



CHANGES TO PLAYING RULES

Briefing Document

24th April 2024



INTRODUCTION

Several changes to rules were voted on at Congress 2024 and will come into effect on 6th May 2024 unless specified. This document outlines the changes to rule in relation to the *Official Guide Part 1* and the *Official Guide Part 2 Playing Rules* which influence the game. They are identified as new rules, addition to rule and rule amendments. Meanings to the rule differences are included however, the wording of the meaning is not the wording of the rule book which are highlighted in red.

Rule 5 (5.1)– Substitution of Players during game (Amendment to Rule)

A maximum of eight substitutions may be made in *all* under 16 *and* under 18 *Inter-County competitions* and *all* adult club competitions regardless of competition structure or format. *A team which makes more than eight substitutions will forfeit the game to its opponents.*

An unlimited number of substitutions may be made in all age grades from under 18 and below at club level, regardless of competition structure or format

Meaning:

Club

Adult club – 8 substitutions are permitted in all competitions

Underage club - - unlimited number of substitutions may be made in all competitions

Inter-County

U16 & U18 Inter-County – 8 substitutions are permitted in all competitions

No change at Adult Inter-County competition 8 substitutions permitted for League and 5 substitutions are permitted for Championship



Rule 5.2 Temporary Substitution/Blood replacement (Addition to Rule)

d) A player who sustains a suspected head injury, if instructed by the Referee, shall temporarily leave the field of play for further assessment before the player's fitness to return is determined.

Rule 5.4: Concussion Substitute (New Rule)

A player who is concussed or has had a suspected concussive incident must immediately leave the field of play, on the instruction of the referee to receive medical attention. This can be on the instruction of the Referee if they feel an incident has been missed by the team's coaches/medical personnel. The referee can prevent a player returning to the field of play if they believe the player is not fit to play as a result of concussion or a concussive incident.

- a) In the case of a concussion or a suspected concussion a Temporary Replacement may be used, and the following acts will not count as substitutions under Rule 5.1.
- b) The use of the temporary replacement for a player instructed to leave the field of play.
- c) The return to the field of play of the player that was being assessed as a direct replacement for the temporary replacement.
- d) The return to the field of play of the player that was being assessed as a replacement for any other player if the temporary replacement has previously been sent off or substituted.

Meaning:

In the event of a concussion or suspected concussion, teams can make a temporary concussion substitution in addition to regular substitutions. A player who is concussed or has had a suspected concussive incident must leave the field of play immediately (once cleared to move from relevant medical professionals) for medical attention.

The referee has the authority to order a player off the field of play and/or prevent a player from returning if they believe the player is unfit to play due to concussion.

Rule 6.1: Playing Gear (New Rule)

Penalty: If a player is not complying with any element of Rule 6 Playing Gear, the referee will stop play and will notify the offending player of the offence and ask them to comply with the rule. If the player refuses to comply then this will be considered as a challenge to the authority of the referee/match official under Official Playing Rule 10.2(g) and a yellow card will be issued. If the player subsequently continues to refuse to comply then this will be considered a second offence under Official Playing Rule 10.2(g) and a second yellow card will be issued followed by a red card and the player will be dismissed from the field of play. (See Rule 41.9 and 41.10).

Meaning:

The referee must firstly inform the player of the breach of rule and request that they change their playing attire, if the player refuses their name and jersey number is taken, and a yellow card is issued to the offender.

Rule 7.6: Equipment (New Rule)

Penalty: If a player is not complying with any element of Rule 7 Equipment, the referee will stop play and will notify the offending player of the offence and ask them to comply with the rule. If the player refuses to comply then this will be considered as a challenge to the authority of the referee/match official under Official Playing Rule 10.2(g) and a yellow card will be issued. If the player subsequently continues to refuse to comply then this will be considered a second offence under Official Playing Rule 10.2(g) and a second yellow card will be issued followed by a red card and the player will be dismissed from the field of play. (See Rule 41.9 and 41.10). Where the breach relates to the use of a non-compliant hurley when engaging in outfield roles under 7.1.b. above, the referee will also award a free to the position from where the infringement took place.

Meaning:

The referee must inform the player of the breach of rule (7.1,7.2,7.4 & 7.5) and request that they change their equipment, if the player refuses then their name and jersey number is taken, and a yellow card is issued to the offender.

Rule 9.4 Rules of Play (normal and extra time) (Amendment to Rule)

9.4 When play is stopped by the Referee to enable an injured player to be treated on the field or removed from the field of play, play shall resume in one of the following manners:

If a team is in possession when the play is stopped, the play shall resume with a free puck to that team from the position at which the play was stopped, unless the play was stopped inside the opponents' 20-meter line in which case the free shall be awarded from the 20-meter line opposite the point where the play was stopped. A score may not be made directly from such a free.

If neither team is in possession when the play is stopped, a throw-in shall be given at the position where the play was stopped, unless the play was stopped inside the 20-meter line in which case the throw in shall be given on the 20-meter line.

Meaning:

Clarity in the wording of the rule and it's now a free puck to the team in possession at the time of stoppage for injury rather than a throw in for one and an indirect for another.

