

## THE CAMOGIE ASSOCIATION

# **TRIALLING OF POTENTIAL CHANGES TO PLAYING RULES** Detailed Briefing Document & FAQ







#### INTRODUCTION

A Proposed Playing Rules Committee was assembled to review the Camogie Association Playing Rules and to develop a list of potential proposed rule changes to playing rules to be trialled prior to Congress 2024. The committee examined the Camogie Association Official Playing Rule Book and with the ethos of "a thinking persons game" in mind proposed changes or additions to 6 rules. Committee members spoke with various members to get feedback before agreeing on the below potential proposed changes to playing rules.

The following rules have proposed changes:

- Quick Puck Out
- Rough Play and Dissent
- Hand pass
- Side Line Puck
- Clean Catch
- Concussion Substitute

In order to trial the potential proposed changes to playing rules prior to Congress 2024, they will be implemented in Third Level League fixtures in 2023/2024. During and after these fixtures, feedback will be sought and reviewed to establish how well the changes have worked.



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### A quick puck out can take place after a score or a wide

### **Key Points**

- A goalkeeper has been able to use a quick puck out after a wide ball is signalled by the referee.
- A goalkeeper can now also take a quick puck out after a score is signalled by the referee.

## Affected Rule: Quick Puck Out

### **Current Wording**

#### Pg. 9

13.7. The goalkeeper may use a Quick Puck out after a wide ball is signalled by the Referee. She must stay within the small parallelogram. Any player deliberately obstructing the goalkeeper's quick puck out will be dealt with per Rule 10.2c. For a quick puck out, players do not need to be outside the 20 metre line. Such quick puck outs must be taken from within the small parallelogram. The referee will have discretion to stop play. If a goalkeeper chooses a normal puck out she must wait for the referees whistle and normal rules apply for the puck out.

#### New Wording

#### Pg. 9

13.7. The goalkeeper may use a Quick Puck out after a wide **or a score** is signalled by the Referee. She must stay within the small parallelogram. Any player deliberately obstructing the goalkeeper's quick puck out will be dealt with per Rule 10.2c. For a quick puck out, players do not need to be outside the 20 metre line. Such quick puck outs must be taken from within the small parallelogram. The referee will have discretion to stop play. If a goalkeeper chooses a normal puck out she must wait for the referees whistle and normal rules apply for the puck out.

## FAQ

- 1. Can a quick puck out still be taken after a wide? Yes, this can be done from inside the small parallelogram
- 2. Does a goalkeeper have to take a quick puck out? No, they can wait and take a normal puck out from inside the 13m line after a score or inside the small parallelogram for a wide
- 3. If a goalkeeper is taking a quick puck out, are players required to be outside the 20 meter line? No, but any player deliberately obstructing the goalkeeper's quick puck out will be dealt with as per rule 10.2c





### Shoulder to shoulder contact is permitted, charging is not permitted

#### **Key Points**

- A player may tackle an opponent by using shoulder to shoulder contact.
- Contact must be made from side-on.
- Contact must not be made in an aggressive or cynical manner.
- A player with the ball may not run into a stationary player.

#### **Affected Rule: Rough Play and Dissent**

#### **Current Wording**

10.2. Rough Play and Dissent
A player must not:
a. Deliberately shoulder an opponent
b. Trip, catch or hold 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

#### New Wording

10.2. Rough Play and Dissent



A plaver must not:

- a. Deliberately shoulder an opponent other than shoulder to shoulder
- b. Trip, catch or hold an opponent
- c. Charge directly into an opponents body with or without the sliotar

## FAQ

- 1. Define shoulder to shoulder contact? Shoulder to shoulder contact should be made side by side. Not shoulder to arm, shoulder to elbow, shoulder to chest, or shoulder to any other part of the body.
- 2. Is shoulder to shoulder contact allowed when both players are moving towards the ball? Yes
- 3. Is shoulder to shoulder contact allowed when a player is in possession of the

ball?

Yes

4. In regards to charging, can the player without the ball step forward, backwards or sideways?

The player without the ball can step sideward, backward or forward as long as they do not charge into the opponent.





### Players must demonstrate a clear striking action when handpassing the sliotar

#### **Key Points**

• A clear striking action must be visible when hand passing the sliotar.

#### **Affected Rule: Handpass**

#### **Current Wording**

9.6. A player may:
e. Hand-pass the sliotar with one hand
10. Foul Play
10.1. Technical Fouls
A player may not:
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



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; except for breaches of 10.1(q) when the following penalty applies: the free puck is cancelled and the Referee throws in the sliotar where the original foul occurred but not within the 20-metre line.

#### **New Wording**

- 9.6. A player may:
- e. Hand-pass the sliotar with one hand
- 10. Foul Play
- 10.1. Technical Fouls
- A player may not:

c. Throw the sliotar away from her (player must demonstrate a clear striking action with the hand based off rule 9.6E)

- 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

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; except for breaches of 10.1(q) when the following penalty applies: the free puck is cancelled and the Referee throws in the sliotar where the original foul occurred but not within the 20 metre line.

Where breaches of 10.1 (c) occur, the free puck must be indirect





## FAQ

- 1. Is the hand pass rule changing? Players must still hand pass the sliotar, the additional wording in the rule is to provide clarity, that there must be a clear striking action with the hand.
- 2. Can a player score from a free for a foul hand pass? No, the free for a foul hand pass is indirect.





## A side line puck inside a team's own 45m line can be taken from the hand or the ground.

#### **Key Points**

- Inside the 45m line nearest the team's own goal line, the side line puck can be taken from the hand or the ground.
- Outside the 45m line, it must be taken as a ground puck.

