

# An Treoraí Oifigiúil

Cuid a dó – 2014/15

## Official Guide

Part 2 Official Playing Rules – 2014/15



**THE  
CAMOGIE  
ASSOCIATION**  
An Cumann Camógaíochta

Please note:

\* Rules highlighted in blue are amendments to existing rules. Amendments are further highlighted in bold and italics.

\* Rules highlighted in red are new rules.

\* Rules highlighted in black have not changed.

## Playing Rules

Where competitions for *under 16* and other formats are concerned, clubs, county boards, provincial councils, national education councils may adapt the playing rules in relation to team composition, substitutions, duration of match, pitch dimensions and the size, *weight and material of the sliotar*. Such adaptations must be approved as competition rules at a properly constituted general meeting of the relevant unit. In inclement weather all players aged under 16 may wear matching tracksuit bottoms in addition to their uniform. Rules governing eligibility Rule 28.4 (age restrictions) of Treoraí Oifigiúil *must* apply.

Rules for twelve a side Camogie are detailed at the end of this document.

### **15 A-SIDE CAMOGIE**

Playing Rules should be read in conjunction with Duties of the Referees Lines Officials and Umpires, Rules 41 42 and 43 of An Treoraí Oifigiúil.

#### **1. Name of the Game**

The name of the game is *Camogie*.

#### **2. Team Lists**

2.1. Each team shall provide the Referee with a list in duplicate on Form C.C.2 (either hand written or electronically generated) of the full names in Irish and/or English of its players and substitutes. The list shall be signed by an Official authorised by the Club/Board/Council. The team list shall be given to the Referee by the commencement of the second half of the match. Failure to comply with this Rule shall result in a fine being imposed on the defaulting team by the committee in charge of the competition.

### 3. Teams' Composition

3.1. A team *must* be comprised of fifteen players who *must* be affiliated and registered members of An Cumann Camógaíochta in accordance with the Rules. Eligibility to play in a competition will be determined by the rules and approved bye-laws.

3.2. The team line-out *must* be as follows:

- Goalkeeper
- Three full-backs
- Three half-backs
- Two centre-field players
- Three half-forwards
- Three full- forwards

3.3. Each team *must* have at least twelve players to commence a match. A match may continue with less than twelve players aside, *only in the event of a player(s) ordered off or retired injured.*

A team commencing with less than 15 players may add to their team only during a stoppage in play and on players notifying, in writing, the Referee. *Such players must already be included on the team list submitted to the referee.*

### 4. Duration of games

4.1. The time of actual play *must* be sixty minutes. A half-time interval of not more than ten minutes should be allowed. Teams *must* switch ends on resumption of the game after half-time.

4.2. Extra Time

In the event of extra time being played, its duration will be ten minutes each half. Teams *must* switch ends on resumption of the game after half-time. A half-time interval of not more than five minutes should be allowed.

### 5. Substitution of Players During a Game

5.1. Substitution means the replacing during a game or at half-time of any of the fifteen players of a team, other than a player dismissed from the field of play by the Referee. Only five substitutions per team *will* be allowed.

A substitution is not allowed in the case of a player ordered off.

A substitution may only be made during a stoppage in play and on notifying, in writing, the Referee. A team which makes more than five substitutions *will* forfeit the game to its opponents.

*Exception:*

*A maximum of 8 substitutions may be made in under 14, under 16, under 18 and adult league competitions at all levels. This does not apply to championships at all levels regardless of competition structure or format.*

## 5.2. Temporary Substitution/Blood replacement

A player who is bleeding or who has blood on any part of her body, playing attire or playing equipment, as a result of an injury sustained during play, *must* on the instruction of the Referee, immediately leave the field of play to receive medical and/or other attention. She will not be allowed to return to the field of play until the bleeding has been cleaned off and, where possible, the injured area has been covered, any bloodstained playing attire has been replaced and any blood-stained equipment has been fully cleaned. In that circumstance, a Temporary Replacement may be used, and the following acts will not count as substitutions under Rule 5.1.

- a. the use of the temporary replacement for a player instructed to leave the field of play.
- b. the return to the field of play of the injured (blood) player as a direct replacement for the temporary replacement.
- c. the return to the field of play of the injured (blood) player as a replacement for any other player if the temporary replacement has previously been sent off or substituted.

