accordance with the Rules of Play

(d) To keep a record of scores, names of players ordered off or cautioned, injured and/or replaced, names of subsititues coming on to play, any instance of taking the field late or exceeding the half time interval, and the intrustion of unauthorised persons

(e) 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 has expired, to be retaken 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 same side touches the ball

(f) To obtain, if requested by the captain or responsible official, the signature, full address, and Club of any player participating in the game

(g) To report any irregularities in respect of dimensions, markings, or unsatisfactory condition of field of play

(h) To present the ball to the captain of the winning team at the conclusion of a Provincial or All-Ireland Final

(Referee shall not allow a hurling helmet to be worn in a football game Central Council Ruling May 1988)

172 **Report of Referee:** The referee shall forward his report within a period of seven days of the game, to the Committee or Council in charge, together with one copy of each team list The report shall include the names of umpires and linesmen, result of the game, time each team took the field, and the game commenced, if interval exceeded, reason to be stated, names of substitutes taking part and players replaced, names of players injured, cautioned, or ordered off (stating exact reason therefor), names of officials or spectators who interfered during the course of the game and any other breaches of the regulations

173 **Powers of a Referee:** The referee shall have power to

(a) Declare ground or other conditions unsuitable for play, after consulting, where feasible, with officials in charge of the fixture

(b) Over-rule a decision of a linesman

(c) Terminate a game because of persistent outside interference, or any other serious reason that merits such action

(d) Terminate a game, having first given a three minute warning to the team captain or official in charge of the team or the player(s) involved, in any of the following circum-stances -

(i) A player refusing to leave when ordered off, or having been ordered off again joining the game

(ii) A team or player(s) leaving the field without the referee's permission, or refusing to continue In the latter case any member of the team who is willing to continue shall give his name to the referee

174 **Umpires:** There shall be two goal umpires at each end of the field of play, who shall stand outside each goalpost and behind the endline They shall remain at the same end for the duration of the game They shall decide if a score is made or if the ball has gone over the endline for a wide or a 45m/65m free If the decision is solely that the ball has crossed over the goal-line or crossbar, their agreed decision is final, with the referee deciding only where the umpires disagree If a score is made and there is an issue concerning the illegal entry of an attacking player into the small rectangle before the ball enters it during play, the agreed decision of the umpires may be over-ruled by the referee

The Umpires shall signal their decision as follows

(a) A 45m/65m free in football/hurling by first raising an arm upright and then

pointing directly infield at the spot where the ball, last played or touched by a defending player, 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 and a white flag for a point in front of the scoring space

(d) a decision to disallowed score, by crossing the flags at the centre of the scoring space

175 **Linesmen:** The two linesmen shall take position on opposite sidelines and shall indicate by flag signal when the ball crosses the sideline, and which side is entitled to sideline kick/puck A player on the team awarded the sideline kick/puck shall place the ball on the line at the spot indicated by the linesman Where the ball is played across a sideline by opposing players simultaneously, the linesman, facing the players, shall throw in the ball The linesmen shall change sides at half-time, but failure to change shall not affect the result of the game

176 **Consultation:** The referee may consult with the umpires and/or linesmen concerning infringements of Playing Rules, in particular rough or dangerous play and deliberate striking, hitting or kicking The umpires and linesmen, where neutral, shall have power during a stoppage, to bring to the notice of the referee any instances of foul play, or incursions on to the field of play which have gone un-noticed by the referee The referee may apply the appropriate rule following such consultations

177 **Decision of Referee:** The referee's decision on any question of fact and in regard to time shall be final

178 Once the referee has given a decision and has sounded his whistle to indicate this he shall not alter the decision

Teams and Substitutes

179 Teams shall consist of 15 players A team may commence a game with 13 players, but shall have fielded 15 players, inclusive of players ordered off or retired injured, by the start of the second half In the event of this not being complied with, the game shall continue, but it shall be awarded to the opposing side Late arrivals may join in the game during a cessation of play, but must report to the referee before so doing

A County Committee may reduce the number of players in a team for non-Championship competitions

180 (a) A maximum of three substitutions shall be allowed A substition is not allowed in the case of a player ordered off

(b) In Inter-county games all substitutions must be from players on the official list furnished to the referee
(c) A substitution may only be made during a stoppage in play, and after the player has given a substitution note to the referee

Penalty for (a) and (b) Forfeiture of game to its opponents

181. **List of Players:**
Before all official games the referee shall be given a list, in duplicate and in Irish, of players, giving full Christian names
In Intercounty games the list of players shall be numbered from 1 - 21 and shall also name the Clubs to which players belong
Unless otherwise clearly indicated, the first 15 names appearing on a list shall be taken as constituting the actual team
Penalty for failing to furnish lists as specified, or the inclusion of a player whose name has not been supplied to the referee - forfeiture of game
(In Intercounty games the list of players, giving full Christian names and the names of clubs to which players belong, must be numbered 1 to 21 Any substitution made must be from the list You will note that the penalty for breaches, which should be reported, is loss of game Players should be numbered in accordance with the official programme - an exception will be made only in the case of valid withdrawal and such withdrawal should be notified in advance to the committee in charge of the fixture)

182 **Taking the Field:** A team shall take the field not later than 10 minutes before the appointed starting time for Senior InterCounty Championships, National League Finals, Railway Cup Finals, All-Ireland, Provincial and County Senior Championship Finals, and not later than five minutes before the appointed starting time in all other games

Penalty: A team taking the field late, County or Provincial - £20, Club - £5 for every five minutes or part thereof
A team taking the field more than 15 minutes after the appointed starting time shall be liable to forfeiture of game, in which case the game shall be awarded to the opposing team

183 **Goalkeeper's Jersey:**
In all games the goalkeeper shall wear a distinctive jersey
Penalty: Fine of £20
(Referees should report all breaches of this rule)

THE PLAY

184 **Commencing Play:**
(a) The referee shall toss a coin for choice of ends, in the presence of the team captains

(b) Two players from each team, one behind the other and standing in their own defensive side of the half-way line shall face the referee for the throw-in The other players must be in their respective positions behind the 45m line (Football) and 65m line (Hurling)

(c) 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)

(d) Regulations (b) and (c) above shall also apply for the commencement of the second period

185 **Duration of Play:** The playing time shall consist of two periods of 30 minutes each, except in Senior Inter County Championship games when these periods shall be of thirty five minutes each Time shall be added on in each period for incidental or deliberate delays

The playing time may be reduced by local Bye-Law for under 15 or younger grades

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

Penalty A team responsible for the 10 minute interval being exceeded shall be penalised as follows County or Provincial - £20 per minute or part thereof, Club - £5 per minute or part thereof A team responsible for the interval exceeding 15 minutes shall forfeit the game

(The referee must report breaches to the committee in charge of the fixture)

186 **Extra time:** If a game in a knock-out competition ends in a draw, teams may, by consent, play extra time, consisting of two periods of fifteen minutes each way, which extra time shall be obligatory in the case of a further draw in a replay For extra time as a consequence of a draw, a toss for choice of ends shall be made Three substitutions shall be allowed during this period, and a player ordered off during normal time may be replaced In Inter-county games players shall be from the lists submitted prior to the game
Play shall commence not more than ten minutes after the end of normal time A team or teams failing to field for such extra time within the specified ten minutes, shall be ruled out of the competition

Extra time shall be obligatory in the Inter-provincial, Oireachtas and other Intercounty Tournaments, the Sigerson/Fitzgibbon Cups and any other games in subsidiary competitions as determined by the Central Council

[In Intercounty games no addition may be made to the 1 to 21 list of players given to the referee before the game (Central Council Ruling August 1986)]

187 **Scores:** A goal is scored when the ball is played by either team between the goalposts and under the crossbar A point is scored when the ball is played by either team between the goalposts and over the crossbar The ball shall not be thrown or carried over the goal-line by an attacking player In Football, a score may not be made by an attacking player in possession fisting or handpassing the ball, but a score may be made by a player striking the ball in flight with the fist or open hand

If a defending player plays the ball in any manner through his own scoring space this shall count as a score

In the event of an goalpost or crossbar being broken or displaced and the ball crossing the scoring space, the referee shall award the score which he considers appropriate

The game shall be decided by the greater number of points, a goal being equal to three points

188 **Injuries and Incursions:** The referee may give his expressed permission to a team medical officer or one authorised official to enter the field of play to examine an injured player Treatment shall be given on the sideline

Play shall not be stopped for injury to a player, except in exceptional circumstances to enable a seriously injured player to be removed from the field of play No other team official shall enter the field of play
Penalty for unauthorised entry - One month

[Nobody may go on to the field of play to treat an injured player without the prior permission of the referee Though play is continuing the referee may signal to the designated person to attend the injured player and remove him to the sideline for treatment For a stoppage in play the referee must judge the player to be seriously injured and insist on his removal to the sideline for treatment No injured player may be treated on the field of play]

BALL IN PLAY
HURLING AND FOOTBALL

General:

189 The ball is in play until the whole ball has crossed over a goalline, endline or sideline

190 (a) If the ball strikes the referee, a throw-in ball shall be given at the spot concerned, but, if it strikes him from a free, the free shall be retaken

(b) If the ball strikes any non-player other than the referee, a throw-in ball shall be given at the spot concerned

If it strikes him from a free, the free shall be retaken, but if in the opinion of the referee the ball has been impeded from crossing a sideline or goal-line, he shall make the appropriate award

(c) A throw-in ball in these rules shall involve throwing in the ball between one player of each team, up over the heads in Football, and along the ground in Hurling
It shall be given on the 13m line when the incident occurs inside the 13m line

191 **The Ball in Play - Hurling:**

(a) The ball may be struck with the hurley when it is on the ground, in the air, tossed from the hand, or lifted with the hurley

(b) A player may run with the ball balanced on or hopping on his hurley

(c) A player may catch the ball, play it on to 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 Throwing up the ball and catching it without playing it with the hurley is not allowed

(d) The ball may be struck with the hand, kicked or lifted off the ground with the feet

192 **The Ball in Play - Football·**

(a) The ball may be caught in flight or raised with the foot into the hands off the ground

(b) The ball may be kicked on the ground or in flight

(c) When in flight or when caught, the ball may be struck with the open hand or fist

(d) The ball may be changed from hand to hand once, with the original holding hand maintianing contact until the change is completed

(e) The ball, when caught, may be hopped once against the ground with one or both hands

(f) The ball may be played from foot to hand any number of times, and after any such play the ball may be hopped once against the ground by hand

(g) The ball may be knocked from an opponent's hands by flicking it with the open hand

[Section (c) states that the ball may be struck with the open hand or fist but there must

be a visible striking action and no propulsion from the holding hand The one-hand/fisted pass is not permitted (Central Council Ruling May 1986) As a rule of thumb, at the end of a properly executed hand-pass the striking hand should extend beyond the holding hand]

193 **Ball Out of Play:**

(a) The ball is out of play when it passes outside the boundary lines of the field of play

(b) If the ball strikes a sideline or corner flag and comes back, it shall be deemed out of play and the appropriate award shall be made

FOULS

194 **Category A Fouls:** The following fouls shall be penalised by,

(1) **A free being awarded to the opposing team.**

(2) **The offender being ordered off the field without caution.**

(a) Striking or attempting to strike an opponent with a hurley, head, arm, elbow, hand, knee, kicking or attempting to kick an opponent

(b) Dangerous Play - any other action outside the rules of fair play that constitutes a danger to an opponent

(c) Striking, attempting to strike, interfering with, threatening, or using abusive language or conduct to a match official

195 **Category B Fouls:** The following fouls shall be penalised by,

(1) **A free being awarded to the opposing team.**

(2) **The offender being cautioned, which shall consist of taking the player's name, and if the player repeats the offence, or commits any of the other cautionable offences, the referee shall order him off.**

(a) Rough Play, which shall include pulling down an opponent, tripping by hand or foot, jumping at the opponent

(b) Threatening an opponent or using abusive or provocative language or gestures

Applicable to Hurling

(c) 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

(d) Careless use of the hurley

(e) Throwing a hurley
[Throwing a hurley here means throwing a hurley at a player Throwing a hurley at the ball which clearly involves no danger to a player is a Category D foul Consequently throwing a hurley by a goalkeeper or a defender at the ball within the large rectangle is penalised by a 20m free (Central Council Ruling May 1988)]

(f) Pulling with the hurley before the ball arrives

Applicable to Football

(g) Blocking or attempting to block with the boot when an opponent is in the act of kicking the ball with the hands

(h) a sliding tackle with the boot

196 **Category C Fouls:** The following fouls shall be penalised by - **a free being awarded to the opposing team:**

(a) Pushing or holding an opponent

(b) Bringing the fist in or around the body of an opponent for the purpose of dispossessing him of the ball

(c) Charging an opponent in the back or to the front

The only legal form of charge is a side to side tackle with one foot on the ground

(d) Charging an opponent who has neither possession of, nor is in the act of playing the ball, including charging for the purpose of giving a team-mate an advantage

(e) Charging the goalkeeper within the small rectangle, but he may be challenged for possession of the ball, and may have his kick blocked

Incidental contact with the goalkeeper while in the act of playing the ball shall not be a foul

Applicable to Hurling only

(f) Using the hurley to obstruct or hold an opponent

(g) Striking an opponent's hurley unless both players are in the act of striking the ball

[If a player falls after a legal tackle he is not entitled to a free (section (c))

The contrast in section (e) is between charging the goalkeeper within the small rectangle, which is a foul; and challenging the goalkeeper which may involve incidental contact which is not a foul]

197 **Category D Fouls** The following fouls shall be penalised by - **A free being awarded to the opposing team.**

(a) Overcarrying i e holding the ball for longer than is necessary to play it away, or taking more than four steps while holding it

(b) Throwing the ball

(c) Lifting the ball off the ground with the knees It may be lifted by foot or hurley

(d) Lying on the ball

(e) Touching the ball on the ground with the hands, except as follows

(i) In Football, when a player in possession is knocked down or falls, he may fist or palm the ball away even though it be on the ground If a score is made it shall be allowed

In Football, the goalkeeper may lift the ball off the ground or play it on the ground by hand, within the small rectangle

(ii) In Hurling, when a player is knocked or falls, and the ball in his hand touches the ground

(f) Attaking player entering the small rectangle before the ball enters it during play, in which case a free shall be awarded from the small rectangle
There shall be two exceptions to this rule
(1) 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, the player shall be deemed not to have committed an offence, provided he does not play the ball or interfere with the defence

(2) When a point is scored from outside the small rectangle and the ball is sufficiently high to be out of reach of defence and attack, 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

Applicable to Hurling only

(g) Catching the ball more than twice before playing it away

(h) Throwing up the ball and catching it without playing it with the hurley

(i) Droppng the hurley intentionally

(j) Tipping the opponent's hurley in the air or tipping it up for the purpose of allowing the ball to pass through

Applicable to Football only

(k) Changing the ball from hand to hand more than once

(l) Hopping the ball more than once after catching it

(m) Hand-passing the ball without a visible striking action

(n) A defending player illegally charging a free from within the small rectangle

(o) Fisting or handpassing the ball up and catching it without it touching the ground or being touched by another player

198 **Unsporting Behaviour:**
The following offences shall be penalised by the offender being cautioned, which shall consist of taking the players name, and if the player repeats the offence, or commits any of the other cautionable offences, the referee shall order him off;

(a) Dissenting with or challenging the authority of the match official

(b) Delaying tactics, e g delaying the kick/puck out, kicking or hitting the ball away when a free is awarded, not releasing the ball to the opposition for taking a free, deliberately not moving back to allow a quick free to be taken

(c) Interfering with a free taker 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 free taker A player holding his hands or hurley upright shall not constitute an interference

(d) Deliberately advancing the ball from the point from which a free or kick-out is to be taken

(e) Interfering with the goalposts for the purpose of distracting opponents or gaining an advantage

(f) Committing persistent fouls as listed in Rule 196 (Category C fouls)

(g) The use of foul or improper language

Fouls within Rectamgles:

199 In the case of fouls by a defending player within the rectangles, the following shall apply

In Hurling: A penalty shall be awarded for a Category A, B or C foul within the large rectangle.

The penalty shall be taken from the centre point of the 20m line and only 3 defending players may stand on the goal-line All other players, with the exception of the player taking the puck, must be outside the 20m line, be 20m from the ball, and shall not cross the 20m line until the ball has been struck

A free from the centre of the 20m line shall be awarded for a Category D foul within the large rectangle

In Football. A penalty shall be awarded for a Category A, B or C foul within the large rectangle, or any foul within the small rectangle.

The penalty shall be taken from the centre point of the 13m line and all players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the 20m line and 13m from the ball

No player shall cross the 20m line until the ball has been kicked The goalkeeper may move along his line but not advance from the goal-line, until the ball has been kicked If the goalkeeper moves forward before the ball is kicked and a goal does not result, the referee shall allow the kick to be retaken

A free from the centre of the 13m line shall be awarded for a Category D foul outside the small rectangle, but within the large rectangle

FREES - General

200 Except as provided hereunder at (a) and (b), a free shall be awarded for all breaches of the Playing Rules, which the referee shall indicate by blowing his whistle

(a) If a foul occurs, the referee may allow play to continue if he considers this to be to the advantage of the offended team, but once the referee allows the play to continue he may not subsequently award a free for that foul He shall apply such disciplinary action as is warranted against the offender

(b) If a player from each team fouls at the same time, the referee shall award a throw-in ball where the fouls occurred

[*The referee should blow the whistle and award a free unless there is a clear advantage to the offended player*

Whether the advantage rule is applied or not, the offending player must be booked for a cautionable offence or sent off for a sending off offence
As a rule of thumb, the advantage rule should never be applied in circumstances that would lessen the control of the referee]

201 If a foul is committed by a defending player within the 13m /20m line in Football/Hurling, but outside the large rectangle, a free shall be given on the 13m /20m line in Football/Hurling opposite where the foul occurred

202 If a player from either side stands or moves nearer than 13m /20m in Football/Hurling to the ball before it is actually kick/struck, the opposing team shall be awarded a free from where the foul occurred

203 **Retaliation**
If a player on the team awarded a free fouls an opponent in retaliation before the free has been taken, the free awarded shall be disallowed and play restarted by a throw-in ball where the original foul occurred

204 **Dissent**
If a player shows dissent with the referee's decision to award a free to the opposing team, the free shall be taken from a spot 10m more advantageous to the opposing team

205 Once the ball has been placed for a free by the referee, or by a player of the team awarded the free at the spot indicated by the referee, and the whistle has been blown for the free to be taken, it may not be replaced except with the permission of the referee If the ball is replaced, without such permission, the referee shall disallow the free, and there shall be a throw-in from where the free was to have been taken

206 A free shall be from the spot indicated by the referee The referee shall blow his whistle for a free to be taken In Football a quick free may be taken, except a free awarded to an attacking team for a foul inside the 13m line A free shall be deemed to have been taken once the ball has been kicked/struck by a player of the side awarded the free

207 In the case of a foul on a player after his playing the ball, the referee shall award a free where the foul was committed or where the ball landed, or if a score is made, the score shall be a allowed In the specified circumstances the rule shall apply as follows

(a) If the ball lands over the endline, a free shall be given from the 13m /20m line in the Football/Hurling opposite the point where the ball crossed the endline

(b) If the ball lands inside the opponents 13m /20m line in Football/Hurling, a

free shall be given from the 13m /20m line opposite the point where the ball crossed the line

(c) If the ball crosses the side-line, a free shall be given from the point where the ball crossed the line

208 The player who has taken a free may not play the ball again until another player has touched it, except where the ball rebounds off a crossbar or goalpost Should a player so play the ball the referee shall give a throw-in ball where the offence occurred

FREE-TAKING - HURLING

209 In Hurling for all free pucks the ball may be struck with the hurley in either of two ways
(a) Lift the ball with the hurley at the first attempt and strike it with the hurley
(b) Strike the ball on the ground

210 (a) If a player taking a free puck 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 Only where he delays, may a player of either side approach nearer than 20m
(b) If a player fouls a free puck by making a second attempt to lift, hop the ball on the hurley, or take the ball in the hand, the referee shall give a throw-in ball

211 **45m./65m. Frees:**
If the ball is played over the endline outside the goalposts by a defending player, the opposing team shall have a free from a spot on the 45m line in Football or the 65m line in Hurling directly opposite where the ball crossed the endline

Should the player who is taking the 45m /65m free, foul the ball before any other player plays it, the ball shall be kicked or pucked from the small rectangle by the opposing team

212 **Sideline Ball:**
(a) When a player plays the ball over the sideline, it shall be a kick/puck on the ground to the opposing team at the point where the ball crossed the line
(b) If a player from either side stands or moves nearer than 13m to the ball before it is actually kicked/struck, the opposing team shall be awarded a free from where the foul occurred
(c) In Hurling, 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 may a player from either side approach nearer than 13m
(d) If a player taking a sideline kick/puck plays the ball a second time before

another player has touched it, or in Hurling attempts to lift it, there shall be a throw-in ball where the offence occurred

213 **Definition:**
The last player touching the ball before it crosses the boundary lines shall be considered the last person playing it

214 **Field of Play:**
For the purpose of a lead-up to a free, sideline kick/puck, or kick-out/puck-out, a player may go outside a sideline/endline, but shall otherwise remain within the field of play

215 **The Puck-Out in Hurling:**

(a) After a score or a wide, the ball shall be pucked out from within the small rectangle If the puck-out is taken from outside the small rectangle, the opposing team shall be awarded a 65m free opposite to where the foul occurred

(b) The player taking the puck-out shall take the ball in his hand, but should he miss his stroke, the ball may be struck from the ground or may be raised with the hurley, but not taken in the hand again before striking Taking the ball into the hand in this circumstance shall be penalised by a throw-in ball on the 20m line opposite to where the offence occurred The player taking the puck-out may strike the ball more than once before another player touches it

(c) All players shall be outside the 20m line until the ball has been struck except the goal-keeper and the player taking the puck-out, if other than the goalkeeper If an attacking player offends he shall be penalised by a free being awarded from the 20m line opposite to where he stood If a defending player offends, a throw-in ball shall be awarded on the 20m line opposite where he stood The ball shall travel 13m before being played by another player of the defending team

216 **The Kick- Out in Football:**

(a) The ball shall be kicked out from within the small rectangle after a wide, and from a spot on the 20m line in front of the scoring space after a score

(b) The player taking the kick-out shall kick the ball from the ground, and may kick it more than once before any other player touches it, but he may not take it into his hands Taking the ball into the hands in this circumstance shall be penalised by a throw -in on the 20m line opposite where the offence occurred

(c) For a kick-out from the small rectangle all players shall be outside the 20m line, until the ball has been kicked, except the goalkeeper who shall remain

inside the small rectangle, and the player taking the kick, if other than the goalkeeper If an attacking player offends, he shall be penalised by a free being awarded from the 20m line opposite to where he stood If a defending player offends, a throw-in shall be awarded on the 20 m line opposite where he stood The ball shall travel 13m before being played by another player of the defending team For a kick-out from the 20m line no player shall stand closer than 13m until the ball is kicked and an attacking or defending player shall be penalised as above

[In Hurling the penalty for a puckout taken outside the small rectangle is a 65m free to the opposing team but the penalty in Football for taking a kickout outside the small rectangle is not the awarding of a free to the opposing team but the offending player should be cautioned]

THE OFFICIAL GUIDE

1988

PLAYING RULES

The Field of Play for Gaelic Football and Hurling

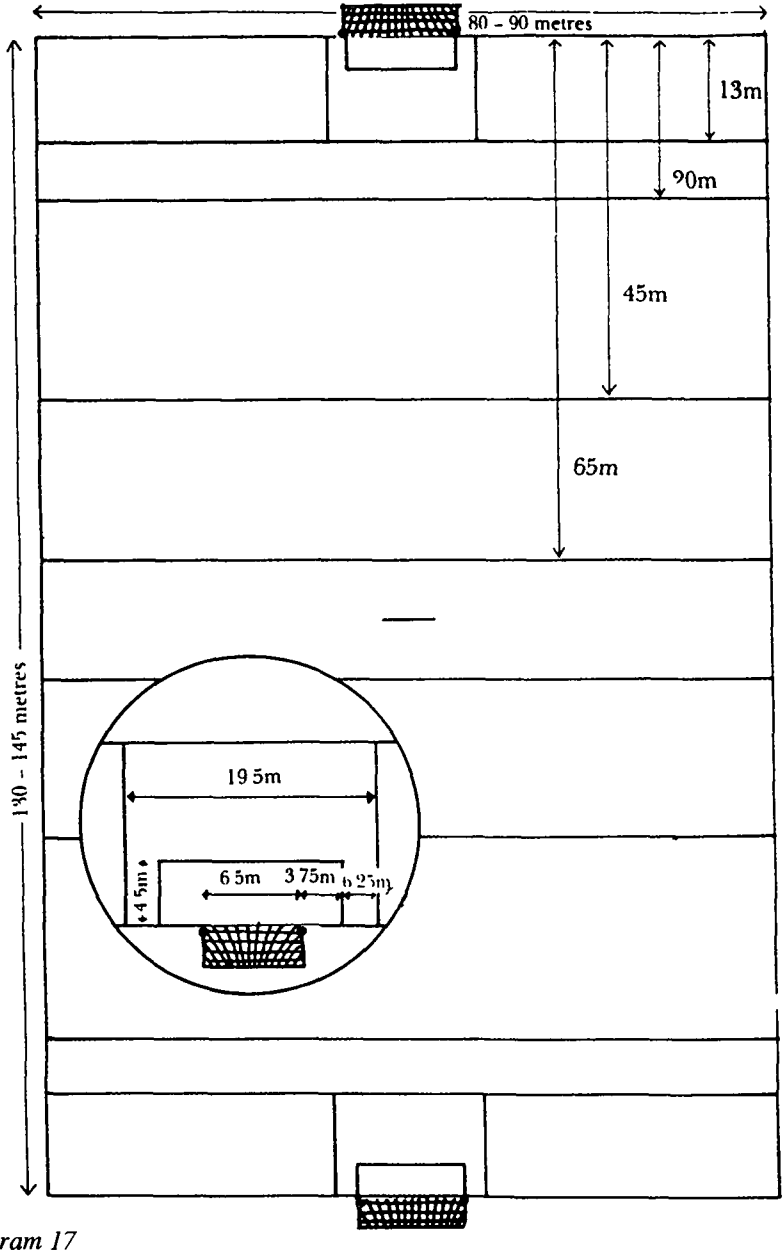

Diagram 17

(In an Edition of the O G dated 1988 with a blue and gold cover, the Playing Rules start with Rule 162 and end with Rule 216)

Dimensions and Markings

157 **Field of Play.**
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 Sidelines and endlines shall be marked with lime or an adequate substitute Lines indicating 13m , 20m , 45m , (Football), 65m (Hurling) and halfway, shall also be marked The ends of these lines and each corner of the field of play shall be marked with flags

158 **Scoring Space:**
The scoring space shall be formed by two goal-posts 7m high (minimum) and 6 5m apart with a crossbar 2 5m high at the centre of the endline Goal nets shall be erected

159 **Rectangles:**
Two rectangles of the dimensions set out hereunder 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, 19 5m 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

160 **Objection to Dimensions/Markings.**
No objection shall be made with regard to the markings of a pitch or the dimensions thereof unless an official protest is made to the referee by the captain of the team before the game

161 **Match Balls:**

(a) The hurling ball shall weigh not less than 100g or more than 130g , and have a circumference of not less than 23cm or more than 25cm

(b) The football shall weigh not less than 370g and not more than 425 g , and have a circum-ference of not less than 69cm and not more than 74cm

162 **Dimensions of Hurley:**
A hurley shall weigh not less than 567g and not more than 680g It shall be not less than 94 cm and not more than 97 cm in length, and the bas at its widest shall not be more than 13cm

163 **Under-age:**
The dimensions of the field of play, scoring space, match balls and hurleys used may be reduced by local Bye-Laws for under 15 or younger grades

MATCH OFFICIALS

164 **Control**
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

165 **Appointment of Match Officials:**
The Central Council, Provincial Council and County Committee shall have the absolute power to appoint the match officials for all games under their respective jurisdiction The Council or Committee may delegate those powers to a Sub-Committee, or in the case of the appointment of umpires and linesmen to the referee

Where a referee is unable to act, a substitute shall be appointed by the Secretary of the Committee in charge, or in the case of a referee who is unable to contact the Secretary, the referee may appoint a substitute

Duties and Powers of Match Officials

166 **Duties of Referee:**
The duties of a referee shall be

(a) To receive lists of players, sign them in Irish, and give a copy to the opposing team before the game

(b) To ensure that all players are correctly and safely attired, and that all playing equipment conforms with the rules

(c) To control the game in accordance with the Rules of Play

(d) To keep a record of scores, names of players ordered off or cautioned, injured and/or replaced, names of subsititutes coming on to play, any instance of taking the field late or exceeding the half time interval, and the intrustion of unauthorised persons

(e) 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 has 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 same side touches the ball

(f) To obtain, if requested by the captain or responsible official, the signature, full address, and Club of any player participating in the game

(g) To report any irregularities in respect of dimensions, markings, or unsatisfactory condition of field of play

(h) To present the ball to the captain of the winning team at the conclusion of a Provincial or All-Ireland Final

167 **Report of Referee.**
The referee shall forward his report within a period of seven days of the game, to the Committee or Council in charge, together with one copy of each team list The report shall include the names of umpires and linesmen, result of the game, time each team took the field, and the game commenced, if interval exceeded, reason to be stated, names of substitutes taking part and players replaced, names of players injured, cautioned, or ordered off (stating exact reason therefor), names of officials or spectators who interfered during the course of the game and any other breaches of the regulations

168 **Powers of a Referee:**
The referee shall have power to
(a) Declare ground or other conditions unsuitable for play, after consulting, where feasible, with officials in charge of the fixture
(b) Over-rule a decision of a linesman
(c) Terminate a game because of persistent outside interference, or any other serious reason that merits such action
(d) Terminate a game, having first given a three minute warning to the team captain or official in charge of the team or the player(s) involved, in any of the following circum-stances -
  (i) A player refusing to leave when ordered off, or having been ordered off again joining the game
  (ii) A team or player(s) leaving the field without the referee's permission, or refusing to continue In the latter case any member of the team who is willing to continue shall give his name to the referee

169 **Umpires:**
There shall be two goal umpires at each end of the field of play, who shall stand outside each goalpost and behind the endline They shall remain at the same end for the duration of the game They shall decide if a score is made or if the ball has gone over the endline for a wide or a 45m/65m free If the decision is solely that the ball has crossed over the goal-line or crossbar, their agreed decision is final, with the referee deciding only where the umpires disagree If a score is made and there is an issue concerning the illegal entry of an attacking player into the small rectangle before the ball enters it during play, the agreed decision of the umpires may be over-ruled by the referee

The Umpires shall signal their decision as follows

(a) A 45m/65m free in football/hurling by first raising an arm upright and then

pointing directly infield at the spot where the ball, last played or touched by a defending player, 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 and a white flag for a point in front of the scoring space

(d) a decision to disallowed score, by crossing the flags at the centre of the scoring space

170 **Linesmen.**
The two linesmen shall take position on opposite sidelines and shall indicate by flag signal when the ball crosses the sideline, and which side is entitled to sideline kick/puck A player on the team awarded the sideline kick/puck shall place the ball on the line at the spot indicated by the linesman Where the ball is played across a sideline by opposing players simultaneously, the linesman, facing the players, shall throw in the ball The linesmen shall change sides at half-time, but failure to change shall not affect the result of the game

171 **Consultation.**
The referee may consult with the umpires and/or linesmen concerning infringements of Playing Rules, in particular rough or dangerous play and deliberate striking, hitting or kicking The umpires and linesmen, where neutral, shall have power during a stoppage, to bring to the notice of the referee any instances of foul play, or incursions on to the field of play which have gone unnoticed by the referee The referee may apply the appropriate rule following such consultations

Decision of Referee:
172 The referee's decision on any question of fact and in regard to time shall be final

173 Once the referee has given a decision and has sounded his whistle to indicate this he shall not alter the decision

Teams and Substitutes
174 Teams shall consist of 15 players A team may commence a game with 13 players, but shall have fielded 15 players, inclusive of players ordered off or retired injured, by the start of the second half In the event of this not being complied with, the game shall continue, but it shall be awarded to the opposing side Late arrivals may join in the game during a cessation of play, but must report to the referee before so doing

A County Committee may reduce the number of players in a team for non-Championship competitions

175 (a) A maximum of three substitutions shall be allowed A substition is not allowed in the case of a player ordered off

(b) In Inter-county games all substitutions must be from players on the official list furnished to the referee

(c) A substitution may only be made during a stoppage in play, and after the player has given a substitution note to the referee

Penalty for (a) and (b) Forfeiture of game to its opponents

176. **List of Players:**

Before all official games the referee shall be given a list, in duplicate and in Irish, of players, giving full Christian names

In Intercounty games the list of players shall be numbered from 1 - 21 and shall also name the Clubs to which players belong

Unless otherwise clearly indicated, the first 15 names appearing on a list shall be taken as constituting the actual team

Penalty for failing to furnish lists as specified, or the inclusion of a player whose name has not been supplied to the referee - forfeiture of game

177 **Taking the Field:**

A team shall take the field not later than 10 minutes before the appointed starting time for Senior InterCounty Championships, National League Finals, Railway Cup Finals, All-Ireland, Provincial and County Senior Championship Finals, and not later than five minutes before the appointed starting time in all other games

178. **Penalty.** A team taking the field late, County or Provincial - £20, Club - £5 for every five minutes or part thereof

A team taking the field more than 15 minutes after the appointed starting time shall be liable to forfeiture of game, in which case the game shall be awarded to the opposing team

Goalkeeper's Jersey:

In all games the goalkeeper shall wear a distinctive jersey

Penalty: Fine of £20

THE PLAY

179. **Commencing Play:**

(a) The referee shall toss a coin for choice of ends, in the presence of the team captains

(b) Two players from each team, one behind the other and standing in their own defensive side of the half-way line shall face the referee for the throw-in The other players must be in their respective positions behind the 45m line (Football) and 65m line (Hurling)

(c) 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)

(d) Regulations (b) and (c) above shall also apply for the commencement of the second period

180 Duration of Play:
The playing time shall consist of two periods of 30 minutes each, except in Senior Inter County Championship games when these periods shall be of thirty five minutes each Time shall be added on in each period for incidental or deliberate delays

The playing time may be reduced by local Bye-Law for under 15 or younger grades

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

Penalty
A team responsible for the 10 minute interval being exceeded shall be penalised as follows County or Provincial - £20 per minute or part thereof, Club - £5 per minute or part thereof A team responsible for the interval exceeding 15 minutes shall forfeit the game

181 Extra time:
If a game in a knock-out competition ends in a draw, teams may, by consent, play extra time, consisting of two periods of fifteen minutes each way, which extra time shall be obligatory in the case of a further draw in a replay
For extra time as a consequence of a draw, a toss for choice of ends shall be made Three substitutions shall be allowed during this period, and a player ordered off during normal time may be replaced In Intercounty games players shall be from the lists submitted prior to the game
Play shall commence not more than ten minutes after the end of normal time A team or teams failing to field for such extra time within the specified ten minutes, shall be ruled out of the competition

Extra time shall be obligatory in the Inter-provincial, Oireachtas and other Intercounty Tournaments, the Sigerson/Fitzgibbon Cups and any other games in subsidiary competitions as determined by the Central Council

182 Scores:
A goal is scored when the ball is played by either team between the goalposts and under the crossbar A point is scored when the ball is played by either team between the goalposts and over the crossbar The ball shall not be thrown or carried over the goal-line by an attacking player In Football, a score may not be made by an attacking player in possession fisting or handpassmg the ball, but a

score may be made by a player striking the ball in flight with the fist or open hand

