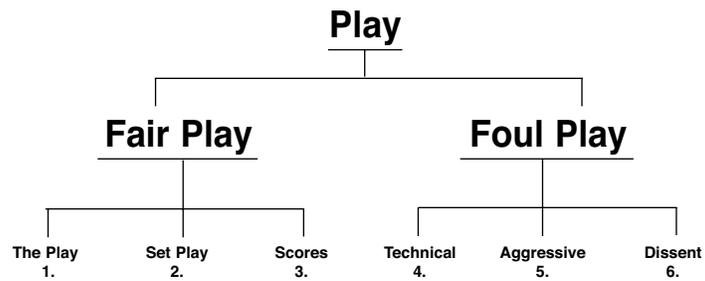
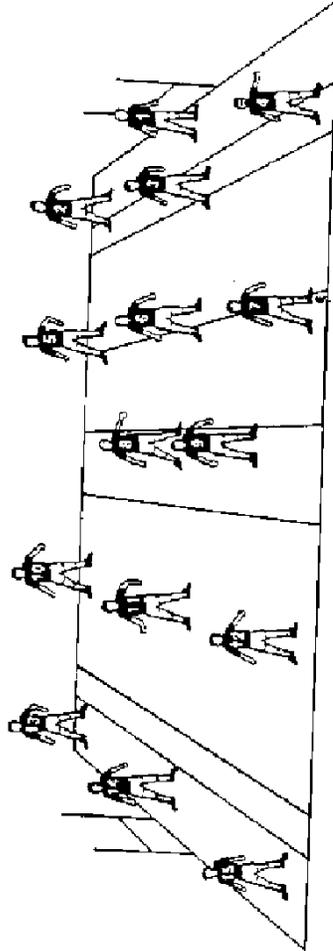




The Playing Rules of Hurling



Line Out



The Rules of Hurling

Rules of Fair Play

RULE 1 - THE PLAY

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

- 1.7 When a player is in possession of the ball it may be:
- (a) Carried in the hand for a maximum of four consecutive steps or held in the hand for no longer than the time needed to take four steps.
 - (b) Released and struck with a definite striking action of a hand.
- 1.8 Player(s) may tackle an opponent for the ball.
- 1.9 Provided that he has at least one foot on the ground, a player may make a shoulder to shoulder charge on an opponent-
- (a) who is in possession of the ball, or
 - (b) who is playing the ball, or
 - (c) when both players are moving in the direction of the ball to play it.
- When he is within the small rectangle, the goalkeeper may not be charged but he may be challenged for possession of the ball, and his puck, kick or pass may be blocked. Incidental contact with the goalkeeper while playing the ball is permitted.
- 1.10 For a run-up to a free puck, sideline puck, or puck-out, a player may go outside the boundary lines, but otherwise players shall remain within the field of play.
- 1.11 A player may hold up his hurley or hand(s) to intercept a free puck.

RULE 2 - SET PLAY

- 2.1 The referee, facing the players, starts the game and restarts it after half-time by throwing in the ball between two players from each team, who shall stand one behind the other in their own defensive sides of the half-way line. All other players shall be in their respective positions behind the 65m lines.
- 2.2 After a foul, play is restarted by a free puck or a throw-in 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 sideline. With the option of a free being awarded

from where the foul occurred being retained, the rule shall apply in the following circumstances as outlined:-

- (a) If the ball lands over the endline, a free shall be given on the 20m line opposite the place where the ball crossed the endline;
- (b) If the ball lands inside the opponents' 20m line, a free shall be given from the 20m line at the point where the ball crossed this line.
- (iv) Where otherwise specified in the penalties listed in Rule 4, Sections 14, 15, 16, 17, 18, 19, 27, 28, 29, 30, 34; Rule 5, Sections 16, 36; Rule 6.4.
- (v) When play is restarted by throwing in the ball after a foul(s) within 13m of the sideline, the throw in shall be given 13m from the sideline and directly infield from where the foul(s) occurred.
- (vi) When play is restarted by throwing in the ball after a foul(s) between the endline and the 20m line, the throw-in shall be given on the 20m line, opposite where the foul(s) occurred, subject to the Provisions stated in (v) above.

All players, except the player taking the free 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 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 endline by the team attacking that end or after a score, play is restarted by a puck-out from within the small rectangle.
- The player taking a puck-out shall take the ball into his hand, but should he miss his stroke, the ball may be struck on the ground or may

be raised with and struck with the hurley, but not taken into his hand again before striking it. The player taking the puck-out may strike the ball more than once before another player touches it.

