

	Camogie	Hurling
TEAMS AND PLAYERS		
1.	Team lists shall be given to referee by the commencement of the second half .	Team lists to be given to the referee before the start of the game.
2.	Each team to must have at least twelve players to commence a match. A match may continue with less than twelve players aside, only if the event of a player(s) ordered off or retired injured.	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
3.	A maximum of 8 subs may be made in U14, U16, U18 and Adult League games 5 Subs for Championship games 5 Subs for extra time.	A maximum of 5 subs shall be allowed in normal playing time. 3 subs shall be allowed in extra time.
Equipment		
4.	Goalkeepers may wear team tracksuit in all competitions other than national finals. Goalkeeper shall wear the same jersey as her own team.	The goalkeeper shall wear a jersey which is distinctive from his own team and the opposing team's colours.
5.	A player may only play with a hurley bound with a metallic substance if covered with adhesive tape.	Metallic band does not need to be covered.
6.	Sliotar – Size 4 Sliotar is used for all games U14 – Senior.	Sliotar Size 5 U16 - Senior
7.	In all Camogie games and training sessions it is not permitted to wear jewellery of any kind.	No rule included.
8.	In all Camogie games, a player must play with a hurley the bas of which cannot exceed 13cm In width except the goalkeeper on goal keeping duties. A goalkeeper engaging in outfield roles such as free taking outside the large parallelogram, taking a sideline, 45m free or penalty is defined as set play and now an outfield player so the 13cm restriction applies to the hurley she must use in these or similar outfield set plays. Penalty: A free will be given to the opposition from where the infringement took place. For further infringements the player will be dealt with under 41.9(b) for dissent.	The bas of a hurley at its widest point shall not be more than 13cm for ALL players Penalty : None defined
9.	Protective gear such as shin guards, gum shields and hand protection may be used by a player while playing or training.	Not mentioned.

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The Play		
10.	The referee will commence play in each half by throwing the sliotar along the ground on the halfway line between the four centre field players who must stand one behind the other on the halfway line. All other players must remain in their respective positions at least 10 meters from the referee until an attempt to strike the sliotar has been made.	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. All other players shall be in their respective positions behind the 65 meter line.
11.	The referee will recommence play after any stoppage (other than 9.4 next difference) 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 side-line clashed 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.	Throw in from clashed ball over the side line will be given 13m from the side-line and directly infield.
12.	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. When play is stopped due to an injury away from play to a Teammate of the player in possession play is restarted with a Throw in.	When play is stopped due to an injury to ANY player the team in possession at the time of the stoppage receive an indirect free.
13.	A player may lift the sliotar off the ground with the hurley or with the feet or a combination of both hurley and foot	A player may not lift the sliotar off the ground with the knees.
14.	Actual playing time is sixty minutes. A half time interval of not more than 15 minutes should be allowed.	Actual playing time is sixty minutes Exceptions: Inter county Senior Championship, National League actual playing time is seventy mins. An interval not exceeding 10 minutes shall be allowed at half time. Exception: In Inter-County Senior games, the interval shall consist of a maximum of fifteen minutes.
15.	Should a player from defending team play the sliotar across the end line referee awards a 45m free opposite where the sliotar crossed the end line.	Should a player from defending team play sliotar across the end line the referee awards a 65m free opposite where the sliotar crossed the end line

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16.	A player is allowed to Play the opponent's hurley from the ground or in the air with own hurley- FLICK (minimal force)	A player is not allowed 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. Penalty: Free to the opposing team from where the foul occurred.
17.	Deliberately wasting time before taking a side line /a puck out or taking a free puck. Penalty is to add on the time due to time wasting. <u>Penalty for side line</u> Cancel puck throw in where sideline was awarded. If Persistent- rules for dissent apply.	Wasting time before taking a side line ball / before taking a free puck. <u>Penalty for side line</u> Cancel puck throw in where sideline was awarded. Penalty for a puck out Cancel puck out Throw in the 20 metre line
18.	A player may not Push an opponent. Penalty: Free from where the foul occurred rule 10.1. (o) Offending player noted for Engage in persistent fouling Rule 10.1. (s)	Push an opponent with the hands or hurley. Penalty: Aggressive foul. Free given. Caution for first offence - ordering off for persistently committing such fouls.
19.	No player may approach within 10m from the free taker. Penalty: Free 10 metres closer to the offending player's goal. No player may approach within 10m from the position of the side line puck. Penalty: Allow the sideline to be retaken and add on additional time for the time lost. If a player persists rules for dissent apply.	All players should be 20m away from the ball of the free taker before a free puck or side line is struck. Penalty for players defending the free or sideline. Free 13 m more advantageous than the place of original puck, up to opponents 20m line. Penalty for Penalty for team mate awarded the free or sideline. Free where offence occurred.
20.	A player may choose to take a quick free from their hand if they are fouled inside their own 45-metre line. Only the player that is fouled can take it from the hand and it is an indirect free. Penalty: A throw in from where the infringement occurred.	No provision for same.
21.	If a sliotar is moved forward (e.g.) for dissent it shall be moved by 10m .	If a sliotar is moved forward (e.g.) for dissent it shall be moved 13m .
22.	No foul	It is a foul to make a divot for the purpose of teeing up the sliotar.