If a defending player plays the ball in any manner through his own scoring space this shall count as a score

In the event of a goalpost or crossbar being broken or displaced and the ball crossing the scoring space, the referee shall award the score which he considers appropriate

The game shall be decided by the greater number of points, a goal being equal to three points

183 Injuries and Incursions·
The referee may give his expressed permission to a team medical officer or one authorised official to enter the field of play to examine an injured player Treatment shall be given on the sideline

Play shall not be stopped for injury to a player, except in exceptional circumstances to enable a seriously injured player to be removed from the field of play No other team official shall enter the field of play
Penalty for unauthorised entry - One month

BALL IN PLAY
HURLING AND FOOTBALL

General:

184 The ball is in play until the whole ball has crossed over a goalline, endline or sideline

185 (a) If the ball strikes the referee, a throw-in ball shall be given at the spot concerned, but, if it strikes him from a free, the free shall be retaken

(b) If the ball strikes any non-player other than the referee, a throw-in ball shall be given at the spot concerned

If it strikes him from a free, the free shall be retaken, but if in the opinion of the referee the ball has been impeded from crossing a sideline or goal-line, he shall make the appropriate award

(c) A throw-in ball in these rules shall involve throwing in the ball between one player of each team, up over the heads in Football, and along the ground in Hurling
It shall be given on the 13m line when the incident occurs inside the 13m line

186 The Ball in Play - Hurling

(a) The ball may be struck with the hurley when it is on the ground, in the air, tossed from the hand, or lifted with the hurley

(b) A player may run with the ball balanced on or hopping on his hurley

(c) A player may catch the ball, play it on to 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 Throwing up the ball and catching it without playing it with the hurley is not allowed

(d) The ball may be struck with the hand, kicked or lifted off the ground with the feet

187 The Ball in Play - Football

(a) The ball may be caught in flight or raised with the foot into the hands off the ground

(b) The ball may be kicked on the ground or in flight

(c) When in flight or when caught, the ball may be struck with the open hand or fist

(d) The ball may be changed from hand to hand once, with the original holding hand maintianmg contact until the change is completed

(e) The ball, when caught, may be hopped once against the ground with one or both hands

(f) The ball may be played from foot to hand any number of times, and after any such play the ball may be hopped once against the ground by hand

(g) The ball may be knocked from an opponent's hands by flicking it with the open hand

188 Ball Out of Play.

(a) The ball is out of play when it passes outside the boundary lines of the field of play

(b) If the ball strikes a sideline or corner flag and comes back, it shall be deemed out of play and the appropriate award shall be made

FOULS

189 Category A Fouls:

The following fouls shall be penalised by,

(i) A free being awarded to the opposing team

(ii) The offender being ordered off the field without caution

(a) Striking or attempting to strike an opponent with a hurley, head, arm, elbow, hand, knee, kicking or attempting to kick an opponent

(b) Dangerous Play - any other action outside the rules of fair play that constitutes a danger to an opponent

(c) Striking, attempting to strike, interfering with, threatening, or using abusive language or conduct to a match official

190 Category B Fouls:

The following fouls shall be penalised by,

(i) A free being awarded to the opposing team

(ii) The offender being cautioned, which shall consist of taking the player's name, and if the player repeats the offence, or commits any of the other cautionable offences, the referee shall order him off

(a) Rough Play, which shall include pulling down an opponent, tripping by hand or foot, jumping at the opponent

(b) Threatening an opponent or using abusive or provocative language or gestures

Applicable to Hurling

(c) 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

(d) Careless use of the hurley

(e) Throwing a hurley

(f) Pulling with the hurley before the ball arrives

Applicable to Football

(g) Blocking or attempting to block with the boot when an opponent is in the act of kicking the ball with the hands

(h) a sliding tackle with the boot

191 Category C Fouls:

The following fouls shall be penalised by a free being awarded to the opposing team

(a) Pushing or holding an opponent

(b) Bringing the fist in or around the body of an opponent for the purpose of dispossessing him of the ball

(c) Charging an opponent in the back or to the front

The only legal form of charge is a side to side tackle with one foot on the ground

(d) Charging an opponent who has neither possession of, nor is in the act of playing the ball, including charging for the purpose of giving a team-mate an advantage

(e) Charging the goalkeeper within the small rectangle, but he may be challenged for possession of the ball, and may have his kick blocked

Incidental contact with the goalkeeper while in the act of playing the ball shall not be a foul

Applicable to Hurling only

(f) Using the hurley to obstruct or hold an opponent

(g) Striking an opponent's hurley unless both players are in the act of striking the ball

192 **Category D Fouls:**
The following fouls shall be penalised by a free being awarded to the opposing team

(a) Overcarrying i e holding the ball for longer than is necessary to play it away, or taking more than four steps while holding it

(b) Throwing the ball

(c) Lifting the ball off the ground with the knees It may be lifted by foot or hurley

(d) Lying on the ball

(e) Touching the ball on the ground with the hands, except as follows

(i) In Football, when a player in possession is knocked down or falls, he may fist or palm the ball away even though it be on the ground If a score is made it shall be allowed

In Football, the goalkeeper may lift the ball off the ground or play it on the ground by hand, within the small rectangle

(ii) In Hurling, when a player is knocked or falls, and the ball in his hand touches the ground

(f) Attaking player entering the small rectangle before the ball enters it during play, in which case a free shall be awarded from the small rectangle
There shall be two exceptions to this rule
(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, the player shall be deemed not to have committed an offence, provided he does not play the ball or interfere with the defence

(ii) When a point is scored from outside the small rectangle and the ball is sufficiently high to be out of reach of defence and attack, 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

Applicable to Hurling only

(g) Catching the ball more than twice before playing it away

(h) Throwing up the ball and catching it without playing it with the hurley

(i) Droppng the hurley intentionally

(j) Tipping the opponent's hurley in the air or tipping it up for the purpose of allowing the ball to pass through

Applicable to Football only

(k) Changing the ball from hand to hand more than once

(l) Hopping the ball more than once after catching it

(m) Hand-passing the ball without a visible striking action

(n) A defending player illegally charging a free from within the small rectangle

(o) Fisting or handpassing the ball up and catching it without it touching the ground or being touched by another player

193 Unsporting Behaviour:

The following offences shall be penalised by the offender being cautioned, which shall consist of taking the players name, and if the player repeats the offence, or commits any of the other cautionable offences, the referee shall order him off,
(a) Dissenting with or challenging the authority of the match official
(b) Delaying tactics, i e delaying the kick/puck out, kicking or hitting the ball

away when a free is awarded, not releasing the ball to the opposition for taking a free, deliberately not moving back to allow a quick free to be taken

(c) Interfering with a free taker 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 free taker A player holding his hands or hurley upright shall not constitute an interference

(d) Deliberately advancing the ball from the point from which a free or kickout is to be taken

(e) Interfering with the goalposts for the purpose of distracting opponents or gaining an advantage

(f) Committing persistent fouls as listed in Rule 196 (Category C fouls)

(g) The use of foul or improper language

194 Fouls within Rectamgles:
In the case of fouls by a defending player within the rectangles, the following shall apply

In Hurling A penalty shall be awarded for a Category A, B or C foul within the large rectangle
The penalty shall be taken from the centre point of the 20m line and only 3 defending players may stand on the goal-line All other players, with the exception of the player taking the puck, must be outside the 20m line, be 20m from the ball, and shall not cross the 20m line until the ball has been struck

A free from the centre of the 20m line shall be awarded for a Category D foul within the large rectangle

In Football· A penalty shall be awarded for a Category A, B or C foul within the large rectangle, or any foul within the small rectangle

The penalty shall be taken from the centre point of the 13m line and all players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the 20m line and 13m from the ball

No player shall cross the 20m line until the ball has been kicked The goalkeeper may move along his line but not advance from the goal-line, until the ball has been kicked If the goalkeeper moves forward before the ball is kicked and a goal does not result, the referee shall allow the kick to be retaken

A free from the centre of the 13m line shall be awarded for a Category D foul outside the small rectangle, but within the large rectangle

FREES - General

195 Except as provided hereunder at (a) and (b), a free shall be awarded for all breaches of the Playing Rules, which the referee shall indicate by blowing his whistle

(a) If a foul occurs, the referee may allow play to continue if he considers this to be to the advantage of the offended team, but once the referee allows the play to continue he may not subsequently award a free for that foul He shall apply such disciplinary action as is warranted against the offender

(b) If a player from each team fouls at the same time, the referee shall award a throw-in ball where the fouls occurred

196 If a foul is committed by a defending player within the 13m /20m line in Football/Hurling, but outside the large rectangle, a free shall be given on the 13m /20m line in Football/Hurling opposite where the foul occurred

197 If a player from either side stands or moves nearer than 13m /20m in Football/Hurling to the ball before it is kicked/struck, the opposing team shall be awarded a free from where the foul occurred

198 Retaliation
If a player on the team awarded a free fouls an opponent in retaliation before the free has been taken, the free awarded shall be disallowed and play restarted by a throw-in ball where the original foul occurred

199 Dissent
If a player shows dissent with the referee's decision to award a free to the opposing team, the free shall be taken from a spot 10m more advantageous to the opposing team

200 Once the ball has been placed for a free by the referee, or by a player of the team awarded the free at the spot indicated by the referee, and the whistle has been blown for the free to be taken, it may not be replaced except with the permission of the referee If the ball is replaced, without such permission, the referee shall disallow the free, and there shall be a throw-in from where the free was to have been taken

201 A free shall be from the spot indicated by the referee The referee shall blow his whistle for a free to be taken In Football a quick free may be taken, except a free awarded to an attacking team for a foul inside the 13m. line A free shall be deemed to have been taken once the ball has been kicked/struck by a player of the side awarded the free

202 In the case of a foul on a player after his playing the ball, the referee shall award a free where the foul was committed or where the ball landed, or if a score is

made, the score shall be a allowed In the specified circumstances the rule shall apply as follows

(a) If the ball lands over the endline, a free shall be given from the 13m /20m line in the Football/Hurling, opposite the point where the ball crossed the endline

(b) If the ball lands inside the opponents 13m /20m line in Football/Hurling, a free shall be given from the 13m /20m line opposite the point where the ball crossed the line

(c) If the ball crosses the side-line, a free shall be given from the point where the ball crossed the line

203 The player who has taken a free may not play the ball again until another player has touched it, except where the ball rebounds off a crossbar or goalpost Should a player so play the ball the referee shall give a throw-in ball where the offence occurred

204 Free-taking - Hurling

In Hurling for all free pucks the ball may be struck
with the hurley in either of two ways
(a) Lift the ball with the hurley at the first attempt and strike it with the hurley
(b) Strike the ball on the ground

205 (a) If a player taking a free puck 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 Only where he delays, may a player of either side approach nearer than 20m
(b) If a player fouls a free puck by making a second attempt to lift, hop the ball on the hurley, or take the ball in the hand, the referee shall give a throw-in ball

206 45m./65m. Frees·

If the ball is played over the endline outside the goalposts by a defending player, the opposing team shall have a free from a spot on the 45m line in Football or the 65m line in Hurling directly opposite where the ball crossed the endline

Should the player who is taking the 45m /65m free, foul the ball before any other player plays it, the ball shall be kicked or pucked from the small rectangle by the opposing team

207 Sideline Ball:

(a) When a player plays the ball over the sideline, it shall be a kick/puck on the ground to the opposing team at the point where the ball crossed the line
(b) If a player from either side stands or moves nearer than 13m to the ball

before it is actually kicked/struck, the opposing team shall be awarded a free from where the foul occurred

(c) In Hurling, 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 may a player from either side approach nearer than 13m

(d) If a player taking a sideline kick/puck plays the ball a second time before another player has touched it, or in Hurling attempts to lift it, there shall be a throw-in ball where the offence occurred

208 Definition.

The last player touching the ball before it crosses the boundary lines shall be considered the last person playing it

209 Field of Play:

For the purpose of a lead-up to a free, sideline kick/puck, or kick-out/puck-out, a player may go outside a sideline/endline, but shall otherwise remain within the field of play

210 The Puck-Out in Hurling:

(a) After a score or a wide, the ball shall be pucked out from within the small rectangle If the puck-out is taken from outside the small rectangle, the opposing team shall be awarded a 65m free opposite to where the foul occurred

(b) The player taking the puck-out shall take the ball in his hand, but should he miss his stroke, the ball may be struck from the ground or may be raised with the hurley, but not taken in the hand again before striking Taking the ball into the hand in this circumstance shall be penalised by a throw-in ball on the 20m line opposite to where the offence occurred The player taking the puck-out may strike the ball more than once before another player touches it

(c) All players shall be outside the 20m line until the ball has been struck except the goal-keeper and the player taking the puck-out, if other than the goalkeeper If an attacking player offends he shall be penalised by a free being awarded from the 20m line opposite to where he stood If a defending player offends, a throw-in ball shall be awarded on the 20m line opposite where he stood The ball shall travel 13m before being played by another player of the defending team

211 The Kick- Out in Football:

(a) The ball shall be kicked out from within the small rectangle after a wide, and from a spot on the 20m line in front of the scoring space after a score

(b) The player taking the kick-out shall kick the ball from the ground, and may kick it more than once before any other player touches it, but he may not take

it into his hands Taking the ball into the hands in this circumstance shall be penalised by a throw -in on the 20m line opposite where the offence occurred

(c) For a kick-out from the small rectangle all players shall be outside the 20m line, until the ball has been kicked, except the goalkeeper who shall remain inside the small rectangle, and the player taking the kick, if other than the goalkeeper If an attacking player offends, he shall be penalised by a free being awarded from the 20m line opposite to where he stood If a defending player offends, a throw-in shall be awarded on the 20 m line opposite to where he stood The ball shall travel 13m before being played by another player of the defending team For a kick-out from the 20m line no player shall stand closer than 13m until the ball is kicked and an attacking or defending player shall be penalised as above

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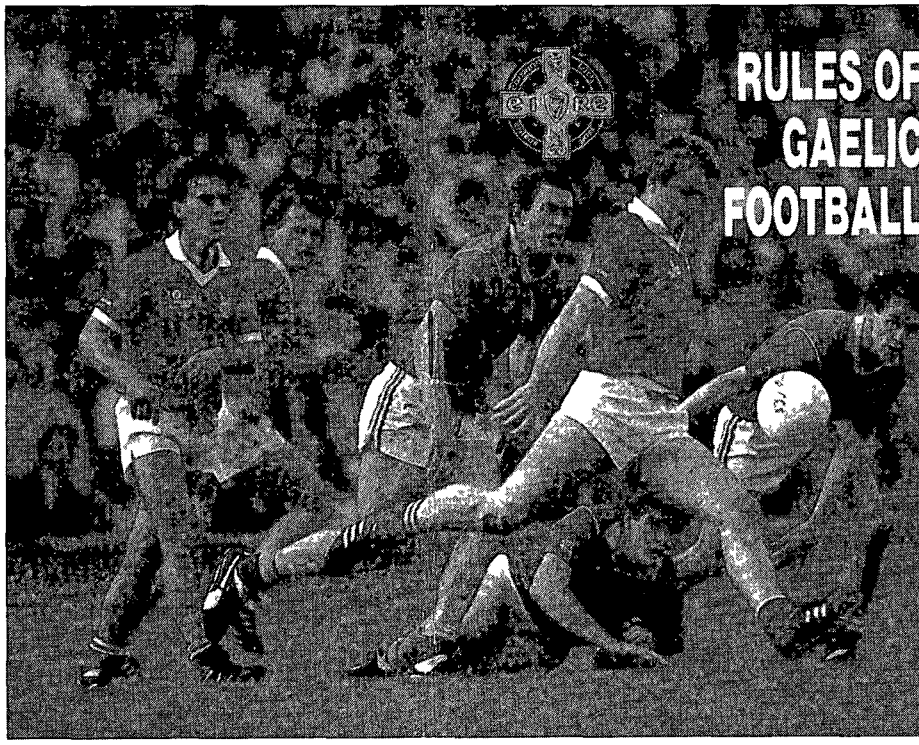
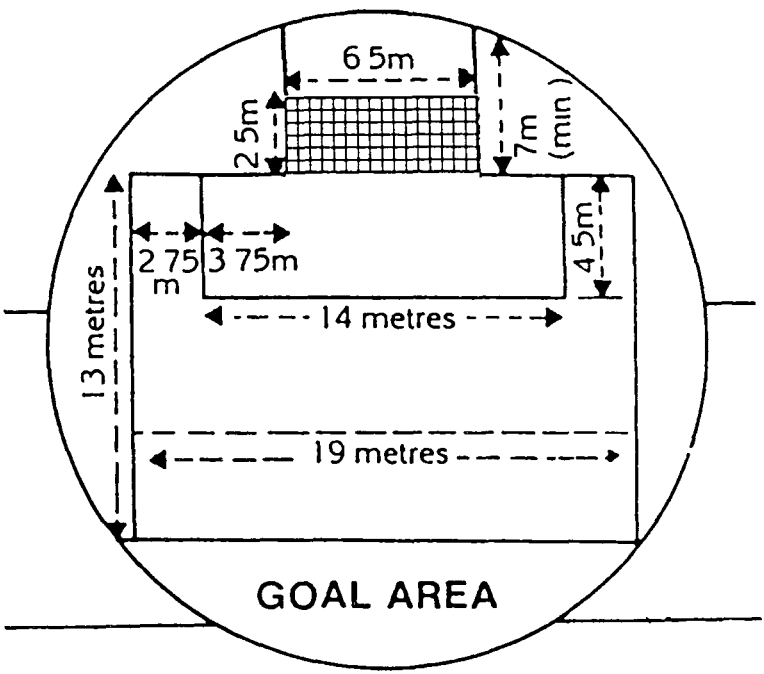


Front cover of Football Rules Booklet, 1988

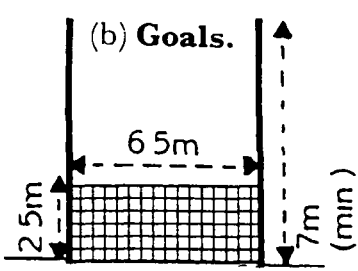
RULES OF GAELIC FOOTBALL.
1988
(BOOKLET)

FOOTBALL RULES FOR PLAYERS

1 **DIMENSIONS:**
Note all measurements are in metres.
(a) **Pitch**



(b) **Goals.**



(c) **Ball**

Weight 370g -425g
Circumference
69cm -74cm

NOTE:
If a team feels that a pitch does not conform to the above dimensions, an official protest should be made to the referee by the captain of the team **before** the game

Diagram 18

DUTIES AND POWERS OF REFEREE

2 **Duties:**

(a) To ensure that all players are correctly and safely attired, and that all playing equipment conforms with the rules

(b) To control the game in accordance with the rules of play

(c) 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 has 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 same side touches the ball

(d) To obtain, if requested by the captain or responsible officials, the signature, full address, and Club of any player participating in the game

3 **Powers·**

(a) To declare the ground or other conditions unsuitable for play, after consulting, where feasible, with officials in charge of the fixture

(b) To overrule a decision of a linesman

(c) To terminate a game, having first given a three minute warning to the team captain or official in charge of the team or the player(s) involved, in any of the following circumstances

(i) A player refusing to leave when ordered off, or having been ordered off again joining the game

(ii) A team or player(s) leaving the field without the Referee's permission, or refusing to continue A member of the team who is willing to continue shall give his name to the Referee

4. **Decision of the Referee:**

The Referee's decision on any question of fact and in regard to time shall be final Once having a decision the referee, after sounding the whistle, shall not alter it

OTHER MATCH OFFICIALS

5. **Umpires:**

There shall be two goal umpires at each end of the field of play, who shall decide if a score is made or if the ball has gone over the endline for a wide or a 45m free If the decision is solely that the ball has crossed over the goal-line or crossbar, their agreed decision is final, with the referee deciding only where the umpires disagree If a score is made and there is an issue concerning the illegal entry of an attacking player into the small rectangle before the ball enters it during play, the agreed decision of the umpires may be over-ruled by the referee

6 **Linesmen:**

There shall be two linesmen who shall indicate by flag signal when the ball crosses the sideline and which side is entitled to sideline kick A player on the team awarded the sideline kick shall place the ball on the line at the spot indicated by the linesman Where the ball is played across a sideline by opposing players simultaneously, the linesman, facing the players, shall throw in the ball

7 **Consultation:**
The referee may consult with the umpires and/or linesmen for infringements of Playing Rules, in particular rough or dangerous play and deliberate striking, hitting or kicking The umpires and linesmen, where neutral, shall have power during a stoppage to bring to the notice of the referee any instances of foul play or incursions on to the field of play which have gone unnoticed by the referee The referee may apply the appropriate rule following such consultations

8 **Taking the Field:**
A team shall take the field not later than 10 minutes before the appointed starting time for Senior Inter-County Championship, National League Finals, Railway Cup Finals, All-Ireland, Provincial and County Senior Championship Finals, and not later than five minutes before the appointed starting time in all games
Penalty: A team taking the field late County or Provincial - £20, Club - £5 for every five minutes or part thereof A team taking the field more than 15 minutes after the appointed starting time shall be liable for forfeiture of game, in which case the game shall be awarded to the opposing team

9 **Substitution:**
A substitution may only be made during a stoppage in play, and after the player has given a substitution note to the referee

10 **Goalkeeper's Jersey:**
In all games the goalkeeper shall wear a distinctive jersey

THE PLAY

11 **Commencing Play.**
For the commencement of both halves, two players from each team, one behind the other and standing in their own defensive side of the half-way line, shall face the referee for the throw-in with the other players in their respective positions behind the 45m line

12 **Duration of Play:**
Two periods of thirty minutes each (thirty five minutes in Senior Inter-County Championships) Time shall be added on in each period for incidental or deliberate delay Interval shall not exceed ten minutes In a draw in a replay, extra time of two periods of fifteen minutes is obligatory

13 **Scores:**
A goal is scored when the ball is played by either team between the goalposts and under the crossbar A point is scored when the ball is played by either team between the uprights and over the crossbar A score may not be made by an attacking player throwing or carrying the ball over the goal-line or while in possession fisting or handpassing the ball, but a score may be made by a player striking the ball in flight with the fist or open hand
A goal equals three points

14 **Injuries and Incursions**

The referee may give his expressed permission to a team medical officer or one authorised official to enter the field of play to examine an injured player Treatment shall be given on the sideline Play shall not be stopped for injury to a player, save in exceptional circumstances to enable a seriously injured player to be removed from the field of play No other team official shall enter the field of play

THE BALL IN PLAY

15 The ball is in play until the whole ball has crossed over a goal-line, end-line or side-line

16 (a) If the ball strikes the referee or other non-player, a throw-in ball shall be given at the spot concerned, but if it strikes him from a free, the free shall be retaken If in the opinion of the referee the ball has been impeded from crossing a sideline or goal-line by a non-player other than himself he shall make the appropriate award

(b) A throw -in ball shall involve throwing in the ball over the heads of one player of each team It shall be given on the 13m line when the incident occurs within the 13m line

17 (a) The ball may be caught in flight or raised with the foot into the hands off the ground

(b) The ball may be kicked on the ground or in flight

(c) When in flight or when caught, the ball may be struck with the open hand or fist

(d) The ball may be changed from hand to hand once, with the original holding hand maintaining contact until the change is completed

(e) The ball when caught may be hopped once against the ground with one or both hands

(f) The ball may be played from foot to hand any number of times, and after any such play the ball may be hopped once against the ground by hand

(g) The ball may be knocked from an opponent's hands by flicking it with the open hand

18 **Ball out of Play:**

(a) The ball is out of play when it passes outside the boundary lines of the field of play

(b) If the ball strikes a sideline or corner flag and comes back, it shall be deemed out of play and the appropriate award shall be made

FOULS

19 **Catagory A Fouls:**

The following shall be Catagory A fouls

(a) Striking or attempting to strike an opponent with head, arm, elbow, hand, knee, kicking or attempting to kick an opponent
(b) Dangerous Play - any other action outside the Rules of Fair Play that constitutes a danger to an opponent
(c) Striking, attempting to strike, interfering with, threatening, or using abusive language or conduct to a match official

The above fouls shall be penalised by

(1) A free being awarded to the opposing team
(2) The offender being ordered off the field without caution

20 **Category B Fouls·**
The following shall be category B fouls

(a) Rough Play, which shall include pulling down an opponent, tripping by hand or foot, jumping at the opponent
(b) Threatening an opponent or using abusive or provocative language or gestures
(g) Blocking or attempting to block with the boot when an opponent is in the act of kicking the ball from the hands
(h) A sliding tackle with the boot

The above fouls shall be penalised by
(1) A free being awarded to the opposing team
(2) The offender being cautioned, which shall consist of taking the player's name, and if the player repeats the offence, or commits any of the other cautionable offences, the referee shall order him off

21 **Category C Fouls·**
The following fouls shall be Category C fouls
(a) Pushing or holding an opponent
(b) Bringing the fist in or around the body of an oppenent for the purpose of dispossessing him of the ball
(c) Charging an opponent in the back or to the front

The only legal form of charge is a side to side tackle with at least one foot on the ground

(d) Charging an opponent who has neither possession of, nor is in the act of playing the ball, including charging for the purpose of giving a team-mate an advantage
(e) Charging the goalkeeper within the small rectangle, but he may be challenged for possession of the ball, and may have his kick blocked

Incidental contact with the goalkeeper while in the act of playing the ball shall not be a foul

The above fouls shall be penalised by a free being awarded to the opposing team

22 **Category D Fouls:**

The following fouls shall be Category D fouls

(a) Overcarrying i e holding the ball for longer than is necessary to play it away or taking more than four steps while holding it

(b) Throwing the ball

(c) Lifting the ball off the ground with the knees
It may be lifted by foot

(d) Lying on the ball

(e) Touching the ball on the ground with the hands, except as follows
(i) When a player is knocked down or falls in possession, he may fist or palm the ball away even though it be on the ground
The goalkeeper may lift the ball off the ground by hand, within the small rectangle

(f) Attacking player entering the small rectangle before the ball enters it during play If a score results it shall be disallowed Defending side shall be awarded the free from the small rectangle There shall be two exceptions to this rule
(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, the player shall be deemed not to have committed an offence, provided he does not play the ball or interfere with the defence
(ii) When a point is scored from outside the small rectangle, and the ball is sufficiently high to be out of reach of the defence and attack, the score shall be allowed, even though an attacking player may be within the small rectangle before the ball, provided that the player in question does not interfere with the defence

When a score is disallowed for an infringement of the rectangle rule, the defending side shall be awarded a free from the small rectangle

(g) Changing the ball from hand to hand more than once

(h) Hopping the ball more than once after catching it

(i) Handpassing the ball without a visible striking action

(j) A defending player illegally charging a free from within the small rectangle

(k) Fisting or handpassing the ball up and catching it without it touching the ground or being touched by another player

The above fouls shall be penalised by a free being awarded to the opposing team

23 **Fouls within the Rectangles:**

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

A penalty shall be awarded for a Category A, B or C foul within the large rectangle, or any foul within the small rectangle
The penalty shall be taken from the centre point of the 13m line and all players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the 20m line and 13m from the ball

No player shall cross the 20m line until the ball has been kicked The goalkeeper may move along his line but not advance from the goal-line, until the ball has been actually kicked If the goalkeeper moves forward before the ball is kicked and a goal does not result, the referee shall allow the kick to be retaken
A free from the centre of the 13m line shall be awarded for a Category D foul within the large rectangle, but outside the small rectangle

24 **Unsporting Behaviour:**
The following offences shall also be offences penalised as in (2) above
(a) Dissenting with or challenging the authority of the match official
(b) Delaying tactics, e g delaying the kick out, kicking the ball away when a free is awarded, not releasing the ball to the opposition for taking a free, deliberately not moving back to allow a quick free to be taken
(c) Interfering with a free-taker by jumping up and down, waving hands, or any other physical or verbal interference considered by the referee to be aimed at distracting the free-taker A player holding his hands upright shall not constitute an interference
(d) Deliberately advancing the ball from the point from which a free or kick-out is to be taken
(e) Interfering with the goalposts for the purpose of distracting opponents or gaining an advantage
(f) Committing persistent fouls as listed in Category C
(g) The use of foul or improper language

FREES - GENERAL

25 Except as provided hereunder at (a) and (b), a free shall be awarded for all breaches of the Playing Rules, which the referee shall indicate by blowing his whistle
(a) If a foul occurs, the referee may allow play to continue if he considers this to be to the advantage of the offended team, but once the referee allows the play to continue he may not subsequently award a free for that foul He shall apply such disciplinary action as is warranted against the offender
(b) If a player from each team fouls at the same time, the referee shall award a throw-in ball where the fouls occurred

26 If a foul is committed by a defending player within the 13m line, but outside the large rectangle, a free shall be given on the 13m line opposite where the foul occurred

27 If a player from either side stands or moves nearer than 13m to the ball before it is actually kicked, the opposing team shall be awarded a free from where the foul occurred

28 **Retaliation:**
If a player on the team awarded a free fouls an opponent in retaliation before the free has been taken, the free awarded shall be disallowed and play restarted by a throw-in where the original foul occurred

29 **Dissent:**
If a player shows dissent with the referee's decision to award a free to the opposing team, the free shall be taken from a spot 10m more advantageous to the opposing team

30 Once the ball has been placed for a free by the referee, or by a player of the team awarded the free at the spot indicated by the referee, and the whistle has been blown for the free to be taken, it may not be replaced except with the permission of the referee if the ball is placed, without such permission, the referee shall disallow the free, and there shall be a throw-in from where the free was to have been taken

31 A free shall be from the spot indicated by the referee The referee shall blow his whistle for a free to be taken A quick free may be taken, except a free awarded to an attacking team for a foul inside the 13m line A free shall be deemed to have been taken once the ball has been kicked by a player of the side awarded the free

32 In the case of a foul on a player after his playing the ball, the referee shall award a free where the foul was committed or where the ball landed, or if a score is made, the score shall be allowed In the specified circumstances the rule shall apply as follows
(a) If the ball lands over the end-line, a free shall be given from the 13m line, opposite the point where the ball crossed the end-line
(b) If the ball lands inside the opponents 13m line, a free shall be given from the 13m line opposite the point where the ball crossed the line
(c) If the ball crosses the sideline, a free shall be given from the point where the ball crossed the line

33 The player who has taken a free may not play the ball again until another player has touched it, except where the ball rebounds off a crossbar or goalpost Should a player so play the ball the referee shall give a throw-in where the offence occurred

FREE TAKING

34 **45m. Free:**
If the ball is played over the endline outside the goalposts by a defending player,

the opposing team shall have a free from a spot on the 45m line directly opposite where the ball crossed the endline

Should the player who is taking the 45m free, foul the ball before any other player plays it, the ball shall be kicked from the small rectangle by a member of the opposing team

35 **Side-Line Ball:**

(a) When a player plays the ball over the sideline, it shall be a kick from the ground to the opposing team at the point where the ball crossed the line

(b) If a player from either side stands or moves nearer than 13m to the ball before it is actually kicked, the opposing team shall be awarded a free from where the foul occurred

(c) If a player who is taking a sideline kick plays the ball a second time before another player has touched it, there shall be a throw-in where the offence occurred

36 **Definition:**

The last player touching the ball before it crosses the boundary lines shall be considered the last person playing it

37 **Field of Play:**

For the purpose of a lead-up to a free, sideline kick, or kick-out, a player may go outside the sideline/-endline, but shall otherwise remain within the field of play

38 **The Kick-Out:**

(a) The ball shall be kicked out from within the small rectangle after a wide, and from the 20m line in front of the scoring space after a score

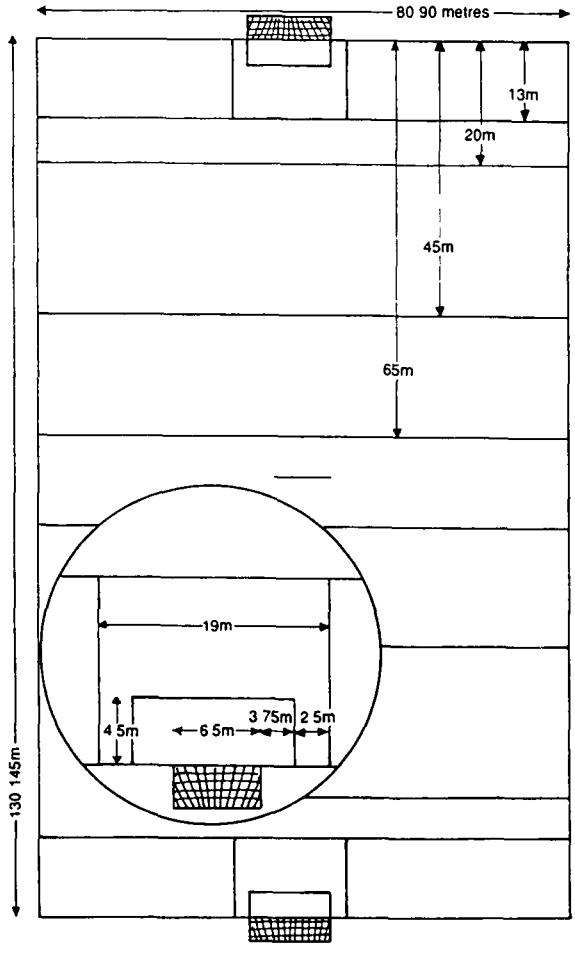
(b) The player taking the kick-out shall kick the ball from the ground, and may kick it more than once before any other player touches it, but he may not take it into his hands Taking the ball into the hands in this circumstance shall be penalised by a throw-in on the 20m line opposite to where the offence occurred

(c) From a kick-out from the small rectangle all players shall be outside the 20m line until the ball has been kicked, except the goalkeeper who shall remain inside the small rectangle, and the player taking the kick, if other than the goalkeeper If an attacking player offends, he shall be penalised by a free being awarded from the 20m line opposite to where he stood If a defending player offends, a throw-in shall be awarded on the 20m line opposite to where he stood The ball shall travel 13m before being played by another player of the defending team For a kick-out from the 20m line no player shall stand closer than 13m until the ball is kicked and attacking or defending player shall be penalised as above

RULES OF HURLING
1989
(BOOKLET)

HURLING RULES FOR PLAYERS

1 **DIMENSIONS.**
Note all measurements are metric measurements.
(a) **Pitch The Field of Play for Hurling.**



NOTE.
If a team feels that a pitch does not conform to the above dimensions, an official protest should be made to the referee by the captain of the team **before** the game

Diagram 19

DUTIES AND POWERS OF REFEREE

2 **Duties:**

(a) To ensure that all players are correctly and safely attired, and that all playing equipment conforms with the rules

(b) To control the game in accordance with the rules of play

(c) 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 has 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 same side touches the ball

(d) To obtain, if requested by the captain or responsible officials, the signature, full address, and Club of any player participating in the game

3 **Powers:**

(a) To declare the ground or other conditions unsuitable for play, after consulting, where feasible, with officials in charge of the fixture

(b) To overrule a decision of a linesman

(c) To terminate a game, having first given a three minute warning to the team captain or official in charge of the team or the player(s) involved, in any of the following circumstances

(i) A player refusing to leave when ordered off, or having been ordered off again joining the game

(ii) A team or player(s) leaving the field without the Referee's permission, or refusing to continue A member of the team who is willing to continue shall give his name to the Referee

4. **Decision of the Referee.**

The Referee's decision on any question of fact and in regard to time shall be final Once having a decision the referee, after sounding the whistle, shall not alter it

OTHER MATCH OFFICIALS

5. **Umpires:**

There shall be two goal umpires at each end of the field of play, who shall decide if a score is made or if the ball has gone over the endline for a wide or a 45m free If the decision is solely that the ball has crossed over the goal-line or crossbar, their agreed decision is final, with the referee deciding only where the umpires disagree If a score is made and there is an issue concerning the illegal entry of an attacking player into the small rectangle before the ball enters it during play, the agreed decision of the umpires may be over-ruled by the referee