## 5.3. Substitution in Extra Time

*For the purpose of extra time in all formats, when played, a further maximum of five substitutions will be permitted.*

## 6. Playing gear

- Teams are required to wear distinctive colours. In all instances all members of the same team must be uniformly dressed.
- Playing gear *must* be of Irish manufacture if possible. It *must* consist of:
  - skirt/skort/divided skirt, sports jersey with long or short sleeves, knee socks and boots.  
*Bodywear may also be worn.*
- Goalkeepers may wear team tracksuit in all competitions other than national finals.

- The crest of An Cumann Camógaíochta *must* be displayed on the team jersey and skirt/skort/divided skirt.

## 7. Equipment

### 7.1. Hurley (Hurl/Camán)

A player may play with a hurley which is bound with a metallic substance if covered with adhesive tape, but not with a hurley deemed dangerous by the Referee. A player may not play with a hurley the bas of which exceeds 13 cm in width with the exception of the Goalkeeper. Should a player, who has already been warned by the Referee, persist in playing with a hurley which does not comply with the above, she shall be dismissed from the field of play in accordance with Rule 41.9 (c).

### 7.2. Helmet/Facial guard

In all Camogie games and training sessions it is mandatory for all players to wear an approved, i.e. NSAI Standard IS355, helmet with facial guard.

Penalty: If not complied with in camogie games the referee will firstly caution the player for dissent. *If the player continues to refuse to wear a helmet she will be dealt with in accordance with Rule 41.9(c) for dissent.*

### 7.3. The Sliotar

The weight of the sliotar *must* be 90-110 grams and it *must* be 21 cm in Circumference (size 4). *Sliotars produced by manufacturers that are approved by the Camogie Association/GAA must be used.*

### 7.4. Protective gear

**Protective gear such as shinguards, gumshields and hand protection may be used.**

## 8. The pitch

- a. The pitch *must* be rectangular, from 130 metres to 145 metres long and from 80 metres to 90 metres wide. The boundaries *must* be marked by a distinctive line and the four corners indicated by flags.
- b. Lines indicating 13 metres, 20 metres and 45 metres from each end line, and the half way line, *must* be marked. The points from where these lines join each side-line *must* be indicated by flags;

- c. Equidistant from each corner on the end-lines *must* stand two upright goalposts, 6.5 metres apart and a minimum of 7 metres high. There *must* be a crossbar 2.5 metres from the ground joining the goalposts to form a goal space;
- d. 3.75 metres outside each goalpost a line 4.5 metres long *must* be marked at right angles to the goal-line. The ends of these lines *must* be joined to form the small parallelogram, 14 metres by 4.5 metres in front of the scoring space;
- e. 6.25 metres outside each goalpost a line 13 metres long *must* be marked at right angles to the goal-line, the ends of these lines being joined by the 13 metres line to form the large parallelogram, 19 metres by 13 metres, in front of the scoring space;
- f. A semi-circle of radius 13 metres, the centre of which is on the mid-point of the 20 metre line, *must* be marked.

#### 8.1. Goal Nets

Goal-nets *must* be used and securely fixed to the cross bar and goalposts.

#### 9. Rules of Play (normal and extra time)

- 9.1. At the start of each *match* the Referee *must* toss a coin, in the presence of both Captains, for choice of ends.

The players *must* then take their respective places. *At the start of each half the Referee must count the number of players on the field.*

- 9.2. The Referee will commence or recommence play in each half by rolling the sliotar along the ground on the halfway line between the four centre-field players who *must* stand one behind the other on their own defensive sides of the half-way line. All other players *must* remain in their respective positions *at least 7 metres from the Referee* until an attempt to strike the sliotar has been made.

- 9.3. *The Referee will* recommence play after any stoppage (*other than 9.4 below*) by rolling the sliotar on the ground between two players while facing the nearer side-line. *Where the throw in is too near that side line or in the event of a clashed side line ball, the referee faces the field of play.* No other player may approach within 10 metres until an attempt to strike the sliotar has been made.