If no-one was in possession at the time of stoppage, then play is recommenced with a throw-in.

Rule 9.6 Rules of Play & 10.1 Technical Fouls (Addition to Rule)

Rule 9.6

A player may:

- e) Hand-pass the sliotar with one hand (*player must demonstrate a clear striking action with the hand*)

Rule 10.1

A player may not:

Throw the sliotar away from her (*player must demonstrate a clear striking action with the hand*)

Meaning:

The handpass is now defined as a clear striking action with the hand, clarity around the meaning of a hand pass.

Rule 10.2 Rough Play and Dissent (Addition to Rule)

A player must not

- a. Deliberately shoulder an opponent **other than shoulder to shoulder**
- c. Charge **directly into an opponent's body with or without the sliotar**
- m. Engage in persistent fouling.

Penalty: For a first offence, a player has her name and jersey number taken by the Referee and is given a warning from the Referee indicated by a yellow card. For a second offence, a player has her name and jersey number taken by the Referee, a second yellow card is issued and is followed by a red card and the player dismissed from the field of play (see Rule 41.9 /41.10 An Treoir Oifigiúil Part I). A free is given to the opposing team where the foul occurred. If the foul occurs inside the 20m line, the free is given on the 20m line closest to where the foul occurred.



Meaning:

Shoulder to shoulder rule changed as shoulder is allowed however not aggressive or cynical.

Charge defined as colliding with a stationary player.

Persistent fouling is now a yellow card and yellow card procedures apply.

Rule 11.1 Advantage Rule and Frees (Addition to Rule)

11.1 In the event of a foul by a player(s) on an opponent who is in possession of/in the act of playing the sliotar, the Referee may allow play to continue if s/he considers such to be an immediate advantage to the offended team. S/ he must signal that advantage by raising an arm upright and must allow the advantage to run by maintaining her/his arm in the upright position for up to five seconds after the foul or for less time if it becomes clear that no advantage has accrued. If s/he deems no advantage to have accrued, s/he may subsequently award a free for the foul from where it occurred, or a subsequent foul if more advantageous to the offended team. If a player commits a foul within her 5 seconds of allowed advantage play, the referee must stop play, advantage cancelled, and the referee will award the relevant sanction to the opposition.

The Referee must, during the next stoppage in play, apply to the offending player(s) the appropriate sanction in accordance with Rule, where s/he deems such is warranted.

If, during the advantage period, a foul is committed by the player who was awarded advantage, then the advantage is cancelled, and a relevant sanction awarded to the opposition.

Meaning:

Should a player who is on advantage commit a foul within the 5 seconds the referee will cancel the advantage and award a free to the opposition and should the foul be a carding offence the card will be shown

Rule 11.10 Advantage Rule and Frees (Amendment to Rule)

11.10 - If a player deliberately delays a free the Referee will;

- i. Cancel the free puck or side-line puck
- ii. Throw in the sliotar where the foul occurred. If the foul occurred within the 20-metre the Referee must throw in the sliotar on the 20-metre line at a point opposite where the foul occurred.

Meaning:

If a player deliberately delayed taking a free the referee would add on time and persistent delay resulted in a yellow card. Now the referee cancels the free or sideline and throws the ball in where the foul occurred.



Rule 11.13 Advantage Rule and Frees (Amendment to Rule)

Should a foul be committed on an attacking player within the large parallelogram, a penalty free must be awarded from the centre point of the 20-metre line. Only one defending player is allowed on the goal line. The player taking the penalty may not cross the 20-metre line.

Penalty on free taker 20 metre line infringement: **Free to the defending team where foul occurred.**

The player defending the penalty must not move forward until the sliotar has been struck.

Penalty: If a goal does not result, the referee shall allow the penalty shot to be retaken

Players on the team awarded a penalty shot are not allowed to be inside the 20m line or the semi-circular arc before the sliotar is struck.

Penalty; Free puck from where the foul occurred.

Note: 'Lifting' the sliotar with the hurl shall not constitute as striking the sliotar.

Meaning:

If defending players 'break' the 20 metre line and a goal isn't scored the penalty can be retaken.

If the team awarded the penalty 'break' the line before the ball is struck it will be a free out

Rule 12.4 Sideline Puck (Addition to Rule)

For a side-line puck, once the sliotar has been placed by the player at the spot indicated by the Referee or line-umpire, and the whistle blown, the sliotar may not be re-set except with the express permission of the Referee.

Penalty: If a player advances the sliotar deliberately from the place at which a side-line puck is to be taken, the side-line puck is cancelled. The Referee must throw in the sliotar where the foul occurred as per Rule 9.3 of the Playing Rules. If the breach is within the 20-metre line, the Referee must throw in the sliotar on the 20-metre line.

- i. For a player on the team awarded a sideline to stand or move nearer than 10m to the sliotar before it is struck.

Penalty: a free must be awarded from where the foul occurred.