6 **Linesmen·**

There shall be two linesmen who shall indicate by flag signal when the ball crosses the sideline and which side is entitled to sideline puck A player on the team awarded the sideline puck shall place the ball on the line at the spot

indicated by the linesman Where the ball is played across a sideline by opposing players simultaneously, the linesman, facing the players, shall throw in the ball

7 **Consultation:**
The referee may consult with the umpires and/or linesmen for infringements of Playing Rules, in particular rough or dangerous play and deliberate striking, hitting or kicking The umpires and linesmen, where neutral, shall have power during a stoppage to bring to the notice of the referee any instances of foul play or incursions on to the field of play which have gone unnoticed by the referee The referee may apply the appropriate rule following such consultations

8 **Taking the Field:**
A team shall take the field not later than 10 minutes before the appointed starting time for Senior Inter-County Championship, National League Finals, Railway Cup Finals, All-Ireland, Provincial and County Senior Championship Finals, and not later than five minutes before the appointed starting time in all games
Penalty: A team taking the field late County or Provincial - £20, Club - £5 for every five minutes or part thereof A team taking the field more than 15 minutes after the appointed starting time shall be liable for forfeiture of game, in which case the game shall be awarded to the opposing team

9 **Substitution:**
A substitution may only be made during a stoppage in play, and after the player has given a substitution note to the referee

10 **Goalkeeper's Jersey:**
In all games the goalkeeper shall wear a distinctive jersey

11 **Commencing Play:**
For the commencement of both halves, two players from each team, one behind the other and standing in their own defensive side of the half-way line, shall face the referee for the throw-in with the other players in their respective positions behind the 45m line

12 **Duration of Play.**
Two periods of thirty minutes each (thirty five minutes in Senior Inter-County Championships) Time shall be added on in each period for incidental or deliberate delay Interval shall not exceed ten minutes In a draw in a replay, extra time of two periods of fifteen minutes is obligatory

13 **Scores:**
A goal is scored when the ball is played by either team between the goalposts and under the crossbar A point is scored when the ball is played by either team between the uprights and over the crossbar A score may not be made by an attacking player throwing or carrying the ball over the goal-line A goal equals three points

14 **Injuries and Incursions:**
The referee may give his expressed permission to a team medical officer or one authorised official to enter the field of play to examine an injured player Treatment shall be given on the sideline Play shall not be stopped for injury to a player, save in exceptional circumstances to enable a seriously injured player to be removed from the field of play No other team official shall enter the field of play

THE BALL IN PLAY

15 The ball is in play until the whole ball has crossed over a goal-line, end-line or side-line

16 (a) If the ball strikes the referee or other non-player, a throw-in ball shall be given at the spot concerned, but if it strikes him from a free, the free shall be retaken If in the opinion of the referee the ball has been impeded from crossing a sideline or goal-line by a non-player other than himself he shall make the appropriate award
(b) A throw -in ball shall involve throwing in the ball between one player of each team along the ground It shall be given on the 13m line when the incident occurs within the 13m line

17 (a) The ball may be struck with the hurley when it is on the ground, in the air, tossed from the hand, or lifted with the hurley
(b) A player may run with the ball balanced on or hopping on his hurley
(c) A player may catch the ball, play it on to 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 Throwing up the ball and catching it without playing it with the hurley is not allowed
(d) The ball may be struck with the hand, kicked or lifted off the ground with the feet

18 **Ball out of Play·**
(a) The ball is out of play when it passes outside the boundary lines of the field of play
(b) If the ball strikes a sideline or corner flag and comes back, it shall be deemed out of play and the appropriate award shall be made

FOULS

19 **Catagory A Fouls:**
The following shall be Catagory A fouls
(a) Striking or attempting to strike an opponent with hurley, head, arm, elbow, hand, knee, kicking or attempting to kick an opponent
(b) Dangerous Play - any other action outside the Rules of Fair Play that constitutes a danger to an opponent
(c) Striking, attempting to strike, interfering with, threatening, or using abusive language or conduct to a match official

The above fouls shall be penalised by
(1) A free being awarded to the opposing team
(2) The offender being ordered off the field without caution

20 **Category B Fouls:**
The following shall be category B fouls

(a) Rough Play, which shall include pulling down an opponent, tripping by hand or foot, umping at the opponent
(b) Threatening an opponent or using abusive or provocative language or gestures
(c) 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
(d) Careless use of the hurley
(e) Throwing a hurley
(f) Pulling with the hurley before the ball arrives
The above fouls shall be penalised by
(1) A free being awarded to the opposing team
(2) The offender being cautioned, which shall consist of taking the player's name, and if the player repeats the offence, or commits any of the other cautionable offences, the referee shall order him off

21 **Category C Fouls:**
The following fouls shall be Category C fouls
(a) Pushing or holding an opponent
(b) Charging an opponent in the back or to the front
The only legal form of charge is a side to side tackle with at least one foot on the ground
(c) Charging an opponent who has neither possession of, nor is in the act of playing the ball, including charging for the purpose of giving a team-mate an advantage
(d) Charging the goalkeeper within the small rectangle, but he may be challenged for possession of the ball, and may have his puck blocked
(e) Using the hurley to obstruct or hold an opponent
(f) Striking an opponent's hurley unless both players are in the act of striking the ball
The above fouls shall be penalised by a free being awarded to the opposing team

22 **Category D Fouls:**
The following fouls shall be Category D fouls
(a) Overcarrying i e holding the ball for longer than is necessary to play it away or taking more than four steps while holding it
(b) Throwing the ball
(c) Lifting the ball off the ground with the knees
It may be lifted by foot or hurley
(d) Lying on the ball

(e) Touching the ball on the ground with the hands, except when a player in possession is knocked or falls and the ball in his hand touches the ground

(f) Attacking player entering the small rectangle before the ball enters it during play If a score results it shall be disallowed Defending side shall be awarded the free from the small rectangle There shall be two exceptions to this rule

(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, the playershall be deemed not to have committed anoffence, provided he does not play the ball orinterfere with the defence

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

When a score is disallowed for an infringement of the rectangle rule, the defending side shall be awarded a free from the small rectangle

(g) Catching the ball more than twice before playing it away

(h) Throwing up the ball and catching it without playing it with the hurley

(i) Dropping the hurley intentionally

(j) Tipping the opponent's hurley in the air or tipping it up for the purpose of allowing the ball to pass through

The above fouls shall be penalised by a free being awarded to the opposing team

23 **Fouls within the Rectangles:**

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

A penalty shall be awarded for a Category A, B or c foul within the large rectangle The penalty shall be taken from the centre point of the 20m line and only three defending players may stand on the goal-line All other players, with the exception of the player taking the puck, must be outside the 20m line, be 20m from the ball and shall not cross the 20m line until the ball has been struck A free from the centre of the 20m line shall be awarded for a Category D foul within the large rectangle

24 **Unsporting Behaviour·**

The following offences shall be penalised by the offender being cautioned, which shall consist of taking the player's name

(i) Dissenting with or challenging the authority of the match official

(ii) Delaying tactics, e g delaying the puck out, hitting the ball away when a free is awarded, not releasing the ball to the opposition for taking a free, deliberately not moving back to allow a quick free to be taken

(iii)Interfering with a free-taker by jumping up and down, waving hands or the hurley or any other physical or verbal interference considered by the referee to be aimed at distracting the free-taker A player holding his hands upright shall not constitute an interference

(iv) Deliberately advancing the ball from the point from which a free or kick-out is to be taken
(v) Interfering with the goalposts for the purpose of distracting opponents or gaining an advantage
(vi) Committing persistent fouls as listed in Category C
(vii) The use of foul or improper language

FREES - GENERAL

25 Except as provided hereunder at (a) and (b), a free shall be awarded for all breaches of the Playing Rules, which the referee shall indicate by blowing his whistle
(a) If a foul occurs, the referee may allow play to continue if he considers this to be to the advantage of the offended team, but once the referee allows the play to continue he may not subsequently award a free for that foul He shall apply such disciplinary action as is warranted against the offender
(b) If a player from each team fouls at the same time, the referee shall award a throw-in ball where the fouls occurred

26 If a foul is committed by a defending player within the 20m line, but outside the large rectangle, a free shall be given on the 20m line opposite where the foul occurred

27 If a player from either side stands or moves nearer than 20m to the ball before it is actually struck, the opposing team shall be awarded a free from where the foul occurred

28 **Retaliation:**
If a player on the team awarded a free fouls an opponent in retaliation before the free has been taken, the free awarded shall be disallowed and play restarted by a throw-in ball where the original foul occurred

29 **Dissent:**
If a player shows dissent with the referee's decision to award a free to the opposing team, the free shall be taken from a spot 10m more advantageous to the opposing team

30 Once the ball has been placed for a free by the referee, or by a player of the team awarded the free at the spot indicated by the referee, and the whistle has been blown for the free to be taken, it may not be replaced except with the permission of the referee If the ball is placed, without such permission, the referee shall disallow the free, and there shall be a throw-in from where the free was to have been taken

31 A free shall be from the spot indicated by the referee The referee shall blow his whistle for a free to be taken A free shall be deemed to have been taken once the ball has been struck by a player of the side awarded the free

32 In the case of a foul on a player after his playing the ball, the referee shall award a free where the foul was committed or where the ball landed, or, if a score is

made, the score shall be allowed In the specified circumstances the rule shall apply as follows

(a) If the ball lands over the end-line, a free shall be given from the 20m line, opposite the point where the ball crossed the end-line

(b) If the ball lands inside the opponents 20m line, a free shall be given from the 20m line opposite the point where the ball crossed the line

(c) If the ball crosses the sideline, a free shall be given from the point where the ball crossed the line

33 The player who has taken a free may not play the ball again until another player has touched it, except where the ball rebounds off a crossbar or goalpost Should a player so play the ball the referee shall give a throw-in where the offence occurred

FREE TAKING

34 For all free pucks the ball may be struck with the hurley in either of two ways

(a) Lift the ball with the hurley at the first attempt and strike it with the hurley

(b) Strike the ball on the ground

35 (a) If a player taking a free puck 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 Only where he delays may a player of either side approach nearer than 20m

(b) If a player fouls a free puck by making a second attempt to lift, hop the ball on the hurley, or take the ball in the hand, the referee shall give a throw-in ball

36 **65m. Free:**

If the ball is played over the endline outside the goalposts by a defending player, the opposing team shall have a free from a spot on the 65m line directly opposite where the ball crossed the endline

Should the player who is taking the 65m free, foul the ball before any other player plays it, the ball shall be pucked from the small rectangle by the opposing team

37 **Side-Line Ball.**

(a) When a player plays the ball over the sideline, it shall be a puck from the ground to the opposing team at the point where the ball crossed the line

(b) If a player from either side stands or moves nearer than 20m to the ball before it is actually struck, the opposing team shall be awarded a free from where the foul occurred

(c) 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 may a player from either side approach nearer than 13m

(d) If a player who is taking a sideline puck plays the ball a second time before another player has touched it, or attempts to lift it, there shall be a throw-in ball where the offence occurred

38 **Definition:**
The last player touching the ball before it crosses the boundary lines shall be considered the last person playing it

39 **Field of Play:**
For the purpose of a lead-up to a free, sideline puck, or puck-out, a player may go outside the sideline/endline, but shall otherwise remain within the field of play

40 **The Puck-Out:**
(a) After a score or a wide the ball shall be pucked out from within the small rectangle If the puck is taken from outside the small rectangle, the opposing team shall be awarded a 65m free opposite, to where the foul occurred
(b) The player taking the puck shall take the ball in his hand, but should he miss his stroke, the ball may be struck from the ground or may be raised with the hurley, but not taken in the hand again before striking Taking the ball into the hand in this circumstance shall be penalised by a throw-in on the 20m line opposite to where the offence occurred The player taking the puck-out may strike the ball more than once before another player touches it
(c) All players shall be outside the 20m line until the ball has been struck except the goalkeeper and the player taking the puck, if other than the goalkeeper If an attacking player offends he shall be penalised by a free being awarded the 20m line opposite to where he stood If a defending player offends, a throw-in ball shall be awarded on the 20m line opposite to where he stood The ball shall travel 13m before being played by another player of the defending team

Front cover of Hurling Rules Booklet 1988

EXPERIMENTAL PLAYING RULES

NATIONAL LEAGUES
1989/'90.

RULE CHANGES - FOOTBALL

1 DURATION:

Games to be played in four quarters of fifteen minutes each, with a change over period of not more than one minute, and a ten minute (half-time) interval

2 KICK-OUT·

(a) All kicks to be taken from the hands from within the small rectangle The player taking the kick-out may play the ball more than once before any other player touches it, but may not take it into his hands, after the original kick has been taken The player taking the kick-out, if other than the goalkeeper, may not play the ball to the goalkeeper

Infringement 45m kick

(b) All players shall be outside the 13m line, until the ball has been kicked, except the goalkeeper who shall remain inside the small rectangle, and/or the player taking the kick, if other than the goalkeeper
Infringements
(i) Member of the team taking the kick-out Throw-in on the 20m line opposite to where he stood
(ii) Member of the opposition, Free kick, from the hands, on the 20m line, opposite to where he stood

(c) All kick-outs to be taken on receipt of an appropriate signal (whistle) from the referee

3 FREE-KICKS: (Not including penalties)

(a) The player who is fouled shall have the option of taking the kick from his hands, or the ground, at the point where the foul occurred, or alternatively leaving it for another player, to take from the ground on the receipt of an appropriate signal (whistle) from the referee

(b) A team which is awarded a free, as a result of a Catagory D offence, shall have the option of taking the free from the hands, or from the ground, at the point where the foul occurred on receipt of an appropriate signal (whistle) from the referee

(c) Teeing up the ball, i e , kicking a divot or creating any form of elevate

platform for the purpose of taking a free kick from the ground shall be prohibited

Infringement (Penalty for advancing beyond the point where the free is to be taken or teeing up the ball)
Throw-in where the offence is occurred

4 **SIDELINE KICK:**

To be taken from the hands where the ball crossed the line on receipt of an appropriate signal (whistle) from the referee
Infringement (Penalty for advancing beyond the point where the kick is to be taken) Throw-in where the ball crossed the line

5 **HAND-PASS:**

There must be a definite striking action
Two-handed The striking hand (open/closed) must not be in contact with the ball immediatly before delivering the strike
One-handed The ball must be tossed and struck with the same hand (open/closed)

A throw is defined as follows

(a) When the ball is held in both hands and played away by releasing from both hands simultaneously
(b) When the ball is held in one hand and played away directly, without being struck, by that hand
Infringement (Catagory D offence) Free kick from where the offence occurred

RULE CHANGES - HURLING

1 Kicking the sliothar from the hand to be prohibited
Penalty (Catagory D Offence) Free puck from where the offence was committed

2 Hand passed scores to be prohibited
Penalty (Catagory D Offence) Free puck from where the offence occurred

3 That a no entry semi-circle, with radius of 9 5m from the centre of the 20m line be created This area to be an exclusion zone for all players except the person taking a penalty shot or a free resulting from a Catagory D offence within the large or small rectangle
Penalty (Defending Player) Penalty to be retaken if a score does not result

THE PLAYING RULES OF HURLING AND FOOTBALL

1990

This set of rules includes the amendments made at Congress, 1990.

PLAYING RULES

Dimensions and Markings

157 **Field of Play:**
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 Sidelines and endhnes shall be marked with lime or an adequate substitute Lines indicating 13m , 20m , 45m , (Football), 65m (Hurling) and halfway, shall also be marked The ends of these lines and each corner of the field of play shall be marked with flags

158 **Scoring Space:**
The scoring space shall be formed by two goal-posts 7m high (minimum) and 6 5m apart with a crossbar 2 5m high at the centre of the endline Goal nets shall be erected

159 **Rectangles:**
Two rectangles of the dimensions set out hereunder 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, 19 5m 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

160 **Objection to Dimensions/Markings:**
No objection shall be made with regard to the markings of a pitch or the dimensions thereof unless an official protest is made to the referee by the captain of the team before the game

161 **Match Balls:**

(a) The hurling ball shall weigh not less than 100g and not more than 130g , and have a circumference of not less than 23cm and not more than 25cm

(b) The football shall weigh not less than 370g and not more than 425 g , and have a circum-ference of not less than 69cm and not more than 74cm

162 **Dimensions of Hurley:**
The bas of a hurley at its widest shall not be more than 13cm

163 **Under-age.**
The dimensions of the field of play, scoring space, match balls and hurleys used may be reduced by local Bye-Laws for under 15 or younger grades

MATCH OFFICIALS

164 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

165 **Appointment of Match Officials·**
The Central Council, Provincial Council and County Committee shall have the absolute power to appoint the match officials for all games under their respective jurisdiction The Council or Committee may delegate those powers to a Sub-Committee, or in the case of the appointment of umpires and linesmen to the referee

Where a referee is unable to act, a substitute shall be appointed by the Secretary of the Committee in charge, or in the case of a referee who is unable to contact the Secretary, the referee may appoint a substitute

Duties and Powers of Match Officials

166 **Duties of Referee**
The duties of a referee shall be

(a) To receive lists of players, sign them in Irish, and give a copy to the opposing team before the game

(b) To ensure that all players are correctly and safely attired, and that all playing equipment conforms with the rules

(c) To control the game in accordance with the Rules of Play

(d) To keep a record of scores, names of players ordered off or cautioned, injured and/or replaced, names of subsititues coming on to play, any instance of taking the field late or exceeding the half time interval, and the intrustion of unauthorised persons

(e) 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 has expired, to be retaken 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 same side touches the ball

(f) To obtain, if requested by the captain or responsible official, the signature, full address, and Club of any player participating in the game

(g) To report any irregularities in respect of dimensions, markings, or unsatisfactory condition of field of play

(h) To present the ball to the captain of the winning team at the conclusion of a Provincial or All-Ireland Final

167 **Report of Referee:**
The referee shall forward his report within a period of seven days of the game, to the Committee or Council in charge, together with one copy of each team list The report shall include the names of umpires and linesmen, result of the game, time each team took the field, and the game commenced, if interval exceeded, reason to be stated, names of substitutes taking part and players replaced, names of players injured, cautioned, or ordered off (stating exact reason therefor), names of officials or spectators who interfered during the course of the game and any other breaches of the regulations

168 **Powers of a Referee:**
The referee shall have power to
(a) Declare ground or other conditions unsuitable for play, after consulting, where feasible, with officials in charge of the fixture
(b) Over-rule a decision of a linesman
(c) Terminate a game because of persistent outside interference, or any other serious reason that merits such action
(d) Terminate a game, having first given a three minute warning to the team captain or official in charge of the team or the player(s) involved, in any of the following circum-stances -
  (i) A player refusing to leave when ordered off, or having been ordered off again joining the game
  (ii) A team or player(s) leaving the field without the referee's permission, or refusing to continue In the latter case any member of the team who is willing to continue shall give his name to the referee

169 **Umpires:**
There shall be two goal umpires at each end of the field of play, who shall stand outside each goalpost and behind the endline They shall remain at the same end for the duration of the game They shall decide if a score is made or if the ball has gone over the endline for a wide or a 45m/65m free If a score is made and there is an issue concerning the illegal entry of an attacking player into the small rectangle before the ball enters it during play, the agreed decision of the umpires may be over-ruled by the referee

The Umpires shall signal their decision as follows

(a) A 45m/65m free in football/hurling by first raising an arm upright and then

pointing directly infield at the spot where the ball, last played or touched by a defending player, 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 and a white flag for a point in front of the scoring space

(d) a decision to disallowed score, by crossing the flags at the centre of the scoring space

170 **Linesmen:**
The two linesmen shall take position on opposite sidelines and shall indicate by flag signal when the ball crosses the sideline, and which side is entitled to sideline kick/puck A player on the team awarded the sideline puck in hurling shall place the ball on the line at the spot indicated by the linesman Where the ball is played across a sideline by opposing players simultaneously, the linesman, facing the players, shall throw in the ball The linesmen shall change sides at half-time, but failure to change shall not affect the result of the game

171 **Consultation:**
The referee may consult with the umpires and/or linesmen concerning infringements of Playing Rules, in particular rough or dangerous play and deliberate striking, hitting or kicking The umpires and linesmen, where neutral, shall have power during a stoppage, to bring to the notice of the referee any instances of foul play, or incursions on to the field of play which have gone unnoticed by the referee The referee may apply the appropriate rule following such consultations

172 **Decision of Referee:**
The referee's decision on any question of fact and in regard to time shall be final

173 Once the referee has given a decision and has sounded his whistle to indicate this he shall not alter the decision

174 **Teams and Substitutes**
Teams shall consist of 15 players A team may commence a game with 13 players, but shall have fielded 15 players, inclusive of players ordered off or retired injured, by the start of the second half In the event of this not being complied with, the game shall continue, but it shall be awarded to the opposing side Late arrivals may join in the game during a cessation of play, but must report to the referee before so doing

A County Committee may reduce the number of players in a team for non-Championship competitions

175 (a) A maximum of three substitutions shall be allowed A substition is not allowed in the case of a player ordered off

(b) In Inter-county games all substitutions must be from players on the official list furnished to the referee

(c) A substitution may only be made during a stoppage in play, and after the player has given a substitution note to the referee

Penalty for (a) and (b) Forfeiture of game to its opponents

176. List of Players:

Before all official games the referee shall be given a list, in duplicate and in Irish, of players, giving full Christian names

In Intercounty games the list of players shall be numbered from 1 - 21 and shall also name the Clubs to which players belong

Unless otherwise clearly indicated, the first 15 names appearing on a list shall be taken as constituting the actual team

Penalty for failing to furnish lists as specified, or the inclusion of a player whose name has not been supplied to the referee - forfeiture of game

177 **Taking the Field.**

A team shall take the field not later than 10 minutes before the appointed starting time for Senior InterCounty Championships, National League Finals, Railway Cup Finals, All-Ireland, Provincial and County Senior Championship Finals, and not later than five minutes before the appointed starting time in all other games

178 **Penalty:** A team taking the field late, County or Provincial - £20, Club - £5 for every five minutes or part thereof

A team taking the field more than 15 minutes after the appointed starting time shall be liable to forfeiture of game, in which case the game shall be awarded to the opposing team

Goalkeeper's Jersey:

In all games the goalkeeper shall wear a distinctive jersey

Penalty: Fine of £20

THE PLAY

179. Commencing Play:

(a) The referee shall toss a coin for choice of ends, in the presence of the team captains

(b) Two players from each team, one behind the other and standing in their own defensive side of the half-way line shall face the referee for the throw-in The other players must be in their respective positions behind the 45m line (Football) and 65m line (Hurling)

(c) 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)

(d) Regulations (b) and (c) above shall also apply for the commencement of the second period

180 **Duration of Play:**

The playing time shall consist of two periods of 30 minutes each, except in Senior Inter County Championship games when these periods shall be of thirty five minutes each Time shall be added on in each period for incidental or deliberate delays

The playing time may be reduced by local Bye-Law for under 15 or younger grades

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

Penalty
A team responsible for the 10 minute interval being exceeded shall be penalised as follows County or Provincial - £20 per minute or part thereof, Club - £5 per minute or part thereof A team responsible for the interval exceeding 15 minutes shall forfeit the game

181 **Extra time:**
If a game in a knock-out competition ends in a draw, teams may, by consent, play extra time, consisting of two periods of fifteen minutes each way, which extra time shall be obligatory in the case of a further draw in a replay
For extra time as a consequence of a draw, a toss for choice of ends shall be made Three substitutions shall be allowed during this period, and a player ordered off during normal time may be replaced In Inter-county games players shall be from the lists submitted prior to the game
Play shall commence not more than ten minutes after the end of normal time A team or teams failing to field for such extra time within the specified ten minutes, shall be ruled out of the competition

Extra time shall be obligatory in the Inter-provincial, Oireachtas and other Intercounty Tournaments, the Sigerson/Fitzgibbon Cups and any other games in subsidiary competitions as determined by the Central Council

182 **Scores:**
A goal is scored when the ball is played by either team between the goalposts and under the crossbar A point is scored when the ball is played by either team between the goalposts and over the crossbar The ball shall not be thrown or carried over the goal-line by an attacking player
In Hurling a score may not be made by an attacking player in possession fisting or handpassing the ball but a score may be made by a player striking the ball in flight with the fist or the open hand
In Football may not be scored by an attacking player in possession fisting or handpassing the ball, but a point may be scored by a player in possession fisting the ball and any score may be made by a player striking the ball in flight with the fist or open hand
If a defending player plays the ball in any manner through his own scoring space this shall count as a score

In the event of an goalpost or crossbar being broken or displaced and the ball crossing the scoring space, the referee shall award the score which he considers appropriate
The game shall be decided by the greater number of points, a goal being equal to three points

183 **Injuries and Incursions:**
The referee may give his expressed permission to a team medical officer or one authorised official to enter the field of play to examine an injured player Treatment shall be given on the sideline

Play shall not be stopped for injury to a player, except in exceptional circumstances to enable a seriously injured player to be removed from the field of play No other team official shall enter the field of play
Penalty for unauthorised entry - One month

BALL IN PLAY
HURLING AND FOOTBALL

General.
184 The ball is in play until the whole ball has crossed over a goalline, endline or sideline

185 (a) If the ball strikes the referee, a throw-in ball shall be given at the spot concerned, but, if it strikes him from a free, the free shall be retaken

(b) If the ball strikes any non-player other than the referee, a throw-in ball shall be given at the spot concerned

If it strikes him from a free, the free shall be retaken, but if in the opinion of the referee the ball has been impeded from crossing a sideline or goal-line, he shall make the appropriate award

186 A throw-in ball in these rules shall involve throwing in the ball between one player of each team, up over the heads in Football, and along the ground in Hurling
It shall be given on the 13m/20m line when the incident occurs inside the 13m/20m line in Football and Hurling respectively, opposite to where the offence occurred

187 **The Ball in Play - Hurling·**
(a) The ball may be struck with the hurley when it is on the ground, in the air, tossed from the hand, or lifted with the hurley

(b) A player may run with the ball balanced on or hopping on his hurley
(c) A player may catch the ball, play it on to 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 Throwing up the ball and catching it without playing it with the hurley is not allowed

(d) The ball may be struck with the hand, kicked or lifted off the ground with the feet

188 **The Ball in Play - Football:**

(a) The ball may be caught in flight or raised with the foot into the hands off the ground

(b) The ball may be kicked on the ground or in flight

(c) When in flight, the ball may be struck with the open hand or fist

(d) When caught the ball may be struck with the open hand or fist provided there is a definite striking action
In a two-handed pass the striking hand, open or closed, must not be in contact with the ball immediately before delivering the strike In a one-handed pass the ball must be released from the hand before being struck with the same hand, open or closed

(e) The ball may be changed from hand to hand once, with the original holding hand maintianing contact until the change is completed

(f) The ball, when caught, may be hopped once against the ground with one or both hands

(g) The ball may be played from foot to hand any number of times, and after any such play the ball may be hopped once against the ground by hand

(h) The ball may be knocked from an opponent's hands by flicking it with the open hand

189 **Ball Out of Play:**

(a) The ball is out of play when it passes outside the boundary lines of the field of play

(b) If the ball strikes a sideline or corner flag and comes back, it shall be deemed to have crossed the sideline

FOULS

190 **Category A Fouls·**

The following fouls shall be penalised by

(i) A free being awarded to the opposing team

(ii) The offender being ordered off the field without caution

(a) Striking or attempting to strike an opponent with a hurley, head, arm, elbow, hand, knee, kicking or attempting to kick an opponent

(b) Dangerous Play - any other action outside the rules of fair play that constitutes a danger to an opponent

(c) Striking, attempting to strike, interfering with, threatening, or using abusive language or conduct to a match official

191 **Category B Fouls**

The following fouls shall be penalised by

(i) A free being awarded to the opposing team

(ii) The offender being cautioned, which shall consist of taking the player's name, and if the player repeats the offence, or commits any of the other cautionable offences, the referee shall order him off

(a) Rough Play, which shall include pulling down an opponent, tripping by hand or foot, jumping at the opponent

(b) Threatening an opponent or using abusive or provocative language or gestures

Applicable to Hurling

(c) 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

(d) Careless use of the hurley

(e) Throwing a hurley

(f) Pulling with the hurley before the ball arrives

Applicable to Football

(g) Blocking or attempting to block with the boot when an opponent is in the act of kicking the ball with the hands

(h) a sliding tackle with the boot

192 **Category C Fouls:**

The following fouls shall be penalised by a free being awarded to the opposing team

(a) Pushing or holding an opponent

(b) Bringing the fist in or around the body of an opponent for the purpose of dispossessing him of the ball

(c) Charging an opponent in the back or to the front

The only legal form of charge is a side to side tackle with at least one foot on the ground

(d) Charging an opponent who has neither possession of, nor is in the act of playing the ball, including charging for the purpose of giving a team-mate an advantage

(e) Charging the goalkeeper within the small rectangle, but he may be challenged for possession of the ball, and may have his kick blocked

Incidental contact with the goalkeeper while in the act of playing the ball shall not be a foul

Applicable to Hurling only

(f) Using the hurley to obstruct or hold an opponent

(g) Striking an opponent's hurley unless both players are in the act of striking the ball

193 **Category D Fouls:**
The following fouls shall be penalised by a free being awarded to the opposing team

(a) Overcarrying i e holding the ball for longer than is necessary to play it away, or taking more than four steps while holding it

(b) Throwing the ball i e when the ball, held in one or both hands, is played away without a definite striking action

(c) Lifting the ball off the ground with the knees It may be lifted by foot or hurley

(d) Lying on the ball

(e) Touching the ball on the ground with the hands, except as follows

(i) In Football, when a player in possession is knocked down or falls, he may fist or palm the ball away even though it be on the ground If a score is made it shall be allowed

In Football, the goalkeeper may lift the ball off the ground or play it on the ground by hand, within the small rectangle

(ii) In Hurling, when a player is knocked or falls, and the ball in his hand touches the ground

(f) Attaking player entering the small rectangle before the ball enters it during play, in which case a free shall be awarded from the small rectangle
There shall be two exceptions to this rule
(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, the player shall be deemed not to have committed an offence, provided he does not play the ball or interfere with the defence

(ii) When a point is scored from outside the small rectangle and the ball is sufficiently high to be out of reach of defence and attack, 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

Applicable to Hurling only

(g) Catching the ball more than twice before playing it away

(h) Throwing up the ball and catching it without playing it with the hurley

(i) Droppng the hurley intentionally

(j) Tipping the opponent's hurley in the air or tipping it up for the purpose of allowing the ball to pass through

Applicable to Football only

(k) Changing the ball from hand to hand more than once

(l) Hopping the ball more than once after catching it

(m) Hand-passing the ball without a visible striking action

(n) A defending player illegally charging a free from within the small rectangle

(o) Fisting or handpassing the ball up and catching it without it touching the ground or being touched by another player

194 **Unsporting Behaviour:**
The following offences shall be penalised by the offender being cautioned, which shall consist of taking the players name, and if the player repeats the offence, or commits any of the other cautionable offences, the referee shall order him off,
(a) Dissenting with or challenging the authority of the match official

(b) Delaying tactics, e g delaying the kick/puck out, kicking or hitting the ball away when a free is awarded, not releasing the ball to the opposition for taking a free, deliberately not moving back to allow a quick free to be taken

(c) Interfering with a free taker 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 free taker A player holding his hands or hurley upright shall not constitute an interference

(d) Deliberately advancing the ball from the point from which a free or kick-out is to be taken

(e) Interfering with the goalposts for the purpose of distracting opponents or gaining an advantage

(f) Committing persistent fouls as listed in Rule 196 (Category C fouls)

(g) The use of foul or improper language

195 Fouls within Rectamgles:
In the case of fouls by a defending player within the rectangles, the following shall apply

In Hurling: A penalty shall be awarded for a Category A, B or C foul within the large rectangle
The penalty shall be taken from the centre point of the 20m line and only 3 defending players may stand on the goal-line All other players, with the exception of the player taking the puck, must be outside the 20m line, be 20m from the ball, and shall not cross the 20m line until the ball has been struck

A free from the centre of the 20m line shall be awarded for a Category D foul within the large rectangle

In Football: A penalty shall be awarded for a Category A, B or C foul within the large rectangle, or any foul within the small rectangle

The penalty shall be taken from the centre point of the 13m line and all players, with the exception of the defending goalkeeper and the player taking the kick, shall be outside the 20m line and 13m from the ball

No player shall cross the 20m line until the ball has been kicked The goalkeeper may move along his line but not advance from the goal-line, until the ball has been kicked If the goalkeeper moves forward before the ball is kicked and a goal does not result, the referee shall allow the kick to be retaken
A free from the centre of the 13m line shall be awarded for a Category D foul outside the small rectangle, but within the large rectangle

FREES - General

196 Except as provided hereunder at (a) and (b), a free shall be awarded for all breaches of the Playing Rules, which the referee shall indicate by blowing his whistle

(a) If a foul occurs, the referee may allow play to continue if he considers this to be to the advantage of the offended team, but once the referee allows the play to continue he may not subsequently award a free for that foul He shall apply such disciplinary action as is warranted against the offender

(b) If a player from each team fouls at the same time, the referee shall award a throw-in ball where the fouls occurred

197 If a foul is committed by a defending player within the 13m /20m line in Football/Hurling, but outside the large rectangle, a free shall be given on the 13m /20m line in Football/Hurling opposite where the foul occurred

198 If a player from either side stands or moves nearer than 13m /20m in Football/Hurling to the ball before it is kick/struck, the opposing team shall be awarded a free from a point 13m more advantageous

199 **Retaliation**
If a player on the team awarded a free fouls an opponent in retaliation before the free has been taken, the free awarded shall be disallowed and play restarted by a throw-in ball where the original foul occurred

200 **Dissent**
If a player shows dissent with the referee's decision to award a free to the opposing team, the free shall be taken from a spot 13m more advantageous to the opposing team

201 Once the ball has been placed for a free by the referee, or by a player of the team awarded the free at the spot indicated by the referee, and the whistle has been blown for the free to be taken, it may not be replaced except with the permission of the referee If the ball is replaced, without such permission, the referee shall disallow the free, and there shall be a throw-in from where the free was to have been taken

202 A free shall be from the spot indicated by the referee The referee shall blow his whistle for a free to be taken In Football a quick free may be taken, except a free awarded to an attacking team for a foul inside the 13m line A free shall be deemed to have been taken once the ball has been kicked/struck by a player of the side awarded the free

203 In the case of a foul on a player after his playing the ball, the referee shall award a free where the foul was committed or where the ball landed, or if a score is

made, the score shall be a allowed In the specified circumstances the rule shall apply as follows

(a) If the ball lands over the endline, a free shall be given from the 13m /20m line in the Football/Hurling opposite the point where the ball crossed the endline

(b) If the ball lands inside the opponents 13m /20m line in Football/Hurling, a free shall be given from the 13m /20m line opposite the point where the ball crossed the line

(c) If the ball crosses the side-line, a free shall be given from the point where the ball crossed the line

204 The player who has taken a free may not play the ball again until another player has touched it, except where the ball rebounds off a crossbar or goalpost Should a player so play the ball the referee shall give a throw-in ball where the offence occurred

205 **Free-taking - Hurling:**
In Hurling for all free pucks the ball may be struck with the hurley in either of two ways
(a) Lift the ball with the hurley at the first attempt and strike it with the hurley
(b) Strike the ball on the ground

206 (a) If a player taking a free puck 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 Only where he delays, may a player of either side approach nearer than 20m
(b) If a player fouls a free puck by making a second attempt to lift, hop the ball on the hurley, or take the ball in the hand, the referee shall give a throw-in ball