- 9.4. **When play is stopped due to an injury away from play to an opposing player the team in possession of the sliotar retains possession when play recommences by being granted an indirect free.**

- 9.5. The sliotar is in play once it has been thrown in by the Referee, or struck by a player after the Referee has signalled to restart play.

The sliotar is out of play when:

- a. The Referee signals a stop
  - b. The sliotar has passed completely over the *side/end line*
  - c. *The sliotar has been prevented from going over side/end line, when touched in play by a referee, match official, team mentor or flag*
  - d. *When a score occurs*
- 9.6. A player may:
- a. Strike the sliotar *with the hurley* on the ground or in the air
  - b. Lift the sliotar off the ground with the hurley or with the feet or with a combination of hurley and foot;
  - c. Catch the sliotar with one hand;
  - d. Catch the ball twice
  - e. Hand-pass the sliotar with one hand;
  - f. *Drop the hurley*
  - g. *Carry the sliotar in the hand for a maximum of four consecutive steps or hold the sliotar in the hand for no longer than the time needed to take four steps*
  - h. Kick the sliotar
- 9.7. A player may tackle an opponent who is in the act of playing or in possession of the sliotar by:
- a. Blocking an aerial or ground puck;
  - b. Play the opponent's hurley *with minimal force (flick)* from the ground or in the air with own hurley
  - c. Hooking an opponent's hurley with own hurley;
  - d. *Playing with minimal force (tap)* the underside of the bas of an opponent's hurley while she is carrying the sliotar on it
  - e. *shadowing the player without deliberately interfering with the hurley or body of an opponent*

## 9.8. Ending play

The Referee, having allowed time for stoppages, must terminate play by blowing the whistle and indicating by hand signal at the end of the official time in each half.

## 10. Foul Play

### 10.1. Technical Fouls

A player may not:

- a. Pick up the sliotar from the ground with the hand
- b. Touch the sliotar on the ground with the hand, except when the player with the sliotar in her hand falls to the ground and the sliotar touches the ground
- c. Throw the sliotar away from her
- d. Throw the sliotar up and catch it
- e. Pass the sliotar from one hand to the other
- f. Hop the sliotar on the hand
- g. *Catch the sliotar with two hands*
- h. Overcarry or overhold the sliotar
- i. *Take the ball out of play by covering or lying on the sliotar*
- j. *Catch the sliotar more than twice*
- k. *Be prevented from playing the ball by being sandwiched by two or more opponents*
- l. Chop, i.e. strike downwards on an opponent's hurley
- m. Hold opponent's hurley or pull it from her hands
- n. Tap an opponent's hurley other than as permitted in 9.7(d)
- o. *Place a hand(s) on an opposing players back*
- p. *Deliberately interfere with the hurley or body of an opponent*

Penalty: A free to the opposing team from where the foul occurred. If foul occurs inside the 20m line the free will be given on the 20m line closest to where the foul occurred.



## 10.2. Rough play, dissent and abusive language

A player *must*not:

- a. Deliberately shoulder an opponent
- b. Trip, catch, hold or pull down an opponent
- c. Charge (pushing or moving into an opponent's body or failing to avoid full frontal contact with an opponent), back into or obstruct an opponent;
- d. Reach from behind with the hurley or around the body of an opponent which is not consistent with an attempt to play the ball
- e. Use the hurley to 'dig' an opponent
- f. Throw the hurley
- g. Engage in any form of rough play
- h. Show dissent with any decisions of the Referee and/or match officials
- i. Use abusive or threatening language or *gestures to a Referee, match officials, players or mentors*
- j. *Interfere with an opponent's helmet*
- k. Attempt to strike an opponent with or without hurley
- l. *Attempt to kick an opponent*
- m. *Play without a helmet*
- n. Use a hurley of incorrect size
- o. *Use the hurley to obstruct an opponent*

*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 Treoraí Oifigiúil). 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.*

## 10.3. Aggressive fouls and dangerous play

A player *must*not:

- a. Strike an opponent with the hurley

- b. Strike an opponent with the arm, elbow, hand, knee or head
- c. Punch an opponent
- d. Kick an opponent
- e. *Stomp on an opponent*
- f. *Spit at an opponent or official*
- g. *Contribute to a melee*
- h. *Assault any official*
- i. *Interfere with the faceguard of an opponent's helmet.*

Penalty: A player has her name and jersey number taken by the Referee and issued with a red card and dismissed from the field of play (see Rule 41.9, 41.10 and 44). A free is given to the opposing team where the foul occurred. If foul occurs inside the 20m line the free is given on the 20m line closest to where the foul occurred.