- i. For an opposing player to be nearer than 10m to the sliotar before the sideline puck is struck
- ii. To delay an opponent taking a free puck or sideline puck by hitting or kicking the sliotar away, not releasing the sliotar to the opposition, or by deliberately not moving back to allow the puck to be taken.
- iii. To interfere with a player taking a free puck, sideline puck or puck out 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.

Penalty for the above fouls: Free puck from where the foul occurred from the place of the original puck - up to opponents 20m line, if inside the 20m line it must be awarded on the 20m line at a point opposite where the foul occurred.

Meaning:

New penalty included if side-line is fouled by either team.

Rule 13.6 Puck-out from Goal (Addition to Rule)

The Referee must extend time to compensate for any deliberate delay in pucking out the sliotar.

Penalty: If a player deliberately delays a puck- out, the Referee will **cancel the puck-out and award a 45-metre free to the attacking team at the centre point of the 45-metre line-**

Persistent delay in taking the puck out is regarded as dissent, the player's name and jersey number be taken by the Referee and a yellow card is issued

Meaning:

If a player deliberately delays a puck-out from goal a 45 will be awarded. Persistent delay results in a yellow card.

Rule 14.2 Small Parallelogram (square ball) (Amendment to Rule)

1Should a player of the attacking team legally enter the small parallelogram and the sliotar is played away from that area but is returned before the attacking player has time to leave the small parallelogram, **provided that the player does not play the sliotar or interfere with play, the player** will be deemed not to have committed a foul.

Should this result in a score, it will be allowed.

Meaning:

Change is provided the player inside the square does not play the sliotar or interfere with play and should a score result the score will stand.

Changes to Official Guide Part 1

Introduction

Motions were brought to Congress 2024 following extensive research in 2021 and 2022 in relation to meaningful playing time for Camogie players. These motions were adapted to rule and are now included in the Official Guide, Part 1. Rules 28.4.2/28.4.3/28.4.4 will be introduced in a phased basis starting with Tier 1 counties in 2025, Tier 2 counties in 2026 and Tier 3 counties and below in 2027. This will ensure ample time for counties to ensure they have sufficient players within their squads.

Rule 28.4.1 (New Rule)

A player must meet the following age criteria in order to be eligible to participate in club competitions:

U12 – Be Under 12 and Over 9

U14 – Be Under 12 and Over 10

U16 – Be Under 16 and Over 12

U18 – Be Under 18 and Over 14

Adult – Be Over 15

‘Under’ means that a player must be under the age limit by midnight on the 31st of December of the year prior to the Championship year e.g. to play U16 a player must be aged 15 years or under on the 31st of December prior to the Championship year.

‘Over’ means a player must be over the age limit by midnight 31st December of the year prior to the Championship (e.g. to play under 14 a player must be 10 years of age on the 31st December prior to the Championship year).

In the event of competitions, and their qualifying rounds, running over two-calendar-years, a player who was ineligible based on the age criteria in the first of the calendar years remains ineligible to play in games that run on to the next calendar year.

Rule 28.4.2 (New Rule)

A player must meet the following age criteria in order to be eligible to participate in Adult Inter County competitions:

Adult - Be Over 18

'Over' means a player must be over the age limit by midnight 31st December of the year prior to the Championship.

In the event of competitions, and their qualifying rounds, running over two calendar years, a player who was ineligible based on the age criteria in the first of the calendar years remains ineligible to play in games that run on to the next calendar year.

For breaches of the above Rule, the penalty is the awarding of the game to the opposing team where applicable and a suspension of up to six months to the person(s) in charge of the team in which the breach is committed (Also see Rule 44 for player playing illegally).

Rule 28.4.3 (New Rule)

A player must meet the following age criteria in order to be eligible to participate in Inter County competitions:

U18 – Be Under 18 and Over 16

‘Under’ means that a player must be under the age limit by midnight on the 31st December of the year prior to the Championship year e.g. to play U18 a player must be aged 18 years or under on the 31st December prior to the Championship year.

‘Over’ means a player must be over the age limit by midnight 31st December of the year prior to the Championship (e.g. to play under 18 a player must be 16 years of age on the 31st December prior to the Championship year).

In the event of competitions, and their qualifying rounds, running over two calendar years, a player who was ineligible based on the age criteria in the first of the calendar years remains ineligible to play in games that run on to the next calendar year.

For breaches of the above Rule, the penalty is the awarding of the game to the opposing team where applicable and a suspension of up to six months to the person(s) in charge of the team in which the breach is committed (Also see Rule 44 for player playing illegally).

Rule 28.4.4 (New Rule)

A player must meet the following age criteria in order to be eligible to participate in Adult Inter County competitions:

Adult - Be Over 18

‘Over’ means a player must be over the age limit by midnight 31st December of the year prior to the Championship.

In the event of competitions, and their qualifying rounds, running over two calendar years, a player who was ineligible based on the age criteria in the first of the calendar years remains ineligible to play in games that run on to the next calendar year.

For breaches of the above Rule, the penalty is the awarding of the game to the opposing team where applicable and a suspension of up to six months to the person(s) in charge of the team in which the breach is committed (Also see Rule 44 for player playing illegally).