207 **Free-Taking - Football**
A player who is fouled shall have the option of taking the free kick from his hands or from the ground, at the point where the foul occurred or alternatively leaving it for another player to take the free from the ground
Exception: A penalty kick as in Rule 195
A team which is awarded a free as a result of a Category D offence, by the defence outside the small rectangle but within the large rectangle, at the centre of the 13m line, once the referee has blown his whistle A free to a defending team as a result of a Category D offence may be taken by a player from the hands or from the ground at the point where the foul occurred
A player having indicated his option to the referee, shall not be permitted to change his decision
For the purpose of taking a free from the hands, a player may make a run up to

the point indicated by the referee Advancing beyond this point shall be penalised by a throw in ball where the offence occurred

208 **45m./65m Frees:**
If the ball is played over the endline outside the goalposts by a defending player, the opposing team shall have a free from a spot on the 45m line in Football or the 65m line in Hurling directly opposite where the ball crossed the endline

Should the player who is taking the 45m /65m free, foul the ball before any other player plays it, the referee shall award a throw-in ball where the offence occurred

209 **Sideline Ball:**
(a) When a player plays the ball over the sideline, it shall be a kick from the hands in Football and a puck from the ground in Hurling to the opposing team at the point where the ball crossed the line
(b) In Football the kick shall be taken from the hands and the player may make a run up to the point indicated by the linesman Advancing beyond this point shall be penalised by a throw-in ball where the offence occurred
(c) In Hurling a player on the team awarded the sideline puck shall place the ball on the line at the spot indicated by the lineman If the player taking the 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 may a player from either side approach nearer than 13m
(d) If a player taking a sideline kick/puck plays the ball a second time before another player has touched it, or in Hurling attempts to lift it, there shall be a throw-in ball where the offence occurred
(e) If a player from either side stands or moves nearer than 13m to the ball before it is actually kicked/struck, the opposing team shall be awarded a free from where the foul occurred

210 **Definition**
The last player touching the ball before it crosses the boundary lines shall be considered the last person playing it

211 **Field of Play:**
For the purpose of a lead-up to a free, sideline kick/puck, or kick-out/puck-out, a player may go outside a sidelme/endline, but shall otherwise remain within the field of play

212 **The Puck-Out in Hurling:**
(a) After a score or a wide, the ball shall be pucked out from within the small rectangle If the puck-out is taken from outside the small rectangle, the opposing team shall be awarded a 65m free opposite to where the foul occurred

(b) The player taking the puck-out shall take the ball in his hand, but should he

miss his stroke, the ball may be struck from the ground or may be raised with the hurley, but not taken in the hand again before striking Taking the ball into the hand in this circumstance shall be penalised by a throw-m ball on the 20m line opposite to where the offence occurred The player taking the puck-out may strike the ball more than once before another player touches it

(c) All players shall be outside the 20m line until the ball has been struck except the goal-keeper and the player taking the puck-out, if other than the goalkeeper If an attacking player offends he shall be penalised by a free being awarded from the 20m line opposite to where he stood If a defending player offends, a throw-m ball shall be awarded on the 20m line opposite where he stood The ball shall travel 13m before being played by another player of the defending team

213 **The Kick-Out in Football:**

(a) The ball shall be kicked out from within the small rectangle after a wide, and from a spot on the 20m line in front of the scoring space after a score

(b) The player taking the kick-out shall kick the ball from the ground, and may kick it more than once before any other player touches it, but he may not take it into his hands Taking the ball into the hands in this circumstance shall be penalised by a throw -in on the 20m line opposite where the offence occurred

(c) For a kick-out from the small rectangle all players shall be outside the 20m line, until the ball has been kicked, except the goalkeeper who shall remain inside the small rectangle, and the player taking the kick, if other than the goalkeeper If an attacking player offends, he shall be penalised by a free being awarded from the 20m line opposite to where he stood If a defending player offends, a throw-m shall be awarded on the 20 m line opposite where he stood The ball shall travel 13m before being played by another player of the defending team For a kick-out from the 20m line no player shall stand closer than 13m until the ball is kicked and an attacking or defending player shall be penalised as above

214 Divot

A divot shall not be made for the purpose of teeing up a ball for a free, sideline puck or kickout

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REFEREES' GUIDE TO THE PLAYING RULES OF HURLING AND FOOTBALL 1991

Cumann Luthchleas Gael

FLOWCHART OF THE PLAYING RULES

SPECIFICATION

1 The Field of Play
2 The Players
3 The Time
4 The Equipment

PLAY

CONTROL

1 The Referee
2 The Umpires
3 The Linesmen

FAIR PLAY

The Play 1
Set Play 2
Scores 3

FOUL PLAY

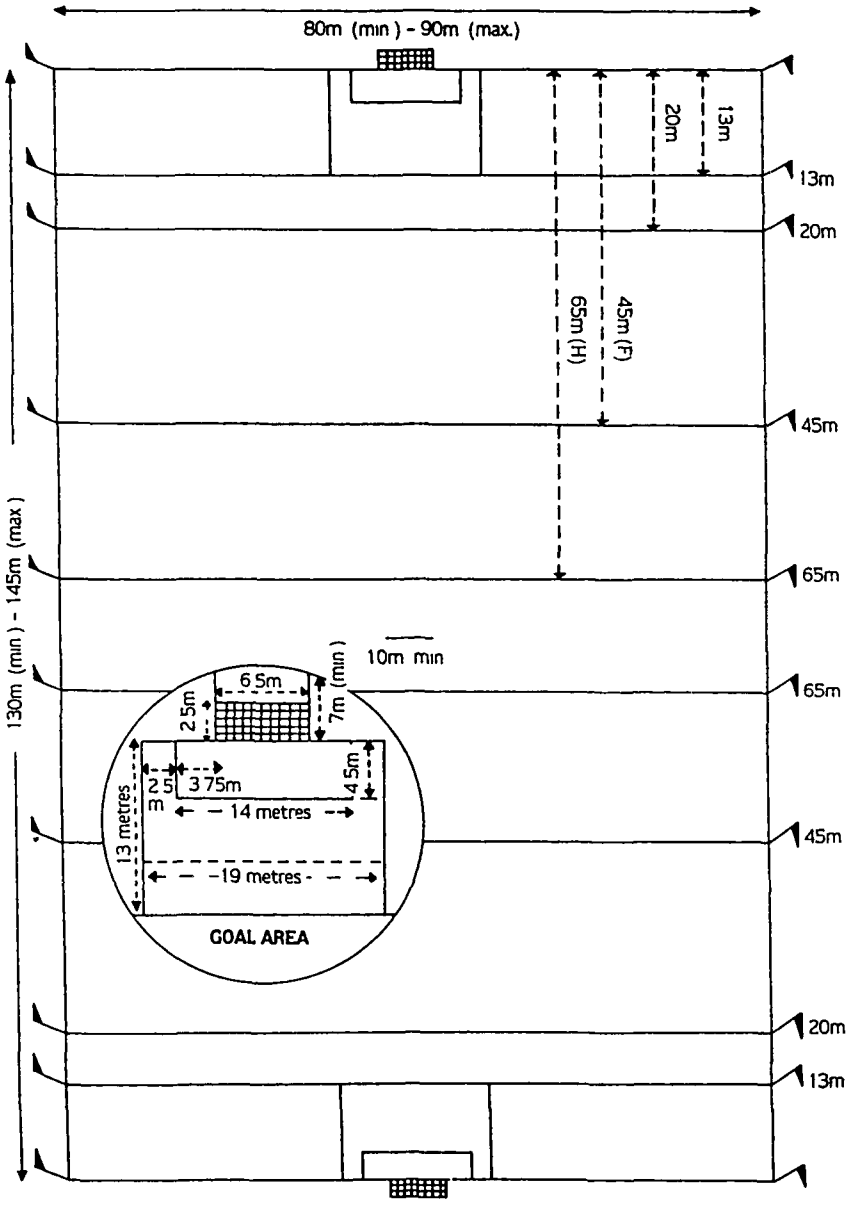
Technical 4
Aggressive 5
Dissent 6

+

DEFINITIONS

Diagram 20 - From Research Paper No 7 by Joe Lennon

The Field of Play
For Hurling and Gaelic Football



HURLING BALL.	FOOTBALL:
Weight: 100g. — 130g.	Weight: 370g. — 425g.
Circumference 23cm. — 25cm.	Circumference: 69cm — 74cm.

Diagram 21

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, tossed 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 The ball may be 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

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 side-to-side 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, side-line 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 and re-starts the game 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 where the foul(s) occurred

EXCEPTIONS

(i) In the case of fouls by defending players within the rectangles, the following shall apply
A penalty puck shall be awarded for an Aggressive Foul within the large rectangle The penalty puck shall be taken from the centre point of the 20m line A free puck from the centre of the 20m line shall be awarded for a Technical Foul within the large rectangle

(ii) A free puck awarded for a foul by a defending player inside his own 20m line but outside the large rectangle shall be taken from the 20m 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-puck from where the foul occurred or, if more or advantageous, from where the ball lands or crosses the side-line With the option of a free being awarded from where the foul occurred being retained, the rule shall apply in the following circumstances -

(a) If the ball lands over the end-line, a free shall be given on the 20m line opposite the place where the ball crossed the end-line

(b) If the ball lands inside the opponents' 20m line, a free shall be given from the 20m line opposite the place where the ball crossed this line

(iv) Where otherwise specified in the penalties listed in Rule 4, Sections 14,15,16,17,18,19, 28,29,30,31 and Rule 6 2

(v) When play is re-started by throwing in the ball after a foul(s) between the end-line and the 20m line, the throw-in shall be given on the 20m line opposite where the foul(s) occurred
All players except the player taking the free puck shall be 20m from where the free puck is being taken or all players except those two contesting the throw-in shall be 13m from where the throw-in is awarded

2 3 A penalty puck shall be taken at the centre point of the 20m line and only three defending players may stand on the goal-line All other players, with the exception of the player taking the puck shall be outside the 20m line, be at least 20m from the ball, and shall not cross the 20m line 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

2 4 When opposing players foul simultaneously, play is restarted by throwing in the ball

2 5 For all free pucks, the ball may be struck with the hurley in either of two ways
(a) Lift the ball with the hurley at the first attempt and strike it with the hurley
(b) Strike the ball on the ground
If a player taking a free puck 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 Only when he delays, may a player of either side approach nearer than 20m

2 6 When the ball is played over the end-line by the team attacking that end or after a score, play is restarted by a puck-out from within the small rectangle
A 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 end-line and outside the goal-posts 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 end-line

2 8 When the team plays the ball over the side-line, a free puck from the ground shall be awarded to the opposing team at the place where the ball crossed the side-line
If opposing players play the ball simulateously over the side-line, or if the officials are not sure which team played the ball last the linesman shall throw in the ball between one player from each team A ball that strikes a side-line or corner flag shall be treated as having crossed the side-line A player on the team awarded a side-line puck shall place the ball on the side-line at the place indicated by the linesman All players except the player taking the side-line 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 side-line 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 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

Rules of Foul Play

RULE 4 - TECHNICAL FOULS

4 1 To overcarry or overhold the ball

4 2 To throw the ball

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 hands 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 toss 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 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
(b) For a player on the team awarded a side-line 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 less than 20m from the ball or inside the 20m line 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
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 - 65m free opposite where the foul occurred.

4 16 For a player on the team defending a penalty puck to be less than 20m from the ball, or with the exception of three defending players on the goal-line, to be inside the 20m line before the puck is taken
PENALTY - If a goal is not scored, the referee shall allow the penalty puck to be retaken.

4 17 (a) For an opposing player to be nearer than 20m to the ball before a free puck is struck
(b) For an opposing player to be nearer than 13m to the ball before a side-line puck is struck

4 18 To delay an opponent taking a free or side-line 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 side-line 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 puck without the referee's permission after the whistle has been blown for the side-line puck to be taken

4 21 To play the ball again after taking a free puck before another player has played it - unless the ball rebounds off 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 To play the ball again after taking a side-lme puck before another player has played it

4 24 For the player taking a side-line puck to attempt to lift the ball with his hurley

4 25 To make a divot for the purpose of teeing up the ball for a free puck or side-line puck

4 26 To advance the ball deliberately from the place at which a free puck or side-line puck is to be taken

4 27 To waste time by delaying a free puck or side-line puck awarded to own team

PENALTY FOR THE ABOVE FOULS -
(i) Cancel free puck or side-line puck.
(ii) Throw in the ball where the foul occurred except as provided under EXCEPTION (v) of Rule 2.2.

4 28 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 29 To be inside own 20m line when one's team is taking a puck-out except as provided in Rule 2 6

4 30 For another player on the team taking the puck-out to play the ball before it has travelled 13m

4 31 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 32 For a player(s) from each team to foul simultaneously
PENALTY - Throw in the ball where the foul(s) occurred except as provided under EXCEPTION (v) of Rule 2.2.

4 33 To go outside the boundary lines to gain an advantage except as permitted by Rule 1 10

4 34 To go outside the boundary lines to gain an advantage except as permitted by Rule 1 10

4 34 To interfere with the goal-posts to distract opponents or to gain an advantage

PENALTY FOR THE ABOVE FOULS - Caution offender, order off for second cautionable offence.

4 35 When a team commits a technical foul, the referee may allow the play to continue if he considers it to be to the advantage of the opposing team Once he allows play to continue, he may not subsequently award a free for that foul He shall apply any relevant disciplinary action

RULE 5 - AGGRESSIVE FOULS

5 1 To strike or attempt to strike an opponent with a hurley, head, arm, elbow, hand or knee

5 2 To kick or attempt to kick an opponent

5 3 To stamp on an opponent

5 4 To behave in any way which is dangerous to an opponent

5 5 To strike, attempt to strike, to interfere with, to threaten, or to use abusive language or conduct to a match official

PENALTY FOR THE ABOVE FOULS -
(i) Order offender off.
(ii) Free puck from where foul occurred except as provided under EXCEPTION of Rule 2.2.

5 6 To commit any of the fouls listed in Rule 5 1 to Rule 5 4 inclusive against a team-mate
PENALTY -
(i) Order offender off.
(ii) Throw in the ball where the foul occurred except as provided under EXCEPTION (v) of Rule 2.2

5 7 To commit any of the fouls listed in Rules 5 1 to Rule 5 4 inclusive on an opponent on the field prior to the start of the game or at half-time

PENALTY - 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 slip which includes the offender's name, the player may not be substituted.

5 8 To pull down an opponent

5 9 To trip an opponent by hand(s), foot, or hurley

5 10 To jump at an opponent

5 11 To threaten or to use abusive or provocative language or gestures to an opponent

5 12 To engage in any form of rough play

5 13 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 14 To use the hurley in a careless manner

5 15 To throw a hurley in a manner which constitutes a danger to another player(s)

5 16 To 'pull' with the hurley before the ball arrives

PENALTY FOR ABOVE FOULS -

(i) Caution offender; order off for second cautionable foul.

(ii) Free puck from where the foul occurred except as provided under EXCEPTIONS of Rule 2.2.

5 17 To threaten or to use abusive or provocative language or gestures to a team-mate

PENALTY FOR ABOVE FOULS -

(i) Caution offender; order off for second cautionable foul.

(ii) Throw in the ball where the foul occurred except as provided under EXCEPTION (v) of Rule 2.2.

5 18 (a) To push an opponent or hold an opponent with the hand(s) or hurley

(b) To hold opponent's hurley or pull it from his hand(s)

5 19 (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

(d) To charge the goalkeeper in his small rectangle

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

5 20 To use the hurley to obstruct an opponent

5 21 To strike an opponent's hurley unless both players are in the act of striking 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 second cautionable foul.

5 22 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 EXCEPTION (v) of Rule 2.2.

(iii) Apply any other relevant penalty of Rule 5.

5 23 For a player(s) from each team to foul simultaneously

PENALTY -

(i) Throw in the ball where the fouls occurred except as provided under EXCEPTION (v) of Rule 2.2.

(ii) Apply any other relevant penalty of Rule 5.

5 24 When an Aggresive Foul is drawn to the referee's attention by an umpire or linesman, the referee may apply the appropriate penalty as per Rule 5 and shall restart play as per Rule 2

5 25 When a team commits an Aggressive Foul, the referee may allow play to continue if he considers it to be to the advantage of the offended team Once the referee allows the play to continue, he may not subsequently award a free for that foul He shall apply the relevant penalty

RULE 6 - DISSENT.

6 1 To challenge the authority of a match official

PENALTY - Caution the offender, order off for second cautionable foul.

6 2 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.

6 3 (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 4 A team or a player(s) leaving the field without the referee's permission or refusing to continue playing

PROCEDURE - as in Rule 6.3

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

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 hands 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) change from one hand to the other once with the original holding hand maintaining contact until the change is completed,
(e) struck with the open hand(s) or fist provided there is a definite striking action,
(f) tossed for a kick, a toe-tap or a pass with the hand(s)
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 that he has at least one foot on the ground, a player may make a side-to-side 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 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, side-line kick or kick-out, a player may go outside a boundary line, otherwise 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 and re-starts the game 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 where the foul(s) occurred

EXCEPTIONS

(i) In the case of fouls by defending players 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 the centre point of the 13m 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 or advantageous, from where the ball lands or crosses the side-line With the option of a free being awarded from where the foul occurred being retained, the rule shall apply in the following circumstances -

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

(b) If the ball lands inside the opponents' 13m line, a free kick shall be given from the 13m line opposite the place where the ball crossed this line

(iv) Where otherwise specified in the penalties listed in Rule 4, Sections 14,15,16,17,18,19, 20, 27,28,29,30,31,32,33 and Rule 6 2

(v) When play is re-started by throwing in the ball after a foul(s) between the end-line and the 20 line, the throw-in shall be given on the 20m line opposite where the foul(s) occurred

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 13m from where the throw-in is awarded

2 3 A penalty kick shall be taken from the ground at the centre point of the 13m 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, be at least 13m from the ball, and shall not cross the 20m line 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

2 4 When opposing players foul simultaneously, play is restarted by throwing in the ball

2 5 A player who is fouled has the options of -

(a) taking the free kick from his hand(s), or

(b) taking the free kick from the ground himself,

(c) allowing another player to take the free kick from the ground

The ball shall be stationary before a free kick is taken from the ground Any player on the team which is awarded a free kick, other than the penalty kick, for a technical foul may take the free kick from the ground or from his hand(s)

A player having indicated his option to the referee shall not be permitted to change his decision

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 end-line by the team attacking that end, play is restarted by a kick-out off the ground from within the small rectangle 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 hand(s) 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 until the ball has been kicked The ball shall travel 13m before being played by another player of the defending team

(b) After a score, the kick-out shall be taken from the ground on the 20m line in front of the scoring space All players, except the goalkeeper and the player taking the kick-out (if other than the goalkeeper), shall be outside the 20m line All players shall be 13m from the ball until it has been kicked

2 8 When the ball is played over the end-line and outside the goalposts by the team defending that end, a free kick shall be awarded to the opposing team on the 45m line opposite where the ball crossed the end-line

2 9 When the team plays the ball over the side-line, a free kick from the hand(s) shall be awarded to the opposing team from the place where the ball crossed the side-line If opposing players play the ball simulateously over the side-line, or if the officials are not sure which team played the ball last, the linesman shall throw in the ball between one player from each team A ball that strikes a side-line or corner flag shall be treated as having crossed the side-line All players except the player taking the side-line kick, or the two players contesting the throw-in, shall be at least 13m from the ball until it is kicked or thrown in

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 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

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)**,

(iii) a point with his open hand(s), but may score a point by fisting the ball

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

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 a definitite 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 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 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 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 sidel-line 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 less than 13m from the ball or inside the 20m line before the ball is kicked

4 12 For a player attacking a goal to carry the ball over opponents' goal-lme

4 13 For a player attacking a goal who is in possession of the ball to score a goal with the hand(s) or a point with his open 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 before a kick-out is taken after a wide
PENALTY - Free kick from the defenders' 20m line opposite where the foul occurred

4 15 When within own small rectangle, to be less than 13m from the ball for opponents' free kick
PENALTY - Penalty kick.

4 16 For a player on the team defending a penalty kick to be less than 13m from the ball or, with the exception of the goalkeeper, to be inside the 20m line before the kick is taken
PENALTY - If a goal is not scored, the referee shall allow the penalty puck to be retaken.

4 17 For an opposing player to be nearer than 13m to the ball before a free kick or a side-line kick is taken

4 18 To delay an opponent taking a free kick or side-line 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 to be taken

4 19 To interfere with a player taking a free kick or side-line 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 opposing player to be less than 13m from the ball before a kick-out after a score
PENALTY - Free kick 13m more advantageous than place of original kick-out.

4 21 To reset the ball for a free kick from the ground without the referee's permission after the whistle has been blown for a free kick to be taken

4 22 To play the ball again after taking a free kick before another player has touched it - unless the ball rebounds off the goal-posts or crossbar

4 23 To play the ball again after taking a side-line kick before another player has touched it

4 24 To make a divot for the purpose of teeing up the ball for a free kick or kick-out

4 25 To advance the ball deliberately from the place at which a free kick or side-line kick is to be taken

4 26 To waste time by delaying the taking of a free kick or side-line kick awarded to own team

PENALTY FOR THE ABOVE FOULS -
(i) Cancel free kick or side-line kick.
(ii) Throw in the ball where the foul occurred except as provided under EXCEPTION (v) of Rule 2.2.

4 27 For the player taking the kick-out to take the ball into his hand(s) before another player has played it

4 28 To be inside own 20m line when one's team is taking a kick-out except as provided in Rule 2 7

4 29 For another player on the team taking the kick-out after a wide to play the ball before it has travelled 13m

4 30 For a player on the team taking the kick-out after a score, 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 kick-out after a wide from outside the small rectangle

4 33 To take the kick-out after a score from outside the 20m line
PENALTY FOR ABOVE FOULS -
(i) Cancel kick-out
(ii) Throw in the ball on defenders' 20m line in front of scoring space

4 34 For a player(s) from each team to foul simul-taneously
PENALTY - Throw in the ball where the fouls occurred except as provided under EXCEPTION (v) of Rule 2.2.

4 35 To go outside the boundary lines to gain an advantage except as permitted by Rule 1 9

4 36 To interfere with the goal-posts to distract opponents or to gain an advantage

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

4 37 When a team commits a technical foul, the referee may allow the play to continue if he considers it to be to the advantage of the opposing team Once he allows play to continue, he may not subsequently award a free for that foul He shall apply any relevant disciplinary action

RULE 5 - AGGRESSIVE FOULS

5 1 To strike or attempt to strike an opponent with the head, arm, elbow, hand or knee

5 2 To kick or attempt to kick an opponent

5 3 To stamp on an opponent

5 4 To behave in any manner which is dangerous to an opponent

5 5 To strike, or attempt to strike any match official To interfere with or to use abusive language or conduct to a match official

PENALTY FOR THE ABOVE FOULS -
(i) Order offender off.
(ii) Free kick from where foul occurred except as provided under EXCEPTION of Rule 2.2.

5 6 To commit any of the fouls listed in Rule 5 1 to Rule 5 4 inclusive against a team-mate
PENALTY -
(i) Order offender off.
(ii) Throw in the ball where the foul occurred except as provided under EXCEPTION (v) of Rule 2.2

5 7 To commit any of the fouls listed in Rules 5 1 to Rule 5 4 inclusive on an opponent on the field prior to the start of the game or at half-time

PENALTY - 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 slip which includes the offender's name, the player may not be substituted.

5 8 To pull down an opponent

5 9 To trip an opponent by hand(s), foot

5 10 To jump at an opponent

5 11 To threaten or to use abusive or provocative language or gestures to an opponent

5 12 To block or attempt to block with the boot when an oppoent is kicking the ball from the hand(s)

5 13 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 14 To engage in any other form of rough play

PENALTY FOR THE ABOVE FOULS -

(i) caution the offender, order off for second cautionable foul
(ii) Free kick from where the foul occurred except where provided under EXCEPTIONS of Rule 2 2

5 15 To threaten or to use abusive or provocative language or gestures to a team-mate

PENALTY FOR ABOVE FOULS -

(i) Caution offender; order off for second cautionable foul.
(ii) Throw in from where the foul occurred except as provided under EXCEPTION (v) of Rule 2.2.

5 16 To push an opponent or hold an opponent withthe hand(s)

5 17 To use the fist on or around the body of an opponent for the purpose of dispossessing him of the ball

5 18 (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
(in) 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
(d) To charge the goalkeeper in his small rectangle
(e) 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 second cautionable foul

5 19 For a player to retaliate between the award of a free kick 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 EXCEPTION (v) of Rule 2.2.

(iii) Apply any other relevant penalty of Rule 5.

5 20 For a player(s) from each team to foul simultan-eously

PENALTY -

(i) Throw in the ball where the fouls occurred except as provided under EXCEPTION (v) of Rule 2 2

(ii) Apply any other relevant penalty of Rule 5.

5 21 When an Aggresive Foul is drawn to the referee's attention by an umpire or linesman, the referee may apply the appropriate penalty as per Rule 5 and shall restart play as per Rule 2

5 22 When a team commits an Aggressive Foul, the referee may allow play to continue if he considers it to be to the advantage of the offended team Once he allows the play to continue, he may not subsequently award a free for that foul He shall apply the relevant penalty

RULE 6 - DISSENT.

6 1 To challenge the authority of a match official

PENALTY - Caution the offender, order off for second cautionable foul.

6 2 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.

6 3 (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 4 A team or a player(s) leaving the field without the referee's permission or refusing to continue playing
PROCEDURE - as in Rule 6.3
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 to play the ball against the ground with his hand(s) and back to his hand(s) again
2	CATCH	To gain control of the ball with the hand(s) in a way which prevents it falling to the ground
3	CAUTION	To take a player's name
4	CHARGE (Fair)	Provided he has at least one foot on the ground, a player may make a side-to-side charge on an opponent (a) who is in possession of the ball, or (b) who is playing the ball, or (c) both players are moving in the direction of the ball to play it
5	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
6	DIVOT	An elevation formed from the surface of the pitch for the pupose of teeing up the ball on the ground
7	HANDPASS	When in possession, the ball may be struck with the open hand or fist - provided there is a definite striking action, with the striking hand not being in contact with ball before delivering the strike In a two-handed pass, the ball may be struck off a holding hand by the other hand, or released and struck In a one-handed pass, the ball shall be released from the hand before being struck by the same hand The releasing of the ball, when used, shall be considered an integral part of the hand/fisted pass

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	LIFT	To use the foot or feet to raise the ball from the ground to the hand(s)
10	OVERCARRY	To take more than four steps while holding the ball in the hand(s)
11	OVERHOLD	To hold the ball longer than is required to take four steps
12	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
13	'PULL' (Fair)	To swing the hurley to play or attempt to play the ball
14	TACKLE	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
15	THROW	When the ball held in the hand(s) is played away without a definite striking action
16	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
17	TOE-TAP	To release the ball from the hand(s) to the foot and kick it back into the hand(s)
18	TOSS	
	(Football)	To release the ball from the hand(s) to kick it, toe-tap it, or pass it with the hand(s)
	(Hurling)	To release the ball from the hand to strike it with the hurley, foot or hand
19	WREST	To attempt to disposses an opponent who already has a (firm) hold on the ball by grabbing the ball to take it from him

Rules of Control

Rule 1 Control of the Games:

Control of the Games shall be entrusted to a referee, four umpires and two linesmen who shall decide on the field of all matters affecting play.

1.1 Powers of the Referee

The referee's decision on any question of fact and in regard to time shall be final. The referee shall have the power to:

(i) To appoint a replacement referee if he is unable to act or is unable to contact the Secretary of the Committee in charge. Otherwise, the Secretary of the Committee in charge shall appoint a replacement referee.

(ii) To declare the ground or other conditions unsuitable for play after consulting - where feasible - with the officials in charge of the fixture.

(iii) To consult with the umpires and or linesmen 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.

(iv) To over-rule a decision of a linesman or umpire(s).

(v) 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.

(vi) To terminate a game because of outside interference, or any other serious reason that merits such action.

(vii) 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 again.

(b) A team or player(s) leaving the field either without the referee's permission, or refusing to continue playing.

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 teams before the game.

(iii) To ensure that all players are correctly and safely attired, and that all playing equipment conforms with the rules.

(iv) To keep a record of scores, the names of players injured, replaced, substitutes taking part, any instance of late fielding or of exceeding the half-time interval, and the intrusion of unauthorised persons onto the field of play.

(v) 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 extend the time further 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

(iv) To obtain the signature, full address and club of any player participating in the game - if requested by a captain or responsible team official

(vii) 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

(viii) To present the ball to the captain of the winning team at the end of a Provincial or All-Ireland Final

(ix) To blow the whistle when a foul has been committeed 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

(x) To indicate the place from which all free kicks or free pucks shall be taken

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

(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 Injuries and Incursions.

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 No other team official shall enter the field of play 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

1 5 Report of Referee

The referee shall forward his report within a period of seven days of the game to the Committee or Coucil in charge together with one copy of each team list This report shall 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 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

Rule 2 Umpires

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

2 1 **Power of Umpires**

(i) 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 (iv) above

(ii) The umpires shall have the power to bring to the notice of the referee - during a break in play - any instances of foul play, or incursions onto the field of play which have not been noticed by the referee

2 2 **Duties of Umpires**

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

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 **Powers of Linesmen**

The linesmen shall have the power to bring to the attention of the referee - during a break in play - any instances of foul play or incursions onto the field of play which have not been noticed by the referee

3 2 **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) Where 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, facing the players shall throw in the ball

(iii) A linesman's decision is subject to Rule 1 1 (iv) above

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Rules of Specification

Rule 1 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 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 will be 90mm ± 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 thegoalposts (See diagram)

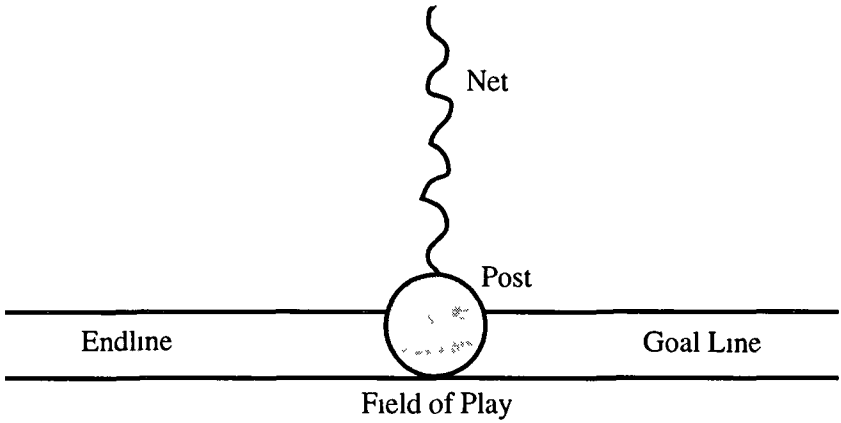

Diagram 22

(ii) A CROSSBAR shall be fixed to the goalposts at a uniform height of 2 5m above the ground
The crossbar shall have a rectangle or circular cross section
When retangular, it shall have a depth of 140 mm ± 10mm and a width not less that 50mm
When circular, it shall have a uniform diameter of 125mm ± 5m

(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 net 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 goalposts, 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 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 evnt 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) A maximum of three substitutions shall be allowed A substitution is not allowed in the case of a player ordered off
(ii) For extra time, a further three substitutions shall be allowed during this game A player ordered off during the drawn game may be replaced
(iii) A substitution may only be made during a break in play after the player has given a substitution note to the referee
(iv) In intercounty games, all substitutions must be from players on the official list submitted to the referee

2 5 **List of Players**

(i) Before all official games, the referee shall be given a list of players in duplicate and in Irish giving full christian names The first fifteen names appearing on a list shall be taken as constituting the actual team - unless otherwise clearly indicated
(ii) In Intercounty Games
(a) The list of players shall be numbered from 1 to 21 and shall name the clubs to which the players belong
(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

Rule 3 Time.