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Scores		
23.	A player may not score a goal with the hand(s). A player can score a point with the hand(s)	A player may not hand pass the ball to score except if the ball is in flight
24.	A sideline puck that is struck over the crossbar and between the two uprights directly and not touched in flight by any other player. Two points is awarded to the player's team.	For a sideline puck to be struck over the crossbar and between the uprights. One point is awarded.
25.	Rule 14.2. Should a player of an 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.	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 interferes with the defence, a foul is not committed.
Puck-out		
26.	Fouling a puck out. Penalty is a <u>45m free</u> .	Fouling a puck out. Penalty is a throw in on the <u>20 line</u> in front of goal.
27.	Puck outs after a wide ball are taken within the small parallelogram. Puck outs after a score are taken from within the large parallelogram. Penalty: 45m free.	All puck outs from within the small parallelogram. Penalty: Throw in on defenders 20m line.
28.	A quick puck out can be taken after a WIDE only. This quick puck out can be taken once the referee signals the wide ball. After a score the goal keeper must wait until the second whistle to restart play; the referee signals the score and signals again to restart play.	No provision for same.
29.	For puck outs Players from the opposing team must be outside the 20m line until an attempt has been made to strike the sliotar. No mention of distance before a defender may play the ball.	For puck outs All players must be outside the 20m line except the goal keeper and the player taking the puck out. The ball must travel 13m before a teammate may play the ball. Penalty: throw in on the 20m line.

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Penalty Shot		
30.	Foul committed by a defending player(s) before the sliotar is struck and a SCORE does not result, the referee may allow the penalty free to be retaken.	Foul committed on an attacking player and a GOAL does not result the referee must allow the penalty to be retaken.
Yellow – Red Cards		
31.	<p>Attempt to strike an opponent with or without the hurley. Attempt to kick an opponent Use a hurley of incorrect size. Penalties All Yellow Card offences.</p> <p>Strike an opponent with the hurley. Strike an opponent with the arm, elbow, hand, knee or head. Penalty Red Card.</p>	<p>To strike or attempt to strike an opponent with the hurley, with minimal force, or with force causing injury, or kick, attempt to kick strike or attempt to strike an opponent with arm, elbow, hand or knee.</p> <p>Penalty: Red Card.</p>
32.	<p>A Player may not Deliberately shoulder an opponent.</p> <p>Penalty: Award free to opponent and issue Yellow Card.</p> <p>Exception: Using minimal contact on an opponent's body from side-on, once they are making a reasonable effort to gain possession of the sliotar. Minimal contact is described as contact made while making a reasonable attempt to gain possession of the sliotar. Contact must not be made in an aggressive or cynical manner.</p>	Shoulder to shoulder charge allowed
33.	When issuing a yellow or red card a player's Name and jersey number is taken.	When issuing a yellow and red card a player's Name is taken.
34.	All yellow cards issued in normal time are carried into extra time.	All yellow cards issued in normal time shall not carry into extra time
35.	<p>41.2 Deal with the intrusion of unauthorised persons on to the playing pitch; Take the name of the offender and request him/ her to go outside the pitch area, when a team mentor or known team partisan is adjudged by the Referee to have been abusive or behaving in a threatening manner to any Match Official. The nature of the abuse must be included in the Referee's Report: Yellow /Red cards are not shown to mentors/ Team officials.</p>	<p>To caution a team official who commits a Cautionable Infraction by taking his name and showing him a Yellow Card.</p> <p>To order from the Pitch Enclosure an official who commits a second Cautionable Infraction by showing him a second Yellow 21 Card followed by showing him a Red Card.</p>

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Technical Fouls		
36.	No such rule.	When a technical foul occurs within the large parallelogram, the free is taken on the 20m line. No players are allowed inside the 20m line except 5 defenders on the goal line.
37.	Not defined	Interfere with the goalposts to distract opponents or gain advantage. Penalty: caution offender; order off for 2 nd cautionable offence.
38.	Foul to Catch the sliotar with two hands. Penalty: Free to opposing team.	Not defined.
39.	If a player commits a foul within her 5 secs of allowed advantage play, the referee must stop play, advantage cancelled, and the referee will apply the relevant sanction for that infringement. Play will restart with a throw in.	
40.	An Treoir Oifigiil Duties and powers of the Referee. Temporarily suspend play for a serious injury to a player, sudden deterioration in the weather, broken goalposts, pitch invasion or for any other matter/incident that s/he feels warrants such a decision. Play should be temporarily suspended for an initial 15-minute period to allow matter/incident to be rectified. The Referee, having decided to temporarily suspend play, should inform team officials from both teams that play is being suspended. After the initial 15-minute suspension the Referee can choose to suspend play for a second 15-minute period using information and expert knowledge to hand. The Referee can choose to further suspend play for a third 15-minute period using information and expert knowledge up to a maximum duration of 45 minutes from stoppage of play. In exceptional circumstances and with the agreement of both management teams and the Referee the suspension of the game can be extended to a maximum period of 1 hour. After a 45 minutes stoppage or if it becomes apparent that the issue cannot be resolved during any time in this period, then the match should be abandoned. See Duties/ Powers of the referee 41.2 Official Guide Part 1.	No provision for same.