### Affected Rule: Side Line Puck

#### **Current Wording**

#### 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. No player must be within 10m of the side line free taker.

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. A ball that strikes a side line flag or corner flag shall be treated as having crossed the side line and a free ground puck must be awarded against the team of the player who last touched the sliotar.

12.4. 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 sideline 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.

#### **New Wording**

#### 12. Side-Line Puck

12.1. Should a player play the sliotar across the side line, the Referee must award a side line puck to the opposing team from the point where the sliotar crossed the line. If the sliotar crosses the side line inside the 45m line nearest their (team awarded the side line) own goal line, the side line can be taken from the hand or as a ground puck. If the sliotar crosses the side line) own goal line, the side line outside the 45m line nearest their (team awarded the side line) own goal line, the side line outside the 45m line nearest their (team awarded the side line) own goal line, the side line must be taken as a ground puck. No player must be within 10m of the side line free taker.





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Penalty: If a player advances the sliotar deliberately from the place at which a sideline 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.

**12.5** When taking the side line puck from the hand, if the player takes it from the wrong place, the referee will award a throw in.

## **12.6 If opposing players encroach within 10m of the player taking the side line before they strike the sliotar, the referee may award a retake.**

#### 15. Scores

15.4. When the sliotar is played directly over the crossbar from a side line sliotar, the score will be worth two points, provided it is not touched in flight by any play and it is struck from the ground. A side line puck from the hand must be indirect.

## FAQ

- 1. Can a player take the side line puck from the hand while moving? The player can move to strike the sliotar but must take the side line puck from the designated spot.
- 2. Does a score from a side line puck from the ground still account for 2 points? Yes, a score from a side line puck taken from the ground accounts for 2 points.
- 3. Can a player score from taking a side-line puck from their hand, inside their own 45m line?

No, a side line puck from the hand is indirect.





## Players can call a Mark from a clean catch past the 45m line from a puck out

#### **Key Points**

- A player can call a Mark when they catch the ball cleanly from their own team's Puck-Out without it touching the ground, provided that the catch is made on or past the 45m line nearest the Puck-Out point.
- Once a player is awarded a 'Mark,' they have two options:
  (a) Taking a free puck from the hand (indirect), or
  (b) Playing on immediately.

#### Affected Rule: Clean Catch from a Puck-Out

#### **Current Wording**

None

**New Wording** 



16. Advanced Mark (make 16. Limitations of Liability 17)

16.1 When a player catches the sliotar cleanly from their own teams Puck-Out without it touching the ground, on or past the 45m line nearest the Puck-Out point, they shall be awarded a 'Mark' by the Referee.

The player awarded a 'Mark' shall have the options of

(a) Taking a free puck from the hand (indirect) or

(b) Playing on immediately.

#### 16.2 (a) Free Puck

The player shall signify to the Referee by holding the sliotar in outstretched arm above their head if they are availing of the mark. The player who is awarded the mark must take it from where they catch the sliotar. The referee will blow the whistle to signal the mark has been awarded.

Once the player indicates they are taking the 'Mark', the Referee shall allow up to five seconds for the player to take the free puck. If the player delays longer than five seconds, the Referee shall cancel the 'Mark' and throw in the sliotar between a player from each side.

Once the player indicates they are taking the 'Mark', the opposing players must retreat 10m to allow the player space to take the free puck. If an opposing player deliberately blocks or attempts to block the strike within 10m, or if an opposing player impedes the player while they are taking the free puck, the Referee shall penalise the opposing team by bringing the ball forward 13m. If the Referee determines that the player who makes the 'Mark' has been injured in the process and is unable to take the free puck, the Referee shall direct the Player's nearest team mate to take the free puck but they may not score directly from the strike. In this case the player has 5 seconds to take the mark from the referees whistle to resume play.

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#### 16.2 (b) Play on immediately

(i) In this circumstance the player may not be challenged for the sliotar until they carry it (in their hand or on their hurl) up to a maximum of four consecutive steps or holds the sliotar for no longer than the time needed to take four steps and/or makes one act of striking or hand passing the sliotar.

(ii) If the Player is illegally challenged, a free shall be awarded to their team from the point at which the challenge is made, and this free may be taken by any player on their team.

#### FAQ

- 1. Can a player on the opposing team call a mark from the puck out? No, only the teams whos puck out it is, can call a mark.
- Does a player have to call a mark? No, they can play on without calling a mark.
- 3. Can a player score from a mark? No, the free puck is indirect.
- 4. Can a player call a mark and play on straight away? Yes, if the player calls the mark and plays on, they may not be challenged for the sliotar until they carry it up to a maximum of four consecutive steps or holds the sliotar for no longer than the time needed to take four steps and/or makes one act of striking or hand passing the sliotar.





## In the event of a concussion or suspected concussion, teams can make a permanent concussion substitution in addition to the regular substitutions Key Points

• In the case of a concussion or suspected concussion, teams are allowed to make permanent concussion substitution in addition to their regular substitutions.

#### **Affected Rule: Concussion Substitute**

#### **Current Wording**

None

**New Wording** 

#### 5. Substitution of Players During a Game

#### 5.4. Concussion Substitution



A player who is concussed or has had a suspected concussive incident must immediately leave the field of play to receive medical attention. This can be on the instruction of the Referee if they feel an incident has been missed by the teams 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.

In the case of a concussion or a suspected concussion, teams can make a permanent concussion substitution in addition to the regular substitutions.

#### FAQ

1. Can a player who has left the field of play with a suspected concussion return to the field of play?

The player can return if they are cleared by the team medical personnel and deemed not to have a concussion or suspected concussion. The referee can prevent the player from 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

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2. Can a player return to the field after being substituted as a concussion substitute?

No

3. Can teams use more than one concussion substitute? *Yes, concussion substitutes are not limited* 