## **11. Advantage rule and frees**

### 11.1. Playing advantage

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. The Referee *must* indicate that advantage has been allowed by raising one hand above her/his head. Having allowed play to continue, the Referee may not subsequently award a free for that foul. The Referee *must*, during the next stoppage in play, apply to the offending player(s) the appropriate sanction in accordance with Rule, where she/he deems such is warranted.

### 11.2. Free taking

In the event of a foul by a player(s), a free *must* be awarded to the opposing team from where the foul occurred. A free *must* also be awarded in other instances as specified in these Rules. The Referee must indicate the spot from where the free *must* be taken. A free *must* not be taken until the Referee has blown the whistle.

- 11.3. For all frees, including 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 reset except with the express permission of the Referee.

*Penalty: A throw in by the referee where the foul occurred.*

11.4. For all frees, other than a sideline ball, the sliotar may be struck on the ground or be lifted and struck with the hurley *in one continuous movement. Lifting the sliotar and then balancing it on the hurley before striking is deemed to be a foul.* The sliotar may not be taken in the hand or hopped on the hurley when lifted for a free. For a side-line puck, the sliotar may be struck on the ground only. It may not be lifted.

Penalty: A throw in by the Referee where the foul occurred.

11.5. Should the free-taker fail to lift and/or strike the sliotar at the first attempt she may strike it on the ground but may not lift it again.

Penalty: A throw in by the Referee where the foul occurred.

11.6. The free-taker may not play the sliotar a second time until another player has touched it, except where the sliotar rebounds off a crossbar or upright.

Penalty: A throw in by the Referee where the foul occurred.

11.7. No player may approach within 10 metres of the free-taker until an attempt to strike the sliotar has been made, and no player may physically or verbally distract a free-taker. (A player holding her hurley upright does not constitute as interference.)

Penalty: A free *must* be awarded from a point 10 metres nearer to the offending player's goal but not within the 20 metre line of that goal.

11.8. If a foul is committed on a player after she has played the sliotar, a free *must* be awarded from where the sliotar lands.

- a. Should a score have resulted, it must be allowed.
- b. Should the sliotar have crossed the end-line, or landed within 20 metres of the end-line, the free *must* be awarded from a point on the 20 metre line opposite where the sliotar landed.
- c. Should the sliotar have crossed the side-line, the free *must* be awarded from the point where the sliotar crossed, or, if within 20 metres of the end line, it *must* be awarded from the 20 metre line.

11.9. Should a player from each team foul at the same time, the Referee *must* throw in the sliotar between two opposing players where the foul occurred. If within the 20 metre line, the sliotar *must* be thrown in on the 20 metre line at the point opposite where the foul occurred.

*11.10. The referee must extend time to compensate for any deliberate delay in taking a free.*

*Penalty: If a player deliberately delays a free, the referee will add on additional time. Persistent delay in taking the free is regarded as dissent. The player's name and jersey number will be taken by the referee and a yellow card is issued.*

*11.11. When a team is awarded a free and an opposing player shows dissent the referee may move the sliotar forward 10 metres.*

#### 11.12. 20 metre free

Should a foul be committed on an attacking player within 20 metres of the end line and outside the large parallelogram, the free *must* be awarded from a point on the 20 metre line opposite where the foul occurred:

In the event of a 20 metre free, should a member of the defending team show dissent or be in breach of Playing Rules 11.7, the free *must* be awarded from a point on the 20 metre line 10 metres nearer to the centre of the goal. If within 10 metres of the centre, the free *must* be taken from a point opposite the centre.

#### 11.13. Penalty shot

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. Not more than three defending players may stand on the goal line. With the exception of the free-taker, all other players *must* remain outside the 20 metre line and outside the semi-circle until the sliotar has been struck.