3 1 A team shall take the field not later than ten minutes before the appointed starting time for Senior Intercounty Championships, National League Finals, Railway Cup Finals, All-Ireland, Provincial, and County Senior Championships Finals, and not later than five minutes before the appointed starting time in all other games For extra time, play shall commence not more than ten minutes after the end of the drawn game

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

EXCEPTIONS -

(i) In Senior Intercounty Championship games, the playing time shall consist of two periods of thirty five minutes each

(ii) The playing time may be reduced by Local Bye Laws for Under 15 or younger grades

3 3 An interval, not exceeding ten minutes, shall be allowed at half-time following which the teams shall change ends

3 4 If a game in a knock-out competition ends in a draw, teams may, by consent, play extra time consisting of two periods of fifteen minutes each way, which extra time shall be obligatory in the case of a further draw in a replay

3 5 Extra time shall be obligatory in the Inter-Provincial, Oireachtas and other Intercounty Tournaments, the Sigerson and Fitzgibbon Cups and any other games in subsidiary competitions as determined by the Central Council

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 colours or colours approved by the County Committee

(ii) County teams shall wear their registered distinctive colours in intercounty competitions
Where there is similarity of colours, the two counties shall wear their registered alternative colours 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 A referee shall not allow a hurling helmet to be worn in a football game

4 3 (i) The hurling ball, SLIOTAR, shall weigh not less than 100g and not more than 130g, and have a circumference of not less than 23cm and not more than 25cm

(ii) The FOOTBALL shall weigh not less than 370g and not more than 425g and have a circumference of not less than 69cm and not more than 74cm

EXCEPTION -
The dimensions may be reduced by Local Bye Laws for Under 15 or younger grades

4 4 The bas of a hurley at its widest point shall not be more than 13cm

Gaelic Athletic Association
(Established 1884)

OFFICIAL GUIDE — PART 2
1992

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

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The Playing Rules of Hurling and Gaelic Football

FLOWCHART OF THE PLAYING RULES

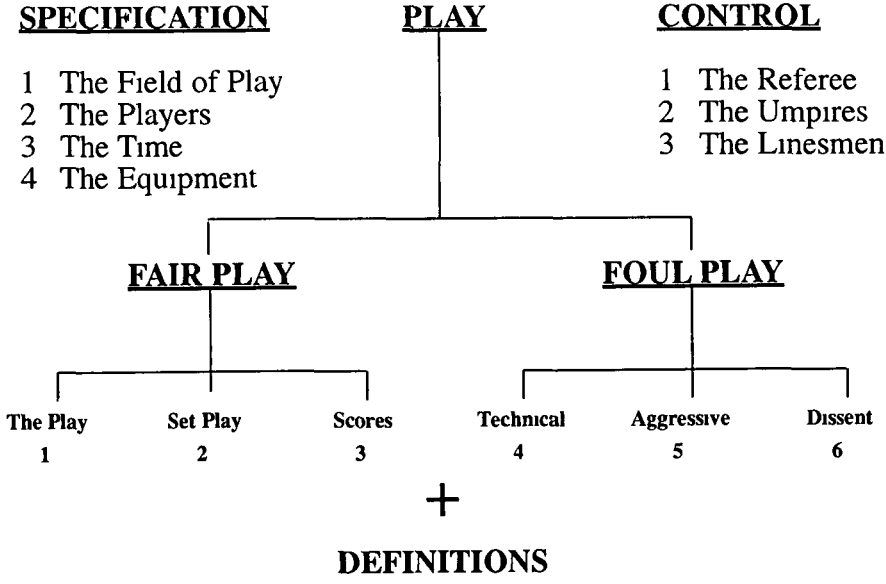

Diagram 23

The Field of Play
For Hurling and Gaelic Football

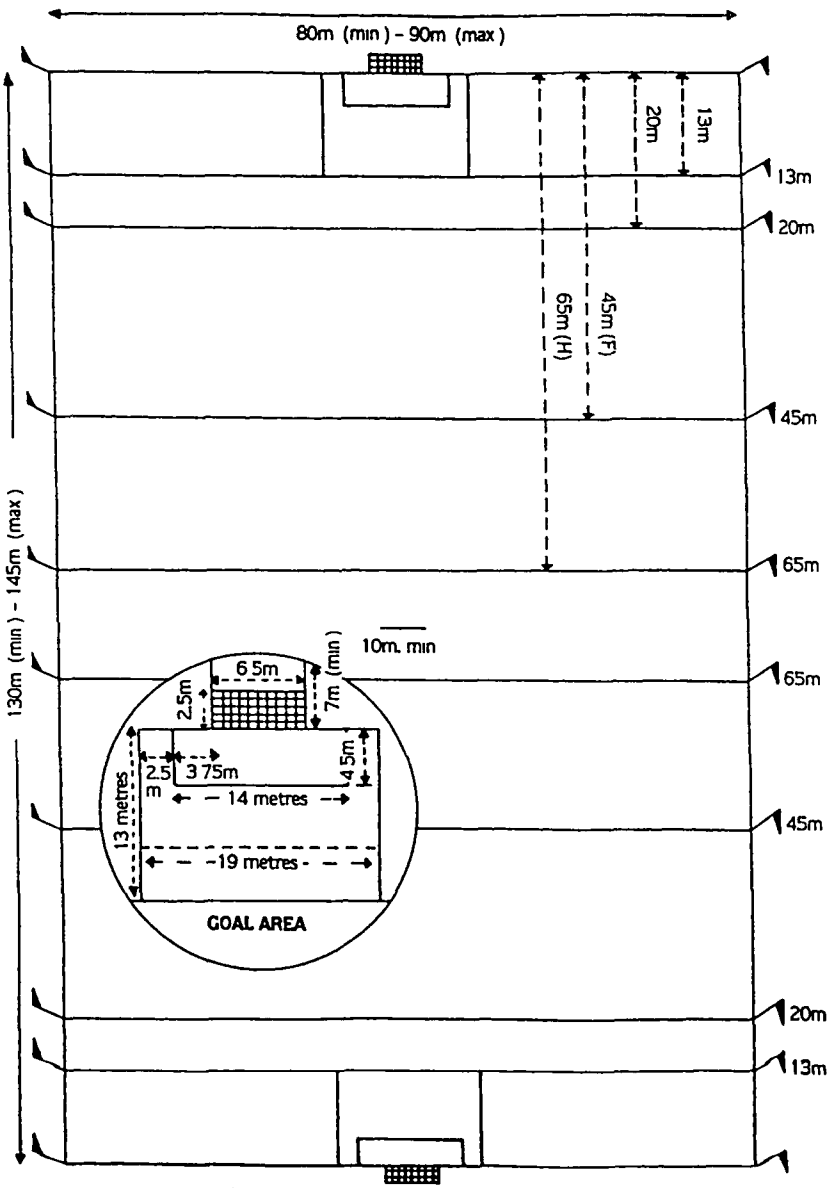

Diagram 24

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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

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

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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

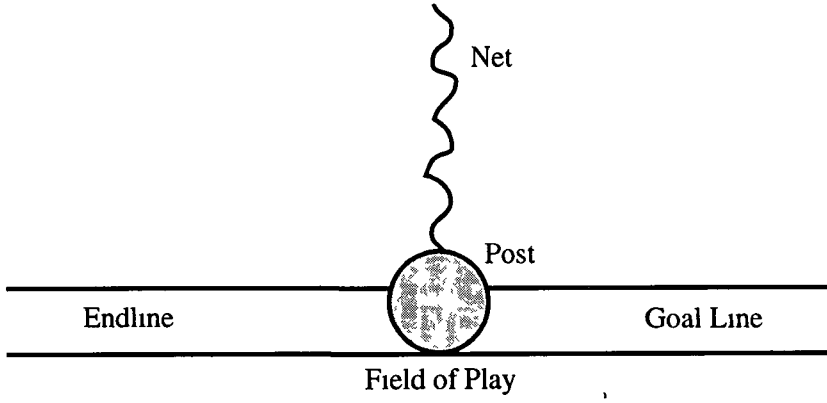

Diagram 25

The crossbar shall have a rectangle or circular cross section
When retangular, it shall have a depth of 140 mm ± 10mm and a width not less that 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
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1 5 FLAGS All flags used on boundary lines shall have smooth rounded tops

RULE 2 - THE PLAYERS

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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 evnt of failure to comply with this, the game shall continue

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(ii) For extra time, a further three substitutions shall be allowed during this game A player ordered off during the drawn game may be replaced
(iii) A substitution may only be made during a break in play after the player has given a substitution note to the referee
(iv) In intercounty games, all substitutions must be from players on the official list submitted to the referee

2 5 **LIST OF PLAYERS**

(i) Before all official games, the referee shall be given a list of players in duplicate and in Irish giving full christian names The first fifteen names appearing on a list shall be taken as constituting the actual team - unless otherwise clearly indicated
(ii) In Intercounty Games
  (a) The list of players shall be numbered from 1 to 21 and shall name the clubs to which the players belong
  (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

RULE 3 - TIME

3 1 A team shall take the field not later than ten minutes before the appointed starting time for Senior Intercounty Championships, National League Finals, Railway Cup Finals, All-Ireland, Provincial, and County Senior Championships Finals, and not later than five minutes before the appointed starting time in all other games For extra time, play shall commence not more than ten minutes after the end of the drawn game

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

EXCEPTIONS -

(i) In Senior Intercounty Championship games, the playing time shall consist of two periods of thirty five minutes each
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3 3 An interval, not exceeding ten minutes, shall be allowed at half-time following which the teams shall change ends

3 4 If a game in a knock-out competition ends in a draw, teams may, by consent, play extra time consisting of two periods of fifteen minutes each way, which extra time shall be obligatory in the case of a further draw in a replay

3 5 Extra time shall be obligatory in the Inter-Provincial, Oireachtas and other Intercounty Tournaments, the Sigerson and Fitzgibbon Cups and any other games in subsidiary competitions as determined by the Central Council

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 colours or colours approved by the County Committee

(ii) County teams shall wear their registered distinctive colours in intercounty competitions
Where there is similarity of colours, the two counties shall wear their registered alternative colours 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 A referee shall not allow a hurling helmet to be worn in a football game

4 3(i) The hurling ball, SLIOTAR, shall weigh not less than 100g and not more than 130g, and have a circumference of not less than 23cm and not more than 25cm

(ii) The FOOTBALL shall weigh not less than 370g and not more than 425g and have a circumference of not less than 69cm and not more than 74cm

EXCEPTION -
The dimensions may be reduced by Local Bye Laws for Under 15 or younger grades

4 4 The bas of a hurley at its widest point shall not be more than 13cm

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Rules of Control

RULE 1 - CONTROL OF THE GAMES:

Control of the Games shall be entrusted to a referee, four umpires and two linesmen who shall decide on the field of all matters affecting play

1.1 POWERS OF THE REFEREE

The referee's decision on any question of fact and in regard to time shall be final. The referee shall have the power to

(i) To appoint a replacement referee if he is unable to act or to contact the

Secretary of the Committee in charge Otherwise, the Secretary of the Committee in charge shall appoint a replacement referee

(ii) To declare the ground or other conditions unsuitable for play after consulting - where feasible - with the officials in charge of the fixture

(iii) To consult with the umpires and or linesmen 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

(iv) To over-rule a decision of a linesman or umpire(s)

(v) 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

(vi) To terminate a game because of outside interference, or any other serious reason that merits such action

(vii) 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 again

(b) A team or player(s) leaving the field either without the referee's permission, or refusing to continue playing

12 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 teams before the game

(iii) To ensure that all players are correctly and safely attired, and that all playing equipment conforms with the rules

(iv) To keep a record of scores, the names of players injured, replaced, substitutes taking part, any instance of late fielding or of exceeding the half-time interval, and the intrusion of unauthorised persons onto the field of play

(v) 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 extend the time further 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

(iv) To obtain the signature, full address and club of any player participating in the game - if requested by a captain or responsible team official

(vii) 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

(viii) To present the ball to the captain of the winning team at the end of a Provincial or All-Ireland Final

(ix) To blow the whistle when a foul has been committeed 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

(x) To indicate the place from which all free kicks or free pucks shall be taken

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

(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 INJURIES AND INCURSIONS

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 No other team official shall enter the field of play 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

1 5 REPORT OF REFEREE

The referee shall forward his report within a period of seven days of the game to the Committee or Coucil in charge together with one copy of each team list This report shall 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 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

RULE 2 - UMPIRES

There shall be two goal umpires at each end of the field of play An umpire shall stand behind 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

(i) 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 (iv) above

(ii) The umpires shall have the power to bring to the notice of the referee - during a break in play - any instances of foul play, or incursions onto the field of play which have not been noticed by the referee

2 2 DUTIES OF THE UMPIRES

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

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 POWERS OF LINESMEN

The linesmen shall have the power to bring to the attention of the referee - during a break in play - any instances of foul play or incursions onto the field of play which have not been noticed by the referee

3 2 DUTIES OF THE LINESMEN

(i) The linesmen shall indicate by flag signal -

(a) when and where a ball crosses the sideline

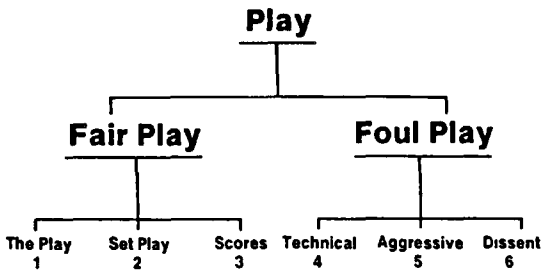
(b) which side is entitled to the sideline kick or puck, and

(c) where the kick or puck is to be taken from

(ii) Where 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, facing the players shall throw in the ball

(iii) A linesman's decision is subject to Rule 1 1 (iv) above

The Playing Rules of Hurling and Gaelic Football



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, tossed 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 onto 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 The ball may be 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

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 side-to-side 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, side-line 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 and re-starts 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 where the foul(s) occurred

EXCEPTIONS

(i) In the case of fouls by defending players within the rectangles, the following shall apply
A penalty puck shall be awarded for an Aggressive Foul within the large rectangle The penalty puck shall be taken from the centre point of the 20m line A free puck from the centre of the 20m line shall be awarded for a Technical Foul within the large rectangle
(ii) A free puck awarded for a foul by a defending player inside his own 20m line but outside the large rectangle shall be taken from the 20m 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-puck from where the foul occurred or, if more advantageous, from where the ball lands or crosses the side-line With the option of a free being awarded from where the foul occurred being retained, the rule shall apply in the following circumstances -

(a) If the ball lands over the end-line, a free shall be given on the 20m line opposite the place where the ball crossed the end-line

(b) If the ball lands inside the opponents' 20m line, a free shall be given from the 20m line opposite the place where the ball crossed this line

(iv) Where otherwise specified in the penalties listed in Rule 4, Sections 14,15,16,17,18,19, 28,29,30,31 and Rule 6 2

(v) When play is re-started by throwing in the ball after a foul(s) between the end-line and the 20m line, the throw-in shall be given on the 20m line opposite where the foul(s) occurred
All players except the player taking the free puck shall be 20m from where the free puck is being taken or all players except those two contesting the throw-in shall be 13m from where the throw-in is awarded

2 3 A penalty puck shall be taken at the centre point of the 20m line and only three defending players may stand on the goal-line All other players, with the exception of the player taking the puck shall be outside the 20m line, be at least 20m from the ball, and shall not cross the 20m line 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

2 4 When opposing players foul simultaneously, play is restarted by throwing in the ball

2 5 For all free pucks, the ball may be struck with the hurley in either of two ways
(a) Lift the ball with the hurley at the first attempt and strike it with the hurley
(b) Strike the ball on the ground
If a player taking a free puck 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 Only when he delays, may a player of either side approach nearer than 20m

2 6 When the ball is played over the end-line by the team attacking that end or after a score, play is restarted by a puck-out from within the small rectangle
A 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 end-line and outside the goal-posts 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 end-line

2 8 When the team plays the ball over the side-line, a free puck from the ground shall be awarded to the opposing team at the place where the ball crossed the side-line If opposing players play the ball simulateously over the side-line, or if the officials are not sure which team played the ball last the linesman shall throw in the ball between one player from each team A ball that strikes a side-line or corner flag shall be treated as having crossed the side-line A player on the team awarded a side-line puck shall place the ball on the side-line at the place indicated by the linesman All players except the player taking the side-lme 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 side-line 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 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

Rules of Foul Play

RULE 4 - TECHNICAL FOULS

4 1 To overcarry or overhold the ball

4 2 To throw the ball

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 hands 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 toss 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 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

(b) For a player on the team awarded a side-line 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 less than 20m from the ball or inside the 20m line 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 - 65m free opposite where the foul occurred.

4 16 For a player on the team defending a penalty puck to be less than 20m from the ball, or with the exception of three defending players on the goal-line, to be inside the 20m line before the puck is taken
PENALTY - If a goal is not scored, the referee shall allow the penalty puck to be retaken.

4 17 (a) For an opposing player to be nearer than 20m to the ball before a free puck is struck
(b) For an opposing player to be nearer than 13m to the ball before a side-line 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 or side-line 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 side-line 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 - 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 puck without the referee's permission after the whistle has been blown for the free puck to be taken

4 21 To play the ball again after taking a free puck before another player has played it - unless the ball rebounds off 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 To play the ball again after taking a side-line puck before another player has played it

4 24 For the player taking a side-line puck to attempt to lift the ball with his hurley

4 25 To make a divot for the purpose of teeing up the ball for a free puck or side-line puck

4 26 To advance the ball deliberately from the place at which a free puck or side-line puck is to be taken

4 27 To waste time by delaying a free puck or side-line puck awarded to own team
PENALTY FOR THE ABOVE FOULS -
(i) Cancel free puck or side-line puck
(ii) Throw in the ball where the foul occurred except as provided under EXCEPTION (v) of Rule 2.2

4 28 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 29 To be inside own 20m line when one's team is taking a puck-out except as provided in Rule 2 6

4 30 For another player on the team taking the puck-out to play the ball before it has travelled 13m

4 31 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 32 For a player(s) from each team to foul simultaneously
PENALTY - Throw in the ball where the foul(s) occurred except as provided under EXCEPTION (v) of Rule 2.2.

4 33 To go outside the boundary lines to gain an advantage except as permitted by Rule 1 10

4 34 To interfere with the goal-posts to distract opponents or to gain an advantage
PENALTY FOR THE ABOVE FOULS - Caution offender; order off for second cautionable offence.

4 35 When a team commits a technical foul, the referee may allow the play to continue

if he considers it to be to the advantage of the opposing team Once he allows play to continue, he may not subsequently award a free for that foul He shall apply any relevant disciplinary action

RULE 5 - AGGRESSIVE FOULS

5 1 To strike or attempt to strike an opponent with a hurley, head, arm, elbow, hand or knee

5 2 To kick or attempt to kick an opponent

5 3 To stamp on an opponent

5 4 To behave in any way which is dangerous to an opponent

5 5 To strike, attempt to strike, to interfere with, to threaten, or to use abusive language or conduct to a match official
PENALTY FOR THE ABOVE FOULS -
(i) Order offender off.
(ii) Free puck from where foul occurred except as provided under EXCEPTION of Rule 2.2.

5 6 To commit any of the fouls listed in Rule 5 1 to Rule 5 4 inclusive against a team-mate
PENALTY -
(i) Order offender off.
(ii) Throw in the ball where the foul occurred except as provided under EXCEPTION (v) of Rule 2 2

5 7 To commit any of the fouls listed in Rules 5 1 to Rule 5 4 inclusive on an opponent on the field prior to the start of the game or at half-time
PENALTY - 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 slip which includes the offender's name, the player may not be substituted.

5 8 To pull down an opponent

5 9 To trip an opponent by hand(s), foot, or hurley

5 10 To jump at an opponent

5 11 To threaten or to use abusive or provocative language or gestures to an opponent

5 12 To engage in any form of rough play

5 13 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 14 To use the hurley in a careless manner

5 15 To throw a hurley in a manner which constitutes a danger to another player(s)

5 16 To 'pull' with the hurley before the ball arrives
PENALTY FOR ABOVE FOULS -
(i) Caution offender; order off for second cautionable foul.
(ii) Free puck from where the foul occurred except as provided under EXCEPTIONS of Rule 2.2.

5 17 To threaten or to use abusive or provocative language or gestures to a team-mate
PENALTY FOR ABOVE FOULS -
(i) Caution offender; order off for second cautionable foul.
(ii) Throw in the ball where the foul occurred except as provided under EXCEPTION (v) of Rule 2.2.

5 18 (a) To push an opponent or hold an opponent with the hand(s) or hurley
(b) To hold opponent's hurley or pull it from his hand(s)

5 19 (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
(d) To charge the goalkeeper in his small rectangle
(e) For a player in possession of the ball to charge an opponent

5 20 To use the hurley to obstruct an opponent

5 21 To strike an opponent's hurley unless both players are in the act of striking 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 second cautionable foul.

5 22 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 EXCEPTION (v) of Rule 2.2.
(iii) Apply any other relevant penalty of Rule 5.

5 23 For a player(s) from each team to foul simultan-eously

PENALTY -

(i) Throw in the ball where the fouls occurred except as provided under EXCEPTION (v) of Rule 2.2.

(ii) Apply any other relevant penalty of Rule 5.

5 24 When an Aggresive Foul is drawn to the referee's attention by an umpire or linesman, the referee may apply the appropriate penalty as per Rule 5 and shall restart play as per Rule 2

5 25 When a team commits an Aggressive Foul, the referee may allow play to continue if he considers it to be to the advantage of the offended team Once the referee allows the play to continue, he may not subsequently award a free for that foul He shall apply the relevant penalty

RULE 6 - DISSENT.

6 1 To challenge the authority of a match official

PENALTY - Caution the offender, order off for second cautionable foul

6 2 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.

6 3 (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 4 A team or a player(s) leaving the field without the referee's permission or refusing to continue playing

PROCEDURE - as in Rule 6.3

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

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 hands 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) change from one hand to the other once with the original holding hand maintaining contact until the change is completed,
(e) struck with the open hand(s) or fist provided there is a definite striking action,
(f) tossed for a kick, a toe-tap or a pass with the hand(s)
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 that he has at least one foot on the ground, a player may make a side-to-side 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 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, side-line kick or kick-out, a player may go outside a boundary line, otherwise 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 and re-starts the game 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 where the foul(s) occurred

EXCEPTIONS

(i) In the case of fouls by defending players 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 the centre point of the 13m 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 side-line With the option of a free being awarded from where the foul occurred being retained, the rule shall apply in the following circumstances -

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

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

(iv) Where otherwise specified in the penalties listed in Rule 4, Sections 14,15,16,17,18,19, 20, 27,28,29,30,31,32,33 and Rule 6.2.

(v) When play is re-started by throwing in the ball after a foul(s) between the end-line and the 20 line, the throw-in shall be given on the 20m line opposite where the foul(s) occurred.

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 A penalty kick shall be taken from the ground at the centre point of the 13m 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, be at least 13m from the ball, and shall not cross the 20m line 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.

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

2.5 A player who is fouled has the options of:-

(a) taking the free kick from his hand(s); or

(b) taking the free kick from the ground himself;

(c) allowing another player to take the free kick from the ground.

The ball shall be stationary before a free kick is taken from the ground. Any player on the team which is awarded a free kick, other than the penalty kick, for a technical foul may take the free kick from the ground or from his hand(s). A player having indicated his options to the referee shall not permitted to change his decision.

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 end-line by the team attacking that end, play is restarted by a kick-out off the ground from within the small rectangle. 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 hand(s). 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 until the ball has been kicked. The ball shall travel 13m before being played by another player of the defending team.

(b) After a score, the kick-out shall be taken from the ground on the 20m line in front of the scoring space. All players, except the goalkeeper and the

player taking the kick-out (if other than the goalkeeper), shall be outside the 20m line All players shall be 13m from the ball until it has been kicked

2 8 When the ball is played over the end-line and outside the goal-posts by the team defending that end, a free kick shall be awarded to the opposing team on the 45m line opposite where the ball crossed the end-line

2 9 When the team plays the ball over the side-line, a free kick from the hand(s) shall be awarded to the opposing team from the place where the ball crossed the side-line If opposing players play the ball simulateously over the side-line, or if the officials are not sure which team played the ball last, the linesman shall throw in the ball between one player from each team A ball that strikes a side-line or corner flag shall be treated as having crossed the side-line All players except the player taking the side-line kick, or the two players contesting the throw-in, shall be at least 13m from the ball until it is kicked or thrown in

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 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

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) a goal with his hands except as provided in Rule 1 2 EXCEPTION (ii),

(iii) a point with his open hand(s), but may score a point by fisting the ball

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

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 a definitite 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 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 defence

4 10 (a) To change the ball from one hand to the other without the original 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 sidel-line 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 less than 13m from the ball or inside the 20m line 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 the hand(s) or a point with his open 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 before a kick-out is taken after a wide
PENALTY - Free kick from the defenders' 20m line opposite where the foul occurred.

4 15 When within own small rectangle, to be less than 13m from the ball for opponents' free kick
PENALTY - Penalty kick.

4 16 For a player on the team defending a penalty kick to be less than 13m from the ball or, with the exception of the goalkeeper, to be inside the 20m line before the kick is taken
PENALTY - If a goal is not scored, the referee shall allow the penalty puck to be retaken.

4 17 For an opposing player to be nearer than 13m to the ball before a free kick or a side-line kick is taken
PENALTY - Free kick 13m more advantageous than place of original kick - up to opponents' 13m line.

4 18 To delay an opponent taking a free kick or side-line 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 to be taken

4 19 To interfere with a player taking a free kick or side-line 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 opposing player to be less than 13m from the ball before a kick-out after a score
PENALTY - Free kick 13m more advantageous than place of original kick-out.

4 21 To take a free kick from the hands in contravention of Rule 2 5 *

4 22 To reset the ball for a free kick from the ground without the referee's permission after the whistle has been blown for a free kick to be taken

4 23 To play the ball again after taking a free kick before another player has played it - unless the ball rebounds off goal-posts or crossbar

4 24 To play the ball again after taking a side-line kick before another player has touched it

4 25 To make a divot for the purpose of teeing up the ball for a free kick or kick-out

4 26 To advance the ball deliberately from the place at which a free kick or side-line kick is to be taken

4 27 To waste time by delaying a free kick or side-line kick awarded to own team
PENALTY FOR THE ABOVE FOULS -
(i) Cancel free kick or side-line kick.
(n) Throw in the ball where the foul occurred except as provided under EXCEPTION (v) of Rule 2 2

4 28 For the player taking the kick-out to take the ball into his hand(s) before another player has played it

4 29 To be inside own 20m line when one's team is taking a kick-out except as provided in Rule 2 7

4 30 For another player on the team taking the kick-out after a wide to play the ball before it has travelled 13m

4 31 For a player on the team taking the kick-out after a score, other than the player taking the kick, to be less than 13m from the ball when it is kicked

4 32 To waste time by delaying own kick-out

4 33 To take kick-out after a wide from outside the small rectangle

4 34 To take the kick-out after a score from outside the 20m line
PENALTY FOR ABOVE FOULS -
(i) Cancel kick-out.

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

4 35 For a player(s) from each team to foul simul-taneously
PENALTY - Throw in the ball where the fouls occurred except as provided under EXCEPTION (v) of Rule 2.2.

4 36 To go outside the boundary lines to gain an advantage except as permitted in Rule 1 9

4 37 To interfere with the goal-posts to distract opponents or to gain an advantage

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

4 38 When a team commits a technical foul, the referee may allow the play to continue if he considers it to be to the advantage of the opposing team Once he allows play to continue, he may not subsequently award a free for that foul He shall apply any relevant disciplinary action

RULE 5 - AGGRESSIVE FOULS

5 1 To strike or attempt to strike an opponent with the head, arm, elbow, hand or knee

5 2 To kick or attempt to kick an opponent

5 3 To stamp on an opponent

5 4 To behave in any way which is dangerous to an opponent

5 5 To strike, or attempt to strike any match official To interfere with or to use abusive language or conduct to a match official

PENALTY FOR THE ABOVE FOULS -
(i) **Order offender off.**
(ii) **Free kick from where foul occurred except as provided under EXCEPTION of Rule 2.2.**

5 6 To commit any of the fouls listed in Rule 5 1 to Rule 5 4 inclusive against a team-mate
PENALTY -
(i) **Order offender off.**
(ii) **Throw in the ball where the foul occurred except as provided under EXCEPTION (v) of Rule 2.2**

5 7 To commit any of the fouls listed in Rules 5 1 to Rule 5 4 inclusive on an opponent on the field prior to the start of the game or at half-time

PENALTY - 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 slip which includes the offender's name, the player may not be substituted.

5 8 To pull down an opponent

5 9 To trip an opponent by hand(s) or foot

5 10 To jump at an opponent

5 11 To threaten or to use abusive or provocative language or gestures to an opponent

5 12 To block or attempt to block with the boot when an oppoent is kicking the ball from the hand(s)

5 13 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 14 To engage in any other form of rough play

PENALTY FOR THE ABOVE FOULS -
(i) caution the offender; order off for second cautionable foul
(ii) Free kick from where the foul occurred except as provided under EXCEPTIONS of Rule 2.2

5 15 To threaten or to use abusive or provocative language or gestures to a team-mate

PENALTY —
(i) Caution offender; order off for second cautionable foul.
(ii) Throw in from where the foul occurred except as provided under EXCEPTION (v) of Rule 2.2.

5 16 To push an opponent or hold an opponent with the hand(s)

5 17 To use the fist on or around the body of an opponent for the purpose of dispossessing him of the ball

5 18 (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
(d) To charge the goalkeeper in his small rectangle

(e) 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 second cautionable foul.

5 19 For a player to retaliate between the award of a free kick 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 EXCEPTION (v) of Rule 2.2.

(iii) Apply any other relevant penalty of Rule 5.

5 20 For a player(s) from each team to foul simultan-eously

PENALTY -

(i) Throw in the ball where the fouls occurred except as provided under EXCEPTION (v) of Rule 2.2.

(ii) Apply any other relevant penalty of Rule 5.

5 21 When an Aggresive Foul is drawn to the referee's attention by an umpire or linesman, the referee may apply the appropriate penalty as per Rule 5 and shall restart play as per Rule 2

5 22 When a team commits an Aggressive Foul, the referee may allow play to continue if he considers it to be to the advantage of the offended team Once the referee allows the play to continue, he may not subsequently award a free for that foul He shall apply the relevant penalty

RULE 6 - DISSENT.

6 1 To challenge the authority of a match official

PENALTY - Caution the offender; order off for second cautionable foul.

6 2 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 the opponents' 13m line.

6 3 (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.

6.4 A team or a player(s) leaving the field without the referee's permission or refusing to continue playing.
PROCEDURE - as in Rule 6.3
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 to play the ball against the ground with his hand(s) and back to his hand(s) again.

2. CATCH — To gain control of the ball with the hand(s) in a way which prevents it falling to the ground.

3. CAUTION — To take a player's name.

4. CHARGE (Fair) — Provided he has at least one foot on the ground, a player may make a side-to-side charge on an opponent (a) who is in possession of the ball, or (b) who is playing the ball, or (c) both players are moving in the direction of the ball to play it.

5. 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.

6. DIVOT — An elevation formed from the surface of the pitch for the pupose of teeing up the ball on the ground.

7. HANDPASS — When in possession, the ball may be struck with the open hand or fist - provided there is a definite striking action, with the striking hand not being in contact with ball before delivering the strike.
In a two-handed pass, the ball may be struck off a holding hand by the other hand, or released and struck. In a one-handed pass, the ball shall be released from the hand before being struck by the same hand.
The releasing of the ball, when used, shall be considered an integral part of the hand/fisted pass.

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	LIFT	To use the foot or feet to raise the ball from the ground to the hand(s)
10	OVERCARRY	To take more than four steps while holding the ball in the hand(s)
11	OVERHOLD	To hold the ball longer than is required to take four steps
12	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
13	'PULL' (Fair)	To swing the hurley to play or attempt to play the ball
14	TACKLE	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
15	THROW	When the ball held in the hand(s) is played away without a definite striking action
16	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
17	TOE-TAP	To release the ball from the hand(s) to the foot and kick it back into the hand(s)
18	TOSS	
	(Football)	To release the ball from the hand(s) to kick it, toe-tap it, or pass it with the hand(s)
	(Hurling)	To release the ball from the hand to strike it with the hurley, foot or hand
19	WREST	To attempt to disposses an opponent who already has a (firm) hold on the ball by grabbing the ball to take it from him

EXPERIMENTAL PLAYING RULES
NATIONAL LEAGUES
1994 - 1995

1* That a player who takes possession from a handpass direct from a team mate shall not be permitted to play the ball away with the hand(s)

Penalty Free

2 That when a team is awarded a free (other than a penalty) for a foul, any player on that team will be permitted to take the free kick from the hands

3 All kick-outs shall be taken from the 13m line in front of the scoring space

Penalty Throw-in on the 20 m line

HURLING:

4. That a player shall only take the ball in the hand once before playing it away

Penalty Free

5 A player shall not be permitted to kick the ball from the hand(s) A drop kick shall be construed as a kick from the hands

Penalty: Free

HURLING AND FOOTBALL:

6 That an exclusion zone, with an arc of 10 metres from the centre of the 20 m line, be established All players shall be outside the exclusion zone when a penalty kick-puck is being taken and is conforming with Rule 2 3 Hurling and Football

* The direct hand pass is neutralised if the ball strikes another player, the goalpost/crossbar, or is played against the ground before the player receiving the pass takes possession i e takes the ball into his hand(s)

Gaelic Athletic Association
(Established 1884)

OFFICIAL GUIDE — PART 2
1995

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

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The Playing Rules of Hurling and Gaelic Football

FLOWCHART OF THE PLAYING RULES

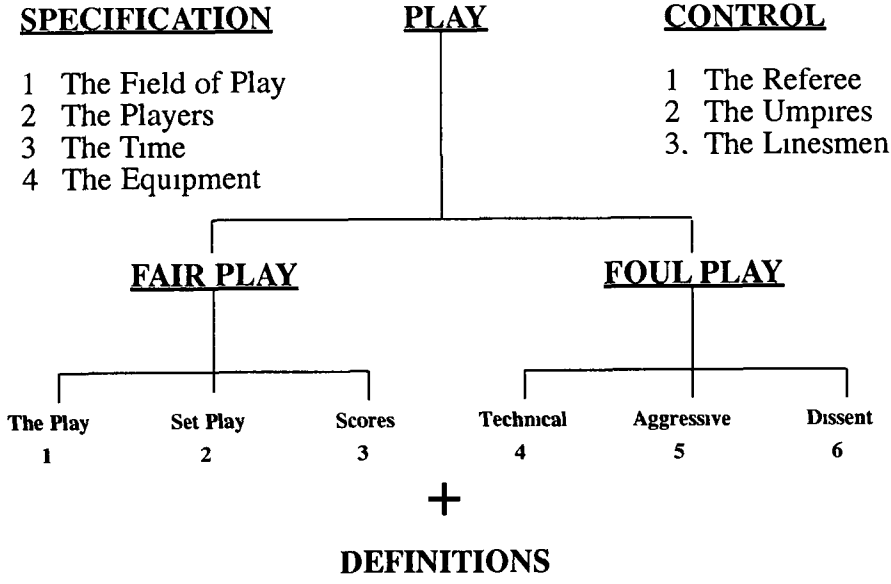

Diagram 26

The Field of Play
For Hurling and Gaelic Football

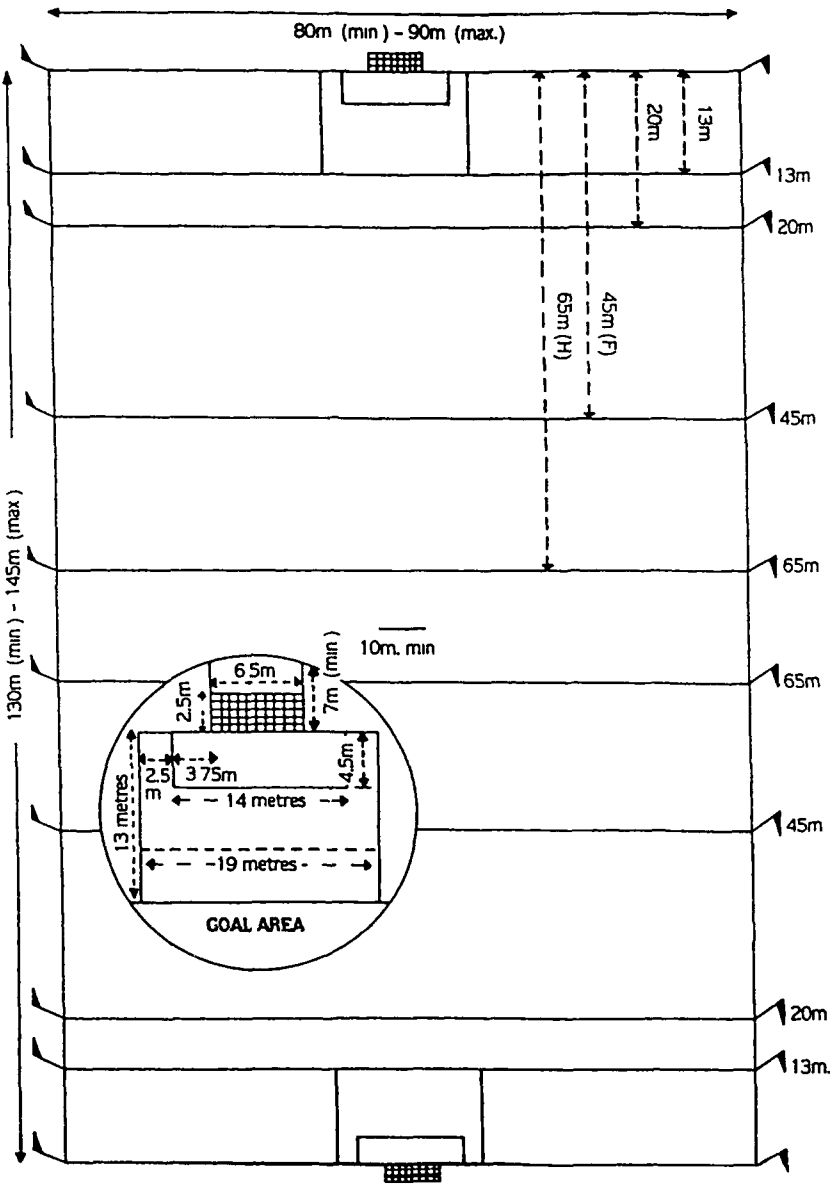

Diagram 27

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 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 will be 90mm ± 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)

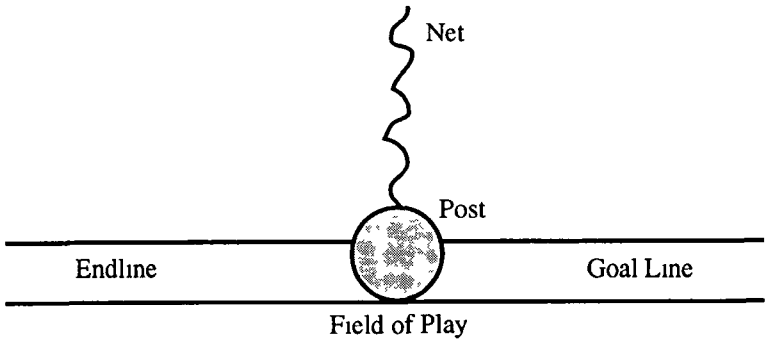

Diagram 28

(ii) A CROSSBAR shall be fixed to the goalposts at a uniform height of 2 5m above the ground
The crossbar shall have a rectangle or circular cross section

When retangular, it shall have a depth of 140 mm ± 10mm and a width not less that 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 endlme including the goal-line is part of each rectangle, the other three lines enclose the area of that rectangle