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

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

- 2.7 When the ball is played over the endline and outside the goalposts by the team defending that end, a free puck shall be awarded to the opposing team on the 65m line opposite where the ball crossed the endline.
- 2.8 When a team plays the ball over the sideline, a free puck from the ground shall be awarded to the opposing team at the place where the ball crossed the sideline. If opposing players play the ball simultaneously over the sideline, or if the officials are not sure which team played the ball last, the Referee, facing the players, shall throw in the ball between one player from each team, 13m from the sideline and directly infield from where ball crossed the sideline. A ball that strikes a sideline or corner flag shall be treated as having crossed the sideline. A player on the team awarded a sideline puck shall place the ball on the sideline at the place indicated by the linesman. All players except the player taking the sideline puck, or the two players contesting the throw-in, shall be

at least 13m from the ball until it is struck or thrown in.

If a player taking a sideline puck fails to strike the ball at the first attempt, he shall not delay in making a second attempt. Only when the player delays his second attempt to strike the ball may a player from either side approach nearer than 13m.

2.9 If in exceptional circumstances play is stopped by the Referee to enable a seriously injured player to be treated on the field or removed from the field of play, play shall resume in one of the following manners:-

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

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

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

Exceptions

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

RULE 3 - SCORES

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

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

A goal is equivalent to three points.

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

Exceptions

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

Exceptions

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

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

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

4.11 (a) For a player on the team awarded a free puck to stand or move nearer than 20m to the ball before it is struck.

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

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

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

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

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

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

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

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

PENALTY -

(i) Cancel Puck-Out

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

- 4.16 (a) For a player on the team defending a penalty puck, with the exception of the three defending players on the goal-line, to be inside the 20m line or the semi-circle before the ball is struck.
- (b) For any of the three players defending a penalty on the goal-line to move nearer than 20m to the ball before the ball is struck.

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 sideline puck is struck.

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

- 4.18 To delay an opponent taking a free puck or sideline puck by hitting or kicking the ball away, not releasing the ball to the opposition, or by deliberately not moving back to allow the puck to be taken.

- 4.19 To interfere with a player taking a free puck or sideline puck by jumping up and down, waving hands or hurley, or any other physical or verbal interference considered by the referee to be aimed at distracting the player taking the puck.

Exception

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

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

- 4.20 To reset the ball for a free/penalty/sideline puck without the referee's permission after the whistle has been blown for the free/penalty/sideline puck to be taken.
- 4.21 To play the ball again after taking a free/penalty/sideline puck before another player has played it, unless the ball rebounds off the goal-posts or crossbar.
- 4.22 To foul a free puck by making a second attempt to lift the ball, to hop the ball on the hurley, or to take the ball in the hand.
- 4.23 For the player taking a sideline puck to attempt to lift the ball with his hurley.
- 4.24 To make a divot for the purpose of teeing up the ball for a free puck or sideline puck.
- 4.25 To advance the ball deliberately from the place at which a free puck or sideline puck is to be taken.
- 4.26 To waste time by delaying a free puck or sideline puck awarded to own team.

PENALTY FOR THE ABOVE FOULS -

(i) Cancel free puck or sideline puck.

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

- 4.27 For the player taking the puck-out and, having missed a stroke, to take the ball into his hand a second time before striking.
- 4.28 To be inside own 20m line when one's team is taking a puck-out except as provided in Rule 2.6.
- 4.29 For another player on the team taking the puck-out to play the ball before it has travelled 13m.
- 4.30 To waste time by delaying own puck-out.

PENALTY FOR ABOVE FOULS -

(i) Cancel puck-out.

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

- 4.31 For a player(s) from each team to foul simultaneously.
- Penalty - Throw in the ball where the foul(s) occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2.**
- 4.32 To deliberately go outside the boundary lines to gain an advantage except as permitted by Rule 1.10.
- Penalty-Free puck from where the foul occurred.**

- 4.33 To interfere with the goalposts to distract opponents or to gain an advantage.
**PENALTY 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. He shall signal that advantage is being played by raising an extended arm upright. 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

Category II Infractions

- 5.1 To strike or to attempt to strike an opponent with arm, elbow, hand or knee.
- 5.2 To strike or to attempt to strike an opponent with a hurley, with minimal force.
- 5.3 To kick or to attempt to kick an opponent, with minimal force .
- 5.4 To behave in any way which is dangerous to an opponent.
- 5.5 To spit at an opponent.
- 5.6 To contribute to a melee.
- 5.7 To use abusive language to a Referee, Umpire, Linesman or Sideline Official.