Should a foul be committed by a defending player(s) before the sliotar is struck and a score does not result, the Referee *must* allow the penalty free to be retaken.

#### 11.14. 45 Metre Free

Should a player from the defending team play the sliotar across the end-line, the Referee *must* award a free to the attacking team from a point on the 45 metre line opposite to where the sliotar crossed the end-line. The last person touching the sliotar *must* be considered the last person playing the sliotar.

Should the sliotar strike anyone other than a player at or near the end-line, and if the Referee adjudges that in so doing the sliotar was prevented from going out of play, a wide or 45 metre free as applicable *must* be awarded.

*11.15. When a clashed sliotar crosses the end-line it must be regarded as wide.*

## 12. Side-Line Puck

- 12.1. Should a player play the sliotar across the side-line, the Referee *must* award a free ground puck to the opposing team from the point where the sliotar crossed the line.
- 12.2. When a clashed sliotar crosses the side-line the Referee must throw in the sliotar between two opposing players at the point where the sliotar crossed the line. If within 20 meters of the end-line the sliotar *must* be thrown in on the 20 metre line.
- 12.3. Should the sliotar strike anyone other than a player at or near the side-line, and if the Referee adjudges that in so doing the sliotar was prevented from going out of play, a free ground puck *must* be awarded against the team of the player who last touched the sliotar.

## 13. Puck-Out from Goal

- 13.1. When the sliotar is played over the end-line, i.e., wide, by the attacking team or *from a clashed sliotar crossing the end line*, the Referee *must* award a puck-out from within the small parallelogram to the defending team.
- 13.2. A player taking the puck-out *must* strike the sliotar from her hand.
- 13.3. Should the player taking the puck-out miss the sliotar at the first attempt she may
  - a. lift and strike itor
  - b. strike it on the groundShe may not take it into her hand a second time.

Penalty: 45 metre free to the opposing team from a point opposite to where the foul occurred.

- 13.4. A player may not puck-out the sliotar from outside the small parallelogram except after a score. After a score the player *must* puck out the sliotar without crossing the 13m line.

Penalty: 45 metre free to the opposing team from a point opposite to where the foul occurred.

- 13.5. For all puck outs the players of the opposing team *must* remain outside the 20 metre line until an attempt to strike the sliotar has been made.
- 13.6. 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 add on extra time. 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.*

#### 14. Small Parallelogram (square ball)

- 14.1. Should a player of the attacking team enter the small parallelogram before the sliotar enters it during play, a free out *must* be given to the defending team from the edge of the small parallelogram. Should there have been a score it *will* be disallowed.

Exception:

- Should a point have been scored from outside the small parallelogram it *must* be allowed provided that the player who had entered the small parallelogram had not interfered with the defence and that the sliotar was sufficiently high to be out of reach of the defence and attack.
- 14.2. Should 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, she will be deemed not to have committed a foul.
- Should *this result in* a score, it *will* be allowed.
- 14.3. In the event of a free, no player of the attacking team *will* stand outside the endline behind the small parallelogram.

#### 15. Scores

- 15.1. A goal is scored when the sliotar is played by either team over the goal-line, between the goal posts and under the crossbar, except when carried in the hand *or thrown over* the goal-line by an player. A goal *will* be equal to three points.
- 15.2. A point is scored when the sliotar is played by either team over the crossbar and between the goalposts, except when thrown by any player.
- 15.3. *When* the sliotar is played by a team through its own goal or *over the crossbar*, the score will be awarded to the opposing team.
- 15.4. When the sliotar is played directly over the crossbar from a sideline ball, the score will be worth two points.*
- 15.5. A score *will* be allowed if, in the opinion of the Referee, the sliotar was prevented from crossing the goal-line by anyone other than a player.
- 15.6. The team with the highest score at full time will be deemed to be the winner.
- 15.7. When teams finish with equal scores at full time, the match will be declared a draw.*

## 12 A-SIDE CAMOGIE

*12 a-side Playing rules should be read in conjunction with Duties of the Referees Lines Officials and Umpires, Rules 41 42 and 43 of An Treoraí Oifigiúil, and with Penalty rules 44 and 45 of An Treoraí Oifigiúil.*