1 5 Semi-circular arc of 13m radius, centered on the mid-dash point of the 20m line, shall be marked outside each 20m line

1 6 FLAGS All flags used on boundary lines shall have smooth rounded tops

RULES 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 evnt 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) A maximum of three substitutions shall be allowed A substitution is not allowed in the case of a player ordered off

(ii) For extra time, a further three substitutions shall be allowed during this game A player ordered off during the drawn game may be replaced

(iii) A substitution may only be made during a break in play after the player has given a substitution note to the referee

(iv) In intercounty games, all substitutions must be from players on the official list submitted to the referee

2 5 **LIST OF PLAYERS**

(i) Before all official games, the referee shall be given a list of players in duplicate and in Irish giving full christian names The first fifteen names appearing on a list shall be taken as constituting the actual team - unless otherwise clearly indicated

(ii) In Intercounty Games

(a) The list of players shall be numbered from 1 to 21 and shall name the clubs to which the players belong

(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

RULE 3 - TIME

3 1 A team shall take the field not later than ten minutes before the appointed starting time for Senior Intercounty Championships, National League Finals, Railway Cup Finals, All-Ireland, Provincial, and County Senior Championships Finals, and not later than five minutes before the appointed starting time in all other games For extra time, play shall commence not more than ten minutes after the end of the drawn game

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

EXCEPTIONS -

(i) In Senior Intercounty Championship games, the playing time shall consist of two periods of thirty five minutes each

(ii) The playing time may be reduced by Local Bye Laws for Under 15 or younger grades

3 3 An interval, not exceeding ten minutes, shall be allowed at half-time following which the teams shall change ends

3 4 If a game in a knock-out competition ends in a draw, teams may, by consent, play extra time consisting of two periods of fifteen minutes each way, which extra time shall be obligatory in the case of a further draw in a replay

3 5 Extra time shall be obligatory in the Inter-Provincial, Oireachtas and other Intercounty Tournaments, the Sigerson and Fitzgibbon Cups and any other games in subsidiary competitions as determined by the Central Council

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 colours or colours approved by the County Committee

(ii) County teams shall wear their registered distinctive colours in intercounty competitions
Where there is similarity of colours, the two counties shall wear their registered alternative colours 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 A referee shall not allow a hurling helmet to be worn in a football game

4 3 (i) The hurling ball, SLIOTAR, shall weigh not less than 100g and not more than 130g, and have a circumference of not less than 23cm and not more than 25cm

(ii) The FOOTBALL shall weigh not less than 370g and not more than 425g and have a circumference of not less than 69cm and not more than 74cm

EXCEPTION -
The dimensions may be reduced by Local Bye Laws for Under 15 or younger grades

4 4 The bas of a hurley at its widest point shall not be more than 13cm

RULES OF CONTROL

RULE 1 - CONTROL OF THE GAMES:

Control of the Games shall be entrusted to a referee, four umpires and two linesmen who shall decide on the field of all matters affecting play

1.1 POWERS OF THE REFEREE

The referee's decision on any question of fact and in regard to time shall be final The referee shall have the power

(i) To appoint a replacement referee if he is unable to act or unable to contact the Secretary of the Committee in charge Otherwise, the Secretary of the Committee in charge shall appoint a replacement referee
(ii) To declare the ground or other conditions unsuitable for play after consulting - where feasible - with the officials in charge of the fixture
(iii) To consult with the umpires and or linesmen 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
(iv) To over-rule a decision of a linesman or umpire(s)
(v) 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
(vi) To terminate a game because of outside interference, or any other serious reason that merits such action
(vii) 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 again
    (b) A team or player(s) leaving the field either without the referee's permission, or refusing to continue playing

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 teams before the game
(ni) To ensure that all players are correctly and safely attired, and that all playing equipment conforms with the rules
(iv) To keep a record of scores, the names of players injured, replaced, substitutes taking part, any instance of late fielding or of exceeding the half-time interval, and the intrusion of unauthorised persons onto the field of play
(v) 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 extend the time further 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
(iv) To obtain the signature, full address and club of any player participating in the game - if requested by a captain or responsible team official
(vii) 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

(viii) To present the ball to the captain of the winning team at the end of a Provincial or All-Ireland Final

(ix) To blow the whistle when a foul has been committeed 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

(x) To indicate the place from which all free kicks or free pucks shall be taken

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

(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 **INJURIES AND INCURSIONS**

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 No other team official shall enter the field of play 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

1 5 **REPORT OF REFEREE**

The referee shall forward his report within a period of seven days of the game to the Committee or Coucil in charge together with one copy of each team list This report shall 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 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

RULE 2 - UMPIRES

There shall be two goal umpires at each end of the field of play An umpire shall stand behind 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

(i) 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 (iv) above

(ii) The umpires shall have the power to bring to the notice of the referee - during a break in play - any instances of foul play, or incursions onto the field of play which have not been noticed by the referee

2 2 DUTIES OF UMPIRES

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

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. POWERS OF LINESMEN

The linesmen shall have the power to bring to the attention of the referee - during a break in play - any instances of foul play or incursions onto the field of play which have not been noticed by the referee

3.2 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) Where 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, facing the players shall throw in the bal l

(iii) A linesman's decision is subject to Rule 1 1 (iv) above

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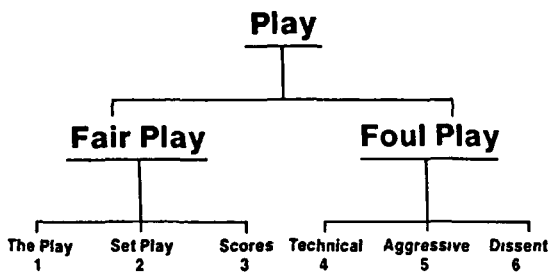
The Playing Rules of Hurling and Gaelic Football



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, tossed 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 onto 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 The ball may be 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

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 side-to-side 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, side-line 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 re-starts 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 where the foul(s) occurred

EXCEPTIONS

(i) In the case of fouls by defending players within the rectangles, the following shall apply
A penalty puck shall be awarded for an Aggressive Foul within the large rectangle The penalty puck shall be taken from the centre point of the 20m line A free puck from the centre of the 20m line shall be awarded for a Technical Foul within the large rectangle
(ii) A free puck awarded for a foul by a defending player inside his own 20m line but outside the large rectangle shall be taken from the 20m 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-puck from where the foul occurred or, if more advantageous, from where the ball lands or crosses the side-line With the option of a free being awarded from where the foul occurred being retained, the rule shall apply in the following circumstances -

(a) If the ball lands over the end-line, a free shall be given on the 20m line opposite the place where the ball crossed the end-line

(b) If the ball lands inside the opponents' 20m line, a free shall be given from the 20m line opposite the place where the ball crossed this line

(iv) Where otherwise specified in the penalties listed in Rule 4, Sections 14,15,16,17,18,19, 28,29,30,31 and Rule 6 2

(v) When play is re-started by throwing in the ball after a foul(s) between the end-line and the 20m line, the throw-in shall be given on the 20m line opposite where the foul(s) occurred

All players except the player taking the free puck (excluding penalties) shall be 20m from where the free puck is being taken or all players except those two contesting the throw-in shall be 13m from where the throw-in is awarded

2 3 A penalty puck shall be taken at the centre point of the 20m line and the semi-circular arc and only three defending players may stand on the goal-line All other players, with the exception of the player taking the puck, shall be outside the 20m line, 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

2 4 When opposing players foul simultaneously, play is restarted by throwing in the ball

2 5 For all free pucks, including penalties, the ball may be struck with the hurley in either of two ways

(a) Lift the ball with the hurley at the first attempt and strike it with the hurley

(b) Strike the ball on the ground

If a player taking a free puck or penalty fails to lift the ball at the first attempt, or fails to strike it away with the hurley, he must strike it on the ground without delay Only when he delays, may a player of either side approach nearer than 20m except in the case of penalties

2 6 When the ball is played over the end-line by the team attacking that end or after a score, play is restarted by a puck-out from within the small rectangle

A 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 end-line and outside the goal-posts 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 end-line

2 8 When the team plays the ball over the side-line, a free puck from the ground shall be awarded to the opposing team at the place where the ball crossed the side-line If opposing players play the ball simulateously over the side-line, or if the officials are not sure which team played the ball last the linesman shall throw in the ball between one player from each team A ball that strikes a side-line or corner flag shall be treated as having crossed the side-line A player on the team awarded a side-line puck shall place the ball on the side-line at the place indicated by the linesman All players except the player taking the side-line 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 side-line 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 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

Rules of Foul Play

RULE 4 - TECHNICAL FOULS

4 1 To overcarry or overhold the ball

4 2 To throw the ball

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 hands 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 toss 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 defence

4 11 (a) For a player on the team awarded a free puck other than a penalty to stand or move nearer than 20m to the ball before it is struck

(b) For a player on the team awarded a side-linepuck 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 arc before the ball is struck

4 12 For a player attacking a goal to carry the ball over the 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 - 65m free opposite where the foul occurred.

4 16 (a) For a player on the team defending a penalty puck, with the exception of three defending players on the goal-line, to be inside the 20m line or the semi-circle before the puck is taken

(b) For any of the three players defending a penalty on the goal line to move nearer than 20m to the ball before the penalty puck is taken
PENALTY - If a goal is not scored, the referee shall allow the penalty puck to be retaken.

4 17 (a) For an opposing player to be nearer than 20m to the ball before a free puck is struck

(b) For an opposing player to be nearer than 13m to the ball before a side-line puck is struck
PENALTY FOR THE ABOVE FOULS -
Free puck 13m more advantageous than the place of the original puck - up to opponents' 20m line

4 18 To delay an opponent taking a free puck or side-line 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 side-line 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 / side-line 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 goal-post(s) 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 side-line 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 side-line puck

4 25 To advance the ball deliberately from the place at which a free puck or side-line puck is to be taken

4 26 To waste time by delaying a free puck or side-line puck awarded to own team

PENALTY FOR THE ABOVE FOULS -

(i) Cancel free puck or side-line puck.

(ii) Throw in the ball where the foul occurred except as provided under EXCEPTION (v) 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 EXCEPTION (v) of Rule 2.2.

4 32 To go outside the boundary lines to gain an advantage except as permitted by Rule 1 10

4 33 To interfere with the goal-posts to distract opponents or to gain an advantage

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

4 34 When a team commits a technical foul, the referee may allow the play to continue if he considers it to be to the advantage of the opposing team Once he allows play to continue, he may not subsequently award a free for that foul He shall apply any relevant disciplinary action

RULE 5 - AGGRESSIVE FOULS

5 1 To strike or attempt to strike an opponent with a hurley, head, arm, elbow, hand or knee

5 2 To kick or attempt to kick an opponent

5 3 To stamp on an opponent

5 4 To behave in any manner which is dangerous to an opponent

5 5 To strike, attempt to strike, to interfere with, to threaten, or to use abusive language or conduct to a match official

PENALTY FOR THE ABOVE FOULS -
(i) Order offender off.
(ii) Free puck from where foul occurred except as provided under EXCEPTION of Rule 2.2.

5 6 To commit any of the fouls listed in Rule 5 1 to Rule 5 4 inclusive against a team-mate
PENALTY -
(i) Order offender off.
(ii) Throw in the ball where the foul occurred except as provided under EXCEPTION (v) of Rule 2.2

5 7 To commit any of the fouls listed in Rules 5 1 to Rule 5 4 inclusive on an opponent on the field prior to the start of the game or at half-time

PENALTY - 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 slip which includes the offender's name, the player may not be substituted.

5 8 To pull down an opponent

5 9 To trip an opponent by hand(s), foot, or hurley

5 10 To jump at an opponent

5 11 To threaten or to use abusive or provocative language or gestures to an opponent

5 12 To engage in any form of rough play

5 13 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 14 To use the hurley in a careless manner

5 15 To throw a hurley in a manner which constitutes a danger to another player(s)

5 16 To 'pull' with the hurley before the ball arrives

PENALTY FOR ABOVE FOULS -
(i) **Caution offender; order off for second cautionable foul.**
(ii) **Free puck from where the foul occurred except as provided under EXCEPTIONS of Rule 2 2.**

5 17 To threaten or to use abusive or provocative language or gestures to a team-mate

PENALTY FOR ABOVE FOULS -
(i) **Caution offender; order off for second cautionable foul**
(ii) **Throw in the ball where the foul occurred except as provided under EXCEPTION (v) of Rule 2.2.**

5 18 (a) To push an opponent or hold an opponent with the hand(s) or hurley
(b) To hold opponent's hurley or pull it from his hand(s)

5 19 (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
(d) To charge the goalkeeper in his small rectangle
(e) For a player in possession of the ball to charge an opponent

5 20 To use the hurley to obstruct an opponent

5 21 To strike an opponent's hurley unless both players are in the act of striking the ball

PENALTY FOR THE ABOVE FOULS -
(i) Free puck from where foul occurred except as provided under EXCEPTIONS of Rule 2.2.
(n) Caution offender for persistently committing such fouls; order off for second cautionable foul

5 22 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 EXCEPTION (v) of Rule 2.2.
(in) Apply any other relevant penalty of Rule 5.

5 23 For a player(s) from each team to foul simultan-eously

PENALTY -
(i) Throw in the ball where the fouls occurred except as provided under EXCEPTION (v) of Rule 2 2.
(u) Apply any other relevant penalty of Rule 5.

5 24 When an Aggresive Foul is drawn to the referee's attention by an umpire or linesman, the referee may apply the appropriate penalty as per Rule 5 and shall restart play as per Rule 2

5 25 When a team commits an Aggressive Foul, the referee may allow play to continue if he considers it to be to the advantage of the offended team Once the referee allows the play to continue, he may not subsequently award a free for that foul He shall apply the relevant penalty

RULE 6 - DISSENT.

6 1 To challenge the authority of a match official

PENALTY - Caution the offender; order off for second cautionable foul.

6 2 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

6 3 (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 4 A team or a player(s) leaving the field without the referee's permission or refusing to continue playing

PROCEDURE - as in Rule 6.3

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

The New Cusack Stand

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 hands 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 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) change from one hand to the other once with the original holding hand maintaining contact until the change is completed,
(e) struck with the open hand(s) or fist provided there is a definite striking action,
(f) tossed for a kick, a toe-tap or a pass with the hand(s)
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 that he has at least one foot on the ground, a player may make a side-to-side 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 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, side-line kick or kick-out, a player may go outside a boundary line, otherwise 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 re-starts 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 A 1 1 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 where the foul(s) occurred

EXCEPTIONS

(i) In the case of fouls by defending players 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 the centre point of the 13m 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 or advantageous, from where the ball lands or crosses the side-line With the option of a free being awarded from where the foul occurred being retained, the rule shall apply in the following circumstances -
(a) If the ball lands over the end-line, a free kick shall be given on the 13m line opposite the place where the ball crossed the end-line

(b) If the ball lands inside the opponents' 13m line, a free kick shall be given from the 13m opposite the place where the ball crossed this line

(iv) Where otherwise specified in the penalties listed in Rule 4, Sections 14,15,16,17,18,19, 20, 27,28,29,30,31,32,33 and Rule 6 2

(v) When play is re-started by throwing in the ball after a foul(s) between the end-line and the 20 line, the throw-in shall be given on the 20m line opposite where the foul(s) occurred

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 13m from where the throw-in is awarded

2 3 A penalty kick shall be taken from the ground at the centre point of the 13m 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

2 4 When opposing players foul simultaneously, play is restarted by throwing in the ball

2 5 A free-kick, other than a penalty-kick, 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 end-line by the team attacking that end, play is restarted by a kick-out off the ground from within the small rectangle 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 hand(s) 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 until the ball has been kicked The ball shall travel 13m before being played by another player of the defending team

(b) After a score, the kick-out shall be taken from the ground on the 20m line in front of the scoring space All players, except the goalkeeper and the player taking the kick-out (if other than the goalkeeper), shall be outside the 20m line All other players shall be 13m from the ball until it has been kicked

2 8 When the ball is played over the end-line and outside the goal-posts by the team

defending that end, a free kick shall be awarded to the opposing team on the 45m line opposite where the ball crossed the end-line

2 9 When the team plays the ball over the side-line, a free kick from the hand(s) shall be awarded to the opposing team from the place where the ball crossed the side-line If opposing players play the ball simulateously over the side-line, or if the officials are not sure which team played the ball last, the linesman shall throw in the ball between one player from each team A ball that strikes a side-line or corner flag shall be treated as having crossed the side-line All players except the player taking the side-line kick, or the two players contesting the throw-in, shall be at least 13m from the ball until it is kicked or thrown in

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 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

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) a goal with his hands except as provided in Rule 1 2 **EXCEPTION (ii)**,

(iii) a point with his open hand(s), but may score a point by fisting the ball

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 aplayer 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

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 a definitite 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 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 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 defence

4 10 (a) To change the ball from one hand to the other without the original 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 sidelline kick to be less than 13m from the ball before it is kicked

(b) For a player on the team awarded a penalty kickto 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 the hand(s) or a point with his open 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 before a kick-out is taken after a wide
PENALTY - Free kick from the defenders' 20m line opposite where the foul occurred.

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 13m before the kick is taken

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

4 17 For an opposing player to be nearer than 13m to the ball before a free kick or a side-line kick is taken
PENALTY - Free kick 13m more advantageous than place of original kick - up to opponents' 13m line.

4 18 To delay an opponent taking a free kick or side-line 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 to be taken

4 19 To interfere with a player taking a free kick or side-line 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 after a score

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 To advance the ball deliberately from the place at which a free kick or side-line kick is to be taken

4 25 To waste time by delaying the taking of a free kick or side-line kick awarded to own team

PENALTY FOR THE ABOVE FOULS -

(i) Cancel free kick or side-line kick.
(ii) Throw in the ball where the foul occurred except as provided under EXCEPTION (v) of Rule 2.2.

4 26 For the player taking the kick-out to take the ball in to his hand(s) before another player has played it

4 27 To be inside own 20m line when one's team is taking a kick-out except as provided in Rule 2 7

4 28 For another player on the team taking the kick-out after a wide to play the ball before it has travelled 13m

4 29 For a player on the team taking the kick-out after a score, other than the player taking the kick, to be less than 13m from the ball when it is kicked

4 30 To waste time by delaying own kick-out

4 31 To take kick-out after a wide from outside the small rectangle

4 32 To take the kick-out after a score from outside the 20m line

PENALTY FOR ABOVE FOULS -

(i) **Cancel kick-out.**
(ii) **Throw in the ball on defenders' 20m line in front of scoring space.**

4 33 For a player(s) from each team to foul simul-taneously
PENALTY - Throw in the ball where the foul(s) occurred except as provided under EXCEPTION (v) of Rule 2.2.

4 34 To go outside the boundary lines to gain an advantage except as provided in Rule 1 9

4 35 To interfere with the goal-posts to distract opponents or to gain an advantage

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

4 36 When a team commits a technical foul, the referee may allow the play to continue if he considers it to be to the advantage of the opposing team Once he allows play to continue, he may not subsequently award a free for that foul He shall apply any relevant disciplinary action

RULE 5 - AGGRESSIVE FOULS

5 1 To strike or attempt to strike an opponent with the head, arm, elbow, hand or knee

5 2 To kick or attempt to kick an opponent

5 3 To stamp on an opponent

5 4 To behave in any manner which is dangerous to an opponent

5 5 To strike, or attempt to strike any match official To interfere with or to use abusive language or conduct to a match official

PENALTY FOR THE ABOVE FOULS -
(i) **Order offender off.**
(ii) **Free kick from where foul occurred except as provided under EXCEPTION of Rule 2.2.**

5 6 To commit any of the fouls listed in Rule 5 1 to Rule 5 4 inclusive against a team-mate
PENALTY -
(i) **Order offender off.**
(ii) **Throw in the ball where the foul occurred except as provided under EXCEPTION (v) of Rule 2.2**

5 7 To commit any of the fouls listed in Rules 5 1 to Rule 5 4 inclusive on an opponent on the field prior to the start of the game or at half-time
PENALTY - 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 slip which includes the offender's name, the player may not be substituted.

5 8 To pull down an opponent

5 9 To trip an opponent with hand(s) or foot

5 10 To jump at an opponent

5 11 To threaten or to use abusive or provocative language or gestures to an opponent

5 12 To block or attempt to block with the boot when an oppoent is kicking the ball from the hand(s)

5 13 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 14 To engage in any form of rough play

PENALTY FOR THE ABOVE FOULS -
(i) Caution the offender; order off for second cautionable foul.
(ii) Free kick from where the foul occurred except as provided under EXCEPTIONS of Rule 2.2

5 15 To threaten or to use abusive or provocative language or gestures to a team-mate

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

5 16 To push an opponent or hold an opponent with the hand(s)

5 17 To use the fist on or around the body of an opponent for the purpose of dispossessing him of the ball

5 18 (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

(d) To charge the goalkeeper in his small rectangle.
(e) For a player in possession of the ball tocharge 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 second cautionable foul.

5.19 For a player to retaliate between the award of a free kick 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 EXCEPTION (v) of Rule 2.2.

(iii) Apply any other relevant penalty of Rule 5.

5.20 For a player(s) from each team to foul simultan-eously.

PENALTY -

(i) Throw in the ball where the fouls occurred except as provided under EXCEPTION (v) of Rule 2.2.

(ii) Apply any other relevant penalty of Rule 5.

5.21 When an Aggresive Foul is drawn to the referee's attention by an umpire or linesman, the referee may apply the appropriate penalty as per Rule 5 and shall restart play as per Rule 2.

5.22 When a team commits an aggressive foul, the referee may allow play to continue if he considers it to be to the advantage of the offended team. Once the referee allows the play to continue, he may not subsequently award a free for that foul. He shall apply the relevant penalty.

RULE 6 - DISSENT.

6.1 To challenge the authority of a match official.

PENALTY - Caution the offender; order off for second cautionable foul.

6.2 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 free kick up to the opponents' 13m line.

6.3(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 to comply, terminate the game.

6 4 A team or player(s) leaving the field without the referee's permission or refusing to continue playing
PROCEDURE - as in Rule 6.3
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 to play the ball against the ground with his hand(s) and back to his hand(s) again
2	CATCH	To gain control of the ball with the hand(s) in a way which prevents it falling to the ground
3	CAUTION	To take a player's name
4	CHARGE (Fair)	Provided he has at least one foot on the ground, a player may make a side-to-side charge on an opponent (a) who is in possession of the ball, or (b) who is playing the ball, or (c) both players are moving in the direction of the ball to play it
5	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
6	DIVOT	An elevation formed from the surface of the pitch for the pupose of teeing up the ball on the ground
7	HANDPASS	When in possession, the ball may be struck with the open hand or fist - provided there is a definite striking action, with the striking hand not being in contact with ball before delivering the strike In a two-handed pass, the ball may be struck off a holding hand by the other hand, or released and struck In a one-handed pass, the ball shall be released from the hand before being struck by the same hand The releasing of the ball, when used, shall be considered an integral part of the hand/fisted pass

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	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
10	LIFT	To use the foot or feet to raise the ball from the ground to the hand(s)
11	OVERCARRY	To take more than four steps while holding the ball in the hand(s)
12	OVERHOLD	To hold the ball longer than is required to take four steps
13	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
14	'PULL' (Fair)	To swing the hurley to play or attempt to play the ball
15	TACKLE	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
16	THROW	When the ball held in the hand(s) is played away without a definite striking action
17	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
18	TOE-TAP	To release the ball from the hand(s) to the foot and kick it back into the hand(s)
19	TOSS	
	(Football)	To release the ball from the hand(s) to kick it, toe-tap it, or pass it with the hand(s)
	(Hurling)	To release the ball from the hand to strike it with the hurley, foot or hand
20	WREST	To attempt to disposses an opponent who already has a (firm) hold on the ball by grabbing the ball to take it from him

EXPERIMENTAL RULES

1998

FOOTBALL

At its 4 meetings to date, a considerable amount of time has been spent on finalising Experimental Rule Changes which it is proposed should be implemented in the McKenna Cup (Ulster) FBD Connacht League, O Byrne Cup (Leinster) and the McGrath Cup (Munster) These experimental changes include

- Any player who pushes, pulls or holds an opponent to be cautioned/booked

- Players to be restricted to one toe-tap and one bounce in the course of a solo-run

- A player who catches the ball overhead, direct from a kickout, to be permitted to take a mark or to play on A player who opts to take a mark to retreat four steps before playing the ball

- Players to be permitted to play the ball away with the hand by using the fist only

- Players to be permitted to lift the ball off the ground with the hand/s provided they are not in a kneeling, lying, sitting or sliding position

- Two referees to officiate at the experimental games in 2 of the 4 provinces

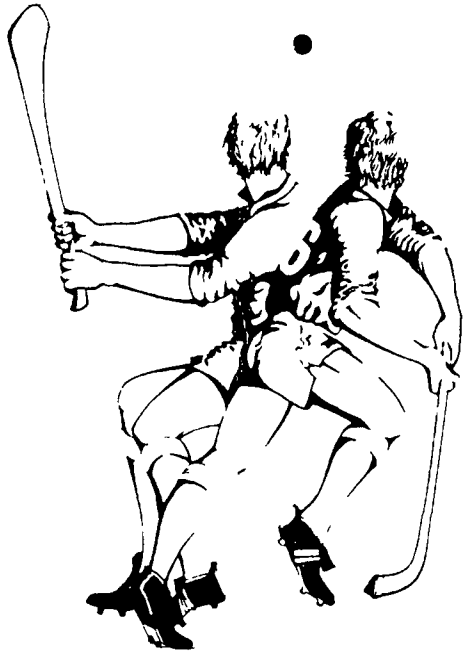
- Team panels to comprise of a maximum of 24 players and teams to be permitted to use 5 substitutes All substitutions to be made during a stoppage in play, supervised by a neutral linesman, and no substitute to enter the field of play until the player who is being replaced has left the field of play at the specified substitution area - half way line

---

- A 'Runner" will be used in these games

  (On 30 August, 1997, it was anounced on RTE's SPORTS STADIUM by a member of the Games Administration Committee, Brian McEniff, that
  A Runner" will used in these games
  This change of playing rule was not discussed or sanctioned by Central Council at its meeting on 23 August, 1997

COMPOSITE RULES OF HURLING-SHINTY



1933-1997

HURLING-SHINTY

UNIFICATION OF RULES FOR SHINTY AND HURLING FOR INTERNATIONAL GAMES 1933

Goal Width: 18 ft
Ball Weight 3-4 oz, size 8-9 inches circumf
Ground Width· 140 yards - 170 yards
Ground Breadth: 70 - 100 yards
Start of Play: Throw-up as in shinty
Corners: Abolished
For Putting Ball over Line: 45 yards "free" in front of goal
Handling: Rule to be as in shinty
Penalty Area 22 yards by 10 yards
Offence inside penalty area by defender. 21 yards free shot with Goalkeeper and another defender between ball and goal Goalkeeper only allowed to handle ball as in Shinty Striker must strike off ground - other players five yards behind striker
Side-line Hit From side-line ball, shall not be lifted with stick Other frees may be lifted with stick (except penalties) In all frees players other than striker must be ten yards distant
Ordinary Byes· Hit from penalty area
A free at goal: Resume as for Start of Play
Number of Players Fourteen
Markings: Penalty spot, 45 yards line, Centre (5 yards circle)
Sticks: No specification
Fouls: As in Shinty Rule XV
Duration of Play: 70 mins
Injured Player: Hurling Rule XV1 - three substitutes allowed
Only free hits from which a goal is scored direct is from the penalty spot
Ball may be stopped on ground with foot, but must not be kicked

* * * *

Above was unanimously approved at a Joint Conference of Comanach Association, Gaelic Athletic Association of Ireland, and Irish National Association, held in Grand Hotel, Glasgow, on October 14, 1933.

* * *

[According to the Match Programme for 1973, 'Previous Internationals were played at the TAILTEANN GAMES in 1924 and 1932, both in Dublin]

HURLING-SHINTY

PROGRAMME FOR INTERNATIONAL MATCH, INVERNESS 1972

COMPROMISE PLAYING RULES.

(From *STRATHSPEY AND BADENOCH HERALD* 4 August 1972)

RULES

The pitch played on will be 160 yards by 84 yards The usual 12 feet wide, 10 feet high shinty goals will be increased to 18 feet wide and each post extended 8 feet above the crossbar

The hurley scoring system of a goal for a ball passing between the lower posts and a point for one between the upper will be followed The start of play will be a throw-up as in shinty

There will be no corners, instead a defender's ball over his own byeline will be penalised by a 45 yards free hit in front of goal to the opposing side

As in shinty there will be no handling of the ball, but the keeper will be allowed to catch?

The penalty area will be 22 yards by 10 yards and for an offence inside by a defender, a 21 yard free shot will be given with the goal-keeper and three defenders between ball and goal, and all these four players allowed to handle the ball as in hurling

For a side-line hit the ball cannot be lifted with the stick For free hits the ball may be so "lifted" After a bye or a point score, the ball is to be hit out from the penalty area and the goal-keeper may strike from hand

The number of players is 14, the choice of camán or hurley stick is free Fouls are as in shinty and for infringement within the 21 yard area a free hit is granted on the 21-yard line directly opposite the point of infringement

The ball may be stopped on the ground with the foot, but must not be kicked The total duration of play is to be 80 minutes and three substitutes will be allowed for injury as in hurling

The Two Camans

HURLING-SHINTY

PROGRAMME FOR INTERNATIONAL MATCH, CROKE PARK, 1973

COMPROMISE PLAYING RULES

(1) The goalkeeper is the only player entitled to catch the ball and at no other time may a player catch the ball unless he stands with the goalkeeper to save a penalty shot This is a compromise made by this Association with the Shinty people

(2) A player may not kick the ball - he may, of course, stop the ball with his feet but to kick the ball after a missed pick-up or otherwise is deemed a foul

(3) He may raise the ball with the hurley and strike but he may not pass the ball with his hand

(4) The parallelogram is roughly twice the size of our regulation one and entry to this before the ball is penalised

(5) Bodily contact is at a minimum and as the game of shinty is not played as robustly as hurling, a shoulder to shoulder charge is permitted, but the jostle which is part of our technique will not be favoured by the Scottish referee

Other than the limitations set out the Irish players can play their natural game They will have an advantage in so far that they can control the ball on the hurley as the shinty stick is not made for such control Shinty gains on ground strokes because of the wedge type boss of the shinty stick

The compromise rules are set out hereunder

1 **GOAL:** Width - 10 feet, Height - 10 feet, posts to extend at least 10 feet above crossbar for points

2 **BALL:** Weight - 3 to 4 ozs , Size - 8 inches to 9 inches circumference

3 **GROUND:** Length - 160 yards, Breadth - 84 yards

4 **START OF PLAY:** Throw the ball up as in shinty

5 **CORNERS:** Abolished

6 **FOR PUTTING BALL OVER OWN END LINE:** 45 yards "free" in front of goal

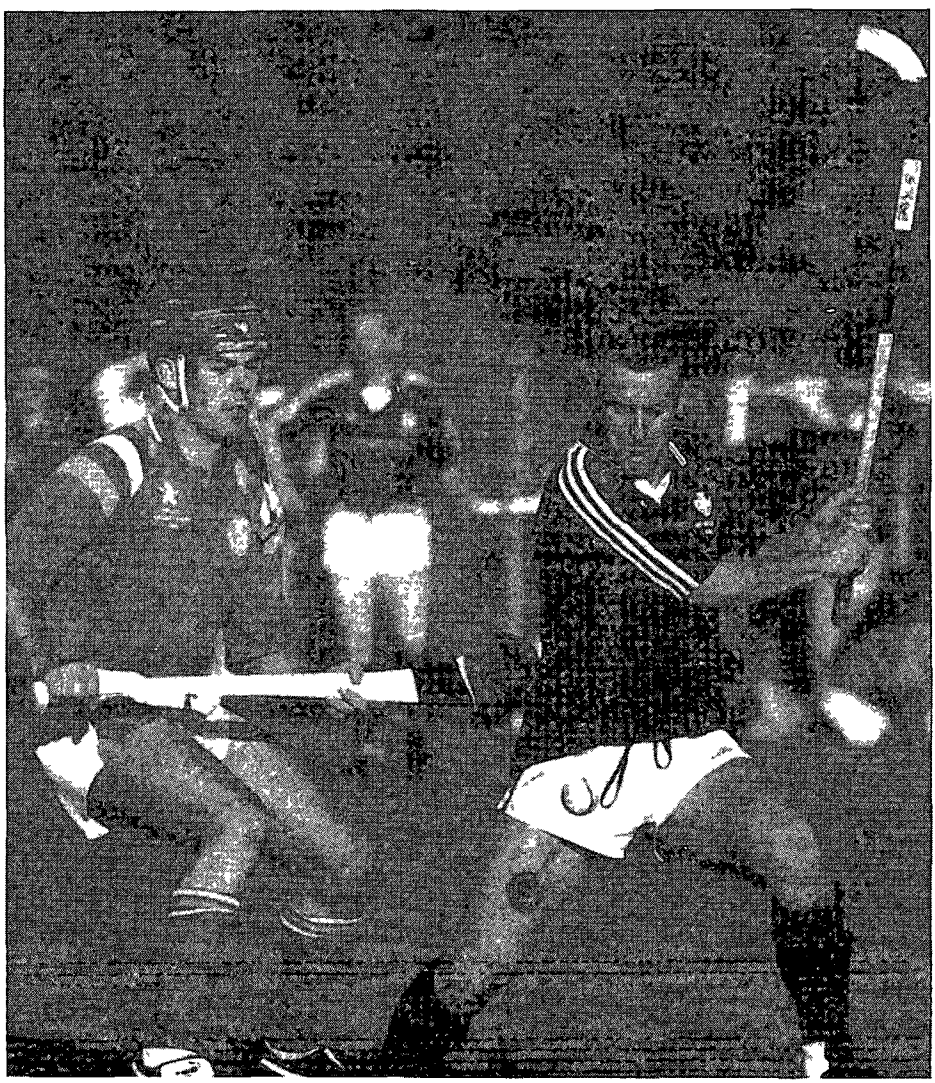
7 **HANDLING:** Rule to be as in shinty, but goalkeeper can catch ball

8 **PENALTY AREA:** 22 yards x 10 yards.

