



***THE
CAMOGIE
ASSOCIATION***
An Cumann Camógaíochta

Camogie/Hurling Rule

Differences

2018/2021

	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 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.

	Camogie	Hurling
8.	<p>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.</p> <p>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.</p> <p>Penalty: Dissent rule applies.</p>	<p>The bas of a hurley at its widest point shall not be more than 13cm for ALL players</p> <p>Penalty : None defined</p>
9.	<p>Protective gear such as shin guards, gum shields and hand protection may be used by a player while playing or training.</p>	<p>Not mentioned.</p>
10.	<p>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.</p>	<p>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.</p>
	Clash ball	
11.	<p>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.</p>	<p>Throw in from clashed ball over the side line will be given 13m from the side-line and directly infield.</p>
12.	<p>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.</p> <p>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.</p>	<p>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.</p>

	Camogie	Hurling
13.	Player allowed to DROP the hurley provided in a safe manner	Foul to drop the hurley.
14.	Allowed to Play the opponent's hurley from the ground or in the air with own hurley- FLICK (minimal force)	May not, foul.
15.	Allowed to TAP (minimal force) the underside of the bas of the opponents hurley while she is carrying the sliotar on it.	May not, foul.
16.	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. 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
17.	Ticking does not apply to Camogie.	Ticking does apply in Hurling.
18.	Deliberately shoulder an opponent. Yellow Card offence.	Shoulder to shoulder charge allowed
19.	Push an opponent. Penalty: rule 10.1. (o) Technical Foul. Free.	Push an opponent with the hands or hurley. Penalty: Aggressive foul. Free given. Caution / ordering off for persistently committing such fouls.
20.	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 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.

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21.	If a sliotar is moved forward (e.g.) for dissent it shall be moved by <u>10m</u> .	If a sliotar is moved forward (e.g.) for dissent it shall be moved <u>13m</u> .
22.	No foul	It is a foul to make a divot for the purpose of teeing up the sliotar.
23.	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.
24.	A player may hand pass the ball to score	A player may not hand pass the ball to score except if the ball is in flight
25.	Fouling a puck out. Penalty is a <u>45m free</u>	Fouling a puck out the penalty is a throw in on the <u>20 line</u> in front of goal.
26.	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.
27.	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.
28.	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.

	Camogie	Hurling
29.	<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>
	Penalty Shot	
30.	Foul 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.	Foul committed on an attacking player and a GOAL does not result the referee must allow the penalty to be retaken.
31.	<p>Player taking the penalty may strike the ball inside the 20 metre line.</p> <p>3 players may be on the goal line</p>	<p>Player taking a penalty must strike the ball before crossing the 20 metre line.</p> <p>Only one player on the goal line.</p>
32.	All 20 metre frees can be struck inside the 20 metre line.	All 20 metre frees must be struck outside the 20 metre line.
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.	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.
35.	<p>A sideline puck that is struck over the crossbar and between the two uprights directly and not touched in flight by any other player.</p> <p>Two points is awarded to the player's team.</p>	<p>For a sideline puck to be struck over the crossbar and between the uprights.</p> <p>One point is awarded.</p>

36.	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
37.	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
38.	Not defined	Interfere with the goalposts to distract opponents or gain advantage. Penalty: caution offender; order off for 2 nd cautionable offence.
39.	Foul to Catch the sliotar with two hands. Penalty: Free to opposing team.	Not defined.
40.	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.
41.	An Treoir Oifigiíil Cuid a hAon 41.2 Duties and powers of the Referee. Should play be suspended temporarily for any reason, serious injury, sudden deterioration in the weather, broken goalposts, pitch invasion etc. Play should be temporarily suspended for a maximum of 15 minutes. If the issue cannot be resolved during this period, then the match should be abandoned. See Duties/ Powers of the referee 41.2 Official Guide Part 1.	No provision for same.