Category III Infractions

- 5.8 To strike or to attempt to strike an opponent with the head.
- 5.9 To strike an opponent with a hurley, either with force or causing injury.
- 5.10 To attempt to strike an opponent with a hurley, with force.
- 5.11 To kick an opponent either with force or causing injury.
- 5.12 To attempt to kick an opponent with force.
- 5.13 To stamp on an opponent.
- 5.14 To inflict an injury recklessly on an opponent by means other than those stated above.
- 5.15 To assault an opposing Team Official

Category IV Infractions

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

Category V Infractions

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

PENALTY FOR ABOVE FOULS -

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

- 5.20 To commit any of the fouls listed in Rule 5.1, 5.2, 5.3, 5.4, 5.5, 5.8, 5.9, 5.10, 5.11, 5.12, 5.13 and 5.14 against a team-mate.

PENALTY -

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

5.21 To commit any of the fouls listed in Rule 5.1, 5.2, 5.3, 5.4, 5.5, 5.8, 5.9, 5.10, 5.11, 5.12, 5.13 and 5.14 on an opponent on the field prior to the start of a 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/temporary replacement slip which includes the offender's name, the player may not be substituted.

For Information Purposes only -

Suspensions for the above Infractions are governed by Rule 7.2 - Infractions, Official Guide, Part 1.

As a guide, the suspensions, in part, are outlined below:

Category II

Minimum; 4 weeks Suspension in the same Code and at the same Level, inclusive of the next Game in the same Competition of that Competition Year, even if that Game falls outside the Suspension time period.

Category III

Minimum: 8 weeks Suspension in the same Code and at the same Level, inclusive of the next Game in the same Competition of that Competition Year, even if that Game falls outside the Suspension time period.

Category IV

Minimum: 12 weeks Suspension in all Codes and at all Levels.

Category V

Minimum: 48 weeks Suspension in all Codes and at all Levels, with offender's Team liable to Disqualification, where appropriate.

- 5.22 To pull down an opponent.
- 5.23 To trip an opponent with hand(s), foot, or hurley.
- 5.24 To threaten or to use abusive or provocative language or gestures to an opponent.
- 5.25 To engage in any form of rough play.
- 5.26 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.
- 5.27 To use the hurley in a careless manner.
- 5.28 To throw a hurley in a manner which constitutes a danger to another player(s).

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.**

- 5.29 To pull or take hold of a faceguard or any other part of an opponent's helmet.
- 5.30 To attempt to achieve an advantage by feigning a foul or injury.

PENALTY FOR ABOVE FOULS -

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

5.31 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 Exceptions (v) and (vi) of Rule 2.2.**

5.32 To hold an opponent with the hand(s)

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

(b) To charge an opponent unless:-

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

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

PENALTY FOR THE ABOVE FOULS -

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

off for a further repetition or for other cautionable foul.

- 5.34 (a) To push an opponent with the hand(s) or hurley.
(b) To hold an opponent's hurley or pull it from his hands.
- 5.35 (a) To charge (in a manner otherwise permissible on an opponent) the goalkeeper in his small rectangle.
(b) For a player in possession of the ball to charge an opponent.
- 5.36 To use the hurley to obstruct an opponent
- 5.37 To strike an opponent's hurley unless both players are in the act of playing the ball.
Penalty for the above Fouls –
(i) Free Puck from where Foul occurred, except as provided under Exceptions of Rule 2.2.
(ii) Caution offender for persistently committing such Fouls. Order off for further repetition or for other Cautionable Foul.
- 5.38 For a player to retaliate between the award of a free to his team and the free puck being taken.
PENALTY -
(i) Cancel free puck.
(ii) Throw in the ball where the original foul occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2.
(iii) Apply any other relevant penalty of Rule 5.

- 5.39 For a player(s) from each team to foul simultaneously.
PENALTY -
(i) Throw in the ball where the fouls occurred, except as provided under Exceptions (v) and (vi) of Rule 2.2.
(ii) Apply any other relevant penalty of Rule 5.
- 5.40 When an Aggressive 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.
- 5.41 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. He shall signal that advantage is being played by raising an extended arm upright. 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 Referee, Umpire, Linesman or Sideline Official.
PENALTY - Caution the offender; order off for second cautionable foul.
- 6.2 To fail to comply with a Referee's instruction to wear a helmet with a facial guard.
Penalty - Caution the offender; order off if he persists.
- 6.3 To refuse to leave the field of play, on the instruction of the Referee, for attention, after an injury involving bleeding.
Penalty - Caution the offender; order off if he continues to refuse.
- 6.4 To show dissent with the referee's decision to award a free puck to the opposing team.
PENALTY - The free puck already awarded shall be taken 13m more advantageous than the place of original free puck, up to the opponents' 20m line.
Further dissent on an occasion shall be considered as a breach of Rule 6.1 and shall be penalised accordingly.
- 6.5 (a) To refuse to leave the field of play when ordered off.
(b) To rejoin the game after being ordered off.

PROCEDURE

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

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

PROCEDURE - as in Rule 6.5

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