9 **OFFENCE INSIDE PENALTY AREA BY DEFENDER:** 21 yards free shot with goalkeeper and three other defenders between ball and goal - All four may catch the ball- Striker may strike off the ground or lift the ball and strike without catching - Other players 5 yards behind striker

10 **SIDE-LINE HIT:** Side-line ball shall not be lifted with stick Other frees may be lifted with stick In all frees players other than striker must be 10 (ten) yards distant

11 **ORDINARY BYES:** Hit from penalty area
12 **AFTER A GOAL:** Resume as for Start of Play
13 **AFTER A POINT:** Hit from penalty area
14 **NUMBER OF PLAYERS:** Fourteen
15 **MARKINGS:** Penalty spot, 45 yards line, Centre (5 yards circle)
16 **STICKS:** No specification
17 **FOULS:** As in Shinty Rules with exceptions listed
18 **DURATION OF PLAY:** 80 minutes
19 **SUBSTITUTION:** Hurling Rule - Three acts of substitution
20 Goal or points may be scored direct from all free hits
21 Ball may be stopped on ground with foot, but must not be kicked



From *Not An Orchid* Courtesy of Hugh Dan MacLennan
David Anderson, Kingussie and Captain of Scotland

SHINTY-HURLING INTERNATIONALS
SCOTLAND v. IRELAND

CROKE PARK 1973 INVERNESS 8th JUNE 1974

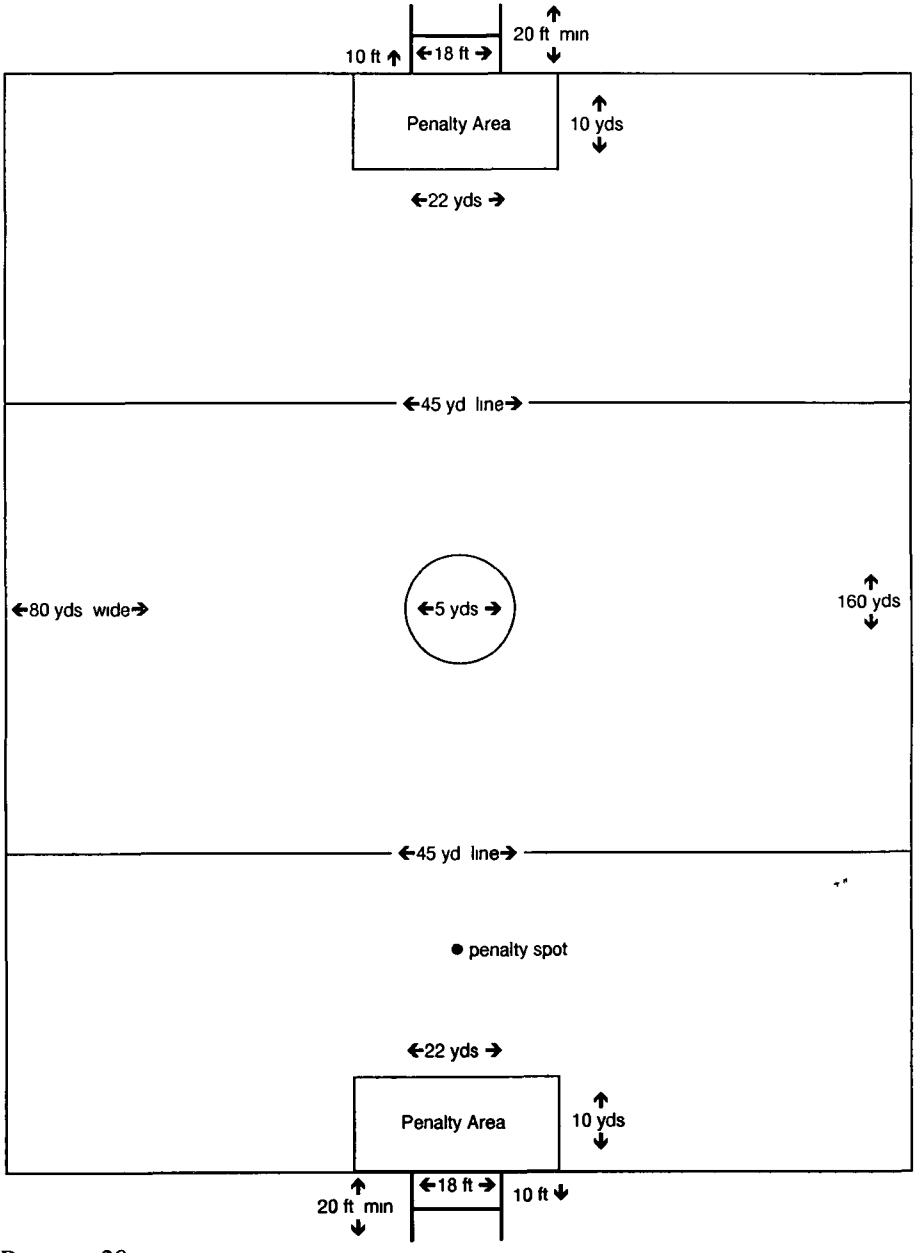


Diagram 29

HURLING - SHINTY COMPROMISE RULES

PROGRAMME FOR INTERNATIONAL INVERNESS, 8 JUNE, 1974

Compromise Playing Rules

(1) The goalkeeper is the only player entitled to catch the ball and at no other time may a player catch the ball unless he stands with the goalkeeper to save a penalty shot This is a compromise made by the Gaelic Athletic Association with the Camanachd Association
(2) A player may not kick the ball - he may, of course, stop the ball with his feet but to kick the ball after a missed pick-up or otherwise is deemed a foul
(3) He may raise the ball with the hurley and strike but he may not pass the ball with his hand
(4) The parallelogram is roughly twice the size of the hurling regulation one and entry to this before the ball is penalised
(5) Bodily contact is at a minimum and as the game of shinty is not played as robustly as hurling, a shoulder to shoulder charge is permitted, but the jostle which is part of the hurling technique will not be favoured by the hurling referee

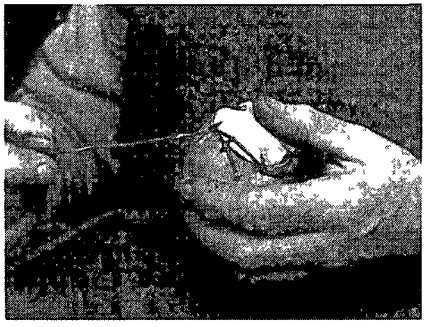
Other than the limitations set out the Irish players can play their natural game They will have an advantage in so far that they can control the ball on the hurley as the shinty stick is not made for such control Shinty gains on ground strokes because of the wedge type boss of the shinty stick

The compromise rules are set out hereunder

1 **GOAL:** Width - 18 feet, Height - 10 feet, posts to extend at least 10 feet above crossbar for points
2 **BALL: Weight** - 3 to 4 ozs , Size - 8 inches to 9 inches circumference
3 **GROUND:** Length - 160 yards, Breadth - 84 yards
4 **START OF PLAY:** Throw the ball up as in shinty
5 **CORNERS:** Abolished
6 **FOR PUTTING BALL OVER OWN END LINE:** 45 yards "free" in front of goal
7 **HANDLING:** Rule to be as in shinty, but goalkeeper can catch ball
8 **PENALTY AREA:** 22 yards x 10 yards
9 **OFFENCE INSIDE PENALTY AREA BY DEFENDER:** 21 yards free shot with goalkeeper and three other defenders between ball and goal - All four may catch the ball- Striker may strike off the ground or lift the ball and strike without catching - Other players 5 yards behind striker
10 **SIDE-LINE HIT:** Side-line ball shall not be lifted with stick Other frees may

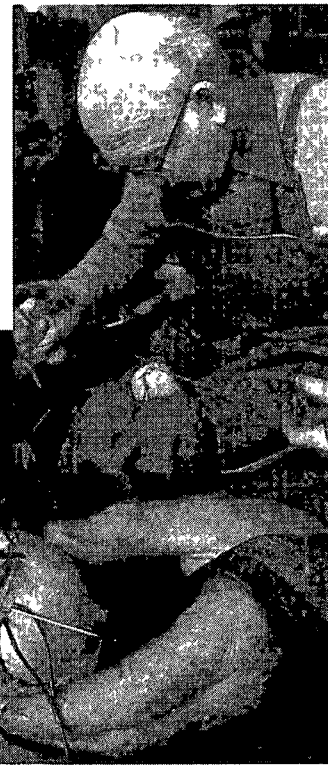
be lifted with stick In all frees players other than striker must be 10 (ten) yards distant

11 **ORDINARY BYES:** Hit from penalty area
12 **AFTER A GOAL:** Resume as for Start of Play
13 **AFTER A POINT:** Hit from penalty area
14 **NUMBER OF PLAYERS** Fourteen
15 **MARKINGS:** Penalty spot, 45 yards line, Centre (5 yards circle)
16 **STICKS:** No specification
17 **FOULS:** As in Shinty Rules with exceptions listed
18 **DURATION OF PLAY:** 80 minutes
19 **SUBSTITUTION:** Hurling Rule – Three acts of substitution
20 Goal or points may be scored direct from all free hits
21 Ball may be stopped on ground with foot, but must not be kicked



Basting the cover into place before stitching

The making of a McKellar shinty ball Tighnabruaich



(right) John McKellar starting to sew the seam

Stitching the cover

From *Shinty* Courtesy of Hugh Dan MacLennan

UNIFIED RULES 1976

PROGRAMME FOR INTERNATIONAL ON 7 AUGUST 1976

(FOR THE BENEFIT OF SPECTATORS WE SHOW BELOW THE UNIFIED RULES FOR SHINTY/HURLING APPROVED AT A MEETING BETWEEN THE CAMANACHD/GAELIC ATHLETIC ASSOCIATION.)

SHINTY-HURLING RULE

1 **FIELD SIZE & MARKINGS** – 164yds x 84yds
PENALTY AREA – 10yd x 22yd Parallelogram in front of goals
PENALTY SPOT – 21yds from goal
45yd line
10yd Dia Centre Circle

2 **SCORING SPACE (GOALS)** – 18′ wide x 10′ high

3 **THE BALL** – 3 to 4 oz 8 ins to 9ins circ

4 **STICKS** – Camán or hurley

5 **DURATION OF THE GAME** – 80 mins

6 **NUMBER OF PLAYERS IN TEAM** – 14 + 3 substitutes

7 **START OF PLAY and RESUMPTION AFTER GOAL IS SCORED** – Ball thrown up between opposing Centre players

8 **SCORING** – Ball between Posts & under Bar

9 **BALL OVER SIDE LINE** – Hit in off ground

10 **BALL OVER END LINE BY DEFENDER** – 45yd 'Free' Hit at a point opposite where ball went over

11 **BYES** – Hit from Penalty Area, can be hit from hand

12 **PENALTY HIT FOR INFRINGEMENT BY DEFENDER INSIDE PENALTY AREA.** -Hit from 21yd penalty spot Goalkeeper and 3 defenders on goal line All allowed to catch ball

13 **FREE HIT FOR INFRINGEMENT OUTSIDE PENALTY AREAS.** – Hit off ground or ball may be lifted with stick and struck in the air All other players must be 10yd from ball Goals can be scored direct from 'Frees'

14 **OFF-SIDE** – When attacking player is inside penalty area before the ball

15 **FOUL AND ROUGH PLAY.** – Handling ball (except goalkeepers, and three defenders as in rule 12) Pushing, tripping, kicking, catching, holding or jumping at a player or striking him with stick, fist elbow or knee Obstructing a player or charging from behind Throwing the stick

HURLING-SHINTY INTERNATIONALS
IRELAND v. SCOTLAND

AUGUST 1976

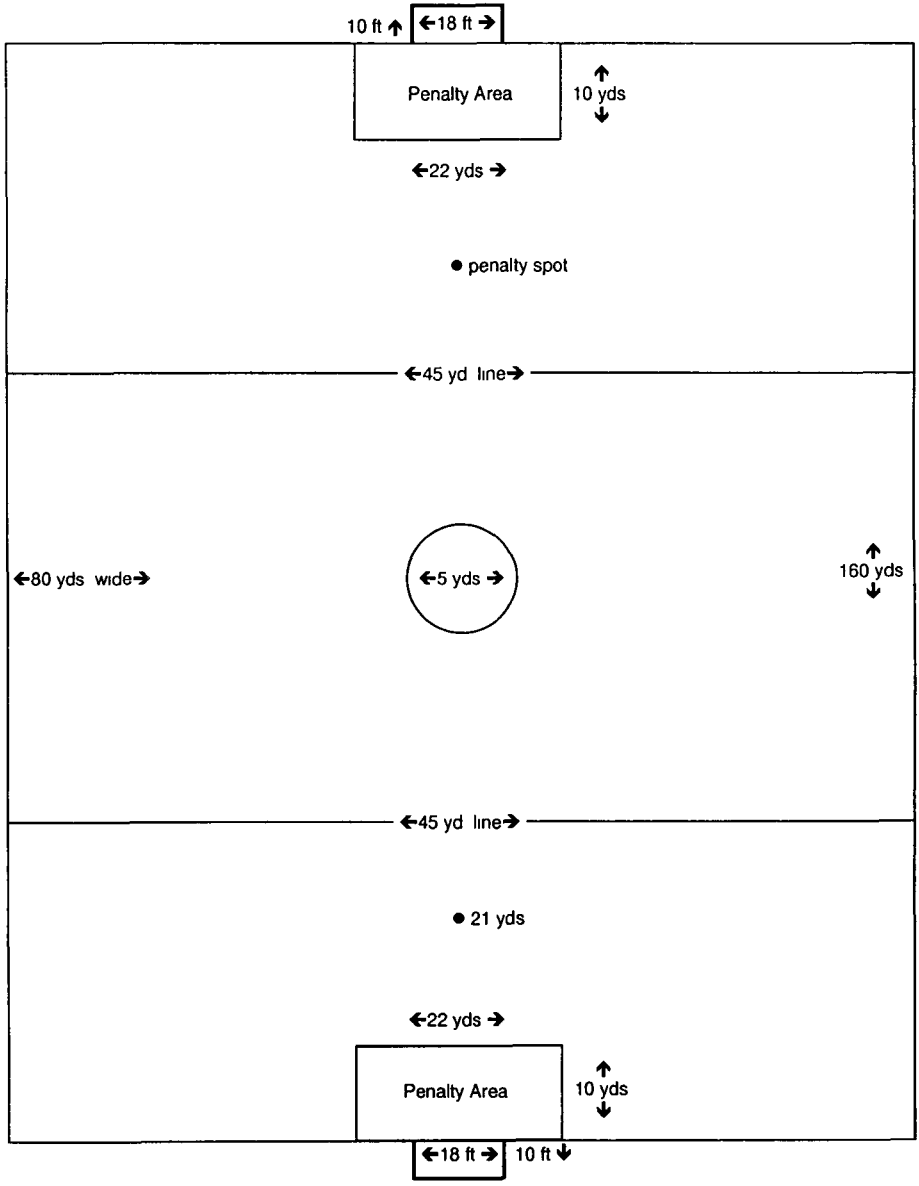


Diagram 30

UNIFIED RULES
1978

PROGRAMME FOR INTERNATIONAL AT FORTWILLIAM, 1978

(FOR THE BENEFIT OF SPECTATORS WE SHOW BELOW THE UNIFIED RULES FOR SHINTY/HURLING APPROVED AT A MEETING BETWEEN THE CAMANACHD/GAELIC ATHLETIC ASSOCIATIONS.)

SHINTY-HURLING RULE

1 **FIELD SIZE & MARKINGS** – 164yds x 84yds
PENALTY AREA – 10yd x 22yd Parallelogram in front of goals
PENALTY SPOT – 21yds from goal
45yd line 10yd Dia Centre Circle

2 **SCORING SPACE (GOALS)** – 18' wide x 10' high

3 **THE BALL** – 3 to 4 oz 8 ins to 9ins circ

4 **STICKS CAMÁN OR HURLEY.**

5 **DURATION OF THE GAME.** 80 mins

6 **NUMBER OF PLAYERS IN TEAM** 14 + 3 substitutes

7 **START OF PLAY and RESUMPTION AFTER GOAL IS SCORED** Ball thrown up between opposing Centre players

8 **SCORING** Ball between Posts & under Bar

9 **BALL OVER SIDE LINE** Hit in off ground

10 **BALL OVER END LINE BY DEFENDER** 45yd 'Free' Hit at a point opposite where ball went over

11 **BYES** Hit from Penalty Area, can be hit from hand

12 **PENALTY HIT FOR INFRINGEMENT BY DEFENDER INSIDE PENALTY AREA** Hit from 21yd penalty spot Goalkeeper and 3 defenders on goal line All allowed to catch ball

13 **FREE HIT FOR INFRINGEMENT OUTSIDE PENALTY AREAS.** Hit off ground or ball may be lifted with stick and struck in the air All other players must be 10yd from ball Goals can be scored direct from 'Frees'

14 **OFF-SIDE** When attacking player is inside penalty area before the ball

15 **FOUL AND ROUGH PLAY.** Handling ball (except goalkeepers, and three defenders as in rule 12) Pushing, tripping, kicking, catching, holding or jumping at a player or striking him with stick, fist elbow or knee Obstructing a player or charging from behind Throwing the stick

COMPOSITE SHINTY/HURLING RULES 1988
BUGHT PARK, INVERNESS. 30 JULY 1988

SHINTY/HURLING RULES

1 **FIELD SIZE & MARKINGS** – 164yds x 84yds
PENALTY AREA – 10yd x 22yd Parallelogram in front of goals
PENALTY SPOT – 21yds from goal
45YDS. LINE
CENTRE CIRCLE – 10yds diam

2 **SCORING SPACE – GOALS** – 19' wide x 10' high

3 **BALL** – 3 to 4 oz 8 ins to 9ins circumference

4 **STICKS** – Camán or hurley

5 **DURATION OF THE GAME.** – 80 mins

6 **PLAYERS IN TEAM** – 14 + 3 substitutes

7 **START OF PLAY and RESUMPTION AFTER SCORE** – Ball dropped between opposing Centre players

8 **SCORING** – Ball between Posts & under Bar

9 **BALL OVER SIDE LINE** – Hit in off ground

10 **BALL OVER END LINE BY DEFENDER** – 45yd free Hit at a point opposite where ball went over

11 **BYES** – Hit from Penalty Area, can be hit from hand

12 **PENALTY HIT FOR INFRINGEMENT INSIDE PENALTY AREA** – Hit from penalty spot 3 defenders on goal line allowed to catch ball

13 **FREE HIT for INFRINGEMENT OUTSIDE PENALTY AREAS.** – Hit off ground, or ball may be lifted and struck in the air, all other players 10yds away but may not move until ball is struck, Goals can be scored direct

14 **OFF-SIDE** – When attacking player is inside penalty area before the ball

15 **FOUL AND ROUGH PLAY.** – (except goalkeeper, and defenders as in rule 12) Pushing, tripping, kicking, catching, holding or jumping at a player or striking him with stick, fist elbow or knee, obstructing a player or charging from behind, throwing the stick

DIMENSIONS OF FIELD OF PLAY
1988

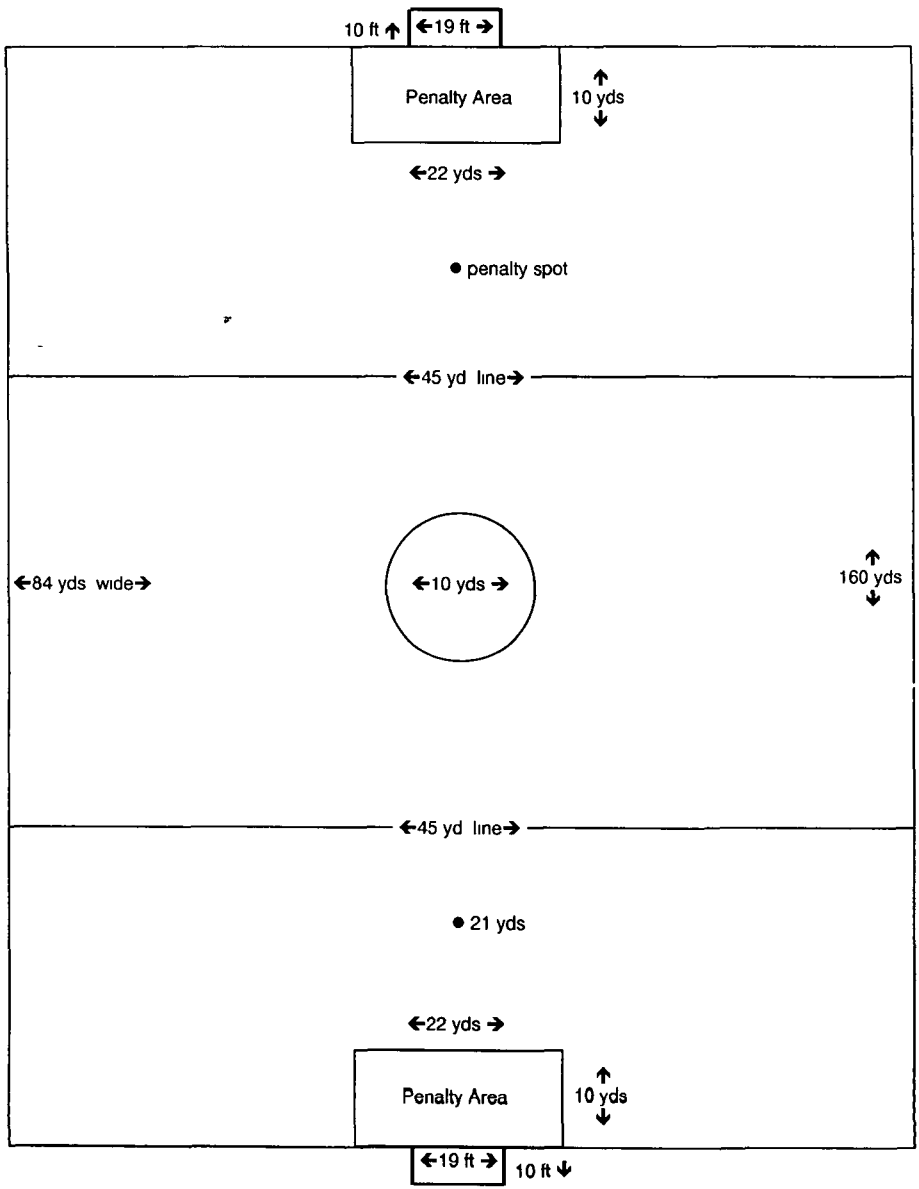


Diagram 31

COMPOSITE RULES
1990

INTERNATIONAL SHINTY/HURLING MATCH, INVERNESS, 1991

THE CAMANACHD ASSOCIATION OF SCOTLAND/THE GAELIC ATHLETIC ASSOCIATION OF IRELAND

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1 **FIELD SIZE & MARKINGS** 145m x 90m (160yds x 100yds)
PENALTY AREA 13m x 19 5m (14yd x 22yd) Parallelogram in front of goal
PENALTY SPOT 20m (21 yds) from goal
65m (70YD) LINE
CENTRE LINE.

2 **SCORING SPACE** – GOALS 5 8m (19ft) wide x 3 05m (10ft) high

3 **THE BALL** 85 to 115 gms (3/4 oz) 20-23 cms (8/9) ins circumference

4 **STICKS** Camán or hurley

5 **DURATION OF THE GAME** 80 mins

6 **PLAYERS IN TEAM** 14 + 4 substitutes from pools of 21

7 **START OF PLAY and RESUMPTION AFTER SCORE** Ball thrown along ground between two opposing centre players

8 **SCORING** Ball between posts and under bar

9 **BALL OVER SIDE LINE** Hit off ground

10 **BALL OVER END LINE BY DEFENDER** 65m (70yds) free hit at point opposite where ball went over

11 **BYES** Hit from inner 4 5m x 14m (5yds x 15yds) rectangle in penalty area, can be hit by hand

12 **PENALTY HIT FOR INFRINGEMENT INSIDE PENALTY AREA** Hit from penalty spot from goal, 3 defenders on goal line allowed to catch ball

13 **FREE HIT FOR INFRINGEMENT OUTSIDE PENALTY AREA** Hit off ground, or ball may be lifted on stick, other players 20m (21yds) away but may not move till ball is struck, indirect

14 **OFFSIDE** When attacking player is inside penalty area before ball

15 **FOUL AND ROUGH PLAY** The ball may not be handled except by the goalkeeper and the defenders as in Rule 12, – the ball may be stopped with the foot but not kicked, otherwise there should be no pushing, tripping, kicking, catching, holding or jumping at a player or striking him with stick, fist, elbow or knee, obstructing a player or charging from behind, the stick may not be thrown

SHINTY-HURLING INTERNATIONALS
SCOTLAND v. IRELAND
INVERNESS JULY 1990; ENNIS 1991

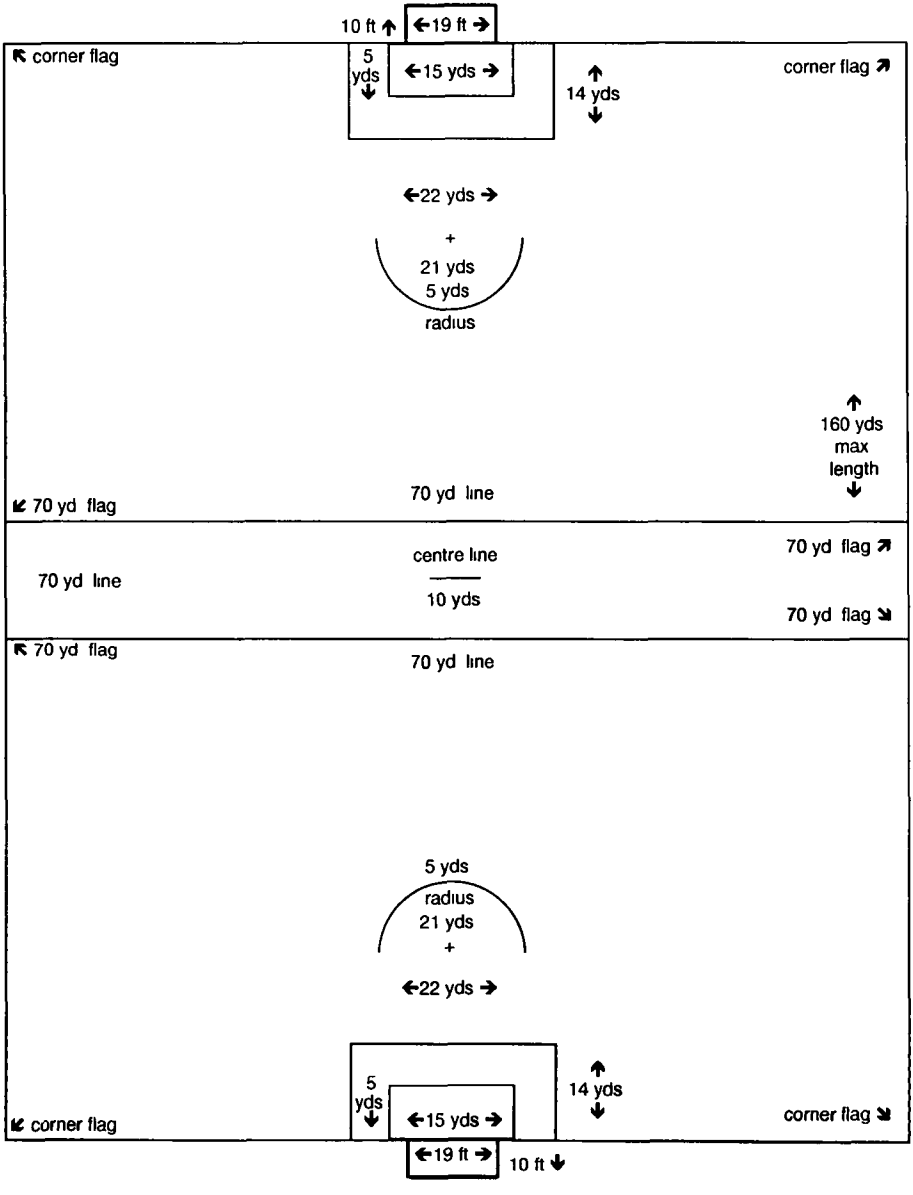

Diagram 32

COMPOSITE RULES

INTERNATIONAL MATCH, ENNIS, 1991

THE CAMANACHD ASSOCIATION OF SCOTLAND/THE GAELIC ATHLETIC ASSOCIATION OF IRELAND

1 **FIELD SIZE AND MARKINGS** – 145m x 90m (160yds x 100yds)
PENALTY AREA – 12m x 19 5m (14yds x 22yds) Parallelogram in front of goals
PENALTY SPOT – 20m (21 yds) from goal 65m (70yds) the centre line

2 **SCORING SPACE – GOALS:** 5 8m (19ft) wide x 3 05m (10ft) high

3 **THE BALL** – (85 to 115 gms 1/4 oz) 20-23 cms (8/9 ins) circumference

4 **STICKS** – Camán or hurley

5 **DURATION OF THE GAME.** – 80 mins

6 **PLAYERS IN TEAM** – (14 + 4 substitutes from pools of 21)

7 **START OF PLAY and RESUMPTION AFTER SCORE** – Ball thrown along ground between two opposing Centre players

8 **SCORING** – Ball between posts & under bar

9 **BALL OVER SIDE LINE** – Hit off ground

10 **BALL OVER END LINE BY DEFENDER** – 65m (70yds) free hit at a point opposite where ball went over

11 **BYES** – Hit from inner 4 5 x 14m [5yds x 15yds] rectangle in penalty area, can be hit by hand

12 **PENALTY HIT FOR INFRINGEMENT OUTSIDE PENALTY AREA.** – Hit from penalty spot from goal, 3 defenders on goal line allowed to catch ball

13 **FREE HIT for INFRINGEMENT OUTSIDE PENALTY AREAS.** – Hit off ground, or ball may be lifted on stick, other players 20m (21yds) away but may not move till ball is struck, Indirect

14 **FREE OUT** – When attacking player is inside penalty area before ball

15 **FOULS AND ROUGH PLAY.** – The ball may not be handled except by the goalkeeper, and the defenders as in Rule 12 The ball may be stopped with the foot but not kicked Otherwise there should be no pushing, gripping, kicking, catching, holding or jumping at a player or striking him with stick, or fist

COMPOSITE RULES
1993

SCOTLAND v IRELAND

SHINTY/HURLING INTERNATIONAL AT INVERNESS

The Camanachd Association of Scotland/The Gaelic Athletic Association of Ireland

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1 **FIELD SIZE AND MARKINGS** – 145m x 90m (160yds x 100yds)
PENALTY AREA – 13m x 19 5m (14yds x 22yds) Parallelogram in front of goal
PENALTY SPOT – 20m (21 yds) from goal
65m (70YD) LINE
CENTRE LINE.

2 **SCORING SPACE – GOALS.** 5 8m (19ft) wide x 3 05m (10ft) high

3 **BALL** – (85 to 115 gms (3/4 oz) 20-23 cms (8/9 ins) circumference

4 **STICKS** – Camán or hurley

5 **DURATION OF THE GAME.** – 80 mins

6 **PLAYERS IN TEAM** 14 + 4 substitutes from pools of 21

7 **START OF PLAY and RESUMPTION AFTER SCORE** Ball thrown along ground between two opposing Centre players

8 **SCORING** Ball between posts & under bar

9 **BALL OVER SIDE LINE** hit off ground

10 **BALL OVER END LINE BY DEFENDER** 65m (70yds) free hit at a point opposite where ball went over

11 **BYES** hit from inner 4 5m x 14m (5yds x 15yds) rectangle in penalty area, can be hit by hand

12 **PENALTY HIT FOR INFRINGEMENT INSIDE PENALTY AREA** hit from penalty spot from goal, 3 defenders on goal line allowed to catch ball

13 **FREE HIT for INFRINGEMENT OUTSIDE PENALTY AREA** hit off ground, or ball may be lifted on stick, other players 20m (21yds) away but may not move till ball is struck, Indirect

14 **OFFSIDE** When attacking player is inside penalty area before ball

15 **FOUL AND ROUGH PLAY** the ball may not be handled except by the goalkeeper, and the defenders as in Rule 12, the ball may be stopped with the foot but not kicked, otherwise there should be no pushing, tripping, kicking, catching, holding or jumping at a player or striking him with stick, fist, elbow or knee, obstructing a player or charging from behind, the stick may not be thrown

COMPOSITE RULES
1994

HURLING-SHINTY INTERNATIONAL
ATHENRY

THE COMANACHD ASSOCIATION OF SCOTLAND/THE GAELIC ATHLETIC ASSOCIATION OF IRELAND

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1 **Field Size and Markings** 80m x 90m wide and 130m – 145m long
Penalty Area 4 5m x 14m (5 yards x 15 yards) Parallelogram in front of goal, small parallelogram used for puck out
2 **Scoring Space** – Goals 2 5m x 6 5m (8 ft high x 21 ft wide)
3 **Ball** 3 to 4 ozs 8 to 9 ms circumference
4 **Sticks** Camán or hurley (Choice)
5 **Duration of Game** 70 minutes
6 **Players on a Team** 14 + 4 substitutes
7 **Start of Play and Resumption After Score** Ball thrown in between to opposing centre field players
8 **Scoring Ball** between posts & under crossbar
9 **Ball Over Side Line** Hit in from the ground
10 **Ball Over End Line by a Defender** 65m free hit at point opposite where ball went wide
11 **Puck Out** Hit from within the small parallelogram, can be hit off the ground or struck from the hand
12 **Penalty Hit for Infringement Inside Penalty Area** Hit from centre of 20 metre line 3 defenders on goal line All defenders are allowed to catch the ball
13 **Free Hit for Infringement** Outside Penalty Area Indirect hit off ground, or ball may be lifted and struck, other players 20 metres away and may not move until the ball is struck
14 **Penalty Area Infringement** When an attacking player is inside the parallelogram before the ball
Parallelogram in front of goal 4 5m x 15m (5 x 15 yards)
15 **Catching the Ball** Outfield players may not catch the ball
The goalkeeper may catch the ball and strike from the hand Exception – see R 12
16 **Kicking the Ball** The ball may be stopped with the foot but deliberate kicking of the ball is not permitted
17 **Fouls and Rough Play** Pushing, tripping, kicking, catching, holding or jumping at a player or striking him with stick, fist, elbow, or knee, obstructing a player or charging from behind Throwing a stick is not allowed

