

Outdoor rule guidance

September 2015

What are the new rule for 2015?

- Breaking at a penalty corner
- Two minute green card
- Use of the stick above the shoulder
- Long corner
 - Re-start after the ball has been unintentionally played over the back-line by a defender (and no goal is scored)
- Free hits within 5m of the circle
- Up 10m rule
- **Encouraging umpires to officiate to the *rationale* of new rules**
 - To encourage the fast pace of our game
 - To allow play to flow more freely

Breaking at a Penalty Corner

•New Rule

- If a defender, other than the GK, breaks the line then they must go beyond the half-way line and cannot be replaced.
- If the GK (or kicking back) breaks the line, they do not have to go to half-way. In this case, the defence chooses which of the remaining players do.
- An attacker who breaks early into the circle is also sent to half-way. The PC is retaken.
- If the injector feints at playing the ball (or takes the mickey in some other way), then they are sent to half-way. Another attacker injects the re-taken PC.



•Application of the rule change

- If during the PC, another PC is given, any player already sent to half-way must stay there for the retaken penalty corner.
- If a subsequent defender breaks the line at a retaken penalty corner, then that defender is also be sent to half-way (except GK).

•What is a re-taken PC

- A penalty corner is not over until any of the normal conditions for its completion are met (Rules 13.5 and 13.6).
 - *PCs in normal time: ball more than 5m from circle – Rule 13.5*
 - *PCs at half-time and full-time: above plus ball outside of circle twice – Rule 13.6.*

•Be aware of deliberate attempts to get defenders sent to half-way.

- Penalise this as you would a PC feint.

Penalty corner is over when...

- a goal is scored
- a free hit is awarded to the defending team
- the ball travels more than 5m outside the circle
- the ball is played over the backline and a penalty corner is not awarded
- a defender commits an offence which does not result in a penalty corner
- a penalty stroke is awarded
- a bully is awarded

2 Minute Green Card

- **New Rule**

- A player given a green card is suspended for two minutes.

- **Application of the rule change**

- The use of a green card should not be any different than before.
- ***don't go "one-down": a yellow card offence is still a yellow card.***
- A time-stop does not have to mean a card.
- a verbal warning (no card) can still be given when necessary.



•Awarding a two minute green card

- Stop time before awarding the card.
- Record the time of the suspension and the player's number.
- Restart the game after the player has left the pitch.
- After two minutes of **playing** time, the carded player is called back on.
 - *there does not have to be a stoppage in play.*
 - *the player does not have to be returned at exactly two minutes, a delay of a few seconds is acceptable.*
- The carded player **must not** be returned during a penalty corner.
 - *in such a case the player is returned after the PC is completed.* This also applies to yellow cards.

•Awarding a two minute green card (cont.)

- If the player being returned is a GK, this **must** be done at a break in play.
 - *the clock does not have to be stopped, but it will probably be easier to do so.*
- Unlike a yellow card, umpires cannot increase the length of a green card beyond two minutes.
 - *if you need to increase a green card suspension, a yellow card should be awarded.*
 - *in this situation, the player is suspended for five minutes from the point at which the yellow card is shown, not for five minutes from the original green.*
- **The two minute green card process is identical to that used previously for a yellow card, except the length of the suspension.**

Stick above shoulder

- **New Rule**

- Players can play the ball above shoulder height, provided that they do so in a controlled manner and in a way that does not create or lead to danger.

- **Application of the rule change**

- Players do not have 'carte blanche' to swing wildly at the ball when it is in the air.
 - *danger is the only consideration not to allow a high stick.*
- Umpire's sole priority should be to encourage and to allow skill.
 - *allow players to express their skills, penalise only danger.*

•How the rule change affects receiving an aerial ball

- After an aerial pass has been made, focus immediately on the landing zone.
 - *make the usual judgement on the **initial receiver**.*
 - *the landing zone may change because players are able to receive the ball earlier.*
 - *the game dynamic is changed, but still use player movement over the travel of the ball to give the indication as to who is the initial receiver. **Don't ball watch!***
- If a player successfully controls a raised ball in the air, then that player should be allowed space to control the ball on the ground.
- If two opposing players are close together and there is no clear initial receiver, then blow quickly and award a free hit to the team who did not raise the ball.

Corner

- **New Rule**

- Play is re-started from the 23m, in line with where the ball crossed the back-line.

- **Application of the rule change**

- The re-start is within the 23m area and so cannot be played directly into the circle until it has travelled 5m or been touched by another player.
- Players may well take a quick corner with the ball just outside the 23m line.
 - *If so, be flexible, but make it clear that play is continuing as if the ball had been from inside the 23. Only penalise “wrong spot” if an unfair advantage is gained.*
- The signal for a long corner is still the same.
 - *If necessary, use a secondary signal to show the location of the restart.*

Free hits within 5m of the circle

- **New Rule**

- A free hit can now be taken within 5m of the circle edge.
- The ball must still travel 5m before it can be played into the circle, or alternatively be touched by another player.

- **Application of the rule change**

- Just as anywhere else, the free hit may be taken immediately, even though other players are not 5m away. However, those players **must not interfere with play**

•Application of the rule change (cont.)

- Defenders not 5m away, but inside the circle, are not required to retreat 5m.
 - *the attacker who self passes cannot dribble directly into the circle and so the defenders in this case are not interfering.*
- Defenders may shadow around the inside of the circle, **provided that they do not interfere with play**, until the ball has gone 5m or been touched by another player.
 - *players inside the circle who were 5 metres or more from the point of the free hit **may not encroach or form a “defensive wall.”***
- Interfering with play from such a free hit will typically be a PC
 - *Be aware of attackers trying to “buy” a PC by running into an innocent defender*

Other guidance

Up 10 metres no longer exists:

- This has been made obsolete by the self pass at free hits. It now slows the game down. Any offence that could merit this, can now be dealt with by warning the player, or by using a personal penalty.

Other guidance

Interpretation of ball hitting the foot/body:

This has not changed, the guidance notes just reinforce what the interpretation is (It is not always an offence if the ball hits the foot, hand or body of a field player. The player only commits an offence if they gain an advantage or if they position themselves with the intention of stopping the ball in this way.)