### 16. Team Composition

- 16.1. A team *must* be comprised of twelve players who *must* be affiliated and registered members of An Cumann Camógaíochta in accordance with the Rules. Eligibility to play in a competition will be determined by the Rules and approved bye-laws.
- 16.2. The team line-out *must* be as follows:  
  
a goalkeeper, one full-back, three half-backs, three centrefield players, three half forwards and a full-forward.
- 16.3. Each team *must* have at least nine players to commence the game. The game may be continued or finished with less than nine players aside. Players may be added to a team during a stoppage in play on notifying the referee in writing. *Such players must be on team list given to Referee.*

### 17. Substitution

- 17.1. Substitution means the replacing during a game or at half-time of any of the twelve players of a team, other than a player dismissed from the field of play by the Referee. Only three substitutions per team *will* be allowed. A substitution may only be made during a stoppage in play or on notifying, in writing, the Referee.

A team which makes more than three substitutions *must* forfeit the game to its opponents.

### 18. The Pitch

- 18.1. The pitch *must* be rectangular, from 95 metres to 110 metres long and from 60 – 80 metres wide. The boundaries *must* be marked by a distinctive line and the four corners indicated by flags.
- 18.2. For all Inter-County, Inter-Provincial and All-Ireland Club Championship matches, maximum pitch measurements, i.e., 110 x 80 metres *must* be used.
- 18.3. Lines indicating 15 metres and 30 metres from each end-line, and the half-way line, *must* be marked. The points where these lines join each side-line *must* be indicated by flags.
- 18.4. Equidistant from each corner on the end-lines *will* stand two upright goalposts, 4.5 metres apart and 6 metres high. There *must* be a crossbar 2 metres from the ground joining the goalposts to form a goal space.

- 18.5. 2 metres outside each goal post a line 4 metres long *must* be marked at right angles to the goal-line. The end of these lines *must* be joined to form a parallelogram 8.5 metres x 4 metres in front of the scoring space.

## 19. Rules of Play

- 19.1. No player may approach within *10 metres* of a free-taker until an attempt to strike the sliotar has been made, and no player may physically or verbally distract a free-taker. A player holding her hurley upright *will not* constitute an interference.

Penalty: The free *will* be awarded from a point 10 metres nearer to the offending player's goal but not within the *10 metre* line of that goal.

- 19.2. *Where* a player from the defending team plays the sliotar across the end-line the Referee *must* award a free to the attacking team from a point on the 30 metre line opposite to where the sliotar crossed the end-line.

The last person touching the sliotar *will* be considered the last person playing the sliotar.

- 19.3. Where the sliotar strikes anyone other than a player at or near the end-line, and if the Referee adjudges that in so doing the sliotar was prevented from going out of play, a wide or 30 metre free as applicable *must* be awarded.
- 19.4. When a clashed sliotar crosses the side-line the Referee *must* throw in the sliotar between two opposing players at the point where the sliotar crossed. If within 15 metres of the end-line the sliotar *will* be thrown in on the 15 metre line.

## 20. Fouls

- 20.1. If a foul is committed on a player after she has played the sliotar, a free *will* be awarded from where the sliotar lands. If a score should have resulted, it *will* be allowed. If the sliotar has crossed the end-line or has landed within 15 metres of the end line, the free *will* be awarded from a point on the 15 metre line opposite to where the sliotar landed. Where the sliotar has crossed the side-line, the free *will* be awarded from the point where the sliotar crossed that sideline or, if within 15 metres of the end-line, it will be awarded from the 15 metre line.
- 20.2. Where a player from each team fouls at the same time, the Referee *will* throw in the sliotar between two opposing players where the foul occurred. If within the 15 metre line, the sliotar *will* be thrown in on the 15 metre at a point opposite where the foul occurred.
- 20.3. If a foul is committed on an attacking player within 15 metres of the endline, the free *will* be awarded from a point on the 15 metre line opposite to where the foul occurred. Should a member of the defending team show dissent or be in breach of Rule 12.7 the free will be



awarded from a point on the 15 metre line 10 metres nearer to the centre of the goal. If within 10 metres of the centre, the free *will* be taken from a point opposite the centre.

*In all other instances 15 a-side rules apply.*