HURLING-SHINTY INTERNATIONAL
IRELAND v. SCOTLAND
ATHENRY 1994

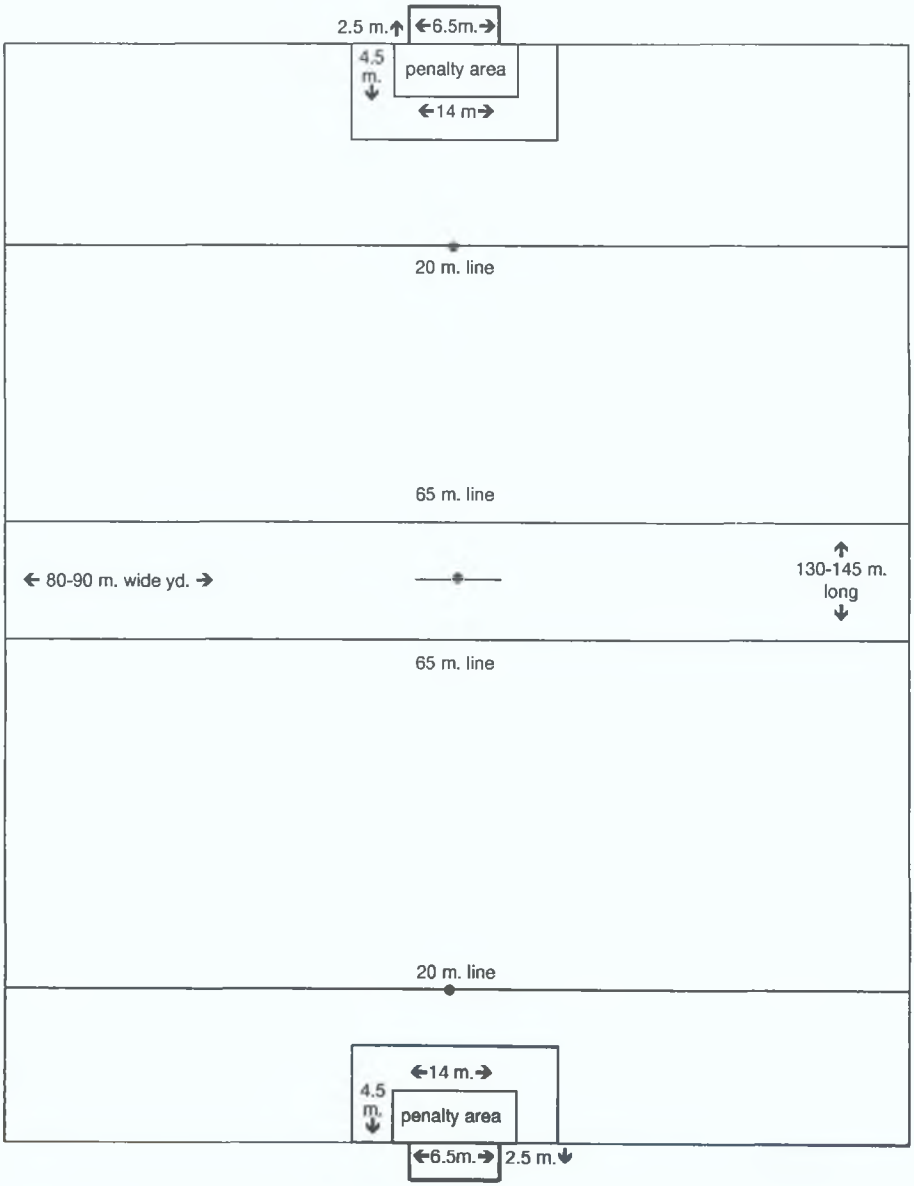

Diagram 33

INTERNATIONAL RULES
1995

INTERNATIONAL MATCH
SCOTLAND V IRELAND
FORT WILLIAM

COMANACHD ASSOCIATION OF SCOTLAND
GAELIC ATHLETIC ASSOCIATION OF IRELAND

1 **FIELD MARKINGS.**
   (a) **SIZE** – maximum 160 yds x 100yds (146m x 91 5m)
   (b) **PENALTY AREA** – a straight line parallel with the goal line at a distance of 10yds (9m) out and length 19ft (5 8m) joined by a quarter circle at both ends, with a radius of 10yds (9m) taken from each upright, and joining up to the bye-line
   (c) **PENALTY SPOT** – 21 yds (19 2m) from centre of goal line
   (d) **25yds (22.9m) LINE** -across the filed of play 25yds (22 9m) from the bye-line and parallel to it
   (e) **70yds (64m) LINE** – across the field of play 70yds (64m) from the bye-line and parallel to it
   (f) **CENTRE LINE** – across field at centre for distance of 10yds (9m)
   (g) **SCORING SPACE** – goal to be 19ft (5 8m) wide x 10ft (3m) high
2 **BALL** – 3/4 oz (84-112gm) weight – 8-9ins (20-23 cms) circumference
3 **STICKS** – camán or hurley
4 **DURATION OF GAME** – two equal periods of 40 minutes
5 **PLAYERS IN TEAM** – 14 players per side + 4 substitutes
6 **START OF PLAY and RESUMPTION AFTER A SCORE** – ball thrown along centre line between 2 opposing centre players
7 **SCORING** – ball crossing the goal line between the upright posts and below the crossbar – only goals will count
8 **BALL OVER SIDE LINE** – ball to be struck from ground at point where it crossed the line by a player from the opposite side that last touched the ball prior to crossing line – non-scoring
9 **BALL OVER END LINE BY DEFENDER** – free hit to attacking side from 70yds (64m) line at point opposite to where it crossed end line – non-scoring
10 **BYES** – ball to be hit out from within penalty area – may be struck from hand
11 **PENALTY HIT FOR INFRINGEMENT INSIDE PENALTY AREA BY A DEFENDING PLAYER** – free hit from penalty spot with 3 defenders on goal line who may catch ball which must be released within 3 steps – must be struck from penalty spot with all other players behind 25yds line

12 **FREE HIT FOR INFRINGEMENT BY DEFENDING TEAM IN AREA BETWEEN 25 yds LINE AND BYE LINE EXCLUDING PENALTY AREA** – free hit to attacking team from 25yds line at point the same distance in from side line that the offence was committed, all players, other than striker, must be 20 yards from hit A goal can be scored from the hit

13 **ALL OTHER INFRINGEMENTS** – free hit – taken by opposing team where offence occurred – non-scoring

14 **OFFSIDE** – free hit awarded to defending team if an attacking player is within penalty area before the ball

15 **FOULS AND ROUGH PLAY** –

(a) ball cannot be handled except by goalkeeper, who must release it within 3 steps, and defenders as in Rule 11

(b) ball cannot be kicked but may be stopped or controlled by use of one foot or both

(c) a player shall not push, trip, kick, catch or jump at an opponent

(d) nor strike an opponent with stick, fist, elbow or knee

(e) nor obstruct an opponent from playing the ball or charge him in a dangerous or reckless manner

(f) a player may only participate with a stick in his grasp and in a condition not dangerous to another player

Note All free hits, Rules 9, 10, 11, 12, 13 and 14, ball may be hit from ground or lifted on stick and then struck – all players must be 20 yards away and not move till the ball is struck

From *Shinty* Courtesy of Hugh Dan MacLennan

John Sloggin forms a curve in a camán

SHINTY-HURLING INTERNATIONAL
IRELAND v. SCOTLAND
AN ÁIRD • FORT WILLIAM, SEPTEMBER, 1995

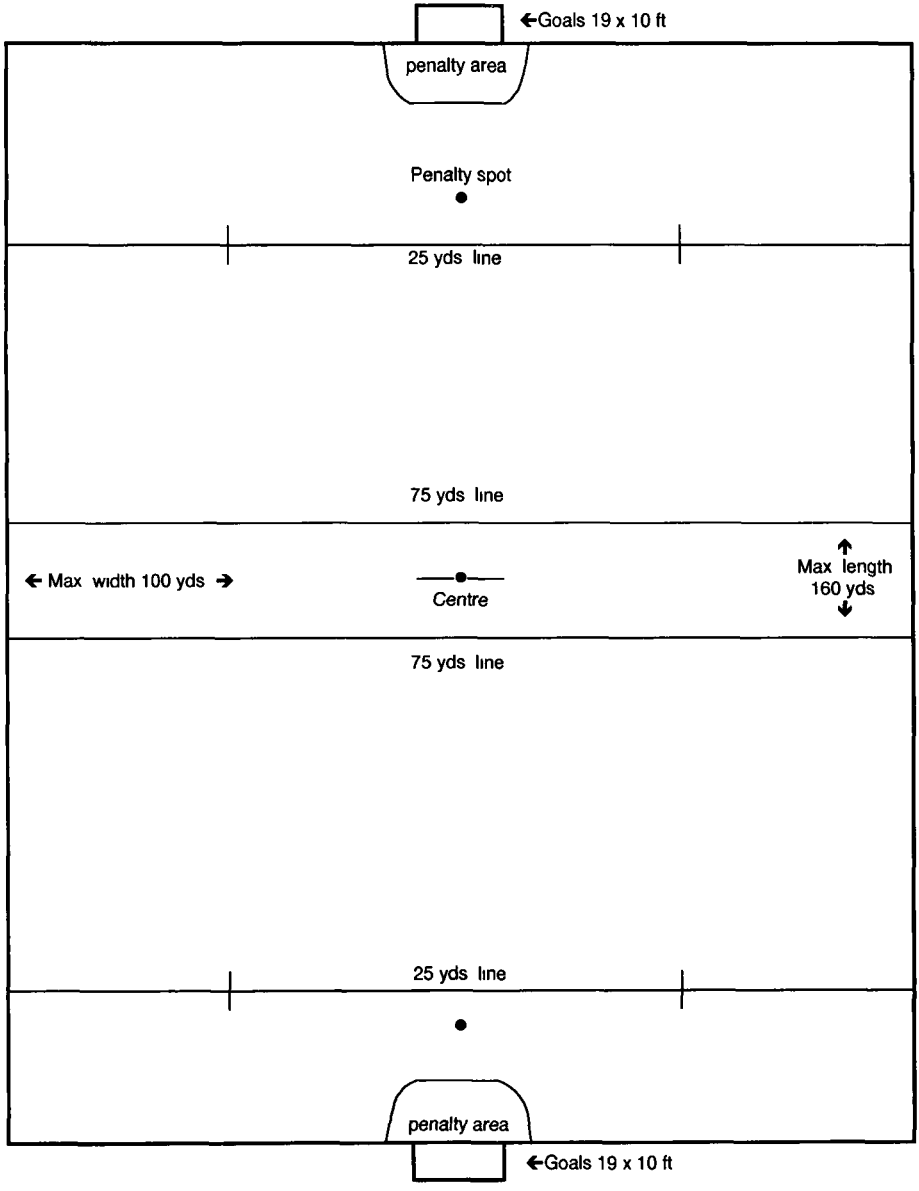

Diagram 34

HURLING/SHINTY INTERNATIONAL RULES 1996

INTERNATIONAL MATCH IRELAND V SCOTLAND – ENNIS

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1 **FIELD SIZE AND MARKINGS:**
90 metres wide ˘ 145 metres long
(Full page diagram) Appendix 1
PENALTY AREA:
Penalty Area
2 5 metre ˘ 14 metres in front of goal

2 **SCORING SPACE:**
2 5 metres x 6 5 metres (21ft x 8ft)

3 **BALL:**
4 ounces weight (112 grams)
9 inch circumference

4 **STICKS:** Camán and Hurley (Free choice)

5 * **DURATION OF GAME:**
60 minutes (2 x 30) for Under 21 International and
70 minutes (2 x 35) for Senior International

6 **NUMBER OF PLAYER IN TEAM:**
14 ˘ 4 acts of substitution

7 **START OF PLAY:**
Ball thrown in between two opposing mid-field players
Goalkeeper or defender pucks out the ball after point(s)

8 * **SCORING·**
Goals and Points Goal = 3 Points
2 points for the ball struck over the bar resulting from a free hit off the ground or sideline stroke
One point allowed for a ball sent over the bar in general play or as a result of a roll or jab lift free

9 **BALL OVER SIDE-LINE.**
Hit in from the ground

10 **BALL OVER END LINE BY A DEFENDER:**
65 metres free from a point opposite where the ball was played over the end line

11 **PUCK OUT:**
Hit from within the small parallelogram, may be hit off the ground or struck from the hand

12 **PENALTY:**

Penalty hit for infringement by defender inside large penalty area (13 metres x 19 metres in front of goal)

The free taker may not throw or carry the ball beyond the point of the free

13 **FREE PUCK:**

Free Puck for infringement by defender outside large penalty area but inside 20 metre line

Free from 20 metre line opposite where foul occurred

14 **PENALTY AREA INFRINGEMENT – OFF SIDE:**

A free out will be given when the attacking player is inside the small parallelogram before the ball enters the small parallelogram

15 **CATCHING THE BALL:**

Outfield players may not catch the ball The goal keeper may catch the ball and strike from the hand

Exception – See Rule 12

16 * **KICKING THE BALL:**

A score with the foot is not allowed

A player may not kick pass the ball

17 **FOULS AND ROUGH PLAY·**

a) Pushing, tripping, kicking, catching holding or jumping at a player
b) Striking or attempting to strike a player with stick, fist, elbow, leg or head
c) Obstructing a player or charging from behind
d) To pull with the stick before the ball arrives
e) To use abusive language or conduct to a match official
f) Throwing the stick is not allowed

18 ***DISCIPLINARY PROCEDURE·**

The Disciplinary Committee of the relevant Association shall deal with any major issues of discipline (should they arise)

NOTE:

For all free pucks/hits the ball may be hit from the ground or lifted on stick and then struck – all players must be 20 metres away and not made closer until the ball is struck

HURLING-SHINTY INTERNATIONAL
IRELAND v. SCOTLAND

ENNIS, SEPTEMBER 1996

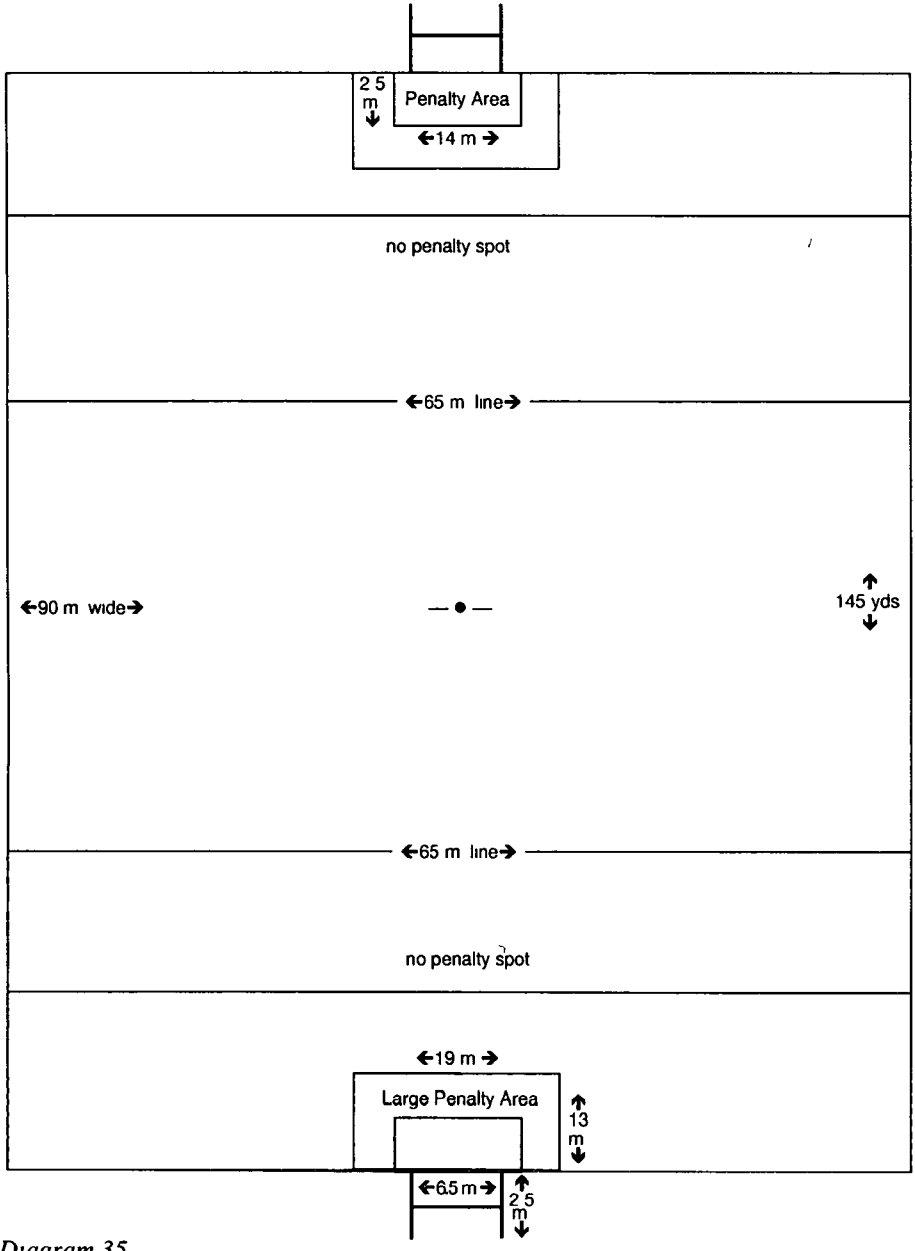

Diagram 35

HURLING-SHINTY INTERNATIONAL RULES 1997

(And for international Matches for the next four years)

1 **FIELD MARKINGS:**
   (a) **SIZE – MAXIMUM** – 160 yds x 100 yds (145m x 90m)
   (b) **PENALTY AREA** – straight line parallel with goal line at a distance of 10 yds (9m) out and length 19ft (5 8m) joined by a quarter circle at both ends with a radius of 10 yards (9m) taken from each upright and joining up to the bye line
   (c) **PENALTY SPOT** – 21 yards (19m) from centre of goal line
   (d) **25 yards (23m) LINE** – across Field of Play 25 yards (23m) from the bye line and parallel to it
   (e) **70 yard (64m) LINE** – across Field of Play 70 yards (64m) from the bye line and parallel to it
   (f) **CENTRE LINE** – across field at centre for a distance of 10 yards
   (g) **SCORING SPACE** – upright posts to be 23ft (7m) high and 19ft (5 8m) apart and cross bar joining both uprights 10 feet (3m) from ground level

2 **BALL** – weight 3 to 4 oz (84 – 112 gm)
circumference 8 – 9 inches (20 – 23 cm)

3 **STICK** – camán or hurley

4 **DURATION** – two equal periods of 35 minutes

5 **PLAYERS** – 14 players per team + 4 substitutes

6 **START OF PLAY AND RESUMPTION AFTER GOAL SCORED** – ball thrown along centre line between 2 opposing players

7 **RESUMPTION AFTER POINTS SCORED.** – taken as bye hit

8 **SCORING** – Ball between uprights and below crossbar a goal is awarded 3 points
Ball between uprights and above crossbar
   (a) If struck from any free hit, side line hit and directly off the ground 2 points awarded
   (b) If lifted and struck from any free hit 1 point awarded
   (c) If struck from normal play 1 point awarded

9. **BALL OVER SIDE LINE** – Ball to be struck from ground at point where it crossed the line by a player from the opposite side that last touched the ball prior to going out of play. This strike can be scoring.

10. **BALL OVER BYE LINE BY DEFENDER** – Free hit to attacking side from 70 yard (64m) line at point opposite where it crossed the bye line. This strike can be scoring.

11. **BYE HIT** – Ball to be hit out from within penalty area. It may be struck from hand.

12. **PENALTY HIT** – For any infringement of rules of play by a defender inside the penalty area, a free hit from the penalty spot 21 yards (19m) shall be awarded. 3 defenders on the goal line who all may catch the ball which must be released within 3 steps is allowed. The ball must be struck from the penalty spot with all other players behind the 25 yard (23m) line.

13. **Free Hit for Infringement by Defending Team in Area Between 25 Yard Line and Bye Line Excluding Penalty Area** – Free hit to attacking side from 25 yard line at the point the same distance in from side line that the offence was committed. All players, other than the striker, must be 20 yards from hit.
This strike can be scoring.

14. **ALL OTHER INFRINGEMENTS** – Free hit taken by opposing team from the position the offence occurred.
This strike can be scoring.

15. **OFFSIDE** – Free hit awarded to defending team if an attacking player, including his extended stick, is within the penalty area before the ball.

16. **FOULS AND MISCONDUCT.**
    (a) ball cannot be handled except by goalkeeper who may catch it but must release ball within 3 steps. Also defenders may catch ball as per Rule 12.
    (b) Ball cannot be kicked but may be stopped or controlled by one foot or both. i.e. A player can drag the ball with his foot but cannot kick it to another player to gain an advantage.
    (c) A player shall not push, trip, kick, catch or jump at an opponent.
    (d) A player shall not strike an opponent with stick, elbow, fist or knee.
    (e) A player shall not obstruct an opponent from playing the ball or charging in a dangerous or reckless manner.
    (f) A player shall not swing his stick in a dangerous or reckless manner.
    (g) A player can only participate in the game provided he has a stick in his hand and in a condition not dangerous to another player.

NOTE – All free hits, Rules 10, 11, 12, 13, 14, 15 may be hit from ground or lifted and then struck and all players must be 20 yards away and not move unti ball is struck.

For rules 10, 12, 13, if the ball is lifted and then struck the completed strike must be from behind the field marking.

SHINTY-HURLING INTERNATIONALS

1997 x 4 years

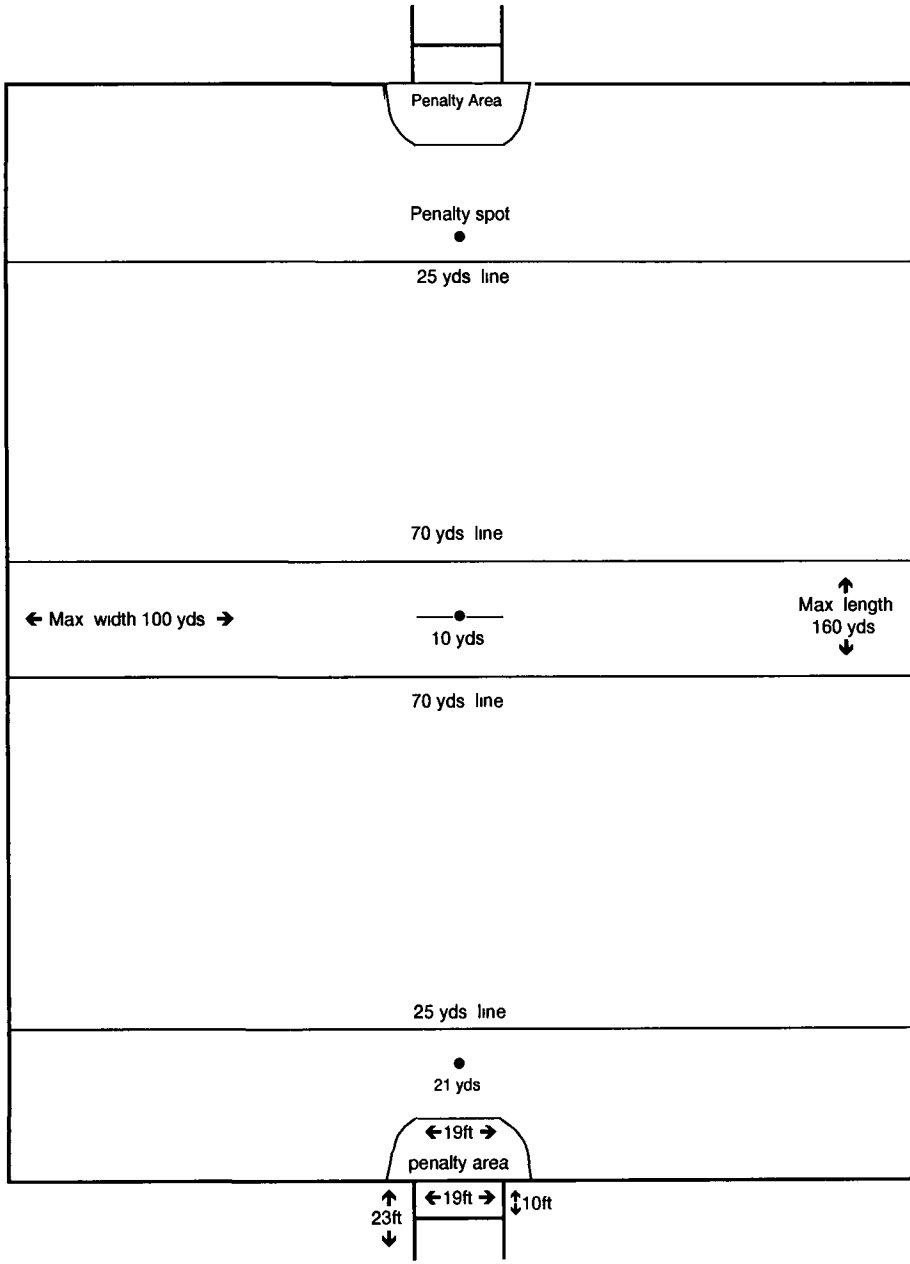

Diagram 36

HURLING
IN
CORNWALL AND DEVON

16th and Early 17th Century

In *The first Booke of The Survey of Cornwall* written by Richard Carew in 1602, he describes two forms of Hurling played in Cornwall and Devon in the 16th and at the start of the 17th century One of these forms of hurling was known as *HURLING TO GOALES* and was played on a field about 200 to 240 yards long with the goals at either end which were 8 to 10 feet apart The other form of Hurling was *HURLING TO THE COUNTRIE* in which game two, three or more Parishes of the East or the South quarter would hurl against as many other Parishes of the West and North

The following playing rules and laws of these games have been extracted from Carew's descriptions of them I have retained as much of the original text as possible to facilitate an easy reading, and have used modern terms to describe what was obviously intended in the original text In addition, the relevant pages from Carew's book are reproduced as closely as possible to the original following this interpretation

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HURLING

Hurling gets its name from throwing the ball, and is of two sorts In the East parts of Cornwall, ***to goales***, and in the West, ***to the countrey***

HURLING TO GOALES

For hurling to goales, there are 15, 20 or 30 players more or less chosen out of each side, who strip themselves to their underwear and then join hands in rank one against another Out of these ranks they match themselves in paires, one embracing another, & so pass away Each one in each couple is specially to watch an other during the play

After this, they pitch two bushes in the ground, some eight or ten feet apart, and directly against them 200 or 240 yards away another pair of bushes the same distance apart which they call their Goales One of these is selected by lots to the one side, and the other to the opponents

To guard the goals, a couple of the best stopping hurlers are assigned, the rest of the players draw into the middle between the goals where some indifferent person

[neutral] throws up the ball, and whosoever can catch, and carry through his adversary's goale have won the game But therein consists a *Herculean Task* For he that is once possessed of the ball, has his contrary mates [opposite number] waiting at inches and trying to lay hold of him The player in possession thrusts his opponent in the chest with closed fist to keep him off – which they call ***Butting*** A well delivered Butt is a symbol of manhood

If he escapes the first, another takes him in hand and so a third, and he is not left, until having met (as they Frenchman says) *chausseur a son pied,* he either touch the ground with some part of his body, in wrestling or cry, ***Hold***, which is the word for ***yeelding*** Then he must cast the ball (named ***Dealing***) to some one of his fellows who catching it in his hand, makes off with it, and if his hap [hop] or agility be so good as to shake off or outrun his counter-wayters [opponents], at the goale, he finds one or two fresh men ready to receive and keep him off It is therefore a very uneven match or extraordinary accident that allows many goales The best reputation is won by the side which gives most falls in the hurling, keeps the ball longest, and presses his opponent nearest to his own goales

Sometimes one chosen player on each party casts the ball [i e after calling "Hold" a free throw is given and is taken by a selected player]

LAWS OF HURLING

The hurlers are bound to the observation of many laws such as –

— They must hurl man to man
— Two are not to set against one man at once
— The Hurler against the ball [the tackler] must not ***butt*** [strike his opponent in the chest with the fist], nor *hand-fast under the girdle*
— The player in possession may only ***butt*** in the other's chest
— He must ***deale*** [pass] no *Fore-ball, viz* he must not throw it to any of his mates standing nearer the goale than himself [Forward pass not allowed]
— Lastly in ***dealing*** [passing] the ball, if any of the other party [opponents] can catch it flying between, or before the other have it fast [caught], he hereby winneth the same to his own side, which straightaway becomes an attacker [rather than defender], as the other assailant [attacker] becomes a defender

The least breach of these laws, the Hurlers take for a just cause of going together by the ears [boxing?], but with their fists only, neither does any among them seek revenge for such wrongs or hurts, but at the like play again

These hurling matches are mostly used at weddings, where commonly the ghests [guests] undertake to encounter all comers [The guests versus the rest]

HURLING TO THE COUNTRIE

Hurling to the *Countrey*, is more diffuse and confused, as bound to few of these orders [Rules]

Some two or more Gentlemen usually make this match, appointing that on such a Holy Day, they will bring to such an indifferent place [neutral venue], two, three or more Parishes of the East or South quarter, to hurl against as many other [Parishes] of the West or North

Their goales are either those gentlemen's houses, or some towns or villages three

or four miles assunder, which either side chooses, depending on which is the nearest to their dwellings

When they meet, there is neither comparing of numbers, or matching of men

A silver ball is cast up, and that company which can catch, and carry it by force or slight [craft or skill] to their place assigned, gaineth the ball and victory

Whosoever grabs the ball, finds himself generally pursued by the adverse party, neither will they leave till (without all respects) he has been laid flat on Gods deare earth which fall once received, disableth him from any longer detaining the ball [when brought down he must play the ball away] He therefor throws the ball – (with like hazard [risk] of [it being] intercepted – as in other hurling) to someone of his fellows furtherest away from him, who makes off with the ball in like manner Those who see where the ball is played advise their team mates by crying ***Ware East, Ware West, etc.*** as the same [the ball] is carried

The Hurlers take their next way over hilles, dales, hedges, ditches, yea and through bushes, briars, mires, plashes and rivers whatsoever so you shall sometimes see 20 or 30 lie tugging together in the water, scrambling and scratching for the ball A play (verily) both rude & rough, and yet such as is not destitute of policies [without plans] in some sort resembling the feats of war, for you shall have companies laid out before on the one side to encounter them that come with the ball, and the other party to succor them [help] in manner of a *fore-ward*

Again other troups lie hovering on the sides, like wings to help or stop their escape and where the ball itself goes, it resembles the joining of two main battles The slowest footed who lag behind, supply the show of a *rere-ward*

Yes – there are horseman placed also on either party, [as if it were an ambush] and ready to ride away with the ball, if they can catch it at advantage

But they must not so steal the palme For gallop any one of them never so fast yet he shall be surely met at some hedge corner, cross-lane, bridge, or deep water, which (by casting the Countrie) [reconnoitring] they know he must needs pass by, and if his good fortune guard him not the better, he is like to pay the price of his theft with his own and his horse being overthrown to the ground

Sometimes the whole company runneth with the ball, seven or eight miles out of the direct way [to the opposing goals] which they should keep

Sometimes a footman getting it by stealth, the better to escape unespied [unseen] will carry the ball backwards and so, at last, get to the ball by a windlace Which once known to be won all that side flock thither with great jolity, and if the same be a Geltleman's house, they give him the ball for a *Trophee*, and the drinking out of his Beer to boote

The ball in this play may be compared to an infernal spirit For whosoever catcheth it, behaves straightaway like a madde man, struggling and fighting with those that go about to hold him And no sooner is the ball gone from him, he resigneth this fury [the madness leaves him] to the next receiver, and himself becometh peacable as before

CAREW'S

SURVEY OF CORNWALL;

TO WHICH ARE ADDED,

NOTES ILLUSTRATIVE

OF ITS

HISTORY AND ANTIQUITIES,

BY

The late THOMAS TONKIN, Esq.

AND

NOW FIRST PUBLISHED FROM THE ORIGINAL MANUSCRIPTS,

BY

FRANCIS LORD DE DUNSTANVILLE.

LIKEWISE,

A JOURNAL OR MINUTES OF THE CONVOCATION OR PARLIAMENT OF TINNERS FOR THE STANNARIES OF CORNWALL, HELD AT TRURO, IN THE YEAR 1710,

THE GRANT OF THE SHERIFFALTY TO EDWARD, DUKE OF CORNWALL, &c

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1811

Hurling

Hurling taketh his denomination from throwing of the ball, and is of two sorts, in the Eaft parts of *Cornwall*, to goales, and in the Weft, to the countrey

Hurling to goales

For hurling to goales, there are 15 20 or 30 players more or leffe, chofen out on each fide, who ftrip themfelues into their flighteft apparell, and then ioyne hands in ranke one againft another Out of thefe ranks they match themfelues by payres, one embracing another, & fo paffe away euery of which couple, are fpecially to watch one another during the play

After this, they pitch two bufhes in the ground, fome eight or ten foote afunder, and directly againft them, ten or twelue fcore off, other twayne in like diftance, which they terme their Goales One of thefe is appoynted by lots, to the one fide, and the other to his aduerfe party There is affigned for their gard, a couple of their beft stopping Hurlers , the refidue draw into the midft betweene both goales, where fome indifferent perfon throweth vp a ball, the which whofoeuer can catch, an cary through his aduerfaries goale, hath wonne the game But therein confifteth one of *Hercules* and his labours for he that is once poffeffed of the ball, hath his contrary mate waiting at inches, and affaying to lay hold upon him The other trufteth him in the breaft, with his clofed fift, to keepe him off , which they call Butting, and place in weldoing the fame, no finall poynt of manhood

If hee efcape the firft, another taketh him in hand, and fo a third, nayehter is hee left, vntill hauing met (as the Frenchman fayes) *Chauffeur a fon pied,* hee eyther touch the ground with fome part of his bodie, in wraftling or cry, Hold , which is the word of yeelding Then

muft

muſt he caſt the ball (named Dealing) to ſome one of his fellowes, who catching the ſame in his hand, maketh away withall as before , and if his hap or agility bee ſo good, as to ſhake off or outrunne his counter-wayters, at the goale, hee findeth one or two freſh men, readie to receiue and keepe him off It is therefore a very diſaduantageable match, or extraordinary accident, that leeſeth many goales howbeit, that ſide carryeth away beſt reputation, which giueth moſt falles in the hurling, keepeth the ball longeſt, and preſſeth his contrary neereſt to their owne goale Sometimes one choſen perſon on eche party dealeth the ball

The Hurlers are bound to the obſeruation of many lawes, as, that they muſt hurle man to man, and not two ſet vpon one man at once that the Hurler againſt the ball, muſt not *but*, nor hand-faſt vnder girdle that hee who hath the ball, muſt *but* onely in the others breſt that he muſt deale no Fore-ball, *viz* he may not throw it to any of his mates, ſtanding neerer the goale, then himſelfe Laſtly, in dealing the ball, if any of the other part can catch it flying between, or e're the other haue it faſt, he thereby winneth the ſame to his ſide, which ſtraightway of defendant becommeth aſſailant, as the other, of aſſailant falls to be defendant The leaſt breach of theſe lawes, the Hurlers take for a iuſt cauſe of going together by the eares, but with their fiſts onely , neither doth any among them feele reuenge for ſuch wrongs or hurts, but at the like play againe Theſe hurling matches are moſtly vſed at weddings, where commonly the gheſts vndertake to encounter all commers

Hurling to the countrie

The hurling to the Countrey, is more diffufe and confufe, as bound to few of thefe orders Some two or more Gentlemen doe commonly make this match, appointing that on fuch a holyday, they will bring to fuch an indifferent place, two, three, or more parifhes of the Eaft or South quarter, to hurle againft fo many other, of the Weft or North Their goales are either thofe Gentlemens houfes, or fome townes or villages, three or foure miles afunder, of which either fide maketh choice after the neerneffe to their dwellings When they meet, there is neyther comparing of numbers, nor matching of men but a filuer ball is caft vp, and that company, which can catch, and cary it by force, or fleight, to their place affigned, gaineth the ball and victory Whofoeuer getteth feizure of this ball, findeth himfelfe generally purfued by the aduerfe party, neither will they leaue, till (without all refpects) he be layd flat on Gods deare earth which fall once receiued, difableth him from any longer detayning the ball hee therefore throweth the fame (with like hazard of intercepting, as in the other hurling) to fome one of his fellowes, fardeft before him, who maketh away withall in like maner Such as fee where the ball is played, giue notice thereof to their mates, crying, Ware Eaft, Ware Weft, &c as the fame is carried

The Hurlers take their next way ouer hilles, dales, hedges, ditches, yea, and thorow bufhes, briers, mires, plafhes and riuers whatfoeuer, fo as you fhall fometimes fee 20 or 30 lie tugging together in the water, fcrambling and fcratching for the ball A play (verily) both rude & rough, and yet fuch, as is not deftitute of policies, in fome fort refembling the feats of warre for you fhall haue

haue companies layd out before, on the one ſide, to encounter them that come with the ball, and of the other party to ſuccor them, in maner of a fore-ward Againe, other troups lye houering on the ſides, like wings, to helpe or ſtop their eſcape and where the ball it ſelfe goeth, it refembleth the ioyning of the two mayne battels the floweſt footed who come lagge, ſupply the ſhowe of a rere-ward yea, there are horſemen placed alſo on either party (as it were in ambuſh) and ready to ride away with the ball, if they can catch it at aduantage But they may not ſo ſteale the palme for gallop any one of them neuer ſo faſt, yet he ſhall be ſurely met at ſome hedge corner, croſſe-lane, bridge, or deep water, which (by caſting the Countrie) they know he muſt needs touch at and if his good fortune gard him not the better, hee is like to pay the price of his theft, with his owne and his horſes ouerthrowe to the ground Sometimes, the whole company runneth with the ball, ſeuen or eight miles out of the direct way, which they ſhould keepe Sometimes a foote-man getting it by ſtealth, the better to ſcape vneſpied, will carry the ſame quite backwards, and ſo, at laſt, get to the goale by a windlace which once knowne to be wonne, all that ſide flocke thither with great iolity and if the ſame bee a Gentlemans houſe, they giue him the ball for a *Trophee*, and the drinking out of his Beere to boote

The ball in this play may bee compared to an infernall ſpirit for whoſoeuer catchetch it, fareth ſtraightwayes like a madde man, ſtrugling and fighting with thoſe that goe about to holde him and no ſooner is the ball gone from him, but hee reſigneth this fury to the next receiuer, and himſelf becometh peacable aſ before